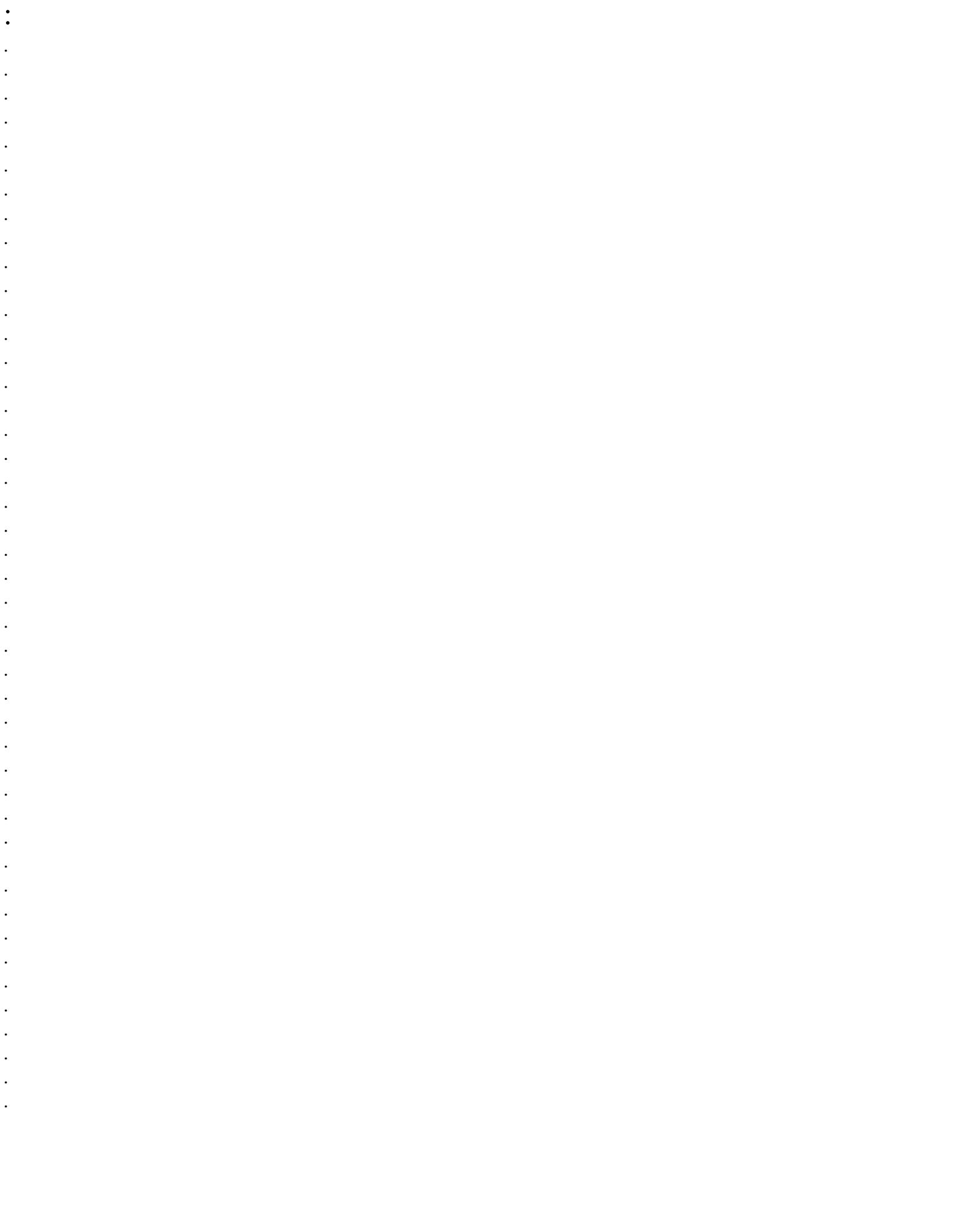
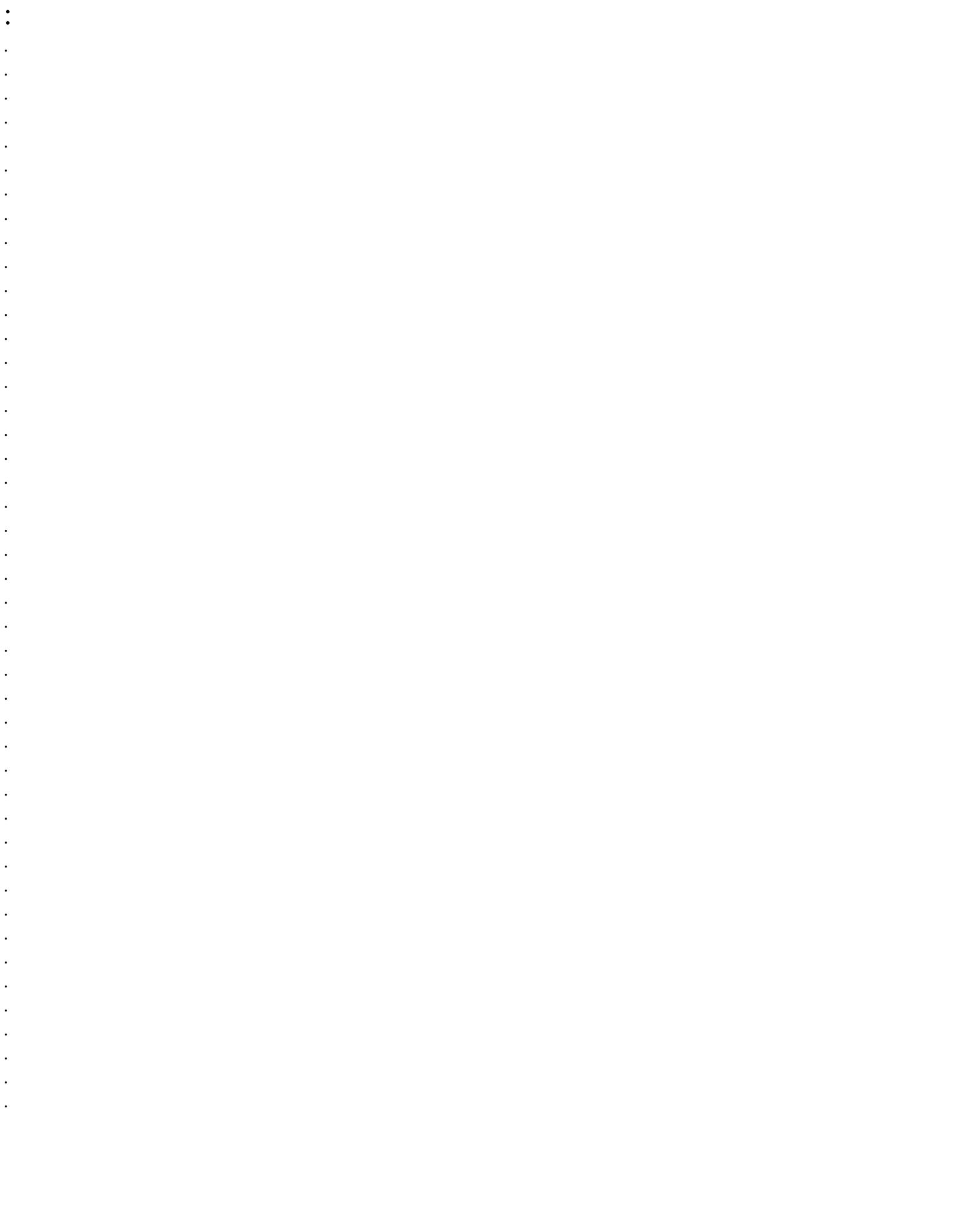
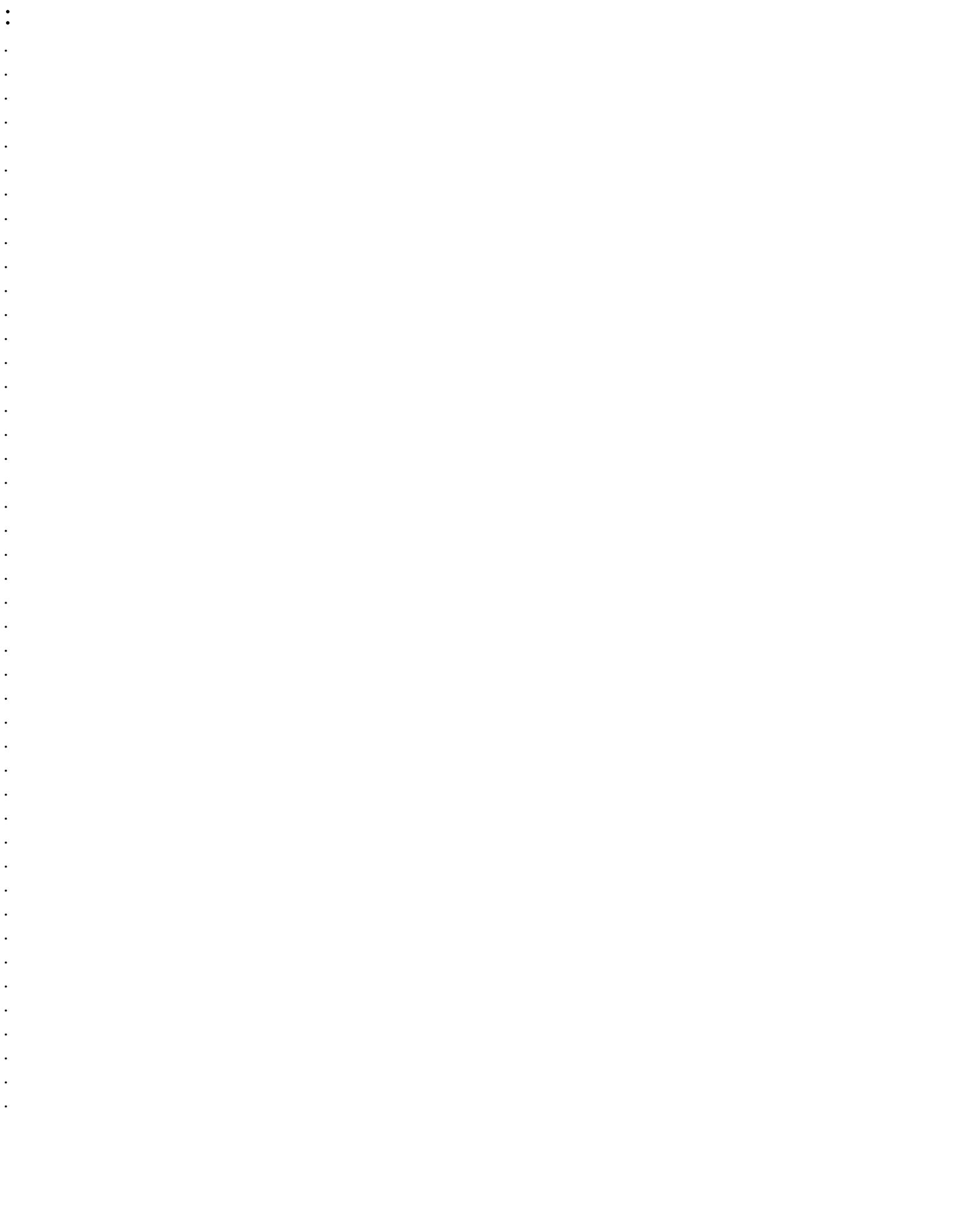


