Effects can be categorized into the following. However, one effect may qualify as more than one of the following:

* Ambient effect - continuous effect
* Temporary effect - has a timer
* Persistent effect - remains even when Monster is switched out

The following are types of “effect” but are manually classified

* Buff - non-health-changing positive effect
* Debuff - non-health-changing negative effect
* DoT - damage over time
* HoT - heal over time