Effects

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 person. Yes/no answers, except 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 effected. 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 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 remove

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 attacks or skills. 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 returned effect.

Spirit **-** Insubstantial. No effect to all calls not "to Spirit". Eyes down, hands at side. Walk slow.

Short - Effect lasts until rest for 10 seconds.

Permanent - Effect lasts until end of event. Report effect to plot. May continue next event. Can be cured.