# Abbreviations and Terms, Explanation of:

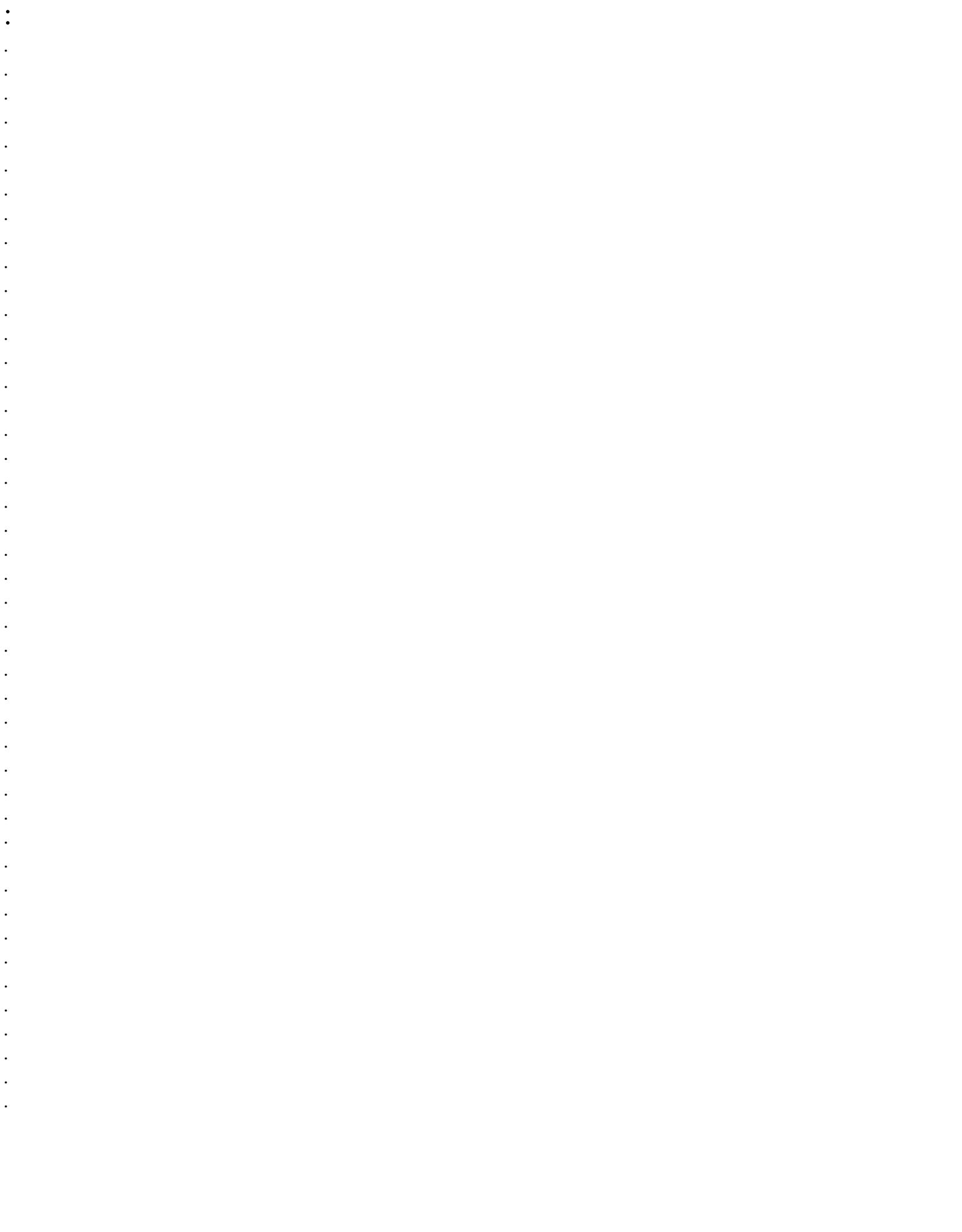
The following are the explanation of terms used in Evolution:

