

Damage Type:

- Normal: The most basic of the damage-type taglines. Most weapons do "Normal" damage unless they are enchanted or made of a special material.
- Fire: Does 2x damage against entities weak to this damage type.
- Ice: Does 2x damage against entities weak to this damage type.
- Lightning: Does 2x damage against entities weak to this damage type.
- Earth: Does 2x damage against entities weak to this damage type.
- Silver: Does 2x damage against entities weak to this damage type.
- Iron: Does 2x damage against entities weak to this damage type.
- Lead: Does 2x damage against entities weak to this damage type.
- Uranium: Does 2x damage against entities weak to this damage type.
- Wood: Does 2x damage against entities weak to this damage type.
- Blood: Does 2x damage against entities weak to this damage type.
- Draconic: Typically, only dragons, enchanted items and dragonborn can do this type of damage. Does 2x damage against entities weak to this damage type.

- Holy: Typically, items that do Holy damage are enchanted in some way. This damage type is aligned with the Angelic realm. Does 2x damage against entities weak to this damage type.
- Unholy: Typically, items that do Unholy damage are enchanted in some way. This damage type is aligned with the Demonic realm. Does 2x damage against entities weak to this damage type.

Damage Source:

- Slash: This tagline indicates that the source of the damage is a bladed weapon.
- Pierce: This tagline indicated that the source of the damage is a piercing weapon. Pierce goes through armor but does not go through shields.
- Blunt: This tagline indicates that the source of the damage is a weapon without a blade.
- Punch: This tagline indicates that the source of the damage is from a creature's fist. Hitting the boffers will damage the creature.
- Claw: This tagline indicates that the source of the damage is from a creature's slashing claw. Hitting the boffers will damage it.

- Bite: This tagline indicated that the source of the damage is from teeth. Note that bite damage will still be phys repped by boffers held in the hands. Hitting the boffers will damage it. Additionally, bite damage pierces armor.
- Magic: This tagline indicates that the source of the damage is coming from a spell or enchanted source. Magic damage goes through shields, armor and weapons.
- Chemical: Indicates that the damage is coming from a non-magical or mundane chemical source.
- Explosive: In addition to damaging Vitality, being hit with explosive damage will break any items a target is currently carrying unless they are resistant to Explosives. If this damage source is blocked by a weapon or shield it will block the vitality damage but the weapon will take the break.
- (X-foot) Radius: The radius damage type will always be called with an amount of feet included and will hit all targets within that number of feet from the center of the radius call. Radius damage cannot be avoided, but does not go through armor.
- Unavoidable: Unavoidable damage cannot be physically blocked by a weapon or defended against with a skill.
- By My Voice: Indicates that if you can physically hear the tagline, that you should take the effect as described.

Effect Taglines:

- Agony: During the duration of Agony the character can only defend and is unable to use any Skills, talents or move. They must audibly roleplay as if they are in pain. This counts as a Mental Effect.
- Attract: This effect causes the target to move 10 feet towards the user of this effect. If they reach within arms length of the user before moving 10 feet, the effect ends. Targets that have been affected by Attract can activate skills and Talents, as well as attack and defend, while they are moving the 10 feet. This effect is considered a Mental effect.
- Berserk: This effect causes the target to immediately attack the nearest other valid target with the intent to kill. They are unable to communicate while they are attacking and will try to kill their target to the best of their ability. This effect is considered a Mental Effect.
- Blind: During the duration of Blind the character can only defend and is unable to use any Skills or Talents and must walk with heel-toe steps. Additionally, they must RP as though they cannot see (though in an active combat please don't actually close your eyes).
- Break: An Item that is affected by Break can not be used anymore and does not provide any benefit to the user. An item that is broken can be repaired by a crafter. A resist Destroy can also be used to resist Break.

- Command: This effect will be followed by a command that is no longer than five words. The target must follow the command to the best of their ability for one hour or until the command has been completed. The target is aware that they are not in control of their actions. This effect is considered a Mental effect.
- Confine: By some method the target has had their arms bound. They can not use their arms to do much of anything.
- Death: Takes the target directly to Dead status.
- Destroy: An item that is affected by Destroy can not be used anymore and does not provide any benefit to the user. An item that is destroyed can not be repaired. A resist Destroy can also be used to resist Break.
- Disable (Limb): Targets hit with the Disable effect will lose function of the declared limb. They do not have to drop the item held in their hand but are unable to use any items with the limb. If a leg is targeted they are unable to run and must walk with heel-toe steps.
- Fear: Targets who take the effect cannot attack the caster and will attempt to stay at least 5 feet away from the caster. This effect is considered a mental effect.

