**Encumbrance:**

While having a variety of weapons and tools, as well as some armour - is cruicial to an adventurer, carrying too much can also hinder him.

Penalties from being encumbered are manifested in the form of **Encumbrance Test Penalty (ETP)** – ETP affects skills which involve movement, most prominently Acrobatics, Athletics and Stealth. ETP translates 1:1 to Disadvantage on such tests.

**Encumbrance from Armour:**

Encumbrance caused by wearing armour depends on 1 thing: The total bulk value of said armour. Apart from imposing ETP, wearing armour also increases Enervation for physical activities by some amount. Look at the table below to find the exact values:

|  |  |  |  |
| --- | --- | --- | --- |
| **Total Bulk** | **Category** | **ETP** | **Phy. Enervation** |
| 0 – 6 | Superlight | 0 | 0 |
| 7 – 15 | Light | 1 | 1 |
| 16 – 27 | Medium | 2 | 2 |
| 28 – 42 | Heavy | 3 | 3 |
| 43 – 57 | Superheavy | 4 | 4 |
| 58 – 72 | Superheavy+ | 5 | 5 |
| 73+ | Inadequate | 999 | 999 |

**Helmets:**

Although helmets are selected separately from armour, their weight is actually already included in the armour’s own bulk value. In effect, you can wear any helmet that’s the same weight category as your armour or lower at no additional cost. If you wear a heavier helmet, increase the armour’s ETP value by 1.

**Encumbrance from other gear:**

These penalties are added on top of those caused by wearing armour.

Normal carrying capacity (NCC) = 10kg + [MIG score] × 5kg

Over-Encumbered 1: NCC × 1.5 - +1 Enervation, +1 ETP

Over-Encumbered 2: NCC × 2 - +2 Enervation, +2 ETP

Etc...

Note: Use these values as guidelines to direct common sense and GM judgement. If you’re counting every kilogram you’re doing it wrong!