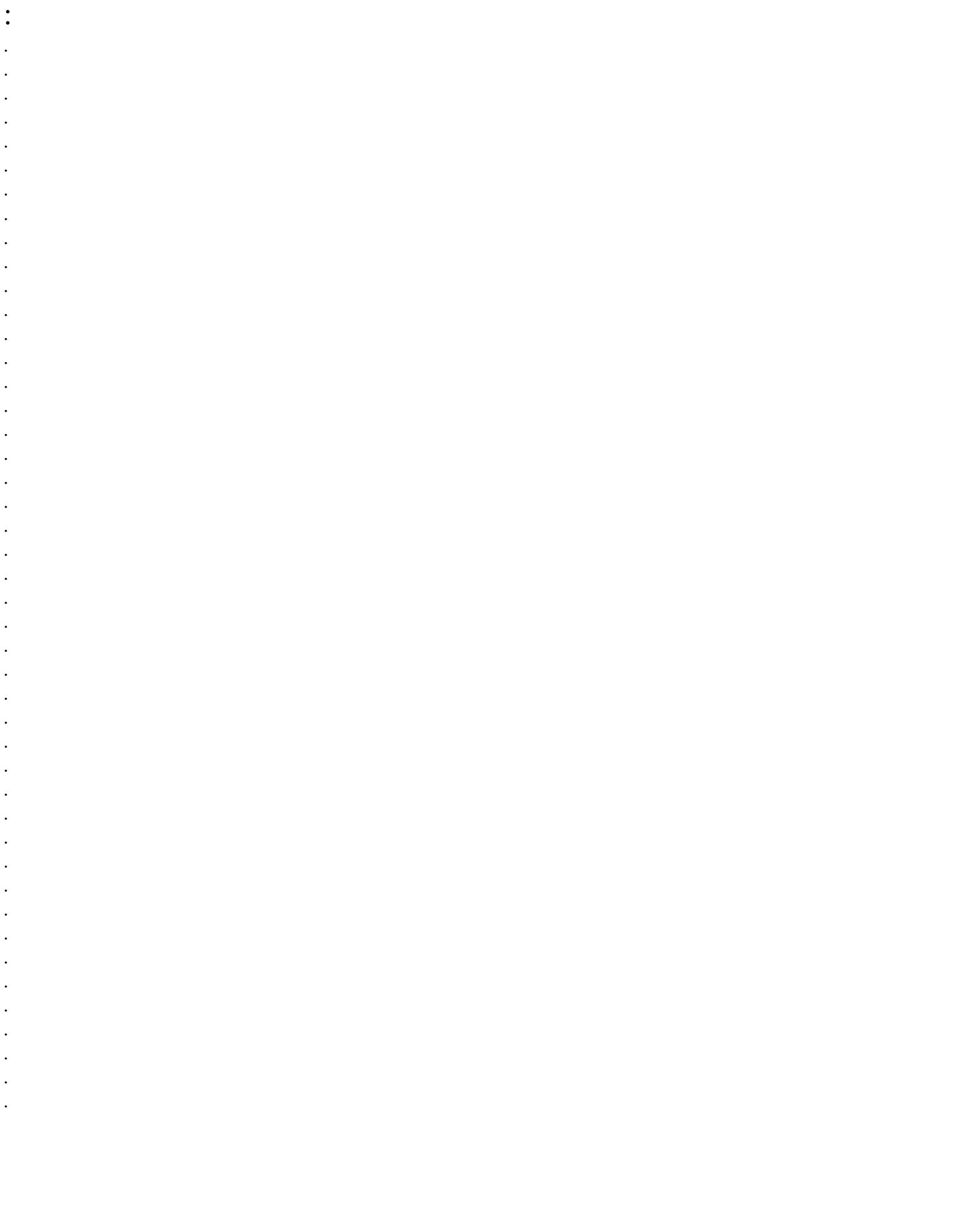


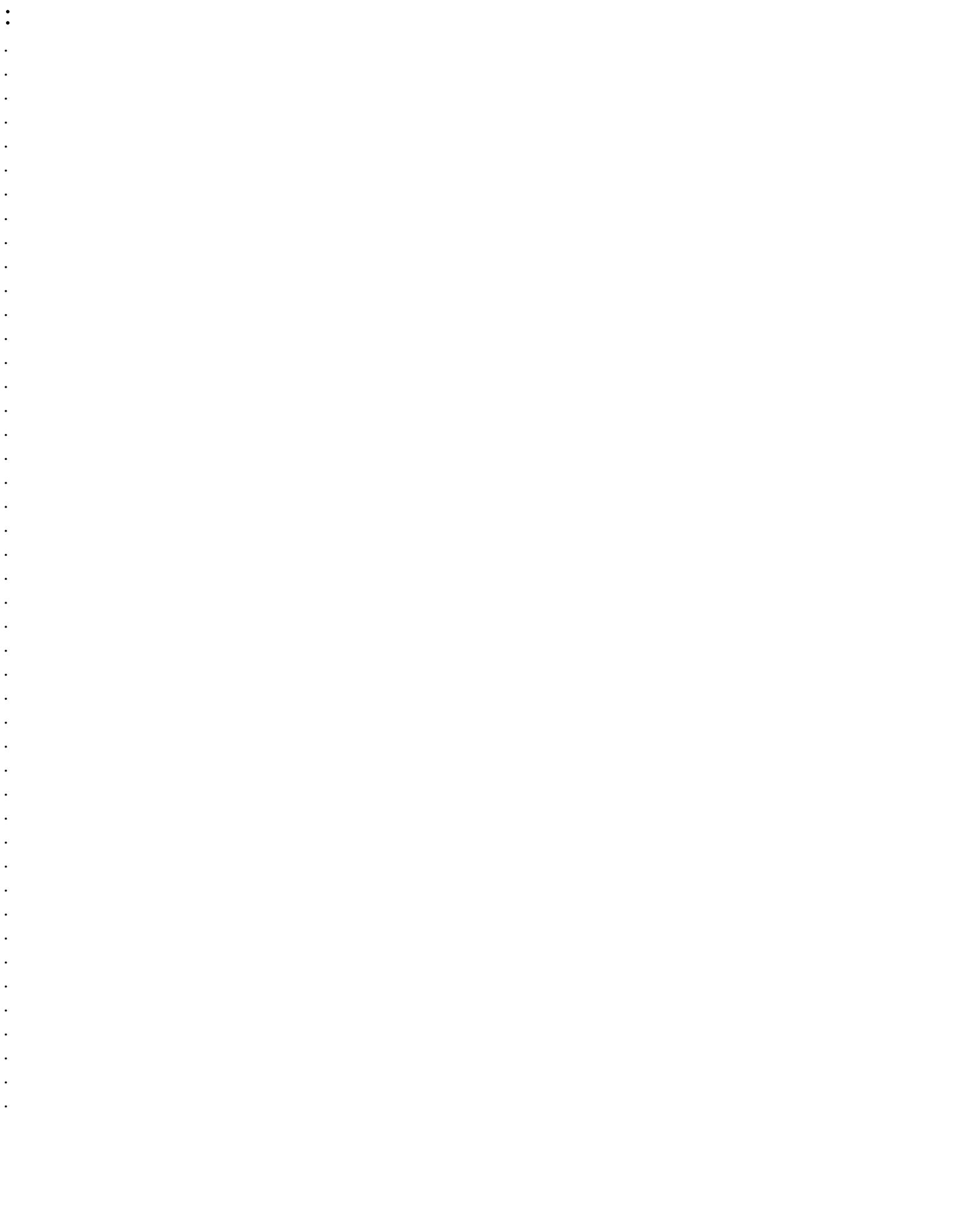




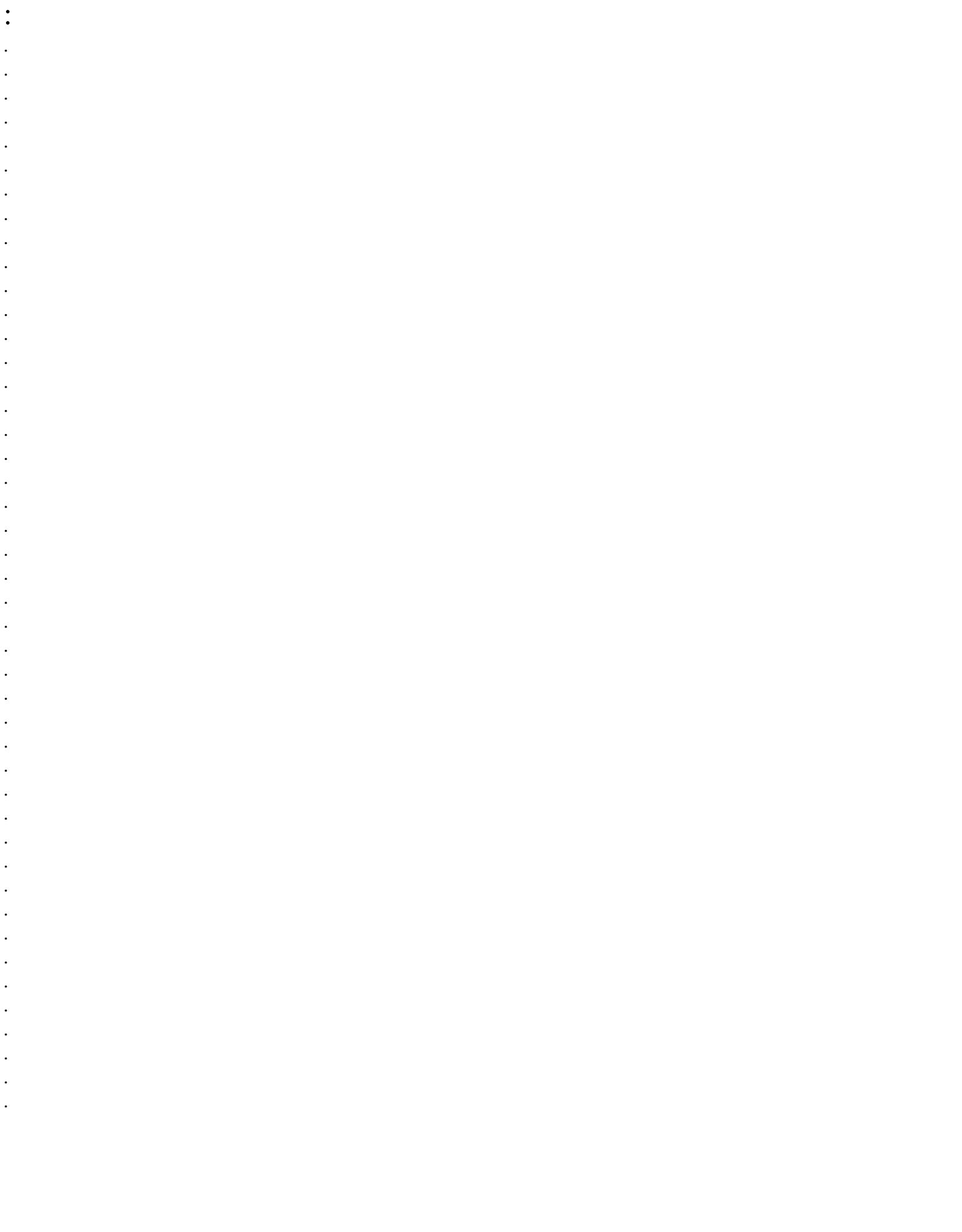


