

Playtest House Rules

1. *Armor*: On the armor chart, replace "Dragon" with "Masterwork" in all instances. Banded armor uses the same listing as splint; change the banded listing to Masterwork Banded, and increase its price to 1,000 gp.
2. *Finesse*: The finesse weapon property does not function if you are wearing heavy armor or using a shield (bucklers are allowed).
3. *Single-Weapon Fighting*: If you are hit while wielding a weapon in only one hand, you may use your reaction to increase your AC by 1 (potentially causing the attack to miss) provided you have not used your other hand to attack, defend, or cast a spell since the start of your last turn. When you propose this option, the DM will tell you if you were missed by only 1, so that you won't waste your reaction when it cannot work.
4. *Multiclassing*: Multiclassing requires you to meet the ability requirements of your current class as well as your new class.
5. *Spellcasting Initiate Feats*: These feats work differently for characters of the associated class. You learn a new spell (if arcane), always have it prepared, and gain an extra spell slot of the appropriate level.
6. *Divine Shield*: A cleric cantrip is added to provide an alternative to *sacred flame* for clerics without high strength/heavy weapons. The goal is for there to be three equally valid cleric archetypes. The battle cleric (high Str+good weapons), the laser cleric (*sacred flame*), and the traditional cleric (average/moderate Str+ mace and shield, no *sacred flame*).

Divine Shield

Abjuration cantrip

Casting Time: Swift

Range: Self and 5 feet

Duration: 1 round

Divine providence protects you and an ally. You and a willing creature within 5 feet gain +1 AC until the start of your next turn.