

One Page Effect Summary

Agony - Intense pain. 10 seconds. Can defend. Can run.
Cure... - Remove one named effect or trait. If none named, choose 1 NOT imbued or inflicted.
Remove... - Force remove an effect. No touch cast. Can defend.
Damage - Removes Armor, then Protection, then Vitality. It 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 a 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, then gesture with a weapon at attackers; they must move back out of weapon range so that you cannot cross extended weapons.
Drain - No running. No Skills. If specified, can't use the thing specified. Rest 5 Minutes.
Expose... - Call out if you have the specified trait, unless dead/unconscious.
Frenzy - Attack the closest creature. Can use skills. Dead or Unconscious to end.
Grant... - You receive a boon. Limit three 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 the leg can't hop. No resting off.
Paralyzed - You cannot move, but can hear. If you fall unconscious, fall 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 - The 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 or take a 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 affected. *5 minutes.*
Speak - Talk to the target even if you are usually not able to do so. 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. Must use on the first match. Stops it. (Missile, Weapon, Spell)
Avoid, Parry, Resist - Smart defense. Choose a matchk, call, Stops it. (Missile, Weapon, Spell)
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 usual.
Reflect - Sends the effect back at the source and negates the effect. Can defend against the returned effect.
Spirit - Insubstantial. No effect on all calls not "to Spirit". Eyes down, hands at side. Walk slowly.
Short - Effect lasts until you rest for 10 seconds.
Permanent - Effect lasts until the event ends and might continue in the next event. Tell plot. May be cured.
By My Voice (BMV), all who can hear, **By My Gesture (BMG)** while pointed at, **By My Gaze** 2 Secs.
By Your Name (Name or description).