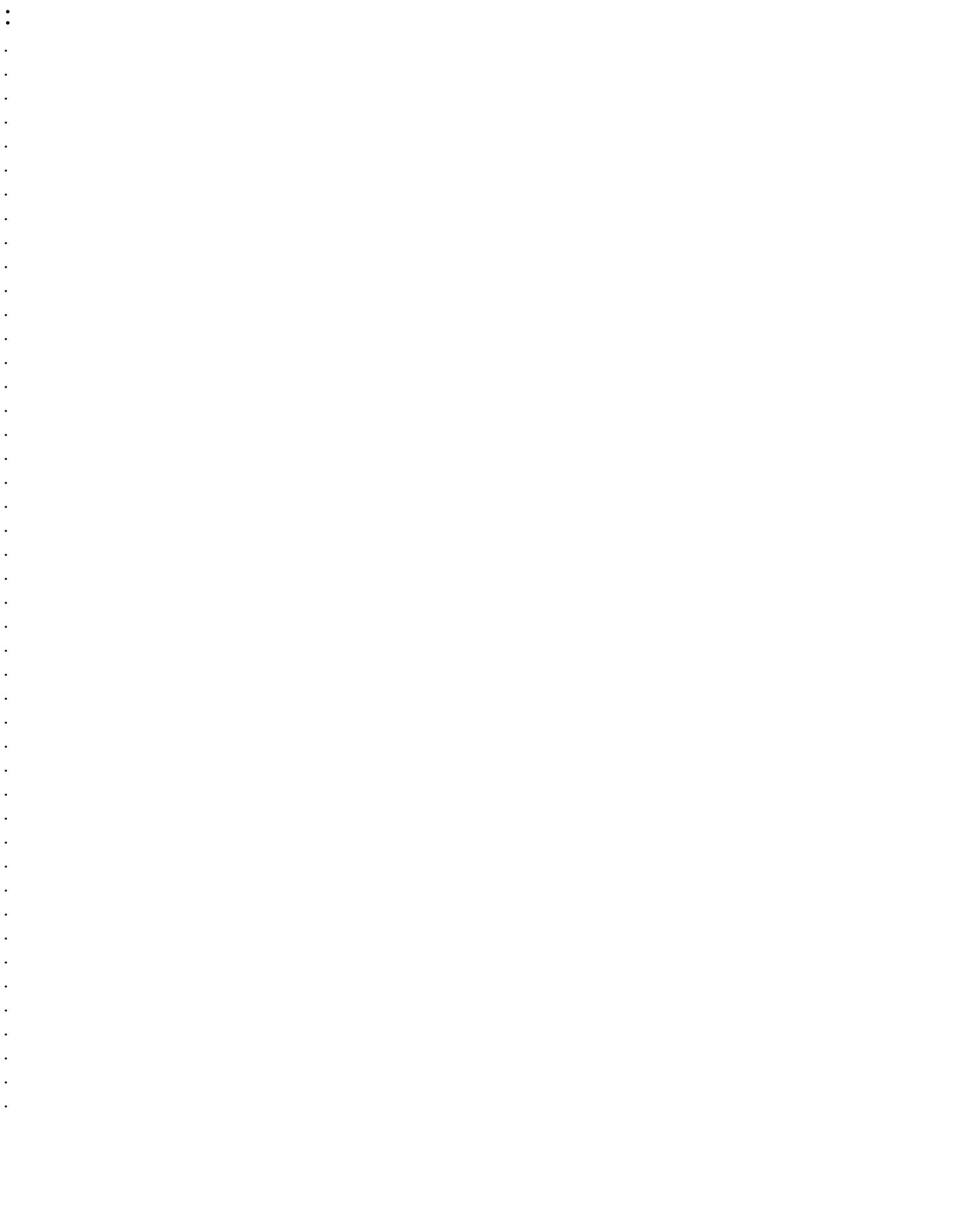






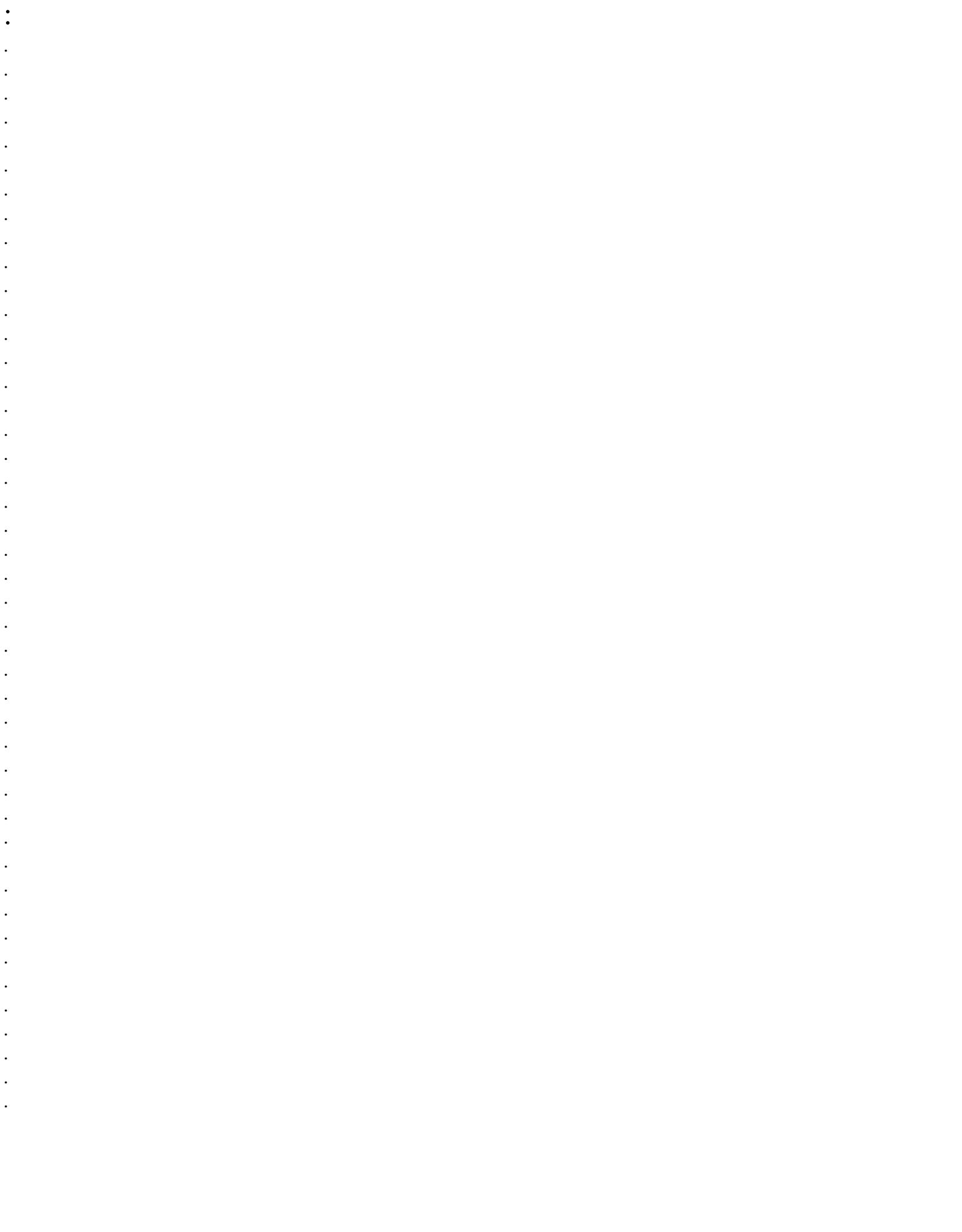


