

# APPENDIX D. EFFECTS CHART

The following chart lists the common game effects that will occur, during the course of a regular game. Some of the effects listed are more rare than others, while there may be some special effects that are not listed. If you plan on familiarizing yourself with one thing in *Terres Rising*, let it be this Effects Chart, version 4.7.3.

Notes: Each effect is listed, followed by the Duration and then Description.

Standard duration of any effect is 1 minute, unless otherwise stated.

Line of Sight (LOS) – An effect is “broken” when the source of the effect is out of sight for 60 continuous seconds.

Levelled Attack – A number called prior to a weapon-based effect, increases the level of the attack, and increases the level of the defense of the attack. Example: “4 Disease” means a damage of 4, as well as a Level 4 Disease.

<b>Acid</b>	<b>Instant</b>	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
<b>Animate Dead</b>	<b>Instant</b>	Dead body rises as a 10 HP zombie with no special abilities, but can use weapons or claws. They will attack any living in the immediate area.
<b>Assassinate</b>	<b>Instant</b>	Target suffers Death effect. Body dissipates after one minute. No standard defensive skills (Parry, Riposte, Dodge, Phase) may be used to block this effect.
<b>Berserker Rage</b>	<b>Instant</b>	Allows one to resist the Maim, Stun, and Waylay effects.
<b>Berserk</b>	<b>Standard</b>	Subject becomes enraged and attacks nearest targets by the most efficient and powerful means at his disposal.
<b>Bind</b>	<b>LOS</b>	Targets arms are bound to his side. 4 strength to rip free.
<b>Body</b>	<b>Instant</b>	Causes damage directly to Body points, ignores armor and shield.
<b>Body Stabilization</b>	<b>10 minutes</b>	After one minute of bleeding out, the skilled character will be in a coma for 10 minutes. After 10 minutes, they will be conscious with 1 BP. In the coma, one is still subject to effects.
<b>Charm</b>	<b>LOS</b>	Levelling – Target believes that the person who has charmed them is their best friend. The target cannot be forced to attack, but will defend the person who charmed them. Effect is broken if target is attacked by the charmer.
<b>Choke</b>	<b>Special</b>	Target is forced to his knees, must hold his throat, and is Silenced. After a minute of being Choked, the target suffers from the sleep effect for 10 minutes.
<b>Coma</b>	<b>30 minutes</b>	Target falls into a deep sleep. No shaking will wake the target. A spell, alchemical solution or other special means is needed to wake the target before the duration expires.
<b>Confine</b>	<b>LOS</b>	Target is subject to the Bind and Root effects. 6 strength to rip free.
<b>Confusion</b>	<b>10 seconds</b>	Target is unaware of surroundings. Cannot make coherent statements. Can engage in combat only if attacked.
<b>Contact</b>	<b>Special</b>	Target subject to the next called Psionic effect from attacker.
<b>Crushing</b>	<b>Instant</b>	Causes damage, even if blocked by shield or weapon.
<b>Curse</b>	<b>Standard</b>	Target cannot use any in-game skills.
<b>Death</b>	<b>Instant</b>	Target dies instantly.
<b>Death Animate</b>	<b>Instant</b>	Death effect and Animate Dead effect
<b>Destroy</b>	<b>Instant</b>	Affected game item is removed from play.
<b>Disarm</b>	<b>5 seconds</b>	Target must release affected item for 5 seconds. A disarmed shield need not be dropped, target merely opens their hand for five seconds.
<b>Disease</b>	<b>Until Cured</b>	Target loses 1 point of body every 10 minutes until cured or killed. Weapon delivered Disease only affects a target if it damages BP.
<b>Disengage</b>	<b>10 seconds</b>	Target cannot take any offensive action, but can use weapon to block.
<b>Disintegrate</b>	<b>Instant</b>	The target is ripped from existence.
<b>Dodge</b>	<b>Instant</b>	Target actively avoids an otherwise successful attack.
<b>Dominate</b>	<b>LOS</b>	Target is controlled by originator of effect.
<b>Drain</b>	<b>Instant</b>	Amount of damage heals the attacker. Called number of magic points are removed from target. If target has no magic points, drain removes body points.
<b>Eagle Eye</b>	<b>Special</b>	Shadow Cloaked target can be seen.

