**Patch Notes**

***Simplified Encumbrance***

* Characters now have a number of encumbrance slots equal to their MUSCLE stat
* The maximum weight of items that can be carried is equal to the character's weight
* Crafting items no longer "roll up" to higher weights
  + All crafting materials are considered Light in terms of who can carry them
  + All crafting materials are now 10 items per slot
  + Crafter's Bag recipes are being added to the Clothier profession to allow hardcore crafters to carry more materials
* Armor, jewelry and clothing items equipped in their proper slots DO NOT take an encumbrance slot
* ONE weapon can be equipped on a "belt" or "back" slot and DOES NOT take an encumbrance slot
* Everything else (including extra weapons, carried armor, rings held in your pocket, quivers of arrows, etc.) DOES count against your encumbrance total -- each piece or bundle taking a single slot
* The Bearer talent now adds 4 Heavy slots and 1 Tremendous slot to your character's encumbrance total
* Armor and Weapon Proficiency now decrease the effective weight of the affected items
  + So a MEDIUM character with Armor Proficiency can wear and carry HEAVY armor pieces without restriction, but could not carry or use a HEAVY weapon

***Experience Rebalance, Part 2***

* You no longer get experience if your effective skill (including bonuses) is 5 or more levels higher than the DL of the task you are attempting
  + So a character with an effective Spell Casting skill of 15 no longer gets experience checks from casting Tier One spells (DL 10)
* More balance changes to come as we data mine how you guys are playing the game!!!

**Forum Posts for Week 3**

***Leonardo writes:***

**Summarized Patch Notes**

* Nerf
  + Nerf, nerf, nerf
  + Obvious evidence that the devs don’t bother to play their own game
* Something, something, balance
  + Somehow balance always means you are less powerful
    - Promise of more nerfs to come

***WhiteKnightRider replies:***

Damn Dude, how many encumbrance slots do you need? We had way too many and MUSCLE is currently useless past 13. Chill out.

***Jacko replies:***

I wouldn’t say MUS is useless past 13, it is just way less useful for most builds when compared to SKL and REF. If you can get your damage from a stat that actually has some impact on your skills, burn the talent points and stack that stat.

***WhiteKnightRider replies:***

Which is part of my point – MUSCLE does four things, damage, hit points, heavy weapons and athlete… that’s just not enough. Now, it also adds carry slots, which isn’t super important for most groups, but it is at least something.

***Leonardo replies:***

I have a muscle score of 10. I was carrying over 100 food for crafting. Now I am f\*ucked. This game is f\*cked.

***ChelseaBrianna replies:***

My guildies are more concerned with the experience changes. It is going to be harder to farm spell casting checks if you take away those easy DL 10s.

***Leonardo replies:***

* Something, something, balance
  + Somehow balance always means you are less powerful
    - Promise of more nerfs to come
    - F\*cked

***Paladina writes:***

Is it just me, or have all the prices in Beginnings gone up?

***Loresee replies:***

It is the blockade. If no one clears the kobold blockade, the prices in town steadily rise.

Get a group together, and head to the Boatman’s Guild in Ontaro and see if there is a boat available. You can also head to The Den and hire a boat. Sail to the blockade, find the Kobold Flagship, and sink it.

***Leonardo replies:***

Geez, is that it? Why haven’t you noobs cleared the blockade? Oh wait, because I am still trying to manage my inventory after my carry slots were nerfed!!!