

## Encumbrance

You have a number of Gear Slots equal to your Strength score (or 10, whichever is higher), plus your Constitution modifier (if positive). Thus, for example, a character with a Strength score of 10 and a Constitution of 16, would have 13 Gear Slots.

Most gear, aside from typical clothing you are wearing, takes up at least 1 Gear Slot. In fact, *any* gear, no matter the size or weight costs at least 1 Gear Slot, if you are carrying it in your hand(s) or have it strapped to your body for easy access (like a sword in scabbard, or a warhammer resting on your shoulder). However, most gear is stowed in containers and do not cost any Gear Slots (the container does instead). Gear that is hard to transport or that is physically restrictive might fill more than one slot. All weapons take up one slot, except those with the Heavy tag, which take 2 slots.

Some class features modify a character's Gear Slots.

- Rogues have the Concealed Weapon feature at first level, which allows them to hide a dagger and thieves tools on their person, neither of which then cost an encumbrance slot.
- The Thief subclass for Rogues, Pack Rat ability (gained at 6<sup>th</sup> level) granting them a number of additional Gear Slots usable only for treasure equal to their Dexterity modifier.
- Berserkers, Fighters, Paladins, and Rangers have the Campaigner class features, allowing them to subtract 1 slot from the cost of one weapon in which they are proficient.

Armor Type	Encumbrance Slots
Shield	1
Light	0
Medium	1
Heavy	2

If you surpass your total allowed gear slots you suffer the Encumbered condition.

Encumbered. An encumbered creature is carrying more than its Strength allows. It has a Speed of 5, attack against it have Advantage, and its melee attack rolls and Dexterity saving throws are made with Disadvantage. It also has Disadvantage on Strength and Dexterity based skill checks. Creatures are also Encumbered when carrying a large object as part of a group.

## Ammunition

Typically, ammunition is not sold individually, but in packs of ammo. The listing for ammunition will detail how individual pieces of ammo come with a typical sale, and the kind of container needed to keep the ammo accessible for easy use during combat and only costing 1 Gear Slot in the process. When used for ammunition, a container can *only* contain that ammunition. For example, a pouch can hold 25 sling bullets, costing 1 Gear Slot, and nothing else. You wouldn't want to accidentally draw a whistle, a bell, or a signet ring from the pouch where you also keep your blowgun needles.

## Armor

The number of Gear Slots used up by armor when is determined by its type, however, when any armor (except shields) is carried, it costs an additional Gear Slot.

## Containers

Containers can hold more Gear Slots worth of gear than they cost to wear/carry, as long as the individual items fit within containers dimensions. Each container has a maximum capacity regarding the Gear Slot cost of the items kept therein. It also lists what type of action is required to retrieve an item from inside.

### Backpack

**Gear Slot Cost:** 5

**Retrieval:** 1 Action

**Capacity:**

- Up to 10 one-slot items that are not greater than 1 foot in any dimension
- Up to 1 two-slot item hanging or fastened to the outside of the pack (such as 50 feet of hempen rope)
- A reasonable number of Negligible Items that fit into 1 cubic foot.

**Notes:** You can wear a maximum of 1 backpack and gain its benefits. Additional items can be fastened to the pack (such as a small sack) but still cost the usual number of Gear Slots.

### **Bandolier**

**Gear Slot Cost:** 1

**Retrieval:** As part of the Attack Action (or object interaction)

**Capacity:** Up to 3 daggers or 5 darts

**Notes:** You can wear a maximum of 2 bandoliers.

### **Pouch**

**Gear Slot Cost:** 1

**Retrieval:** Object interaction

**Capacity:**

- A single one-slot item that is not greater than 3 inches in any dimension
- A reasonable number of Negligible Items that fit into 9 cubic inches.

**Notes:** A pouch is usually worn on a belt or bandolier, or can be fastened to a pack.

### **Quiver**

**Gear Slot Cost:** 1

**Retrieval:** As part of the Attack Action (or object interaction)

**Capacity:** Up to 20 arrows or bolts or 3 javelins

**Notes:** A quiver is usually worn on the back or at the belt. You can carry a maximum of 2 quivers.

### **Sack, large**

**Gear Slot Cost:** 3

**Retrieval:** 1 Action

**Capacity:**

- Up to 5 one-slot items that are not greater than 2 feet in any dimension
- A reasonable number of Negligible Items that fit into 8 cubic feet.

**Notes:** A large sack is generally either carried in two hands, or fastened to a pack or your person. You can carry a maximum of 2 Large Sacks, if one is in your hands. A large sack can hold up to 1500 coins

### **Sack, small**

**Gear Slot Cost:** 1

**Retrieval:** 1 Action (unless already in your hand)

**Capacity:**

- Up to 2 one-slot item that is not greater than 1 foot in any dimension
- A reasonable number of Negligible Items that fit into 1 cubic foot.

**Notes:** A small sack is generally either carried in one hand, or fastened to a pack or your person. You can carry a maximum of 5 Small Sacks, including one in each hand. A small sack can hold up to 600 coins.

## **Negligible Items**

Some gear, like many small objects, only cost a Gear Slot if not stowed in a container. These items are called Negligible Items and are marked with an asterisk under Gear Slots. Players should use common sense and DM guidance in determining how many such items can actually be carried in a container. Candles may be

Negligible Items, but a backpack cannot hope to hold 100 of them and hold anything else. The container itself uses up a certain number of slots regardless of what it carries, up to its capacity.

