Healing Verbals

o "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.

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

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

o "Cleanse": Remove 1 negative RP condition.

o "Repair Arm/Leg": Removes Disable Limb condition

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

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

Combat

Taglines: Taglines offer a way to vary attacks and may produce different effects (typically doubling damage) depending on the type of creature targeted. Below is a list of taglines with recommended targets. Keep in mind that these creatures won't always take additional damage; the list serves as a general guideline. The effects on monsters will be determined by Plot, and players do not need to modify their verbal cues.

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

o Fire: ice beings

o Water: fire/magma beings

o Wind: lightning elementals

o Earth: wind elementals

o Ice: acidic beings

o Acid: earth/dirt creatures

o Lightning: water creatures, possibly including merfolk

o Light: dark creatures, zombies

o Dark: light beings, poltergeists (NOT Echoes)

o Infernal: demons, etc

o Magic: most all elementals

o Void: corrupted beasts

Additional Combat Verbals

- o "Here's the rewritten version:
- o "Power Attack": Deals 25 damage.
- o "Slay": Instantly drops the target to dead status.
- o "Disarm": The target loses use of an item held in the targeted arm for 5 seconds.
- o "Bind Arms/Legs": Binds the target's arms or legs for 5 seconds.
- o "Stomp": Forces the target back by 5 steps.
- o -"Provoke": The target must engage in combat with the caster only until either the caster or target is incapacitated or out of line of sight.
- o "Disable Arm": The targeted arm becomes unusable in-game until repaired using the Repair Arm skill.
- o -"Raise Dead": Raises the target to full health as a mindless zombie/undead, capable of using only basic attacks. Can be cured with Cleanse or Revive.
- o "Trapped in Amber": The target is turned into a statue for 200 seconds or until they sustain 200 damage.
- o "Power Stomp": All targets within hearing range are thrown back 10 steps.
- o "Command Dead": Compels a targeted undead to either attack the caster's target or defend the caster.
- o "Flurry": Allows the caster to use a single attack three times in succession.
- o "Resist": Negates a basic DDM attack; ineffective against attacks using the "massive" tagline.
- o "Flash": Indicates the activation of a Foundational or Mastery magic shield.
- o "Sunder": Breaks a standard metal item, which can be fixed using Field Repair or a Repair Kit.
- o "Field Repair": Temporarily fixes a broken or sundered item, allowing its use until the next recovery period.
- o "Plague": Reduces the target's maximum body by 5 and prevents them from being healed by Role-Playing (RP) healing (except for Cleanse). Plague effects do not stack. The condition remains until the target is cleansed, takes a recovery, is revived, or resurrected.