

HOUSE RULES

ADDED BASIC ACTIONS

DRAG ➡

MOVE

Requirement you have a creature grabbed or restrained

Frequency once per turn

You move up to half your speed, dragging your target with you. At the end of this move, you put the target in a square of your choice in your natural reach (the reach of your weapon or unarmed attack if you used that to grab the target). The target must be in a valid space withing reach for each 5 feet of your movement. If the target would end up in a hazardous space during the move or at the end of the drag, they can attempt to escape as a reaction with a +2 circumstance bonus.

SUNDER ➡

ATTACK

Make a Strike targeting a raised shield or an unattended object within your reach (for a melee attack) or within range (for a ranged attack).

Shields have their wielder's AC minus the shield's circumstance bonus.

Objects of negligible to 1 bulk have AC 15.

Objects of 2 to 6 bulk have AC 10

Larger objects have AC 5

CHANGED TRAITS

VERSATILE

All the damage types granted by versatile are considered the base damage type for the purpose of eligibility.

For instance, you can etch a serrating rune (requires a slashing weapon) on a dagger (piercing with versatile S).