

Bleed 2(Ability)

Cause your foe continuous blood-loss.

Modification point cost: 16

Ability-points to invoke: 8

Area of Effect: Assassin's 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 2, the 8 ability-points will still be used by the Assassin.

Damage: 1-D6 blood-loss per turn (beginning with the turn in which Bleed 2 invokes).

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

Effect time: Instant. See: "Explanation".

Explanation: This ability is a passive ability which will invoke upon a creature each time the Assassin causes maximum damage with a single weapon strike that causes actual damage to the flesh of a creature.

The Assassin must expend 8 ability-points when Bleed 2 invokes. If out of ability-points, this ability will not invoke.

This ability will stack each time it invokes upon a foe, causing multiple points of blood-loss, weakening the Assassin's foe.

Hand movement: Assassin must be wielding a sharp-edged weapon.

Healing: Not applicable.

Immunities: Bloodless creatures are not effected by this ability.

Invoke time: Passive ability which will invoke instantly each time maximum damage is inflicted with each strike.

Maximum adjustment: None.

Notes: None.

Range: As the range of the weapon(s) used.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 18,000 white-gold