

Encumbrance of items

A character can carry as many coins and items and provisions as his strength will allow to be carried. There is no chart that lists all the weights of items in this game. The G.M. can keep track of that as he or she sees to judge.

G.M.

You must decide what many provisional items will weigh (you interpret this). Don't worry about being too precise. It also must make sense the way items are carried. In other words characters must have something to put all collected things into. A character cannot carry 4,000 pieces of white-gold without a back pack, bag, sack, etc. The information on an item that is made to carry something will tell you how many coins can be carried in it before it is full. If the players devise a clever way to carry more armors or items in some way or another, and it seems like it could be done, let them. But be logical about it. Some items are very bulky and clumsy to just "pack around".