

## 0.1 Encumbrance Simplification v1.2

Weight is measured in the abstract measure of **shekel**. Assuming that weight and bulk are normally correlated, shekel weights represent a combination of both for measuring the effect of objects on encumbrance. Thus, extremely inconveniently shaped objects can be assigned a higher shekel weight than their mass would normally suggest.

A character's **Carrying Capacity (CC)** is based on Strength multiplied by a Size modifier.

$$CC = Strength \times SizeMod \text{ shekel}$$

SizeMod is 1 for Medium characters; 0.5 for Small, 0.25 for Tiny; 2 for Large, 4 for Huge and so on. In addition, quadrupeds and most other non-bipeds have double Carrying Capacity.

<i>shekel</i>	$\leq CC$	$\leq 2 \times CC$	$\leq 3 \times CC$
load	light	medium	heavy
skill penalty	—	-3	-6
max DexMod to AC	—	+3	+1
speed	normal	$\frac{2}{3}$	$\frac{2}{3}$
run	$4\times$	$4\times$	$3\times$

The penalties for being under load do not stack with those caused by armor; use the worst value applicable. The skill penalty applies to the same skills as armor check penalties. (*All skills normally based on Dexterity and Strength.*)

Reduced speed is rounded up to the nearest multiple of 5ft. (*For example,  $\frac{2}{3}$  of 20ft. becomes 15ft.*) As noted in CRB page 171, creatures under a heavy load have their running speed reduced to  $3\times$  their walking speed. (*Normally this is  $4\times$  walking speed.*)

### 0.1.1 Weights

Items marked with an \* weigh half when sized for Small characters, a quarter for Tiny,  $2\times$  for Large etc. Items with a † weigh double for quadrupeds.

Item	Weight ( <i>shekel</i> )
light armor	$4^{*\dagger}$
medium armor	$7^{*\dagger}$
heavy armor	$12^{*\dagger}$
armor spikes	$+2^{*\dagger}$
buckler, wooden shield	$1^*$
metal shield	$2^*$
tower shield	$10^{*\dagger}$
shield spikes	$+1^*$
locked gauntlet	$+1^*$
light weapon (5)	1
1-handed weapon/rod	1
2-handed weapon/staff	$2^*$
ranged weapon	1
ammunition (10)	1
alchemical weapon (3)	1
coins (250)	1
dry rations (week)	$2^*$
perishable rations (day)	$1^*$
water (day)	$1^*$
normal clothing	—
heavy clothing	$1^*$
small, very light objects	—
small objects, other (5)	1
large, light object	1
large, heavy object	3
medium biped (without gear)	$25^{*\dagger}$
saddle	$4^*$

Abilities that reduce the encumbrance caused by wearing medium or heavy armor (like a Fighter's Armor Training) also halve the effective *shekel* weight of such armor when it is worn.

Characters can drop their backpacks as a free action, but make sure to note the squares where they dropped them.

### 0.1.2 Explanation

Encumbrance can be a useful thing to track in for example wilderness exploration/survival campaigns, forcing characters to make tough choices about what to bring. It also gives motivation to bring along mounts and pack animals, which can make combat more interesting. Also, it will make dumping Strength by some PCs (often Wizards and Witches) less attractive, just like dumping Constitution or Dexterity is not attractive. However, this has often been held back by the excessive complication of the actual out-of-the-book system. The purpose of this widget is to simplify that.

The main approach is to reduce the number of different possible weights for things. The addition of the numbers is easier, and you need to look up fewer specific object weights. It's also more intuitive to determine how much load a character can carry.

The rule on backpacks simulates some realism, and again introduces a tactical choice: to drop the backpack or not? A character is unlikely to be encumbered by just armor and weapons, so dropping the backpack will often make you Lightly Loaded which is nice in combat. But if you have to flee it can be painful leaving behind your baggage.

Coins are explicitly named in the weight table because the default weight for money in PF is ridiculously high. Apparently gold prices in the D&D universe are horribly inflated. This is a quick fix.

Rations and water are also explicitly named because if tracking encumbrance is important, it's quite likely that tracking food supplies is also relevant.

The link between *shekel* and pounds is a bit shaky, because carrying capacity in *shekel* is a linear function of strength, while the out-of-the-book version using pounds is something else. Also, some objects may actually turn out to be heavier or lighter in this system than in the standard rules; that's a side effect of reducing detail. However, keep in mind that these rules model both weight and bulkiness, by applying more *shekel* to bigger objects.

### 0.1.3 Version history

1.1 – Updated armor weights.

1.2 – Changed “stone” to “shekel”. Apparently some people knew what a stone weighs (14lbs.)

Now assuming 1lb weighs about 0.3 shekel.

Encumbrance no longer causes ASFC.

Fiddled some more with armor weights, comparing breastplate to a Str 14 character and full plate to a Str 18 character. Added note about Armor Training.

Added rods, staves and alchemical weapons.

Increased weight of small objects to 1/5.

Increased weight of dry rations.

Added note about clothing.

Still wondering if armors need more detail, for example Stone Plate.