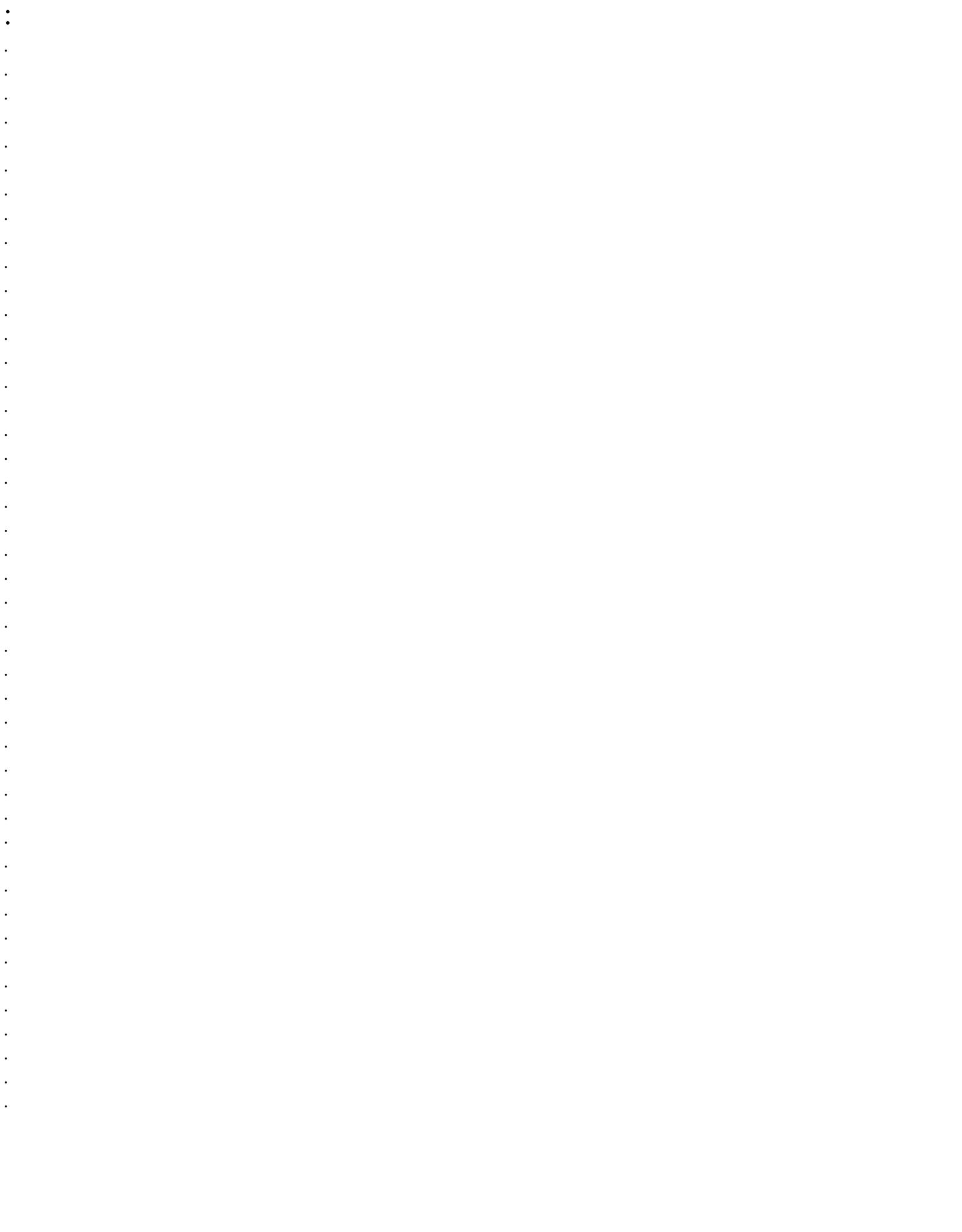


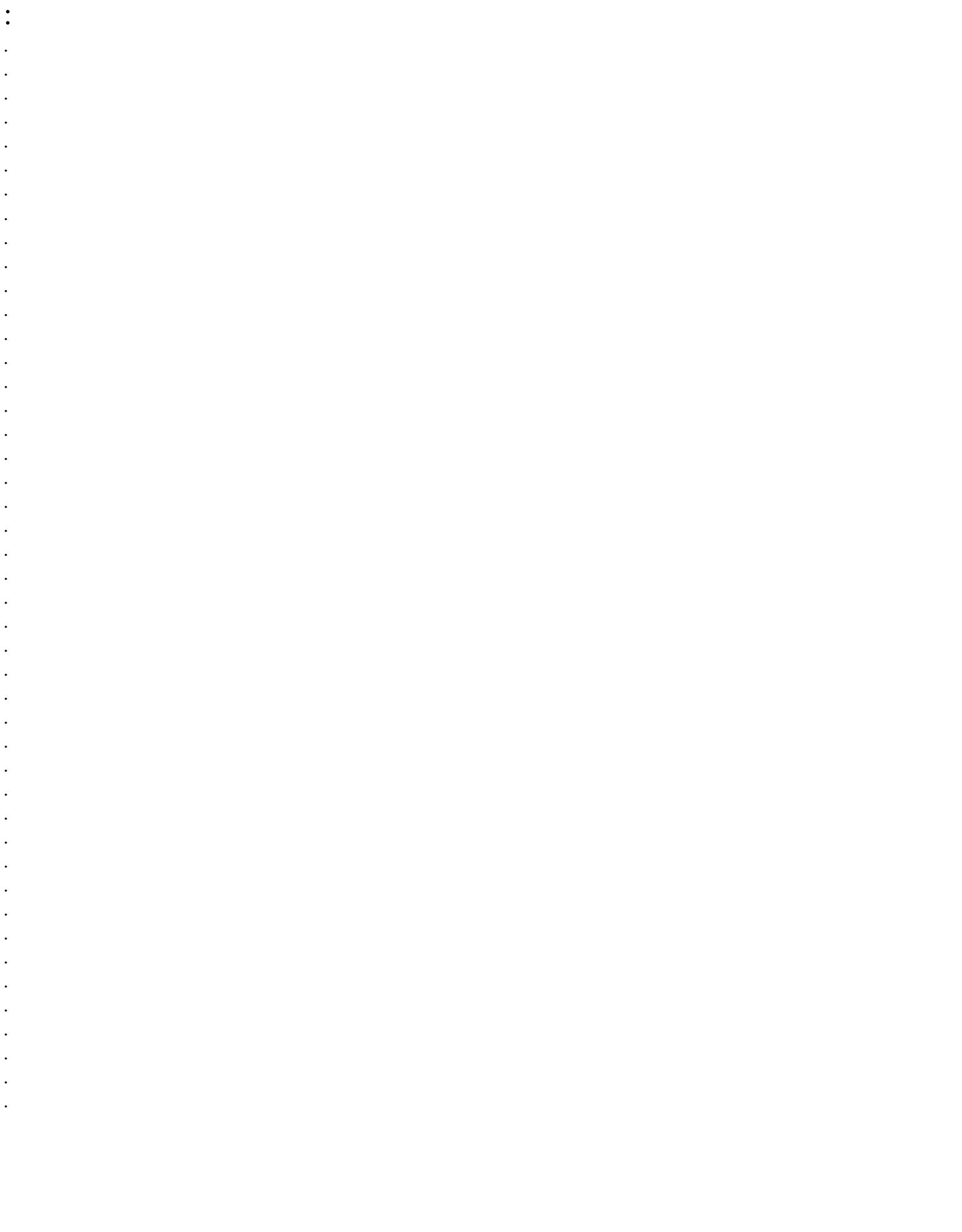


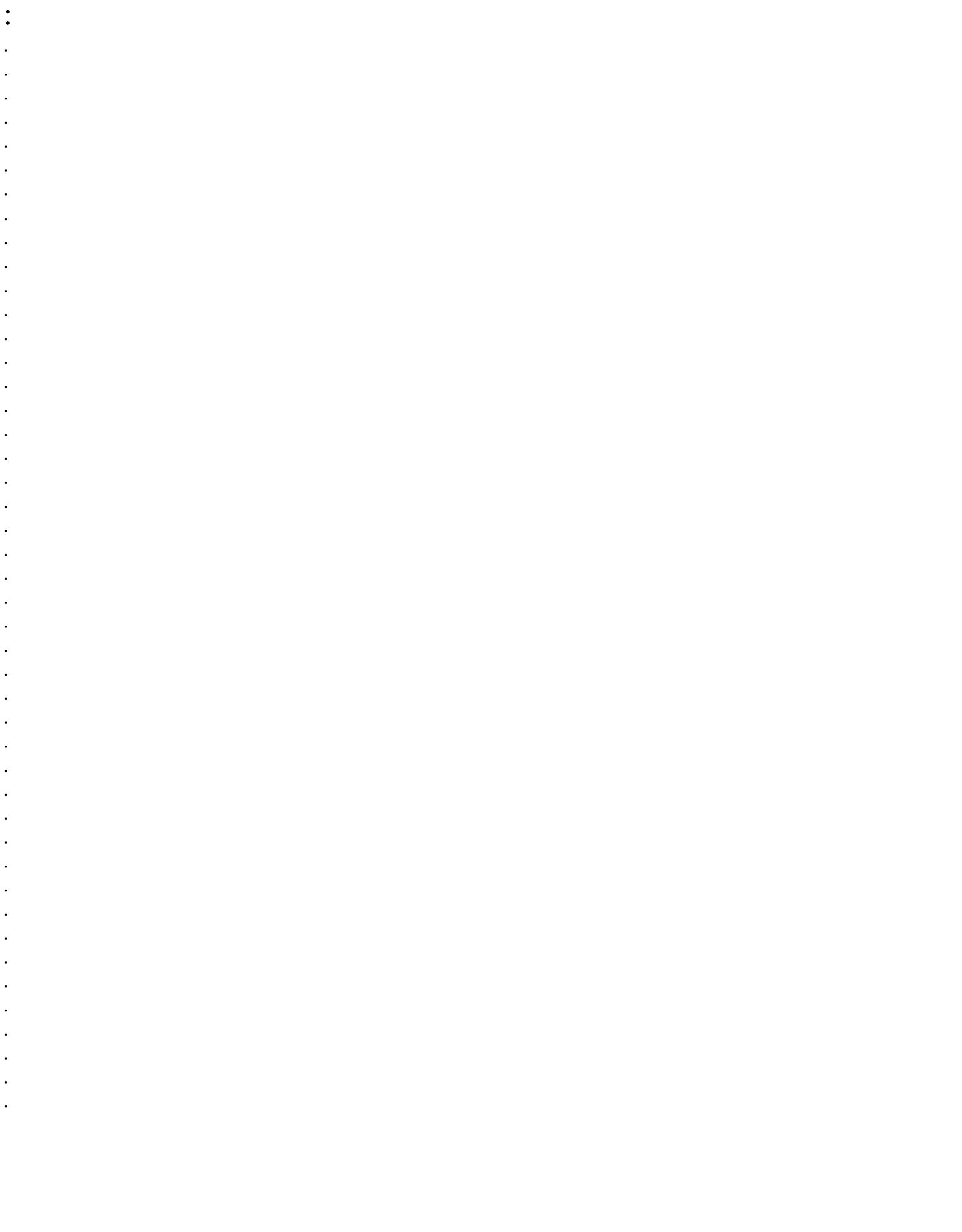
# Boss:

