

Mechanics

4. listopada 2022. 21:32

Armor interactions:

Swimming:

Heavy armor:

Movement required to keep floating: 15ft

Disadvantage on str/dex checks and saves

Medium:

Movement required to keep floating: 10ft

Disadvantage on str/dex checks

Light:

Movement required to keep floating: 5ft

Climbing:

Heavy armor:

Movement reduced by 10ft

Medium:

Movement reduced by 5ft

Sleeping in armor:

When you finish a long rest, a character must succeed on a constitution save (DC equal to the base AC of the armor) or gain 1 level of exhaustion and lose 1 hit die

Falling:

A character falling falls with acceleration of 200 ft per round up to a total speed of 600ft per round. (200 ft fallen after first round, 600ft fallen after second, 1200ft fallen after third, 1800ft fallen after fourth)

A character floating to the ground floats at a speed of 60ft per round.

Fall damage: if a character falls 10ft or more, they receive 1d6 of damage for every 10ft up to a maximum of 20d6 of damage.

Drowning:

A character starts drowning after Constitution score number of rounds. Characters with a swim speed starts drowning after double the amount of rounds.

A drowning character rolls a constitution save (DC equal to twice the number of rounds drowning).

When a drowning character fails 1 save, they gain 1 level of exhaustion.

When they fail their 2nd save, they are incapacitated.

When they fail their 3rd save, they are unconscious and start rolling death saves.

For every failed drowning save after the 3rd, they gain one failed death save.

Bags of holding now hold 1 minute of air inside of them, after which the characters must hold their breath.

Object interactions:

Every round, a character has 1 free interaction with an object on their person or on the space they occupy. This includes drawing or stowing a weapon, picking up an item from their space, handing an item to a different character (the other character has to spend their reaction if they want to receive the item), lighting a torch in hand if there is a fire within reach, opening a door...

A character may hold a two-handed weapon in one hand, but they can not attack with it.

A character can have up to 5 "easily accessible" items on their person. These items can be retrieved as the free interaction.

Malo opisa kaj to može biti:

- Potion pouch (može sadržavati any number of potions, ali ako su različiti random roll je koj je izvucen)

- Weapon holster (drži 2 weapona ili 1 heavy weapon ili 3 light weapona)

- Shield holster (drži shield)

- Spell component pouch (uključujući i costly componente)

- Medicine kit (any amount of charges)

- Ammo holster

- Crafting tool or kit