

COMBAT ADVANTAGE

#2

In the process of creating the assassin for Dark Classes, I wanted something that would add a little spice and originality to a design that was lacking that certain spark. Something that would add a little more depth to mere ongoing damage. While bleeding damage may be one of the more superficial additions to the CA series, I feel it has a place for those taking their characters to a much darker place than most heroes wish to tread.

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NOTE: This version of Bleeding has been updated to reflect comments and suggestions on the use of bleeding damage.

New Keyword: Bleeding

Bleeding damage is a type of ongoing damage caused when a character tears open an enemy and causes them to lose fluid at an alarming rate. Provided here as a quick add-on to existing forms of ongoing damage, switching the type of damage inflicted can offer varied results in your favor.

Bleeding damage can only be used for ongoing damage - there is no form of bleeding attack and is only the result of the aftereffect of a successful hit.

Despite the term, bleeding is not limited to humanoid creatures with blood pumping through their veins. Any type of vital liquid within the target's body considered crucial for the target to continue living can be considered blood for the purpose of this ongoing damage type. Only elementals and constructs are immune to bleeding damage (unless you have the Gaping Wound feat; see below).

Bleeding damage can be stopped with a saving throw or a **DC 15 Healing check**. Dying characters will continue to bleed after they have passed 0 hit points. Bleeding can be stopped by applying pressure to the wound as a standard action, thereby preventing any further ongoing damage for as long as pressure is maintained, but the wounded character must continue to make a saving throw until they succeed.

Optional Rule: Switching to Bleeding Damage

You can alter any standard ongoing damage inflicted by any appropriate weapon (not including the flail, hammer, mace, sling, staff, or unarmed weapon groups) into ongoing bleeding damage if you are trained in the appropriate knowledge skill for the creature being attacked. For example, if you are trained in Nature, you can choose to inflict ongoing bleeding damage on any natural target such as orcs and goblins.

Prior to making your attack roll, you must announce your intention to switch the ongoing damage to ongoing bleeding damage. If your attack is successful, you can inflict ongoing bleeding damage without any additional effort or penalty to your damage roll.

The Joys of Bleeding

There are a couple of perks to inflicting your target with ongoing bleeding damage.

Blood Trail: Any creature inflicted with bleeding damage grants a +2 bonus to any Perception checks for tracking the creature down.

Psyche Out: Any character currently suffering from bleeding damage must re-roll any Bluff or Diplomacy check and use the second result.

New Feat: Gaping Wound

Benefit: You can now affect elementals and constructs with bleeding damage.

NOTE: Some campaigns may determine undead and other creatures are immune to bleeding, such as they lack any traditional organs or are filled with sand that is not required to live. Individual exceptions to this rule are expected.

*Combat Advantage is a series of free supplemental material for the
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