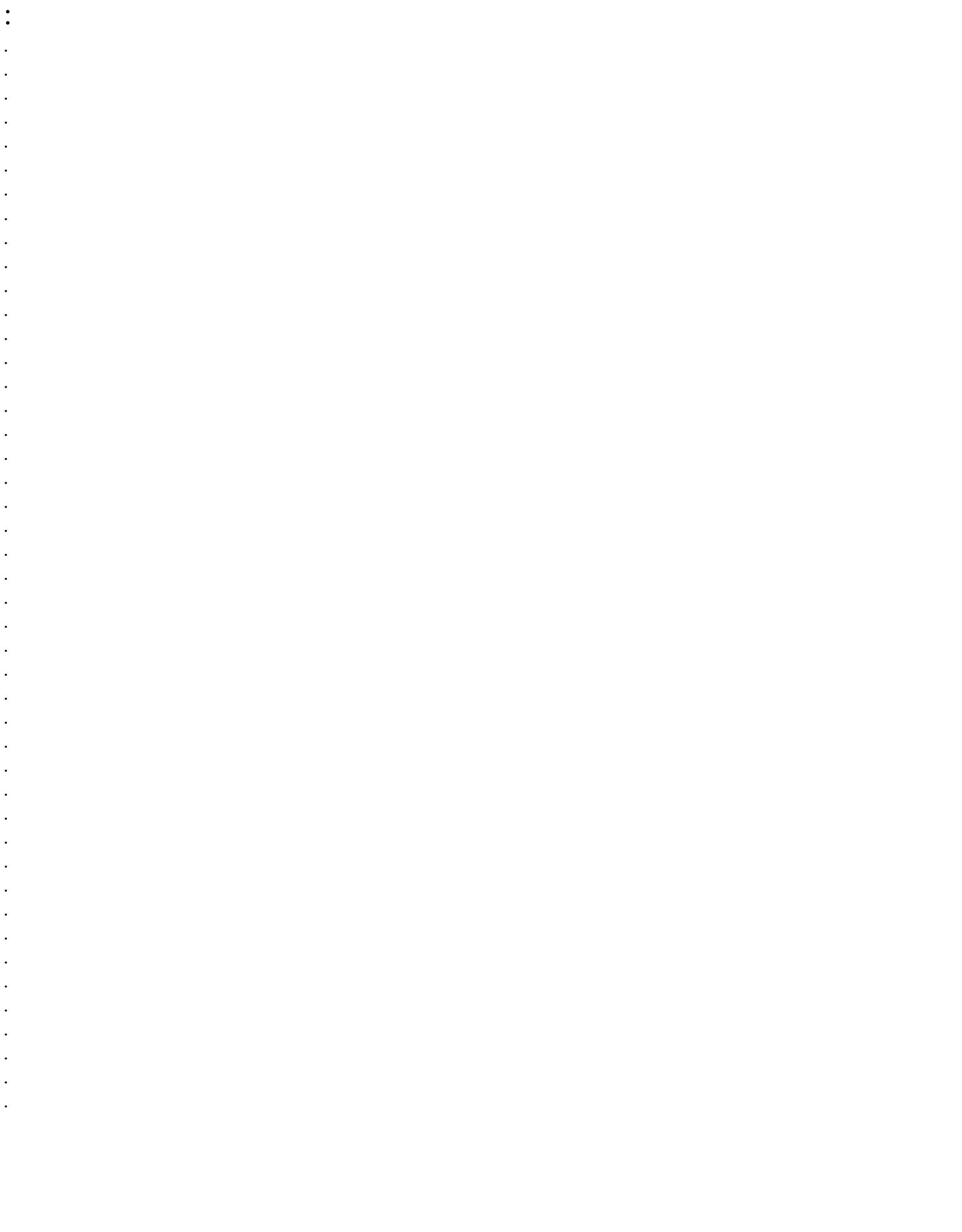
This is a term used to denote a powerful creature. A Boss creature is usually found as a leader of a certain species. At times, a Boss will appear alone, having no other creatures related to it, him or her.

