# 10. Worldly Possessions

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

Subtitle:

As far as the items carried by in-game characters go, we group them into 4 categories. An item’s category determines how it can be carried, as well as whether it has a Bulk value (characters can only carry items up to a certain Bulk limit).

These categories are:

* **Tiny:** Items of negligible size and weight (no Bulk value). Usually we take it that they are carried in pockets, and sometimes as jewellery.
* **Small:** Most small items don’t have their own Bulk value\*, but must be carried in some kind of satchel, bag or backpack (which are large items that do have a Bulk value), or in hand.
* **Large:** These are most commonly items like clothing, armour, weapons and shields (their Bulk values are noted next to their specific rules). There’s also a special kind of large items that we call Containers - belts, backpacks and the like – which have a certain capacity for storing small items.
* **Huge:** These are items that are so large that they are rather *moved* around than really carried – often only pushed or pulled, sometimes even requiring the efforts of multiple people (which can also include some Athletics tests).

**\* -** Unless an item is exceptionally heavy for its size. Like, for example, a jar of mercury.

Items’ Places:

An item’s “place” describes where or how you are carrying it. It can be one of the following:

* **In Hand:** Normally you can carry up to two items, one in each hand, or one larger item in both hands (also depends on the character’s Might). If a character has more than two hands, adjust accordingly. Practice common sense.
* **On Back:** One item may be carried on your back, such as a backpack, a shield or a large holstered weapon.
* **Apparel/Armour:** You may wear a set of regular clothing and a suit of armour over it. You can track helmets, shoes, belts, cloaks etc. separately. Again, practice common sense.
* **In a Container:** As stated before, multiple small items can be carried in various larger Container items (their capacities will be noted in appropriate places).
* **Quick Slot:** Characters have a limited number of special slots called Quick Slots where they can put small and tiny items to be easily and quickly accessible. By default, each character has one Quick Slot, but some items, most notably belts, grant more.

### In Sequences:

Items held in Quick Slots can be accessed as a free action, provided you have a free hand.

It takes one standard actions to grab an item held in a Container; or three if that container is a backpack (or equivalent).

Perk to ignore up to 2 ETF for attacking purposes

Load Levels:

Each character has a Load Level based on his effective Might score and the total bulk of his carried items.

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| --- | --- |
| **Load Level** | **Max Bulk for this Load Level** |
| Light | [MIG] × 0.5 (rounded down) |
| Medium | [MIG] |
| Heavy | [MIG] × 1.5 (rounded down) |
| Maximum | [MIG] × 2 |

### Light Load:

No negative effects.

### Medium Load:

Encumbrance Test Penalty increased by 1.

### Heavy Load:

Encumbrance Test Penalty increased by 2 and speed reduced by 1/3.

### Maximum Load:

Encumbrance Test Penalty increased by 3 and speed reduced by 2/3. This is the maximum load a character can withstand.