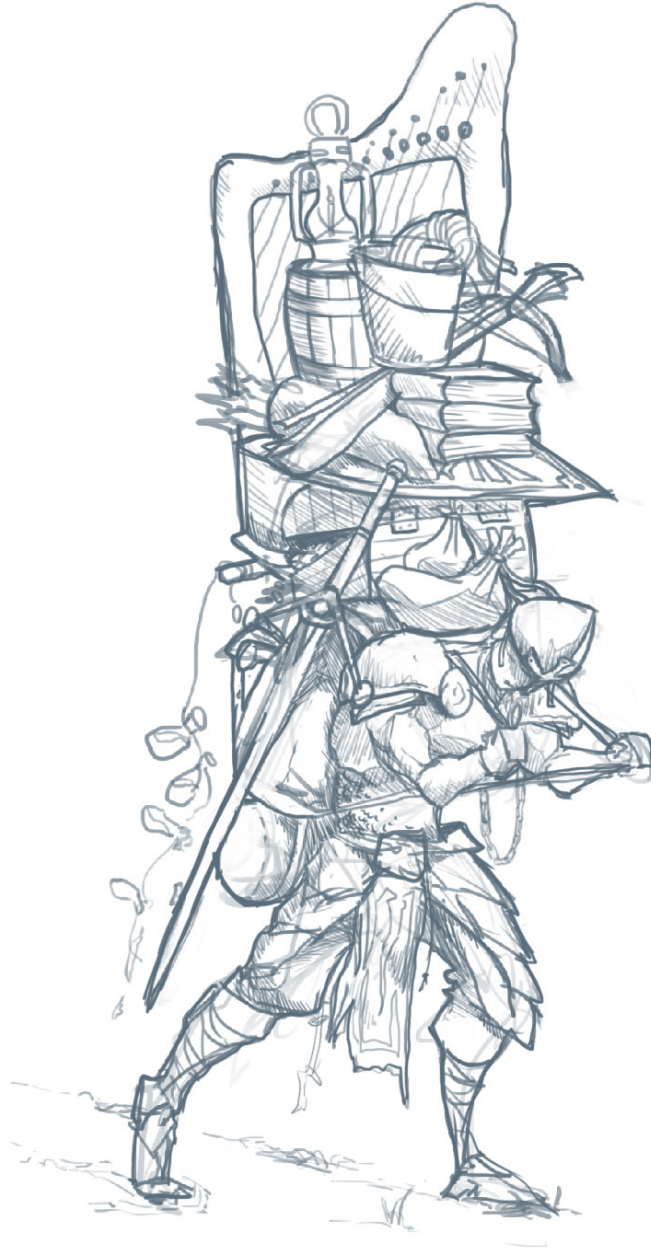


# CARRYING & ENCUMBRANCE

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BY RODRIGO C. TAKEHARA

# CARRYING AND ENCUMBRANCE

## LIFTING AND CARRYING

**Carrying Capacity.** Your carrying capacity is your Strength score. It represents both the weight and size of items that you can carry and can be measured in inventory slots. There are 5 category sizes and each category uses a set amount of slots according to the Inventory Slots table.

### INVENTORY SLOTS

Category	Slots	Average Weight
Very Small	1/4	up to 1 lb.
Small	1	up to 10 lbs.
Medium	2	up to 30 lbs.
Big	3	up to 50 lbs.
Very Big	6	up to 80 lbs.

To facilitate inventory management, category sizes should not be defined by their weight, the usual weight should only be used to set averages, for example, most weapons are between 1 and 10 lbs so weapons are small, even though crossbows are 12 lbs, they should be considered small items. Only extremely out of the average weights should use different category sizes.

As a guide, very small items are tiny objects like holy symbols, vials, coins, ammunition, small items are weapons, books, tools and instruments, medium items are full backpacks, adventuring packs and light armors, large items are most armors, and very large items are barrels, canoes and carts.

**Push, Drag or Lift.** If you push, drag or lift an object, the slot requirement is halved. If you carry more than your carrying capacity, your speed is reduced as detailed in the Encumbrance section.

**Size and Strength.** Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

## CONTAINERS

You can carry more items by putting them on a container, a container can carry 10 slots of items of a lighter category of itself. For example, a backpack size is medium, therefore it can carry 10 light items or 40 very light items, but can't carry any medium item.

## ENCUMBRANCE

If you carry more than your carrying capacity, for every slot of your inventory beyond your limit, drop your speed by 5 feet, if your speed is reduced by 20 feet or more, you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

