

Rupture (5)

Target: Any location

This skill represents massive trauma being done to a body. After you are affected by a Rupture you are unable to utilize skills or spells for 1 Minute. Additionally you will be knocked unconscious and begin bleeding to death after 1 Minute. This effect may be removed with the "Healing"™ spell at any time or by normal methods after they have fallen unconscious. Even if you are brought back to consciousness before the 1 Minute has elapsed you are still unable to use skills or spells during that time. May be resisted with Parry or Resistance. State "Rupture" as the blow is swung.