

ENCUMBRANCE / MOVEMENT WORKSHEET

CHARACTER: _____

ARMOR WEIGHT

	normal	magic
Leather	25	12
Ring	40	20
Chain	50	25
Plate	70	35
Shield	10	5

TOTAL ARMOR WEIGHT

WEAPON WEIGHT

		# of items			# of items
Arrows(20)	1	○○○○○	Mace, heavy	10	○○○○○
Axe, Battle	15	○○○○○	Mace, light	5	○○○○○
Axe, hand	5	○○○○○	Polearms	15	○○○○○
Bolts(20)	1	○○○○○	Sling	5	○○○○○
Bow	5	○○○○○	Spear	10	○○○○○
Club	10	○○○○○	Staff	10	○○○○○
Crossbow	5	○○○○○	Stones(20)	5	○○○○○
Dagger	2	○○○○○	Sword, bastard	10	○○○○○
Dart	1	○○○○○	Sword, long	10	○○○○○
Hammer, war	10	○○○○○	Sword, short	5	○○○○○
Javelin	5	○○○○○	Sword, 2-handed	15	○○○○○
Lance	15	○○○○○			

TOTAL WEAPON WEIGHT

+

+

GENERAL PACK WEIGHT:

+

10 lbs

TREASURE/COINS:

10 coins = 1 pound

+

=

Add all the black boxes together for total weight carried.

STRENGTH

	3-4	5-6	7-8	9-12	13-15	16	17	18	
12	Up to 65 lbs	Up to 70 lbs	Up to 75 lbs	Up to 80 lbs	Up to 85 lbs	Up to 90 lbs	Up to 105 lbs	Up to 125 lbs	12
9	66-90 lbs	71-95 lbs	76-100 lbs	81-105 lbs	86-110 lbs	91-115 lbs	106-130 lbs	126-150 lbs	9
6	91-140 lbs	96-145 lbs	101-150 lbs	106-155 lbs	111-160 lbs	116-165 lbs	131-180 lbs	151-200 lbs	6
3	141-290 lbs	145-295 lbs	151-300 lbs	156-305 lbs	161-310 lbs	166-315 lbs	181-330 lbs	201-350 lbs	3

INSTRUCTIONS

- 1) Circle the armor that is being carried and used and figure the total weight in the black box.
- 2) Circle the type of weapon(s) being carried and multiply the weight by the number of item being carried.
- 3) General pack weight is considered to be 10 pounds which include rations, ropes flasks of oil etc. GMs and players should make exceptions to extreme items being packed and add weight accordingly using judgement call.
- 4) Figure amount of coins being carried and divide by 10 to determine weight.
- 5) Add Total weight and compare to character's STRENGTH in chart to determine base movement.
- 6) Adjust weights and base movement throughout session as needed.

BASE MOVEMENT =