

# Bleeding Wounds

This spell causes any wounds that exist on the subject to begin bleeding profusely for as long as the caster continues concentrating on (that is, paying Endurance for) the spell. It is possible for the creature to bleed out completely and thus die while under this spell. In game terms, this spell can only affect creatures who are already suffering BODY damage. The spell is immediately ended when the caster stops paying Endurance, or when healing magic is applied to the target creature. Mundane healing methods are useless for stopping this spell.

**College:** Matter

**Philosophy:** Necromancy

**Special Effects:** Arcane Magic, Matter, Necromancy, Blood Magic

**Effect:** RKA 1 Point

**Casting Time:** 1/2 Phase

**Target/Area Affected:** Single Creature

**Duration:** Constant

**Range:** 170 Meters

**Active Cost:** 17

**Skill Roll Penalty:** -1

**Real Cost:** 2

**END Cost:** 2

**Bleeding Wounds:** Ranged Killing Attack 1 Point - Constant (+1/2), No Normal Defense (Defense Is Not Suffering BODY Damage; +1), Does BODY (+1)(17 Active Points); Requires A Power Skill: Necromancy Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Healing Magic Ends Spell Immediately (-1/4), Incantations (-1/4), Target Must Have Taken BODY Damage To Be Affected (-1/4).

**Spell created by Jack Butler**

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