

Burning

This weapon deals ongoing damage. If damage from this attack causes a character to lose Resolve, the target takes an additional 1D of damage (ignoring Armor) at the start of their turns until they use an action to make a TN 10 Attribute check to extinguish the flames, using a skill that narratively makes sense, at the GM's discretion.

Revision #1

Created 29 September 2024 01:09:02 by cluebyte

Updated 29 September 2024 01:09:20 by cluebyte