

Encumbrance - Free

Background

Encumbrance in RuneQuest 3 is arguably one of the most realistic of any Role Playing Games. Unfortunately it is also cumbersome to use and is probably the game mechanic most often simply dropped from games.

For those that do use it, one issue is every kg carried reduces the character's fatigue and ability in certain skills (such as dodge, jump, swim, spell casting etc).

Some savvy, or stupid players resorted to tactics such as having their characters strip naked if they were intending to use dodge in combat (even devising special rapid release clothing), cast spells or jump a chasm.

This House Rule allows the character to carry some clothing and equipment without impacting their skills.

Mechanism

The first $(\text{Str} + \text{Con}) / 4$ (round up) Enc points a character carries are free and does not impact fatigue or skills (except swimming). Every Enc point after that is counted normally.

Krethall has a Str of 16 and a Con of 15. He can carry up to 8 Enc points $((16 + 15) / 4$ (round up) before most of his skills or fatigue would be impacted.

Variations

The GM should consider exactly which skills can take advantage of Free Encumbrance. It is probably most useful for fatigue and spell casting, and least justifiable for swim. How appropriate it is for dodge or jump is more open to debate.