

Bleeding Touch

This spell requires that the wizard physically contact the intended target. Upon touching the victim, the wizard's magic causes a bleeding wound to open on the victim's body. The victim continues to suffer damage after the initial wound until a day passes or until healing magic has been applied.

College: Matter

Philosophy: Necromancy

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

Effect: HKA 1d6 plus RKA 1 Point

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Constant

Range: No Range

Active Cost: 26

Skill Roll Penalty: -1

Real Cost: 8

END Cost: 2

Bleeding Touch: Hand Killing Attack 1d6 (15 Active Points) - No STR Bonus (-1/2), Requires A Power Skill: Necromancy Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4) **plus** Ranged Killing Attack 1 Point - Costs END Only To Activate (+1/4), Constant (+1/2), Uncontrolled (Lasts For 1 Day Or Until Healing Magic Is Applied; +1/2)(11 Active Points); Does No Damage If Linked HKA Does No Damage (-1/2), Linked (Hand Killing Attack; -1/2), No Range (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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