

## Accelerant Cheat Sheet – Updated 3/10/14

### Defenses:

Elude, Guard, Shield - negates first attack of appropriate type that strikes you.

Avoid, Parry, Resist - you choose an attack of the appropriate attack to negate when it strikes you

Purge - You may negate an effect after it has affected you (minimum 3 seconds)

No effect - You are not effected by the attack in question

Reduce, Absorb - You are affected by the attack in question, but the attack has been lessened or changed in some way. (determined by specific skill)

Reflect - Choose on melee, missile, or packet attack of the appropriate type to rebound back to the attacker.

### Game Effects:

Agony - Lose game skills except blocking with weapons and called defenses - Lasts for 10 seconds

Cure - Removes specific effects on target

Destroy - Item is destroyed and cannot be used until repaired

Diagnose - Used to see what is wrong with someone. You can diagnose Attack Traits, Effects, and Inflicted Character Traits.

Disarm - Must drop everything in given hand - can pick up after it comes to rest on the ground.

Disengage - Move out of weapon range until everyone has moved out for 1 second. Must plant feet for 3 seconds or step back before using.

Drain - Cannot run or use game skills. Drain against a particular header disables only those skills. - Lasts until a 5 minute rest is taken

Expose - Expose <trait>; if you have it, must cry out that you have it

Frenzy - Attack closest target until you are dead or unconscious

Grant - Gain a temporary enhancement to abilities

Heal X – Heals X vitality (one if no number stated)

Imbue - Gain a trait or other specified beneficial ability. If not a trait, you will get an information card describing effect.

Inflict - just like imbue, but Inflict will be a negative effect. If not a trait, you will get an information card describing effect.

Maim - One specified limb becomes useless until fixed. Melee strikes must hit a limb to have effect.

Repel - Prevented from using game skills on attacker; must stay 10 feet away as well and remains until you take a 5 min. rest or attacker attacks

Root- Cannot move right foot from spot - lasts until a five minute rest is taken

Slam - Knocks player down to the ground - ends when chest or back touches ground. Optionally, may drop to a knee and shake head for 3 seconds.

Slow- Can't run - ends when 5 minute rest is taken

Stabilize - If at 0 vitality and unstable, makes player stable

Stun - Knocks unconscious, lasts until a 5 minute rest is taken.

Speak - Speak with a creature that you cannot usually speak with - lasts until an In game action is used

Waste - Lose <X> skill or attribute

Weakness - Cannot use called melee attacks - lasts until a 5 minute rest is taken.

By My Voice - Everybody that can hear the voice will take the game effect

In This Room - Everybody in the room will take the effect

By Your Name, X - Must state the targets name the the effect is intended for

By My Gesture - Must be pointing at target for target to take the effect

By My Gaze - Must meet your gaze for a full three seconds for target to take effect

Affliction – Counted action, may be used to deliver an inflict effect to target.

### Important Terms:

Caution - Say it when someone is in a hazardous or dangerous situation - should resolve quickly

Clarification - Say it when you are confused about a game effect, should take about 10 seconds

Let me clarify - NPC says it to indicate encounter info is true, even if you don't trust the character

Emergency - Call when there is a medical emergency

Yellow/Orange sign - Will state that it is an out of game area or if it is an In game area with special circumstances

Ringed lights (doorway) - If it is white, anyone can go through (read information card after stepping through). If colored, you need a watcher as a guide. If off, portal is not active

Ringed Lights (on ground) – If it's on, it's a Ring of Defense that takes 3 seconds to enter. Must have membership or be recognized in.

### Dying:

Unconscious and Stable - Down for 5 minutes, get up at 1 vitality after the 5 minutes, counts as 5 minute rest

Unconscious and Unstable - Bleed out for 1 minute, then you become dead

Dead - Remains will stay for 5 minutes, after the 5 minutes player must go to deaths gate in spirit form.

### Traits

*Elemental Traits:* include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind

*Mental Traits:* include Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will

*Metabolic Traits:* include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep.

*Physical Traits:* include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind

*Special Traits:* All Traits not included above are Special Traits. These can include, but are not limited to, Acid, Blessing, Curse, Light, Magic, Malediction, Shadow, Autumn, Spring, Summer, Winter, and Neverwas.