

0.1 Brace v1.0

The **Brace** weapon property currently doesn't function well; it provides double damage if you hit a charging character with the brace weapon, but only if the weapon was readied specifically to attack a charging character. If the enemy just uses a regular Move to close and attack, not only don't you get Brace damage, your very specifically worded Ready Action doesn't even trigger!

The fix:

Brace If you hit an enemy with a readied action, your weapon has the brace property, and the enemy was charging or running, you deal double damage. *(If the enemy was not charging your readied action still goes off and can still do normal damage; it just isn't doubled.)*