

COMBAT ADVANTAGE

In the process of creating a new class for playtesting, I wanted something that would add a little spice and originality to a design that was lacking that certain spark. "Bleeding" is a keyword for a type of ongoing damage that fits the class perfectly... but you don't get to see the class.

Not yet.

- Todd Crapper

New Keyword: Bleeding

Bleeding damage is a type of damage caused when a character tears open an enemy and causes them to lose fluid at an alarming rate, typically resulting in ongoing damage per round.

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 considering crucial for the target to continue living can be considered blood for the purpose of this keyword. Only elementals and constructs are immune to bleeding damage (unless you have the Gaping Wound feat).

Bleeding damage can always be stopped with a saving throw or with a **Healing DC 15 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.

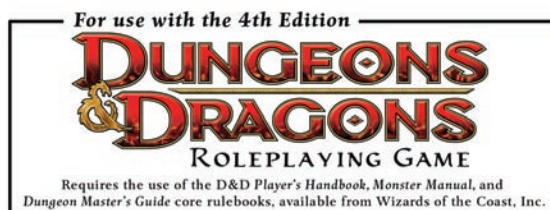
New Feat: Gaping Wound

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 Dungeon & Dragons 4E Roleplaying Game™ courtesy of

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