<b>Earth</b>	<b>Instant</b>	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
<b>Encase</b>	<b>LOS</b>	Target cannot move or speak. It takes 8 strength to rip free.
<b>Fatal</b>	<b>Instant</b>	Target's BPs fall to 0. Target is unconscious and bleeding out.
<b>Fire</b>	<b>Instant</b>	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
<b>Heal</b>	<b>Instant</b>	Called number of body points are regained.
<b>Ice</b>	<b>Instant</b>	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
<b>Lethal</b>	<b>Instant</b>	Causes the Death effect if target is at 0 body, asleep or completely immobilized by a Web effect or stronger.
<b>Lightning</b>	<b>Instant</b>	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
<b>Magic</b>	<b>Instant</b>	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
<b>Maim</b>	<b>until healed</b>	Affected limb is unusable and cannot support weight until fixed.
<b>Magic Shield</b>	<b>Instant</b>	Any magical effect is blocked by the user.
<b>No Effect</b>	<b>Instant</b>	Subject is never affected by effect.
<b>Normal</b>	<b>Instant</b>	Causes damage as follows: Weapon & Spell Shields; Defensive Armor Spells; Armor; Defensive Body Point Spells; Body Points. There is no need to ever call "normal". A normal swing is 1 damage, and no number need be called. For numbers higher than 1, only the number should be called.
<b>Paralyze</b>	<b>Standard</b>	Target will freeze in whatever position they are in.
<b>Parry</b>	<b>Instant</b>	Weapon delivered attack is blocked. Destructive Blow can be parried without the defender's weapon being destroyed.
<b>Phase</b>	<b>Instant</b>	User avoids attack.
<b>Piercing</b>	<b>Instant</b>	Causes damage directly to Body points, ignores armor.
<b>Pin</b>	<b>LOS</b>	Can only move one foot, basketball pivot. 2 strength to rip free.
<b>Plague</b>	<b>Special</b>	Body is reduced to 1 until cured and must act sick.
<b>Reflect</b>	<b>Instant</b>	Effect upon a target is turned back upon the source.
<b>Resist</b>	<b>Instant</b>	Subject uses an active in-game skill to avoid the effects of an attack.
<b>Riposte</b>	<b>Instant</b>	Attack is countered per the Parry effect. One point of damage is done to the attacker.
<b>Root</b>	<b>LOS</b>	Target cannot move feet. 3 strength to rip free.
<b>RP [Emotion]</b>	<b>Instant</b>	Target must roleplay the emotion. Does not prevent any use of other game mechanics or skills.
<b>Second Wind</b>	<b>Instant</b>	Fallen target rises within 5 seconds.
<b>Shadow Cloak</b>	<b>Special</b>	Subject cannot be seen. This effect is represented by crossing one's arms over one's chest. If target is seen entering Shadow Cloak, witness may assume the location of target.
<b>Shield</b>	<b>Instant</b>	Attack of a specified element is stopped by something affecting target.
<b>Shun</b>	<b>LOS</b>	Target feels compelled to stay 10 feet away from source of Shun. If the source presses the target so that the 10 feet can not be maintained, the effect is broken. The initial Shun does NOT cause the target to back up or be repelled.
<b>Silence</b>	<b>10 minutes</b>	Target may not speak in-game, including the incantation of spells.
<b>Sleep</b>	<b>10 minutes</b>	Target is asleep. Constant shaking for one minute or successful body damage will awaken the target.
<b>Slow</b>	<b>Standard</b>	Target cannot run, and must take 3 seconds between attacks.
<b>Spell Shield</b>	<b>Instant</b>	Next spell effect against target is blocked.
<b>Stun</b>	<b>5 seconds</b>	Target staggers in place for 5 seconds. No in-game skills can be used. If target is affected by an attack then the stun effect ends.
<b>Trip</b>	<b>Instant</b>	Target's buttocks must touch ground for 1 second. Can be avoided with the Acrobatics skill.
<b>Waylay</b>	<b>5 minutes</b>	Target is knocked out for five minutes. Can be awoken by First Aid or alchemy or spell.
<b>Weakness</b>	<b>5 minutes</b>	Target loses 1 point of Strength.
<b>Weapon Shield</b>	<b>Instant</b>	Next weapon strike against target is blocked.
<b>Web</b>	<b>LOS</b>	Target is subject to Bind and Root effects. 5 strength to rip free.
<b>Wind</b>	<b>Instant</b>	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.