### Conditions

- **BLEEDING**: Bleeding causes long-lasting but minor Health degeneration.
- **BLINDNESS**: Blinding causes short-term but rapid Health degeneration.
- **CRIPPLED**: When Crippled, your movement is slowed.
- **DAZED**: When Dazed, your casting speed is slowed and your spells are easily interrupted.
- **DEEP WOUND**: A Deep Wound reduces your maximum Health and the effectiveness of healing you receive.
- **DISEASE**: Disease causes minor Health degeneration and spreads easily to nearby creatures.
- **POISON**: Poison causes medium-length Health degeneration. When Poisoned, your Health bar turns green.
- **WEAKNESS**: Weakness reduces the base damage of your physical attacks.

### Caps Lock

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### Shift

- **Left**
  - Left Turn
  - Left Strafe
  - Left
  - Closest
  - Target
  - Look Behind
  - 
  - Left

- **Right**
  - Right Turn
  - Right Strafe
  - Right
  - Closest
  - Target
  - Look Behind
  - 
  - Right

### Control

- **Show Targets**
- **Show Others**
- **Space Bar**
- **Default Action**
- **Alt**
- **Control Language Toggle**

### Skill Types

**ATTACK**
- An enhanced melee or projectile attack.

**CHANT**
- A Chant benefits a target or allies within its area of effect.

**ECHO**
- An Echo adds an additional effect on a Chant or Shout, usually when that Chant or Shout ends.

**ECHANTMENT SPELL**
- A spell that causes a temporary effect for a period of time (e.g., speed, increased armor, increased Energy).

**FORM**
- A form is a powerful long-lasting effect that changes the appearance of your character; you can only use one at a time.

**GLYPH**
- A skill that enhances the next spell you cast.

**HEX SPELL**
- A spell that causes a negative effect for a period of time (e.g., movement/attack speed reduction, Health or Energy degeneration).

**NATURE RITUAL**
- A skill that enhances your attacks for the next few seconds.

**PREPARATION**
- A motivational phrase that benefits you and nearby allies, or hinders nearby enemies.

**SIGNET**
- A skill that costs no Energy to use.

**SPELL**
- A spell that results in a one-time effect, such as damage, healing, Energy loss or gain.

**STANCE**
- A posture that provides an advantage in battle, either by granting elemental attacks or improving your offensive abilities.

**TRAP**
- Creates a trap that you set and leave for your enemy to trigger.

**SPIRIT**
- A skill that creates a temporary spectral incarnation that casts a temporary effect on surrounding enemies and allies.