

Healing

"Triage, what's your status?" : Asking about one's health status, whether one is dead, has a disabled limb, bleeding out, etc. One should answer appropriately with one's status.

"Stabilize" : Add 60 seconds to one's bleedout (max 60 sec) or dissipate (max 300 sec) count.

"Heal X" : Add back X amount of health points to one's total.

"Cleanse" : Remove 1 negative RP condition.

"Repair Arm" : Removes Disable Arm condition.

"Revive" : Brings a dead target to 1 health point.

"Transfer life: Heal 1, 2, ..." : Gain health points equal to the last number to which the caster counted.

Combat

Taglines: Taglines are a good way to change up one's attacks and may have different results (generally 2x damage) based on the type of creature being attacked. The below suggested targets may not always take extra damage from the listed tagline, but can be used as a general guideline. Monsters will take the effects as stated by Plot, Players do not need to adjust their verbals.

Base taglines: Sharp, Blunt, and Claw; may not have any particular bonuses

Fire: ice beings

Water: fire/magma-ish beings

Wind: lightning elementals

Earth: wind elementals

Ice: acidic beings

Acid: earth/dirt creatures

Lightning: water creatures, possibly including merfolk

Light: dark creatures, zombies

Dark: light beings, poltergeists (NOT Echoes)

Infernal: demons, etc

Magic: most all elementals

Void: corrupted beasts

"Power Attack" : 25 damage

"Slay" : Target dropped to bleeding out status

"Disarm" : Lose use of a held item in the targeted arm for 5 seconds.

"Bind Arms/Legs" : Arms or legs are bound for 5 seconds.

"Stomp" : 5 step knockback.

"Provoke" : Target engages in combat against the caster only, until either Caster or Target is incapacitated or is out of line of sight.

"Disable Arm" : Targeted arm is useless IP until fixed by Repair Arm skill.

"Raise Dead" : Target is raised to full health as a mindless zombie/undead, using basic damage only. Can be fixed with Cleanse or Revive.

"Trapped in Amber" : Target is a statue for 200 seconds or until they sustain 200 damage.

"Power Stomp" : All targets that hear the call are thrown backwards 10 steps.

"Command Dead" : Targeted undead is compelled to attack caster's target or defend caster.

"Flurry" : Allows caster to use one attack 3 times.

"Resist" : Negates a basic DDM attack, does not work against the massive tagline.

"Flash" : Indicates use of a Foundational or Mastery magic shield.

"Sunder" : Breaks a common metal item. Item can be fixed by Field Repair or a Repair kit.

"Field Repair" : Fixes a broken/sundered item so that it can be used until a recovery is taken.