

Hemophilia

August 3, 2022

Your blood doesn't clot in a typical way. You bruise easily and bleed excessively even from slight injuries. When you take bludgeoning damage higher than your Constitution modifier \times your Proficiency modifier, you must succeed on a DC 10 + (IE) Constitution saving throw or experience Internal Bleeding. When you take slashing, piercing, or necrotic damage higher than your Constitution modifier \times your Proficiency modifier, you must succeed on a DC 10 + (IE) Constitution saving throw or lose (IE) hit points at the start of each of your turns due to an open wound. Any creature can take an action to stanch the wound with a successful DC 8 + (IE) Wisdom (Medicine) check. You heal (IE) \times 20% less hit points from a rest (minimum 1). If you have multiple traits, you may choose [Arm Pain](#) and [Leg Pain](#) as one or more of them.

Real-world Examples

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Assistive Options

First aid can usually stop bleeding, and ice can aid joint pain caused by internal bleeding around the joints.