**Rules Changes**  
  
**Actions**There is no dodge action! (*it’s a condition now that is gained from certain spells and effects*)  
  
**Spellcasting**  
  
There are no rules around casting a number of leveled spells in a turn. You can do that freely as long is the spell is not a focused spell.  
  
**Spell tags that are new!**

Focused: This spell takes an exorbitant amount of focus and control. You cannot cast any other leveled spell until the end of this turn. Even those granted as bonus actions, reactions, or through extra actions. You also cannot cast this spell after you have cast another leveled spell during this turn.

Familiar: This limits the user to one spell, ability, or controlled companion. This effect extends outside of class abilities and spells and applies to followers.  
  
  
**Attunement**Every creature has one attunement slot that they can attune to magical items. These items are often powerful, and commonly cursed or carry some sort of draw back.  
  
Other magical items carry the physical weight of their magic. Most weigh feather light while others could be a ring that weighs as much as a set of plate mail! Expect strong magic to be physically heavier.  
  
  
**Drinking a potion!**  
  
Drinking a potion you had at the ready in one of your equip slots or if you manage to get or make one in a potion belt only costs a bonus action! It still takes a full action to administer it to another creature as that is a more complex task.

**Dual Wielding**

When you are holding two weapons, one in each hand, that have the light property (or you have a feature that allows you to ignore the weapon needing that property). You swing with both weapons. You make an attack roll with the “leading weapon” which you use to calculate your chances to hit. Then you add one of the damage dice granted from your other weapon to the damage roll.  
  
For example, you’re holding a dagger +1 and short sword. You lead with the dagger because it has better aim using it for your attack roll. Then you roll damage adding your 1d4+1+your dexterity modifier + and additional 1d6 from you long sword. [ 1d4+1d6+1+dex]. Certain features such as two-weapon fighting open up the possibility of adding more than one damage dice or using weapons that don’t have the light property. If you attack with two weapons and both of those weapons do not use the same ability score modifier you must use the lower of the two weapons as the “leading weapon”.

**Carrying Vs Equipping**

Your strength determines two things. How many items in terms of weight you can carry. As well as how many items you can actively have easy access to. You also have a limited amount of space on items you have easy access to and limited to your “equipment slots” found in the “Character Equipment Handout”.

Other items can still be carried of course but must be stored in containers such as backpacks or other pouches. These are hard to access in the duress of battle as digging in a pouch to find your healing potion is an item action.

* Carry Capacity (max): 15 X Your strength Score.
* Equip Weight; The items not in a backpack and at the ready to use (that have weight):   
  Your strength score.
* You are limited to having one item equipped in each location (equipment slot) unless otherwise stated or listed here; Hands (max:4); Belt (max:4); Rear Body (max:4) *I suggest at least one being a backpack. Most items on your back or belt require a sheath, pouch, backpack or other container- these do not take up a slot themselves but are required when you want to use that slot to hold an item.*