

Examples of effects

Minor effects — 5 ep (hours)

Low key, temporary, easily removed. May last several hours.

- +/- 2
- remove existing minor effect
- sheat or draw weapon
- loose next action
- withdraw/close one range
- force opponent to move 5 feet
- change *stance*
- dismount a horse
- mount a horse if not engaged
- small-scale moral boost
- inconsequential flesh wound
- use a minor resource (arrow, dropped item, torch, etc.)
- monster action (GM)
- flesh out the encounter step (GM)
- press the advantage
- find an improvised weapon
- get good footing
- find an advantageous opening
- get a magic boost
- you surge forward
- you are encouraged by your success
- you've got their attention. They're not convinced yet but they're listening
- *consecutive attack* (special effect)
- a minor effect on a Cure Light Wounds can remove a minor effect
- get a +2 to AC by casting a Shield spell (with a minor effect)
- use up / day's rations less (per minor effect)
- demoralise
- sicken
- daze
- burn
- find a 1 TP item on a 'Found Item' search minor effect
- detect the number of sources of evil and which is the most powerful on a minor effect with Detect Evil
- know one of the target's alignment axe with Detect Alignment
- know the location of traps with Detect Snares & Pits
- know the precise effects of an item with an Identify spell
- know the the number of thinking minds and their intelligence score with a Detect Thought spell
- a troll can regenerate 3 PHP on a minor effect on any action
- a Wight can drain energy (reduce one level) on a minor effect

Major effects — 10 ep (days)

more significant and more long-term

- +/- 4
- remove an existing major effect
- loose 2 actions
- withdraw/close two ranges
- dominant position on the battlefield
- painful wound
- mount a horse while engaged in melee
- use a major resource (forget a spell, loose a sword, shield, lockpick, staff or spellbook). The subject may be disarmed as a result. This may be later repaired or replaced with a major effect.
- move to the next encounter step (GM)
- get up from fallen (prone) position
- knocked down
- find yourself inspired
- find yourself emboldened
- gain superior tactical position

- experience a magic surge
- see through your opponent's strategy, anticipating his attacks and defenses
- persuading: you've got them hooked, just continue doing what you're doing.
- *cleave* special effect
- *parry* special effect
- hidden in darkness
- open lock: ace lockpicker!
- major effect on a Cure Serious Wounds can remove a major effect
- befuddle
- slow
- blind
- terrify
- immolate
- find a 2 TP item on a 'Found Item' search major effect
- know the target's exact alignment on a Detect Alignment spell
- know the trigger of a trap with Detect Snares & Pits
- know the location and strength of each magical source with Detect Magic
- know the number of charges of an item with an Identify spell
- read the surface thoughts of any mind in the area with Detect Thoughts spell

Extreme effects — 15 ep (weeks)

considerable impact and hard to remove

- +/- 6
- remove an existing extreme effect
- disable one of the target's special effects (including monstrous effects)
- loose 3 actions
- withdraw/close 3 ranges
- disabling wound
- kill target on assassin's backstab attack
- maimed or severed limb
- blind
- you're "in the zone", have perfect balance, etc.
- gain a dominant position in battle
- find yourself in a magical locus or nexus of power
- you outclass your opponent, besting aside his defences
- an extreme effect on a Cure Critical Wounds can remove an extreme effect
- chest bashed in
- "absolute" effects (turn to stone, death gaze, etc.)
- unconscious
- freeze solid
- find a 3 TP item on a 'Found Item' search extreme effect
- detect the exact alignment of each source on an extreme effect with Detect Alignment spell
- the magical type (illusion, etc.) on an extreme effect with a Detect Magic spell
- determine the command words of an item with an extreme effect with an Identify spell
- cure lycanthropy