

Bleed 1 (Ability)

A weapon strike which causes blood-loss.

Modification Point cost: 2

Ability-points to invoke: 2 Passive ability (this ability is always in effect). When a Bleed 1 strike occurs, 2 ability-points will be used. If the Assassin does not have the ability-points to invoke Bleed 1, it will not invoke.

Area of Effect: One target.

Avoidance-roll: When this ability invokes, the target must successfully pit his or her coordination vs. the coordination of the Assassin, and win, or blood-loss will begin (single roll check).

Even if the target succeeds to avoid Bleed 1, the 2 ability-points will still be used by the Assassin.

Damage: 1-D6 blood-loss per turn for the "Duration".

Duration: 1 turn (5 seconds) +1 turn per 5 levels advanced.

Effect time: Instant.

Explanation: The Assassin must use a sharp-edged or needle weapon for this ability to work. When the Assassin strikes a foe, causing maximum damage, the victim will bleed for the "Duration".

This ability stacks with other similar abilities. Also, if more than one maximum strike occurs, Bleed 1 will be in effect multiple times.

Hand movement: Only that the Assassin successfully strikes a foe with a sharp-edged or needle weapon.

Healing: None.

Immunities: Creatures with no blood-points are not effected by the power of this ability.

Invoke time: Passive ability that is always in effect. The Assassin must strike a foe for maximum damage.

Maximum adjustment: None.

Notes: None.

Range: Targeted foe.

Resting time: None.

Special: None.

Susceptibilities: If a creature has the disease, or is stricken with, hemophilia, the "Duration" of Bleed 1 will double.

Value: Scroll: 900 white-gold.