# 10. Worldly Possessions

<Combat equipment (weapons and armour), noncombat (adventuring and stuff) equipment, encumbrance, inventory management etc.>

Subtitle:

Each character has a Bulk Capacity equal to

3 + [MIG]

Which roughly describes how much equipment he can carry before being slowed down by it.

We track 3 types of items:

* **Large:** Has a Bulk value (clothing, armour, weapons, shields, backpack);
* **Regular:** No Bulk value but must be carried in backpack, pouch or in hand;
* **Small:** Items of negligible size and weight. Can be assumed to be in bags or pockets.

Item place:

* [H] in Hand
* [B] on Back
* [A] Apparel/Armour
* [Q] Quick slot