ENCUMBRANCE

check · happens before the party starts its movement;
each player describes the load of their character(s);
each character is flagged as *free*, *burdened*, or *very burdened* by
the referee (see *determine*);
players may decide to *rebalance*.

rebalance · takes at least 1 exploration turn (10 minutes);
beware opponents interrupting the operation, place sentries;
ends with a new *load check*.

scout · a party may place one or more *free* of burden scouts in front;
their load being taken by others in the party;
carriers and scouts are rotated during pauses.

pack · mules and pack horses can each carry up to 240 lb (108 kg);
they have to be harnessed and loaded carefully;
they have to be fed properly and given appropriate rest;
at least one character must be skilled in handling such animals.

lb	kg
10	4.5
20	9.1
30	13.6
40	18.1
50	22.7
60	27.2
70	31.8
80	36.3
90	40.8
100	45.4
110	49.9
120	54.4
130	59.0
140	63.5
150	68.0
160	72.6
170	77.1
180	81.6
190	86.2
200	90.7
210	95.3
220	99.8
230	104.3
240	108.9

drop · a character may drop its load before fighting to become *free*
or, at least, *burdened*;
it is an Instant Action **IA**;
beware breaking gear;
beware tripping on dropped gear;
beware losing dropped gear in case of retreat.

determine · using common sense; or
strength STR DC; or
(STR DC + CON DC) / 2; or
an average STR DC of 10.5.

strength · *free* < (DC * 4 lb) < *burdened* < (DC * 6 lb) < *very burdened*.

average · STR DC of 10.5; thus
free < 42 lb < *burdened* < 63 lb < *very burdened*.

free · normal movement, 30ft 9m 6sq t.

burdened · slowed movement, 20ft 6m 4sq;
opponents get advantage in melee attacks.

very burdened · slowed movement, 10ft 3m 2sq;
opponents get advantage in melee attacks;
disadvantage on all checks.