**Encumbrance**

Encumbrance in Swordsphere is handled in a streamlined manner. Each item is assigned a weight of Negligible (-), Light (L), Medium (M), Heavy (H) and Tremendous (T).

Each character has a number of encumbrance slots equal to their Muscle stat + 7. Characters can only carry items of their weight class or lower.

Negligible weight items do not count against your encumbrance slots and number of these items can be carried. Gold is considered to have negligible weight.

Crafting materials are special in that they roll up and every 10 units of crafting materials counts as a single light item.

The Proficiency trait causes items of that type to count as one weight class less for you for purposes of carrying and using those items. Thus, if you are a medium character with armor proficiency, you can carry and wear heavy armor, but can still only carry and use medium or light weapons.