



SIMPLE ENCUMBRANCE

For settings where encumbrance is important, this rule replaces the standard rules for encumbrance found in the *Savage Worlds* core rules so that they are more in line with what the system is supposed to be: Fast! Furious! Fun!

Carrying capacity is still based on Strength, but instead of counting pounds, you're counting an abstract unit called Inventory Slots which takes into account size as well as weight.

Carrying Capacity

Characters can fill a number of Inventory Slots equal to their Strength die plus 2 before being Encumbered (see **Encumbrance** in the *Savage Worlds* core rules). Character's suffer all the same penalties and restrictions at the later multipliers of their carrying capacity (three times their Strength and a maximum of four times their Strength) as the normal encumbrance rules.

BELT ITEMS

Three of the character's Inventory Slots are Belt Slots. These are spaces for items that are stored on their person and can be quickly retrieved.

Retrieving an item from a Belt Slot is a free action.

STOWED ITEMS

Usually, every other Inventory Slot that the character can fill up should be from some sort of container they are carrying. If they can describe how they are carrying an item ("I loop the rope around my torso like a bandolier.") then they don't need containers to fill those slots.

These items take an action (or more) to retrieve.

CARRIED ITEMS

Items that cannot be stowed do not count as taking up a Belt Slot, but still count towards your carrying capacity.

QUADRUPEDS

Quadrupeds can carry up to their Strength plus 2 while carrying a rider, or twice that without a rider before becoming Encumbered.

NEW EDGE: EFFICIENT PACKER

PREREQUISITES: Novice

The character has one more Belt Slot than normal due to their efficient packing and stowing. Additionally, all containers packed by the character can hold one extra Light item.

EQUIPMENT WEIGHT

Almost all items fall under one of these categories for weight (see page two for a list of samples for each category):

- **Tiny:** Items that can fit in your closed fist are considered Tiny, but about ten of them usually equal a Light item.
- **Light:** Most items that can comfortably be held in one hand count as Light items. Usually around five pounds or less and take up $\frac{1}{2}$ of an Inventory Slot.
- **Normal:** Normal items are usually around 10-20 pounds and take up one Inventory Slot.
- **Heavy:** Usually around 15-30 pounds or just really awkward to carry. These take up two Inventory Slots.

SPECIAL CASES

These are some common items normally carried by adventurers that don't fall into the basic categories or are treated differently:

- **Coinage:** If your setting's normal currency is coin-based: about 250 coins count as a Light item, 500 count as a Normal item, and 1,000 count as a Heavy item.
- **Food:** About three days rations count as one Light item.
- **Worn Armor/Clothes:** Character's don't count their worn armor or clothes towards their Encumbrance. The normal Minimum Strength requirements cover the Encumbrance Penalties of this type of worn gear.
However, if the armor or clothes are removed and carried, they now count towards their carrying capacity.
- **Soft Containers:** Bags, sacks, and backpacks count as Light items when they are empty, but count as either the weight of the item(s) they are carrying or as a Light item if empty. A standard bag or sack can carry up to three Normal items while a standard backpack can fit about five Normal items.
- **Solid Containers:** Barrels, boxes, and chests count either the weight of the items they are carrying or their own weight towards a character's carrying capacity, not both. Small ones should hold about four Normal items and count as a Light Item, medium ones count as a Normal item and hold about seven items, and large ones count as Heavy items and can hold about ten Normal items.
- **Ammo:** One "box" of ammo is a Light item (50 bullets, 25 shotgun shells, etc).

LARGER AND SMALLER ITEMS

For every difference in Scale (see **Size & Scale** in the *Savage Worlds* core rules) between the character and the item in question, the item counts as one size category larger or smaller.

For example, a human carrying a giant's hand axe (Huge – Size +5) counts it as a Heavy item vice a Light one, whereas a giant carrying a human-sized polearm would treat it as a Light item instead of a Heavy item.

EQUIPMENT WEIGHT EXAMPLES

The following is a list of examples for each weight category. This is hardly exhaustive, but should give a good enough selection for the GM to expand upon if something in their game is not on the list.

TINY ITEMS

Bell, candle, cards, chalk, dice, lighter, lock, lockpicks, paper, pepper spray, soap, stun gun, whistle, and vials

LIGHT ITEMS

Camera, lanket, book, bow, clothing, crowbar, dagger, first aid kit, flashlight, flask, hand axe, handcuffs, helmet, lantern, pistol, rapier, scroll case, short sword, tablet, torch, and one day's water

NORMAL ITEMS

Battle axe, bedroll, climbing gear, club, crossbow, drum, grappling hook, heavy helms, hunting trap, laptop, long bow, long sword, lyre, mace, medic kit, rifle (except the Barrett), 10" of rope, saw, shield (small and medium), shotgun, shovel, small tent, spear, staff, submachine gun, timber axe, umbrella, warhammer, winter clothes, and one week's rations

HEAVY ITEMS

Barrett (.50), heavy crossbow, lance, large tent, machine gun, maul, pike, polearm, saddle, shield (large, riot, and ballistic), sledge hammer, two-handed axe, two-handed sword

HEAVIER ITEMS

The Minigun (7.62mm) and the M2 Browning (.50 cal) should be around four Inventory Slots while the Gatling (.45) probably takes about ten Inventory Slots!