

# Effects new grouping

consists of:

- name
- description
- talentpointCosts
- isBlockedBy (can the effect be blocked by another effect)
- probability (if there is a probability involved else 100%)
- affectedStat (see in PrimaryFunction which stats can be affected)
  - power (for fight, max)
  - current\_health (for fight, max)
  - damagedealt
  - damagereceived
  - self effect durations
  - enemy effect durations
  - effect (application)
  - health (increase)
  - power (increase)
  - damage (increase)
  - skill
- damageBase (how is the damage calculated)
  - power
  - RemainingTurnsCount
  - TotalEffectsCount
  - enemyLowHealth
  - ...
- PrimaryFunctionValue (always a % value i think?)
- PrimaryFunction (what is the effect doing)
  - increase
  - decrease
  - block
  - ???
    - \* Shield + Pierce
- Target (who to target)
  - self
  - enemy
- Cost (does it cost something to activate, can be null)
  - nothing (just cast the effect)
  - remove a buff
  - remove some health
- CostValue (can be 0)
- Category (to which category does it belong)
  - buff
  - debuff
  - damage
- EffectTiming (when is the effect applied) / (immediate, duration, passive)
  - OnTurnStart
  - OnSkillUse
  - OnTurnEnd
  - OnDurationEnd

Effects new grouping - table

TP	IsBlockedBy	Probability	affectedStat	damageBase	PrimaryFunction	PrimaryFunctionValue	Target	CostType	CostValue	Category	EffectTiming
5	-	100%	damagedealt	power	increase	100%	enemy	-	-	damage	OnSkillUse
5	-	100%	damagedealt	power	bypass	50%	enemy	-	-	damage	OnSkillUse
5	-	100%	damagedealt	power	increase	50%	enemy	-	-	damage	OnSkillUse
5	-	100%	damagedealt	self effect durations	increase	5% per turn	enemy	-	-	damage	OnSkillUse
5	-	100%	damagedealt	enemy effect durations	increase	5% per turn	enemy	-	-	damage	OnSkillUse
5	BlockBufs	100%	current_health	power	increase	50%	self	-	-	buff	OnSkillUse
5	BlockBufs, ReduceHealing	100%	current_health	damagedealt	increase	50%	self	-	-	buff	OnSkillUse
5	-	100%	effect	-	decrease(remove)	100%	self	-	-	buff	OnSkillUse
5	BlockDebuffs	100%	effect	-	decrease(remove)	100%	enemy	-	-	debuff	OnSkillUse
5	-	100%	self effect durations	power	increase	10%	self	-	-	buff	OnSkillUse
5	BlockDebuffs	100%	enemy effect durations	power	increase	10%	enemy	-	-	debuff	OnSkillUse
5	-	100%	self effect durations	power	decrease	10%	self	-	-	buff	OnSkillUse
5	BlockDebuffs	100%	enemy effect durations	power	decrease	10%	enemy	-	-	debuff	OnSkillUse
5	Dispel	100%	effect	-	block	100%	self	-	-	buff	OnTurnStart
5	BlockBufs, ReduceHealing	100%	current_health	power	increase	10%	self	-	-	buff	OnTurnStart
5	Dispel	100%	power	power	increase	50%	self	-	-	buff	OnTurnStart
5	Pierce, Dispel	100%	damagereceived	power	absorb	25%	self	-	-	buff	OnTurnStart
5	Dispel	100%	current_health	damagereceived	decrease	50%	enemy	-	-	buff	OnTurnStart
5	Dispel	50%	damagereceived	power	decrease	100%	self	-	-	buff	OnTurnStart
5	Dispel	50%	damagedealt	power	increase	200%	self	-	-	buff	OnTurnStart
5	BlockDebuffs, Cleanse	100%	damagedealt	power	decrease	25%	enemy	-	-	debuff	OnTurnStart
5	BlockDebuffs, Cleanse	100%	skill	-	block	100%	enemy	-	-	debuff	OnTurnStart
5	BlockDebuffs, Cleanse	100%	damagedealt	power	decrease	50%	enemy	-	-	debuff	OnTurnStart
5	BlockDebuffs, Cleanse	100%	effect	-	block	100%	enemy	-	-	debuff	OnTurnStart
5	BlockDebuffs, Cleanse	100%	current_health	power	decrease	50%	enemy	-	-	debuff	OnTurnStart

## Effects old grouping

- Immediate
  - Increase power/damage
    - \* Execution: Immediately kill the enemy while below 10% health
    - \* BuffTurnBonusDamage: Bonus Damage to amount of all remaining Buff Turns
    - \* Finisher: adds bonus damage if enemy is low
    - \* DebuffTurnBonusDamage: Bonus Damage to Amount of all remaining Debuff Turns of Enemy
  - Increase Current Health
    - \* Heal: Restores health
    - \* BuffHeal: Stronger direct heal but remove one random buff
    - \* BuffHeal2: Heal based on the number of Buffs
  - change Duration
    - \* ExtendBuffs: +1 Turn for each 10 Total Power
    - \* ExtendDebuffs: +1 Turn for each 10 Total Power
    - \* ReduceBuffs: -1 Turn for each 10 Total Power
    - \* ReduceDebuffs: -1 Turn for each 10 Total Power
  - remove effect
    - \* DebuffCleanse: Remove the same number of Debuffs as the enemy currently has
    - \* HealthCleanse: Pay 10% of your current health to remove a random Debuff
    - \* Cleanse: Removes all negative effects from the target
    - \* Dispel: Removes all positive effects from the target
  - special
    - \* Pierce: ignore shield effects
- Duration
  - Deal Damage
    - \* DOT: Applies a damaging effect that deals damage at the start of each turn
    - \* reflect damage: Reflect 50% of the damage you Receive
  - Increase power/damage
    - \* critical strike: 50% Chance to double the damage
    - \* IncPower: Increases damage output by 50%
    - \* Fury: each attack increases damage of next attack
    - \* Vulnerability: Receive 50% more damage
  - Increase current health
    - \* Heal Over Time (HOT): Restores health at the start of each turn
    - \* Lifeleech: Gain 50% of your Damage in Health
  - mitigate damage
    - \* evasion: 50% Chance to dont get damage
    - \* Immunity: Receive 50% less damage
    - \* Adapation: Receive 10% less Damage from repeated sources
    - \* Shield: Create a shield that absorbs damage equal to 25% of max health
    - \* Weaken: Reduces target's damage output by 50%
    - \* Confusion: 50% Chance to miss the skill
  - mitigate effect
    - \* Block Debuffs: Prevents new debuffs from being applied while active
    - \* Resistance: 50% Chance to block an incoming Debuff
    - \* BlockBuffs: Prevents the target from receiving buffs
    - \* ReduceHealing: Reduces all healing received by 50%
  - special
    - \* Distraction: 50% Chance to attack itself