

These are summaries only, not rules text. For the full effects and their interactions refer to the rulebook.

Bane: This effect will specify a category.

If you are in that category and the location hit is unarmoured, that location drops to -1 Hits. Otherwise, take a single damage to that location.

Charm: You must treat the caster as a friend. You will not harm them and will defend them from others, including your allies. This ends if they harm you.

Cure: Cures will specify a particular ongoing effect. That effect is removed from your character.

Damage: Lose 1 Hit from the affected location, starting with Armour and then Body. A character may call “Zero Damage”, in which case you lose 0 Hits when struck.

Daze: You must act confused. For the duration you cannot walk, run, strike, or Concentrate. You may speak and defend yourself.

Detect: Detects will specify a category. If you're in this category or are carrying

an item that is, you must say “Ping!” loudly and clearly. *This goes through Wards without removing them.*

Diagnose: Tell the source of the Diagnose your current and maximum Body Hits and Vigour as well as whether or not you are currently under the Disease or Venom effects. *This goes through Wards without removing them.*

Disease: While under this effect your Body Hits may not be raised above 0.

Drop: This may only be called by a Ref. You immediately fall unconscious until further notice. Respond “Indeterminate” to Diagnose. *This goes through Wards without removing them.*

Execute: If you are struck by this effect while bleeding, your character is killed instantly.

Fear: You must act terrified. For the duration you must stay out of the source's melee and spellcasting range (10m). You may not attack or Concentrate.

Fumble: This effect will target a location. You must drop any item held in that location.

Halt: You are frozen to the spot for the duration. You may not move, speak, take actions, or have items taken from you.

Healing: Regain one or full Hits on the target location.

Identify: You may read the lammie of the targeted item without attuning it.

Lure: You may do nothing except move towards the source of the effect at normal walking speed.

Mindslash: Your Concentration is broken. You must restart anything you were doing that requires Concentration.

Mute: You may not speak for the duration of the effect.

Notice Bleeding: You must tell the source if you are bleeding from any location, or if you are dead. *This goes through Wards without removing them.*

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Protection: Protections will specify an effect. For the duration you cannot come under that effect and should reply “No Effect!” to any attempts.

Push: You must move 10 m directly away from the source of the effect. If you're unable to move due to terrain or for safety reasons, you must stop at the obstacle for 10 seconds.

Rampage: You must act enraged. For the duration you must earnestly attack whoever is closest to you, including your friends and allies.

Rend: The location struck with this effect begins to bleed and you must begin your Deathcount. While under this effect you are Immune to Healing. You may use the location as normal even though it is bleeding. Stop Bleed ends this effect.

Repair: Regain 1 or full Armour Hits on the target location. This effect can

also be used to make Shattered items usable again.

Shatter: A weapon, shield, or other item hit with Shatter becomes unusable until repaired. Armour cannot be Shattered.

Sleep: You must fall to the ground and act as though asleep for the duration of the effect. This effect is ended if you take damage or if another character attempts to take an item from you.

Stop Bleed: Body Hits on the target location are increased from -1 to 0.

Strikedown: You must fall to the ground, placing your torso on the ground before getting back up again. If it is not safe to do this you must instead kneel for 5 seconds without taking offensive action.

Sunder: If this effect hits an armoured location, it removes all Armour Hits. If it hits an unarmoured location, its Body Hits are reduced to -1.

Through: When struck with Through, take the damage to your Body instead of Armour.

Time Freeze: This may only be called by a Ref. Play is paused in the vicinity until further notice. Do not move from your position while play is paused.

Venom: While under this effect your Deathcount is reduced by 120 seconds to 180s, or to 300s if you have the Die Hard feat.

Ward: You may only cast this effect on yourself. This effect has a number of charges. Each charge protects you from a ranged effect not delivered by weapon blow. Call “Warded!” when an effect is blocked by your Ward. This consumes a charge. You may not choose to let an effect through your Ward. You may choose to end your Ward at any time. Drop, Diagnose, Notice Bleed, and Detect ignore Wards.