- Forget: Causes the target to lose the last one hour of their memory. Memory lost this way does not come back unless restored by another effect. This effect is considered a mental effect.
- Frenzy: This effect causes the target to immediately attack the nearest valid target. They are unable to communicate while they are attacking and the attack does not need to be to the best of their ability. The target of Frenzy does not have to killing blow any other creatures. This effect is considered a Mental Effect.
- Friendship: This effect will last for 1 hour. While under the influence of this effect, the target will believe that the Caster is a friend and will act according to the target's nature. If their new "Friend" attacks them or starts to attack the targets friend the user will need to justify these actions or the effect ends. This effect can not be used after combat has started to end it. While this effect is active the target is not aware of being under this effect. Once this effect drops the target may Role Play as appropriate. This effect is considered a mental effect
- Full Restore: The target will heal all Vitality damage and fix all limbs. This will not bring a target back from Dead status or heal any diseases.

- Implant Memory: The target will accept that this description is true and can use any mental gymnastics needed to accept this fact. This effect will remain active until it is fixed unless otherwise stated in the tagline. This is a mental effect.
- Infect [Disease]: If the target takes damage from a tagline that includes the 'Infect' effect, the target will become infected with the specified disease.
- Irreversible: The addition of this phrase to a tagline indicated that the effect cannot be reversed by normal means. If there is no time limit given, then the effect cannot be reversed until the character dies and is resurrected. So, a tagline might be "irreversible, 5 minutes" which would mean that the effect cannot be countered for five minutes. If the tagline is simply, "irreversible" then that would mean that the effect cannot be reversed until a character dies and is resurrected. If - for example - someone were to call "Irreversible Death" - that would mean that the character who took the Death effect could not be the target of a Life spell again until after resurrection.
- Knockdown: Targets hit with the Knockdown effect must fall to the ground or take a knee. Targets that have been knocked down can still activate skills, as well as attack and defend.
- Life: Returns the target from Dead status to bleeding out (0 Vitality).

- Maim: Takes the target directly to bleed out (0 Vitality).
- Permanent: The addition of this phrase to a tagline means that the effect is truly permanent. It cannot be reversed under any circumstances and will persist after death and resurrection.
- Push: Targets hit with the Push effect must immediately move away from the person who delivered the effect 10 feet. Targets that have been affected by Push can activate Skills and Talents, as well as attack and defend, while they are moving back the 10 feet. This effect ends once they have moved the 10 feet.
- Repulse: A sustained effect that lasts until dropped. The target cannot approach within 10 feet of the caster. The caster must hold their palm out towards the target after casting and must maintain line of sight. The effect ends whenever line of sight is lost or when the caster lowers their arm. This effect is considered a mental effect.
- Sap (X Vitality, Mind, Willpower, Strength): The Sap effect reduces the target's Vitality, Mind, Willpower or Strength by the amount called and restores ½ of the amount called to the wielder of the effect.

- Sever Limb: Limb must actually be hit in order for them to take the effect on that limb. When the limb is severed, it cannot be used until it is reattached or regrown through magical means.
- Shock: Targets hit with the Shock effect cannot activate any skills, or traits.
- Silence: Causes the target to be unable to create sounds from their throat for the duration of the tag. This means that any skill which requires speech in play to use cannot be used under this effect. However, it does not stop characters or NPCs from saying taglines or using Skills that do not require in-play speech. So - this tagline might stop the use of items or rituals that require speaking. However, it would not stop someone with a sword from stabbing you, because in play that does not actually require talking even though the damage tagline must be spoken aloud.
- Sleep: While under the Sleep affect the character is unaware of what is happening around them. The first effect or damage that they take will remove this effect but they are unable to defend against it in any way. This effect is considered a Mental effect.

- Snare For the duration of the effect, the target cannot move their left foot & must act as though it is stuck to the ground.
- Stun Targets hit with the stun effect cannot activate any skills or take any actions or move beyond preventing killing blows.
- Take It The 'take it' tagline will only ever be used by staff or specific NPCs in rare circumstances. This effect indicates that there is absolutely no defense against the tagline, regardless of any skills or talents the target character may have.
- WaylayThe waylay effect must be delivered from behind a target. Targets that take the Waylay effect are knocked out and they are unaware of anything that happens around them. Any effects or damage taken does not awaken them. Only 30 seconds of constant effort will awaken them.