**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). Based on their weight class, a character has a number of “slots” of each weight that they can carry in their inventory. Characters only get the inventory slots of their weight or below.

* An infinite number of Negligible items
* 20 Light items
* 8 Medium items
* 5 Heavy items
* 1 Tremendous item (though there are no Tremendous characters in the game, so no PC actually gets this slot)

Each character also has 6 equipped slots to carry weapons and armor.

* Main Hand
* Off Hand
* Head
* Chest
* Arms
* Legs

And a set of jewelry slots.

* Neck
* Left Finger
* Right Finger

Items in the equipped slots don’t count against your inventory slots. However, you are still only allowed to use armor and weapons of your weight or less. Stowed weapons and armor count as inventory.

Armor and Weapon Proficiency allow you to use items one weight class higher than your character’s weight. They also allow you to carry one weapon (1 inventory slot), or one set of armor (up to 5 slots), in your inventory even if it is one weight class too high for you to normally carry in your inventory.