

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 5.1.

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)—Effect is “broken” when the source of 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.

Acid	Instant	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
Animate Dead	Instant	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.
Assassinate	Instant	Target suffers Death effect. Body dissipates after one minute. No standard defensive skills (Parry, Riposte, Dodge, Phase) may be used to block this effect.
Berserk	Standard	Subject becomes enraged and attacks nearest targets by the most efficient and powerful means at his disposal.
Bind	LOS	Targets arms are bound to his side. 4 strength to rip free.
Body	Instant	Causes damage directly to Body points, ignores armor and shield.
Body Stabilization	10 minutes	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.
Charm	LOS	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. Target is unaware that they are charmed.
Choke	Special	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.
Coma	30 minutes	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.
Confine	LOS	Target is subject to the Bind and Root effects. 6 strength to rip free.
Confusion	10 seconds	Target is unaware of surroundings. Cannot make coherent statements. Can engage in combat only if attacked.
Contact	Special	Target subject to the next called Psionic effect from attacker.
Crushing	Instant	Causes damage, even if blocked by shield or weapon.
Curse	Standard	Target cannot use any in-game skills.
Death	Instant	Target dies instantly.
Death Animate	Instant	Death effect and Animate Dead effect
Destroy	Instant	Affected game item must stop being used. (A/K/A Shatter).
Disarm	5 seconds	Target must release affected item for 5 seconds. A disarmed shield need not be dropped, target merely opens their hand for five seconds.
Disease	Until Cured	Target loses 1 point of body every 10 minutes until cured or killed. Weapon delivered Disease only affects a target if it damages BP.
Disengage	10 seconds	Target cannot take any offensive action, but can use weapon to block.
Disintegrate	Instant	The target is ripped from existence.
Dodge	Instant	Target actively avoids an otherwise successful attack.
Dominate	LOS	Levelling – Target is controlled and can only act as the controller wills, but cannot be ordered to hurt themselves.
Drain	Instant	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.
Earth	Instant	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
Encase	LOS	Target cannot move or speak. It takes 8 strength to rip free.
Fatal	Instant	Target's BPs fall to 0. Target is unconscious and bleeding out.

Fear	Instant	Target runs out of LOS of caster in fear, remain out of sight for 1 minute.
Fire	Instant	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
Fortitude	Instant	Allows one to resist the Maim, Stun, and Waylay effects.
Heal	Instant	Called number of body points are regained.
Ice	Instant	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
Invisible	Special	Subject cannot be seen. This effect is represented by crossing one's arms over one's chest. If target is seen entering Invisibility, witness may assume the location of target.
Lethal	Instant	Causes the Death effect if target is at 0 body, asleep or completely immobilized by a Web effect or stronger.
Life	Instant	Death effect is removed from target, and BP restored to 1.
Lightning	Instant	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
Magic	Instant	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.
Maim	until healed	Affected limb is unusable and cannot support weight until fixed.
Magic Shield	Instant	Any magical effect is blocked by the user.
No Effect	Instant	Subject is never affected by effect.
Normal	Instant	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.
Paralyze	Standard	Target will freeze in whatever position they are in.
Parry	Instant	Weapon delivered attack is blocked. Destructive Blow can be parried without the defender's weapon being destroyed.
Phase	Instant	User avoids attack.
Piercing	Instant	Causes damage directly to Body points, ignores armor.
Pin	LOS	Can only move one foot, basketball pivot. 2 strength to rip free.
Plague	Special	Body is reduced to 1 until cured and must act sick.
Reflect	Instant	Effect upon a target is turned back upon the source.
Resist	Instant	Subject uses an active in-game skill to avoid the effects of an attack.
Riposte	Instant	Attack is countered per the Parry effect. One point of damage is done to the attacker.
Root	LOS	Target cannot move feet. 3 strength to rip free.
RP [Emotion]	Instant	Target must roleplay the emotion. Does not prevent any use of other game mechanics or skills.
Second Wind	Instant	Fallen target rises within 5 seconds.
Shield	Instant	Attack of a specified element is stopped by something affecting target.
Shun	LOS	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.
Silence	10 minutes	Target may not speak in-game, including the incantation of spells.
Sleep	10 minutes	Target is asleep. Constant shaking for one minute or successful body damage will awaken the target.
Slow	Standard	Target cannot run, and must take 3 seconds between attacks.
Spell Shield	Instant	Next spell effect against target is blocked.
Stun	5 seconds	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.
Trip	Instant	Target's buttocks must touch ground for 1 second. Can be avoided with the Acrobatics skill.
Waylay	5 minutes	Target is knocked out for five minutes. Can be awoken by First Aid or alchemy or spell.
Weakness	5 minutes	Target loses 1 point of Strength.
Weapon Shield	Instant	Next weapon strike against target is blocked.
Web	LOS	Target is subject to Bind and Root effects. 5 strength to rip free.
Wind	Instant	Affects some creatures that are not affected by Normal damage and in some cases, causes extra damage to certain creatures.