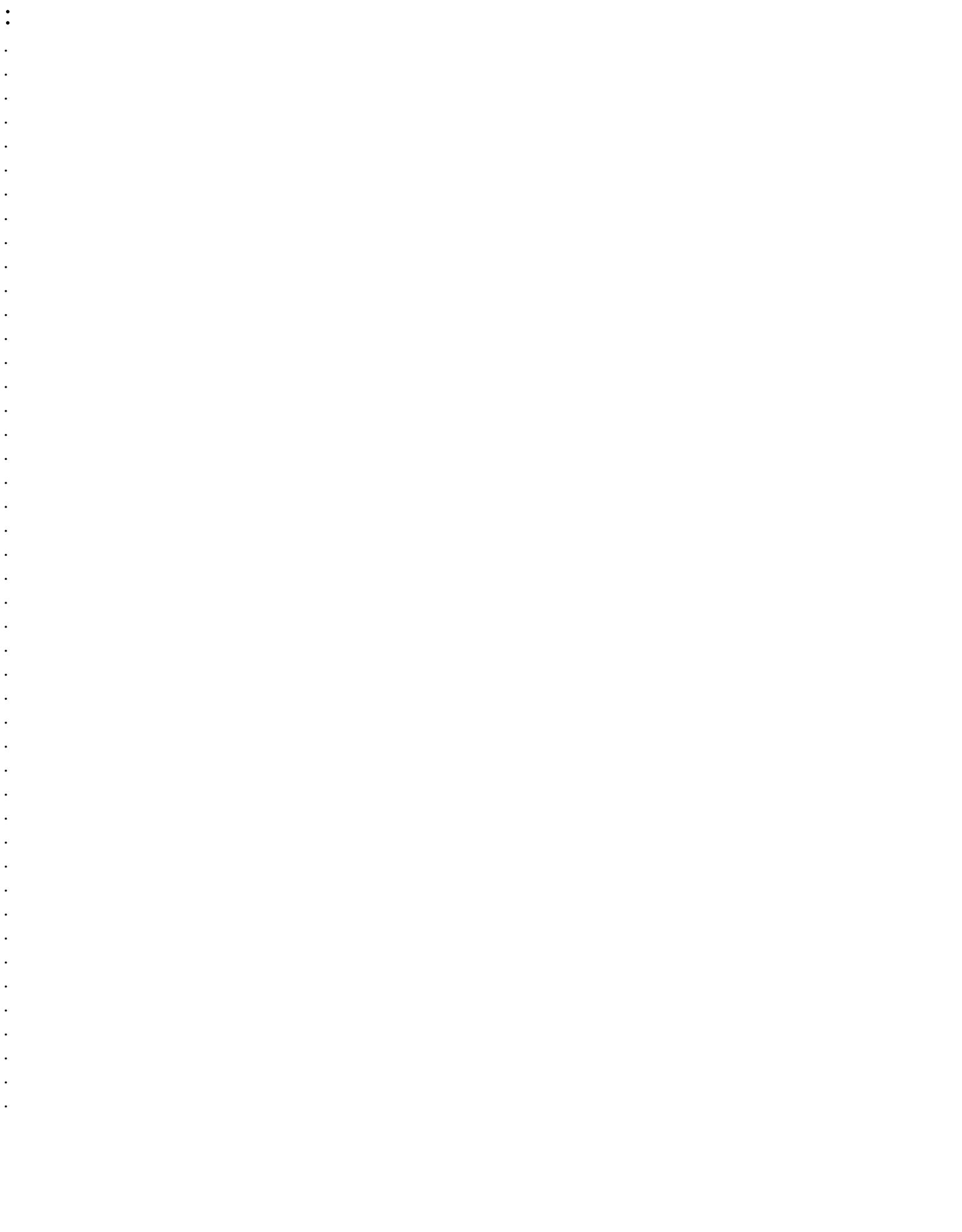


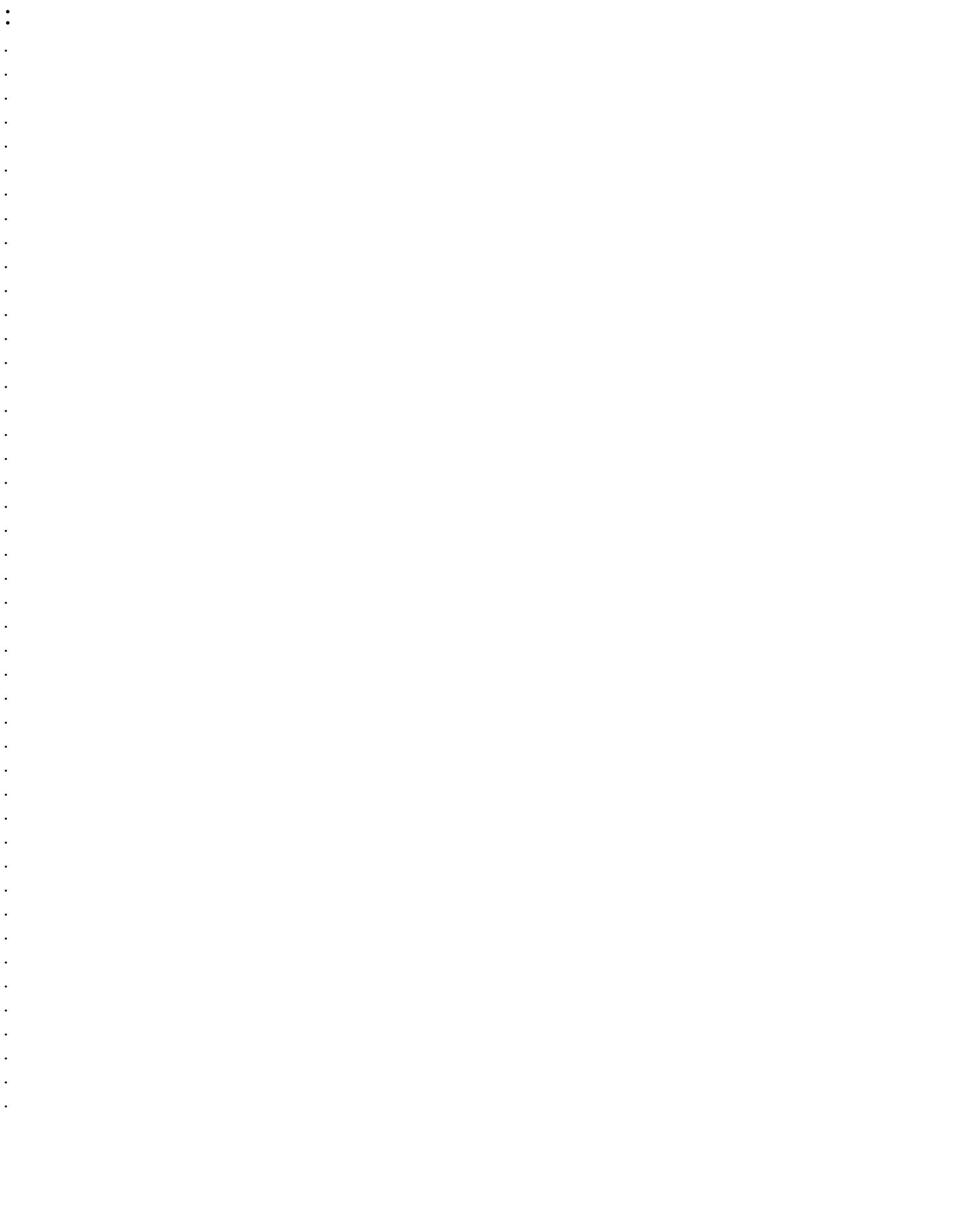


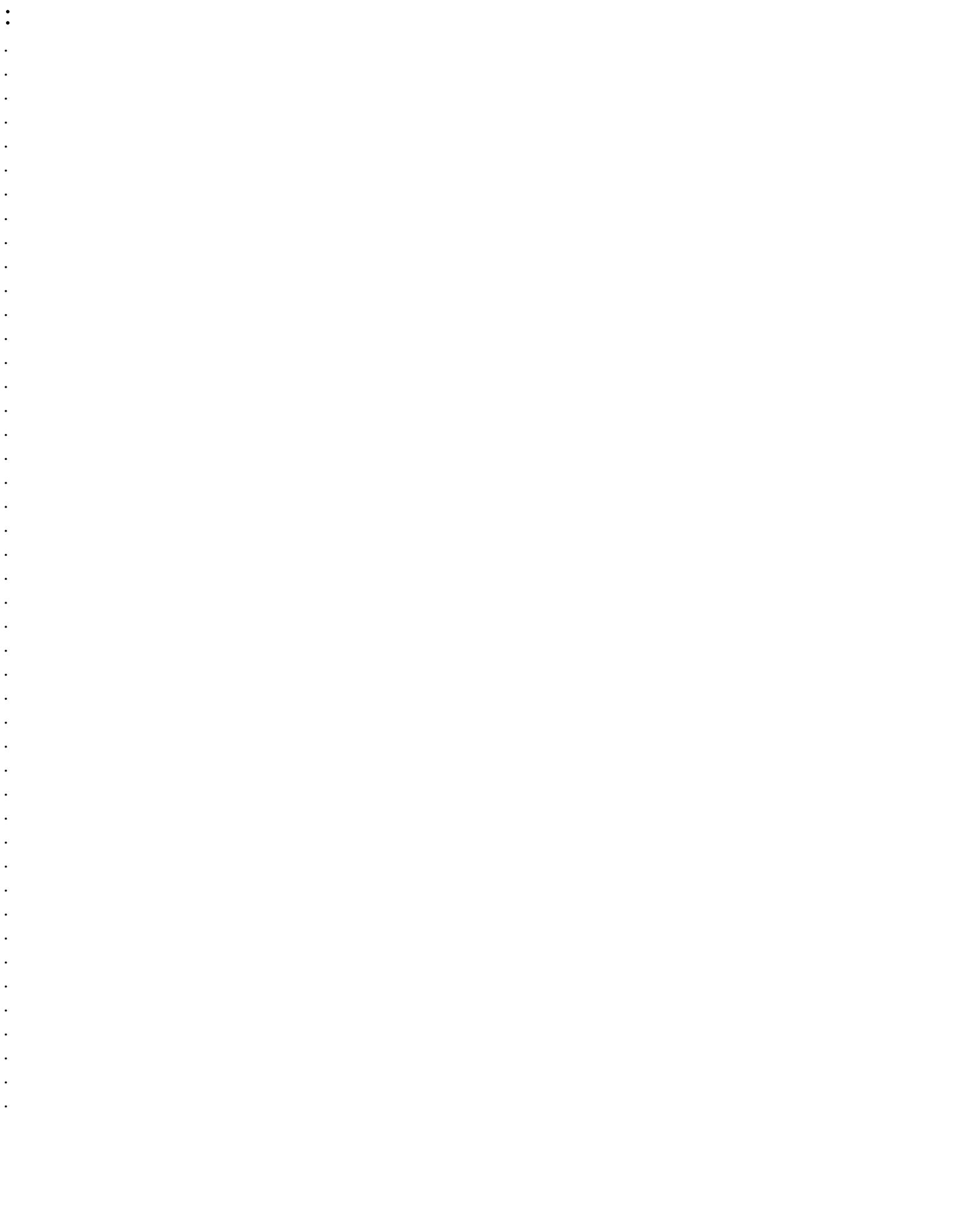


