

Everything is **small** except:

- **Tools, mounts and vehicles** and items that are **obviously heavy** are bulky
- **Light armors** are bulky, **medium armors** are 4-bulky, **heavy armors** are 8-bulky
- **Adventuring gear** are bulky if heavier than a sledge hammer
- Groups of **any 2 weapons** are bulky
- Any group of **10 identical items** is bulky

Bulk	# bulk = 3 × strength score	Bulk
1		21
2		22
3		23
4		24
5		25
6		26
7		27
8		28
9		29
10		30
11		31
12		32
13		33
14		34
15		35
16		
17		37
18		38
19		39
20		40