

REVISED CARRYING CAPACITY

A NEW CARRYING CAPACITY MECHANIC FOR FIFTH EDITION

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FOREWORD

Carrying capacity: for many RPG players, it seems like they either love it or they hate it. It's either punching numbers and calculating weight carried, or ignoring it completely and walking around with entire dungeons on their backs.

I propose another option. A lightweight system using slots – yes, much like video games – that allows game master and players a semblance of realism but without the time cost of a rules-heavy system.

That's what my Revised Carrying Capacity system attempts to do.

WHAT YOU'LL FIND HERE

There are two parts to this document: the carrying capacity rules and the carrying capacity slot sheets.

The rules bit should need no explanation I hope. They are the rules.

The carrying capacity slots sheets are stylized sheets that you can reproduce and give to your players for tracking how many slots they have and what's in each slot.

I hope you find this useful!

IMPORTANT NOTE

This ruleset is *not* designed to be realistic. It is designed as a game mechanic that guides how much characters can carry based on their strength modifiers *without* having to track the exact weight a character is carrying. In other words, it's supposed to be easy and quick to use while providing a way to limit how much characters can carry.

RULES

What to Track. For simplicity's sake, characters only track items that weigh over 1 pound. Everything that weighs 1 lbs. and under is *not tracked as far as carrying capacity goes*.

Slots. These rules use the idea of slots to track how much a PC can carry. One item, and only one item, can go into a slot. For instance, if you have a small slot, and you place a longsword in it, the slot is full. Nothing else can be placed in it, even though a small slot can hold an item up to 5 lbs. and a longsword weighs less than that.

Standard Slots. All characters, regardless of strength, are able to carry a basic amount of equipment, referred to as their standard slots. Every character has the following standard slots: backpack, armor worn, melee weapon, and ranged weapon.

Backpack Slot. This slot holds the contents of one equipment pack (burglar's pack, explorer's pack, etc.) that is part of a character's starting equipment. Furthermore, this slot can hold up to ten rations, in addition to other equipment pack contents. So if a character chooses a priest's pack, which contains only two days of rations, the character can also place eight more rations in this slot.

Armor Worn Slot. This slot holds the armor that the character is wearing. A character can only wear one suit of armor at a time. Characters who do *not* wear armor can use their armor worn slot as the equivalent of one large slot.

Melee Weapon Slot. This slot holds up to two weapons (or one two-handed weapon) that the character has on their belt or otherwise ready to use. In lieu of one single-handed weapon, it can hold a shield instead. This slot is the equivalent of two small slots. Characters can place more than two weapons on their belt, but they must use additional slots (small or medium, usually) to do so.

Ranged Weapon Slot. This slot can hold a ranged weapon and a quiver. A quiver can hold up to 1 lbs. of ammunition or thrown weapons, such as darts, in it. Alternatively, this slot can hold up to two weapons, such as throwing axes. This slot is the

equivalent of two small slots. (Although termed "ranged weapon slot," melee weapons can be placed here, too.)

Small, Medium, and Large Slots. All characters receive additional slots of these three sizes based on their strength modifiers (see table below). Characters with higher strength receive more slots, and vice versa. Characters can place objects into these slots based on the below rules.

Large Slot. This slot can hold something weighing over 10 lbs. and up to 75 lbs.
($10 < x \leq 75$ lbs., where x is the weight of the item)
A large slot is equivalent to three medium slots or fifteen small slots.

Medium Slot. This slot can hold something weighing over 5 lbs. and up to 10 lbs.
($5 < x \leq 10$ lbs., where x is the weight of the item)
A medium slot is equivalent to five small slots.

Small Slot. This slot can hold something weighing over 1 lbs. and up to 5 lbs.
($1 < x \leq 5$ lbs., where x is the weight of the item)

Tiny Items. Things weighing 1 lbs. and under are not tracked in this system.

Conversion Rates. A large slot is equivalent to three medium slots or fifteen small slots. A medium slot is equivalent to five small slots. (Note that these conversion rates are *not* intended to be realistic. They're intended to promote ease of use.)

Coins and Gems. Coins and gems do *not* count against a character's carrying capacity. Yes, coins are very heavy and can get bulky when carried in the amounts that adventurers often carry them. However, this system was intended to be easy to use, and I feel that the moment we have to start tracking and limiting how many coins/gems are carried, we've wandered too far into bean counting. Thus, this system doesn't track them.

Carrying Stuff Over 75 lbs. Carrying something over 75 lbs. costs two large slots per 75 lbs. of the thing being carried.

SMALL, MEDIUM, AND LARGE SLOTS

The table below shows how many additional slots small and medium characters receive based on their strength modifier. The cells shaded in gray represent the standard range that most characters will have. Large characters and characters with the *powerful build* trait have the equivalent of a +4 to their strength modifier when referencing the chart below. So, a bugbear character with an in-game strength modifier of +1 would use the +5 row when determining how many slots they get.

You may notice that characters with low strength scores really can't carry much additional equipment. This is by design. Characters who have low strengths *shouldn't* be able to carry much beyond their standard slots. (That's the price of dumping strength.)

Strength Modifier	Large Slots	Medium Slots	Small Slots
-5	0	0	0
-4	0	0	1
-3	0	0	2
-2	0	0	3
-1	0	1	4
0	1	3	5
+1	1	5	10
+2	2	7	15
+3	2	9	20
+4	3	11	25
+5	3	13	30
+6	4	15	35
+7	4	17	40
+8	5	19	45
+9	5	21	50
+10	6	23	55

and small slots as desired) based on their type. Below is a short list of some of the most common vehicles listed in the core rule books. Game masters are free to expand on this list and determine how many large slots a vehicle gets as needed.

Most vehicles require animals, typically horses, to draw them along. Small vehicles such as sleds and carts only require one large animal, such as a horse, to draw them. Larger vehicles such as wagons require two large animals to draw them.

Vehicle	Large Slots
Sled	8
Cart	12
Wagon	20

CARRYING MORE

This system represents a character's standard carrying capacity. Characters who wish to carry more, need to do what other people in the world generally do in such circumstances: get a mule or a cart or a wagon.

Mounts. Creatures such as horses, mules, or even giant lizards have strength scores listed in the core rule books. Thus, they receive large, medium, and small slots based on their strength modifiers. They do *not* have standard slots as characters do. If an animal is carrying a rider, the rider counts as three large slots. For animals that do not have stat blocks and strength scores in the core rule books, the game master should determine its strength modifier by comparing it to other similarly sized creatures.

For instance, a riding horse has a strength modifier of +3, so it receives two large slots, nine medium slots, and twenty small slots. Carrying a rider requires its two large slots and three of its medium slots (using our conversion rate) which leaves it with six medium slots and twenty small slots to carry more stuff. If the character chooses not to ride it, the horse can carry even more.

Vehicles. Vehicles such as wagons and carts have a certain number of large slots (that can be converted to medium