

## Table of Game Effects and Durations

**Durations:** “Environmental” (effects that happen without an obvious source) Effects that aren’t instantaneous (like damage, healing, death etc...) will have duration of either 1 minute, or 3 combat rounds based on circumstance. So if you’re sitting in the Manor and a chill wind gives you an Effect, it will usually last one minute. If you’re in a combat situation, effects will last one round per skill level of the caster. The duration of a combat delivered effect is not evident to the *characters*. So while the Player knows that a certain effect will last 1, 2 or 3 rounds, their character doesn’t.

### Delivery of Effects:

In most cases, the way an effect is delivered will be obvious, someone casts a spell at you, strikes at you, etc... The manner of delivery in most cases has no bearing on the way it will interact with the target. There are some exceptions:

**By Voice, usually indicated by “All” + *additional modifiers*.** “All before me”, “All I see”, “All in this room” or variants. Anyone who hears this is subject to the remainder of the tagline. You cannot run from it, blocking ears etc...does not prevent it from occurring. If you experience even the first word of the verbal you will be subject to the entirety of the verbal. Appropriate defenses do apply to secondary parts of the statement. For example, “All those before me, 1 point Magic Damage”. That means everyone has one point of Magic Damage inflicted upon them, but if they have defenses or types of appropriate Improved Health, they will function normally to mitigate.

**By Gaze**-this effect emanates from the eyes of the attacker and can affect multiple people within the attacker’s line of sight. The call will usually be *By Gaze; Target A, Target B, Target C-Effect Name*. So long as the attacker can see their target, they can be affected By Gaze. Breaking line of sight once affected will not negate the effect, but will prevent the attacker from further being able to strike them with a By Gaze delivered effect.

### Effects:

**Evoked** (name of state)-This causes the target to react in a very specific way. While under this effect, the target cannot use any skills and must roleplay the named state. States might be; anger, apathy, confusion, madness, sleepiness etc... Evoked states never require the target to leave the scene, although that is the target’s option.

*Chris is wandering through a deserted cave with some friends when an apparition appears. The apparition points at Chris and suddenly Chris is filled with fear. Chris begins to cower in fear as the apparition attacks the others in the group. Chris may even choose to run from the scene. Once Chris has been under the effect for three rounds/actions they may use their abilities.*

**Sleep**-Target falls into an immediate slumber. Another Player may spend one action to awaken the target.

**Paralysis**-Target is held completely immobile. Cannot move or talk.

**Pin**-Target's feet are held immobile. Target may move feet with considerable effort, moving either foot a few inches during an action. Some targets have limited resistance to Pin and can take a full step each action but with great effort. If the cause of the Pin is physical in nature (trap, ropes, spider webs etc...) another Player can cut the target free of the Pin in one action, so long as the person doing the cutting has a knife representation and is holding it in the manner of the Knife weapon skill. Someone who is under a Pin may still Dodge or apply other Damage Mitigation where appropriate.

**Bind**-Target's arms and hands are held firmly to their sides. Target can use no weapons skills or other skills that require them to hold an object in their hands. If the cause of the Bind is physical in nature (trap, ropes, spider webs etc...) another Player can cut the target free of the Bind in one action, so long as the person doing the cutting has a knife representation and is holding it in the manner of the Knife weapon skill. Someone who is under a Bind may still Dodge or apply other Damage Mitigation where appropriate.

**(X) Poison (#of rounds)**-Target is immediately made feeble and cannot move at more than a crawl and cannot use an In Play skills. The Poison effect may be accompanied by an identifier to signify the origin of the Poison (for example, Spider, Magical, Injected etc...) as well as a possible modifier to the number of rounds/actions that the Poison lasts.

**Counter (X)**- This will remove any effect so long as the Effect being removed is actually known. Sleep is the only Effect that is immediately recognizable. Physically based Pins and Binds are also recognizable. All other Effects, if the person trying to Counter did not actually see the Effect occur, will require inquiry to ascertain what the Effect is. Counter takes one round/action to work. Unless unconscious, Gravely Injured, Bleeding Out or under an Effect that specifically prohibits the use of In Game skills, Counter may be used under most other conditions.

**Unyielding**-cannot be defended except by an *Unbreakable* Defense. This includes any type of Improved Health of any type in the case of damage. There may be some things that counter Unyielding and will be specified when it is called.

**Unbreakable (X)**-this is the only thing that will negate an *Unyielding* attack that is not otherwise specified in the *Unyielding* call.

**Death**-if not defended appropriately, immediately fall into the Death state.

**Reduce (X)**-a type of defense that will reduce appropriate damage by X amount.