

BLOOD VANDETTA

NECROMANCY - CURSE

CASTING TIME



COMPONENTS

V

RANGE

30FT

DURATION

VARIES

SAVING THROW

WILLPOWER

TARGET

1 CREATURE

Trigger: A creature deals piercing, slashing, or persistent bleed damage to you.

You curse the target, punishing it for having the audacity to spill your blood. The target takes 2d6 persistent bleed damage and must attempt a Will save.

Heightened +2 : The persistent bleed damage increases by 2d6.

Critical Success : The target is unaffected.

Success : The target takes half the persistent bleed damage.

Failure : The target takes the full persistent bleed damage. Until the bleeding stops, the target has weakness 1 to piercing and slashing damage.

Critical Failure : As failure, but the target takes double the persistent bleed damage.