

QUICK REFERENCE SHEET:

1. Animus: What is used for Animus effects. Measured in numbers, reduced by cost of ability, and repaired by Essence Refresh/other in-game mechanics.
2. Corpus: What is used for Corpus effects. Measured in numbers, reduced by cost of ability, and repaired by Essence Refresh/other in-game mechanics.
3. Vitality: A person's "Health/Life Force". Measured in numbers. Reduced by damage, repaired by Healing/Essence Refresh
4. Uncalled Damage: Any damage thrown/swung that does not have a specified source (Magic, Fire, etc.), melee causes 1 Vitality damage, ranged attacks cause 2 Vitality damage (can be reduced by Armor (armor points are lost before vitality, and will need repairs after), or blocked with Shields, Dodge, Resist for 0 damage if used).
5. Called Damage: Any damage as above, but with a specified source (Magic, Fire). Armor reduces point for point, Shields do not block, but Dodge, Resist, etc. still works.
6. 0 Vitality but Stable: Unconscious for 5 minutes, then awake with 1 Vitality restored. Note: If hit with Called Damage during this time, you go to Unstable. Can be healed/stabilized at any time during this count (this is when you are generally dropped with uncalled damage).
7. 0 Vitality and Unstable: Unconscious for 1 minute, then start your Death Count. Can be healed/stabilized at any time during this count (this is when you are dropped with called damage).
8. Death Count: (For NPCs) Generally when a Player does a full Death Strike count (0 Vitality, Death Strike 1, 2, 3 verbally said), or other in-game affect, you will generally go to a knee/ground, allow the Player to loot you (when applicable). (For PCs) An attack with this effect kills you. You take a knee/fall dead, as if you had been struck with a Death Strike. All temporary effects upon you end when you are killed except for Imbue and Inflict effects that are not specifically removed by Death. Death Count lasts for 5 minutes, after which you will rise as a spirit and travel to the Death area.
9. Agony: You are wracked with pain. You cannot attack or use most game skills. You may run, defend yourself by blocking with weapon skills and use called defenses. Agony lasts for 10 seconds.
10. Destroy: An item is destroyed and cannot be used for any game skill or effect until it is repaired. For most melee delivered effects, the Verbal is simply "Destroy", and the strike will destroy the weapon or object it hits. For Missile and Packet Attacks, the Verbal will include the name of the item. Any strike with that Packet or Missile will destroy that named item carried by the target.
11. Diagnose: This effect is used to determine if the recipient is inflicted with a specific effect, trait, or game condition. Skills with the Diagnose effect allow you to use Diagnose to determine the presence of specific effects or traits, with the exception of Imbue or Inflict effects. A skill might also allow you to use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damaged. To use Diagnose, touch the recipient with a packet and say "Diagnose..." followed by an effect, trait, or game condition. The recipient says "Yes", if they are afflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise, they say "No".
12. Disarm: You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. You may pick up an item as soon as it stops moving.

The Verbal will contain either "Disarm right hand" or "Disarm left hand". If you are holding a fragile or breakable prop, including an air gun, you may put it down rather than drop it, but you cannot pick it up for a full five seconds. As a secondary option for breakable props, you may put it behind your back for a full 10 seconds. While the weapon is behind you, it does not protect you from attacks. Any attacks that hit it will go through to the user.

13. Frenzy: This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if you cannot find a way to reach the creature for 10 seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target, then that creature will become your new target. The Frenzy effect ends when you are rendered Dead or Unconscious.
14. Imbue: This effect can be used in one of two ways. An Imbue effect with the verbal "Imbue [Trait Name] Trait" will give you the specified trait for the remainder of the event. Otherwise, this effect is some enhancement or extra ability that is described on an effect card that is given to you when the effect is used upon you. An Imbue effect with no trait will not take effect until you have read the effect card. Imbue will usually give you some ability that can be used during the current event. The effect card may describe some effect that lasts beyond the current event.
15. Inflict: This effect can be used in one of two ways. An Inflict effect with the verbal "Inflict [Trait Name] Trait" will give you the specified trait for the remainder of the event. Usually, this effect is some affliction or detrimental effect that is described on an effect card given to you after the effect is used upon you. An Inflict effect with no Trait will not take effect until you have read the effect card, so a character engaged in combat may not be affected by Inflict effects described on Inflict cards immediately. They have time to retrieve the effect card and read it when it is convenient and unobtrusive to do so. Unconscious or dead characters must read the card immediately. Inflict cards will give you some unusual detriment that will have an effect and a duration described on the effect card.
16. Maim: One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee. You cannot hop. You may crawl using your other limbs. A Maim effect will last for the duration of the event (or until a Cure Maim or Essence Refresh is applied, unless Inflicted). If a Maim effect is delivered by a melee or missile attack, the limb struck will be affected. If a Maim effect delivered by a melee or missile attack strikes the torso, then the Maim effect is ignored. If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb that is not already affected by a Maim. Maim only works on arms and legs.
17. Paralyze: You must stand frozen. You cannot move, but you are aware of what is happening around you. If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. Paralyze will last until you rest for 5 minutes. You are resting while you are paralyzed even if you are standing
18. Root: Keep one foot in-place on the ground. You are stuck there for 5 minutes, or, unless another game effect frees you. You can rotate 360 degrees, as long as foot stays in place.
19. Short: Effect that last 10 seconds
20. Double and Triple: This means whatever in-game effect is being thrown/cast/etc. will take 2 or 3 times the effect (usually damage). Defenses can reduce the multiple on a one-to-one basis, but you will probably at least take one of the effects in game. This can be for beneficial effects (e.g., Healing) as well. Regardless of the damage, the total number taken needs to be healed/repared one time, not 2 or 3 times.