

One Page Effect Summary

- Agony** - Intense pain. 10 seconds. Can defend. Can run.
- Cure...** - Remove one effect or trait. If more than 1, choose. Can't be Imbue or Inflict.
- Remove...** - Force remove an effect. No touch cast. Can defend.
- Damage** - Removes Armor, then Protection, then Vitality. Can't be removed or dispelled.
- Death** - An attack with this effect kills you. 5 minutes, then Spirit.
- Destroy...** - Target is destroyed and cannot be used until repaired.
- Diagnose** - Used to determine if called effect exists on a person. Yes/no answers; damage #
- Disarm...** - Must drop until it stops moving or place down for 5 seconds.
- Disengage** - Plant feet 3 seconds. Gesture with weapons everyone who is attacking you and gestured at must move back out of weapon range so that you cannot cross extended weapons.
- Drain** - No running. No Skills. If specified, can't use thing specified. Rest 5 Minutes.
- Expose...** - Call out if you have the specified trait, unless dead/unconscious.
- Frenzy** - Attack closest creature. Can use skills. Dead or Unconscious to end.
- Grant...** - You receive a boon. Limit 3 unless it is Grant Extra (limit 1). 1 per thing affected. Protection drops after armor, before health.
- Double and Triple** - Effect lands 2 or 3 times. Defend separately. Take what's left.
- Heal...** - Restores Vitality
- Imbue...** - Effect described on card.
- Inflict...** - Effect described on card.
- Maim** - Arm or leg. No effect on torso. Called or must hit the area affected. If leg, can't hop. No resting off.
- Paralyze** - You cannot move, but can hear. If posed or fall unconscious, fall down immediately. 5 minutes
- Refresh...** - Restores attribute or trait.
- Repair...** - Repairs armor up to max.
- Repel** - Prevents all attacks from the target. Stay 10 ft away. Rest 5 minutes.
- Root** - Right foot cannot move. May pivot on foot. Rest 5 minutes.
- Silence** - Can't talk. No incants. Out of Game verbals still happen. Rest 5 Minutes.
- Slam** - 3 steps back and fall down or take knee for 3 seconds.
- Slow** - No running. Rest 5 minutes.
- Stabilize** - Sets unstable to 0 vitality and stable.
- Stricken** - Cannot take positive effects until removed
- Stun** - Unconscious. Incapacitated. Rest while effected. 5 minutes.
- Speak** - Talk to target even if normally not able. May still not work.
- Waste...** - Consumes target effect/attribute. Can be refreshed or cured to restore. Ignores armor
- Weakness** - No called melee weapon attacks. Rest 5 minutes.
- Elude, Guard, Shield** - Dumb defense. Stops first valid attack. Must call when used.
- Avoid, Parry, Resist** - Smart defense. Stops chosen valid attack. Must call when used.
- Purge** - End an effect after it's affected you. 3 seconds to use.
- Reduce, Absorb** - Affected by effect, but take less of it, or stop it and turn into something else.
- Increased** - The effect used is more effective than normal.
- Reflect** - Sends effect back at source and negates effect. Can defend against returned effect.
- Spirit** - Insubstantial. No effect to all calls not "to Spirit". Eyes down, hands at side. Walk slow.
- Short** - Effect lasts until you rest for 10 seconds.
- Permanent** - Effect lasts until event ends, might continue next event. Tell plot. May be cured.