Item	Cost	Gear Slots	Weight
Abacus	2 gp	1	2 lb.
Acid (vial)	25 gp	1	1 lb.
Alchemist's fire (flask)	50 gp	1	1 lb.
<i>Ammunition</i>			
Arrows (20)	1 gp	1 (quiver)	1 lb.
Blowgun needles (25)	1 gp	1 (pouch)	1 lb.
Crossbow bolts (20)	1 gp	1 (quiver)	1½ lb.
Darts	5 sp	1 (bandolier)	¼ lb.
Sling bullets (25)	1 sp	1 (pouch)	1½ lb.
Antitoxin (vial)	50 gp	1	—
Arcane focus	varies	1	
Backpack	2 gp	5	5 lb.
Ball Bearings (bag)	5 gp	1	2 lb.
Bandolier	5 sp	1	1½ lb.
Barrel	2 gp	4†	70 lb.
Basket	4 sp	2	2 lb.
Bedroll	1 gp	1	7 lb.
Bell	1 gp	*	—
Blanket	5 sp	1	3 lb.
Block and Tackle	1 gp	1	5 lb.
Book	25 gp	1	5 lb.
Bottle, glass	2 gp	1	2 lb.
Bucket	5 cp	1	2 lb.
Caltrops (bag of 20)	1 gp	1 (pouch)	2 lb.
Candle	1 cp	*	—
Case, map or scroll	1 gp	*	1 lb.
Chain (10 feet)	5 gp	1	10 lb.
Chalk (1 piece)	1 cp	*	—
Chest	5 gp	3†	25 lb.
Climber's kit	25 gp	1	12 lb.
Clothes, common	5 sp	‡	3 lb.
Clothes, costume	5 gp	‡	4 lb.
Clothes, fine	15 gp	‡	6 lb.
Clothes, traveler's	2 gp	‡	4 lb.
Crowbar	2 gp	1	5 lb.
Fishing tackle	1 gp	1	4 lb.
Flask or tankard	2 cp	*	1 lb.
Flint & Steel	1 sp	*	—
Grappling hook	2 gp	1	4 lb.
Hammer	1 gp	1	3 lb.
Hammer, sledge	2 gp	2	10 lb.
Healer's kit	5 gp	1	3 lb.
<i>Holy Symbol</i>			
Amulet	5 gp	*	1 lb.

Emblem	5 gp	*	—
Reliquary	5 gp	1	2 lb.
Holy water (flask)	25 gp	1	1 lb.
Hourglass	25 gp	1	1 lb.
Hunting trap	5 gp	2	25 lb.
Ink (1 ounce bottle)	10 gp	*	—
Ink pen	2 cp	*	—
Jug or pitcher	2 cp	1	2 lb.
Ladder (10-foot)	1 sp	3†	1 lb.
Lamp	5 sp	1	2 lb.
Lantern, bullseye	10 gp	1	2 lb.
Lantern, hooded	5 gp	1	1 lb.
Lock	10 gp	*	1 lb.
Magnifying glass	100 gp	*	—
Manacles	2 gp	1	6 lb.
Mess kit	2 sp	1	1 lb.
Mirror, steel	5 gp	1	1/2 lb.
Oil (flask)	1 sp	1	1 lb.
Paper (one sheet)	2 sp	*	—
Parchment (one sheet)	1 sp	*	—
Perfume (vial)	5 gp	*	—
Pick, miner's	2 gp	1	10 lb.
Pitons (10)	1 gp	1	2.5 lbs.
Poison, basic (vial)	100 gp	*	—
Pole (10-foot)	5 cp	3†	7 lb.
Pot, iron	2 gp	1	10 lb.
Potion of healing	50 gp	1	1/2 lb.
Pouch	5 sp	1	1 lb.
Quiver	1 gp	1	1 lb.
Ram, portable	4 gp	3†	35 lb.
Rations (5 days)	5 sp	1	10 lb.
Robes	1 gp	‡	4 lb.
Rope, hempen (50 ft)	1 gp	2	10 lb.
Rope, silken (50 ft)	25 gp	1	5 lb.
Sack, large	4 cp	3	1 lb.
Sack, small	1 cp	1	1/2 lb.
Scale, merchant's	5 gp	1	3 lb.
Sealing wax	5 sp	*	—
Shovel	2 gp	1	5 lb.
Signal whistle	5 cp	*	—
Signet ring	2 gp	*	—
Soap	2 cp	*	—
Spellbook, Standard	100 gp	2	10 lb.
Spellbook, Traveling	500	1	2 lbs.
Spikes, iron (10)	5 sps	1 (small sack)	5 lb.
Spyglass	1,000 gp	1	1 lb.
Tent, two-person	2 gp	2	20 lb.
Tinderbox	5 sp	1	1 lb.
Torch	1 cp	1	1 lb.
Vial (Potion)	1 gp	1	—

Waterskin	2 sp	1	5 lb.
Whetstone	1 cp	*	1 lb.

Treasure Type	Gear Slots	Weight
Coins (300)	1 (pouch)	1/50 lb.
Jewelry	*	1/10 lb.
Gems	*	n/a
Art Objects	Varies	Varies