## **Encumbrance Checkboxes**

Key:

|     | Normal     | 12 |
|-----|------------|----|
| •   |            | 9  |
| ••  |            | 6  |
| ••• | Encumbered | 3  |

Each check box = 1 stone = 15 pounds. Players check off boxes as they accumulate stones of gear. Players with different strengths can carry different amounts:

|   | •  | •• | ••• | ••• | ••• | ••• |
|---|----|----|-----|-----|-----|-----|
| • | •• | •• | ••• | ••• | ••• | ••• |

Exceptionally Poor Human Strength (0-4)



Below Average Human Strength (5-8)

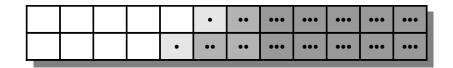


Normal Human Strength

(9-11)



Above Average Human Strength (12-17)



**Exceptional Strength** 

(18+)