Enc (–10 speed)

Height | Body weight (lb|stone) | Speed | STR – armor | STR×2 – armor

E.g. STR 12 with ring mail: 4 and 16

☐ Unarmored

☐ Padded ☐ Studded
☐ Leather ☐ Hide
2

☐ Chain shirt
☐ Breast plate
4

☐ Half Plate
☐ Ring mail
8

☐ Scale mail
☐ Chain mail
10

☐ Splint
☐ Plate
12

Guide

Tiny things
Chestnut size.
Such as coins, gems, candles, pitons, spikes, incense, vials...

Small things
Grapefruit size.
Such as folded clothing, flasks, mess kits, tinderboxes, lanterns, torches...

Medium things
Watermelon size.
Such as books, weapons, shields, bow with full quiver...

Encumbrance
You can use circles numbered up to your strength score, or twice your strength score if you take a ten foot speed penalty.

Armor squares count separately, and the easiest thing to do is to subtract them from your strength score. So if you have strength 12 and wear ring mail, which costs 8, you could use circles up to 4, or 16 if enc.

9 Small things

2 Medium things

250 Tiny things

3

Medium things

12

Medium things

14

Medium things

16

Medium things

250 Tiny things

10

Medium things

18

Medium things

20

Medium things

22

To get slots for **big things** like ropes, bedrolls, waterskins, and tents:

medium / medium

small / big

The four big weapons are pike, maul, greatclub, and heavy crossbow.

Extra sacks:

28 34 40 46 52