**Proposed Monster Guide Weapon Properties**

**[Ambush]**

Whenever you switch between movement moves, attacks you make in [Melee] range deal an additional 1d4 damage until the end of the [Round].

**[Flanking]**

Gives (undefined benefit) with allies nearby.

**[Hooked]**

Pulls the target toward you on hit. The distance of pull would be up to the shortest of either 5ft + 5ft per six levels or the distance between you and your target.

**[Impeding]**

On hit, 5 ft. reduction in move speed + 5 ft./6 levels. Action (currently move action) shakes off the speed penalty. Not cumulative.

**[Rending]**

For each [Rending] weapon you have hit a creature with this round, up to a maximum of 3, your critical range on subsequent attacks is increased by one

**[Sundering]**

Causes the opponent to take a non-stacking minor penalty(-1) to attack rolls for one round.

**[Swarm]**

Deals some damage on a missed attack.

**[Trapping]**

Increases DC of your Grapple maneuver by 1.

**[Weakening]**

On hit, imposes a penalty on physical skill checks for one [Round]