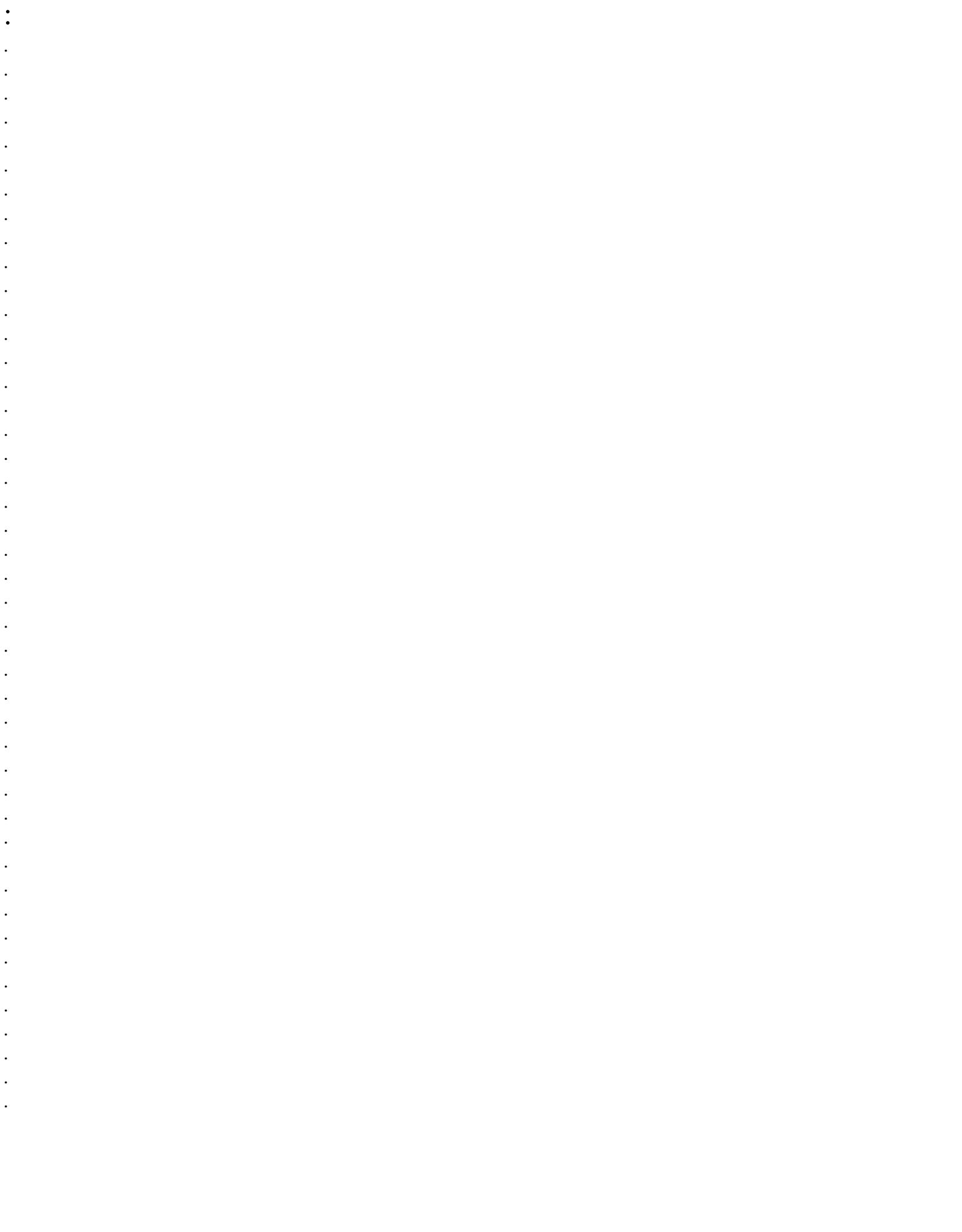


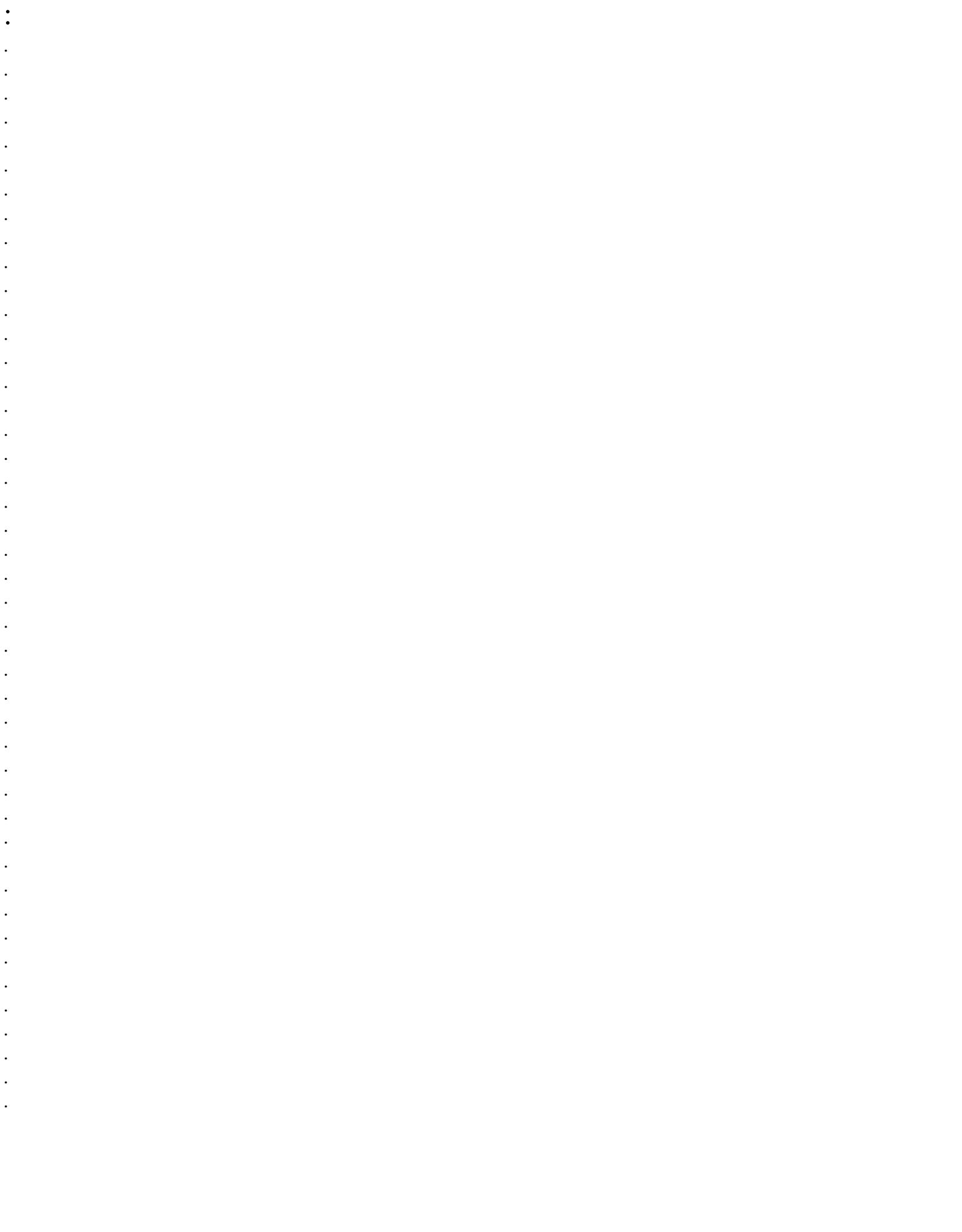








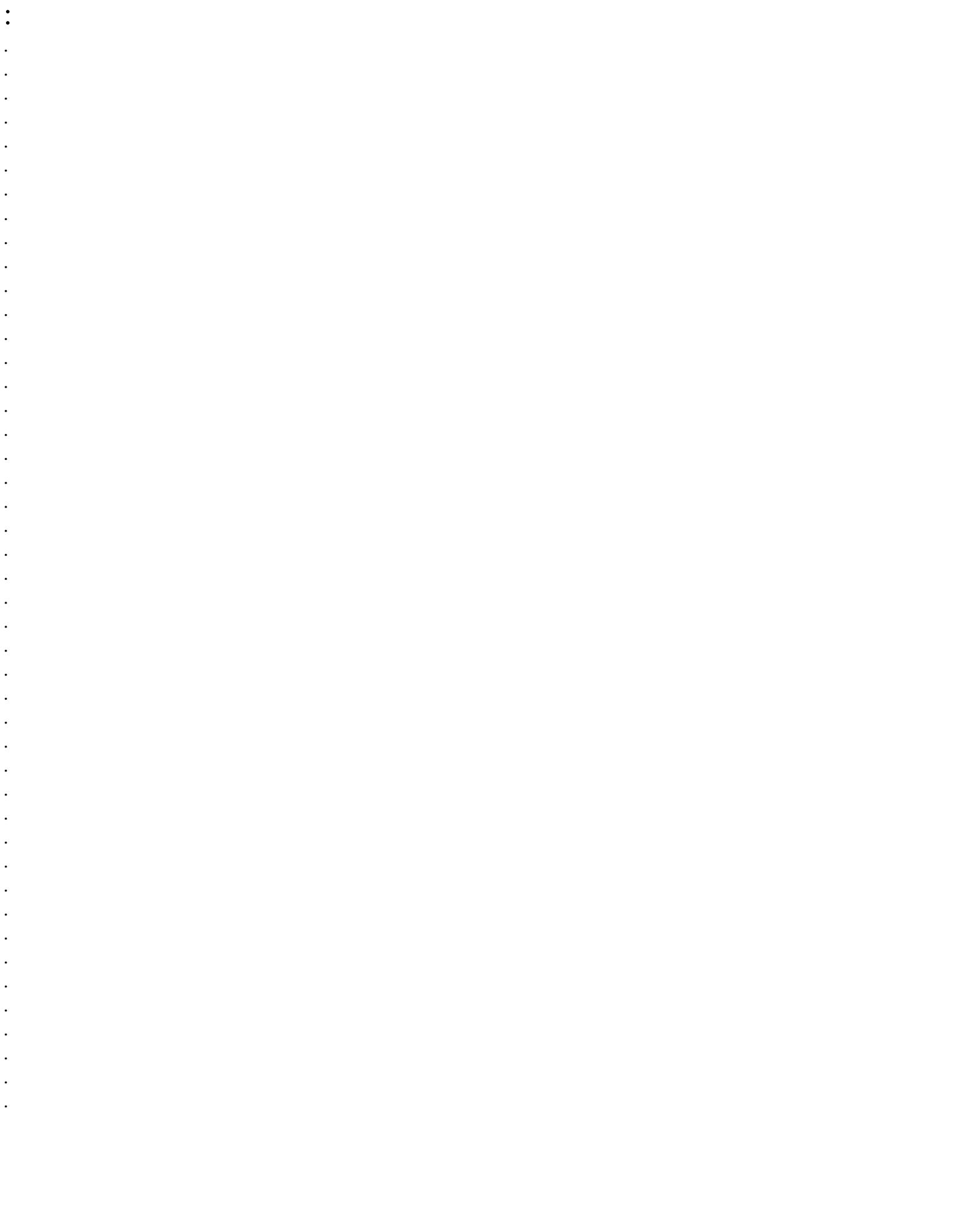


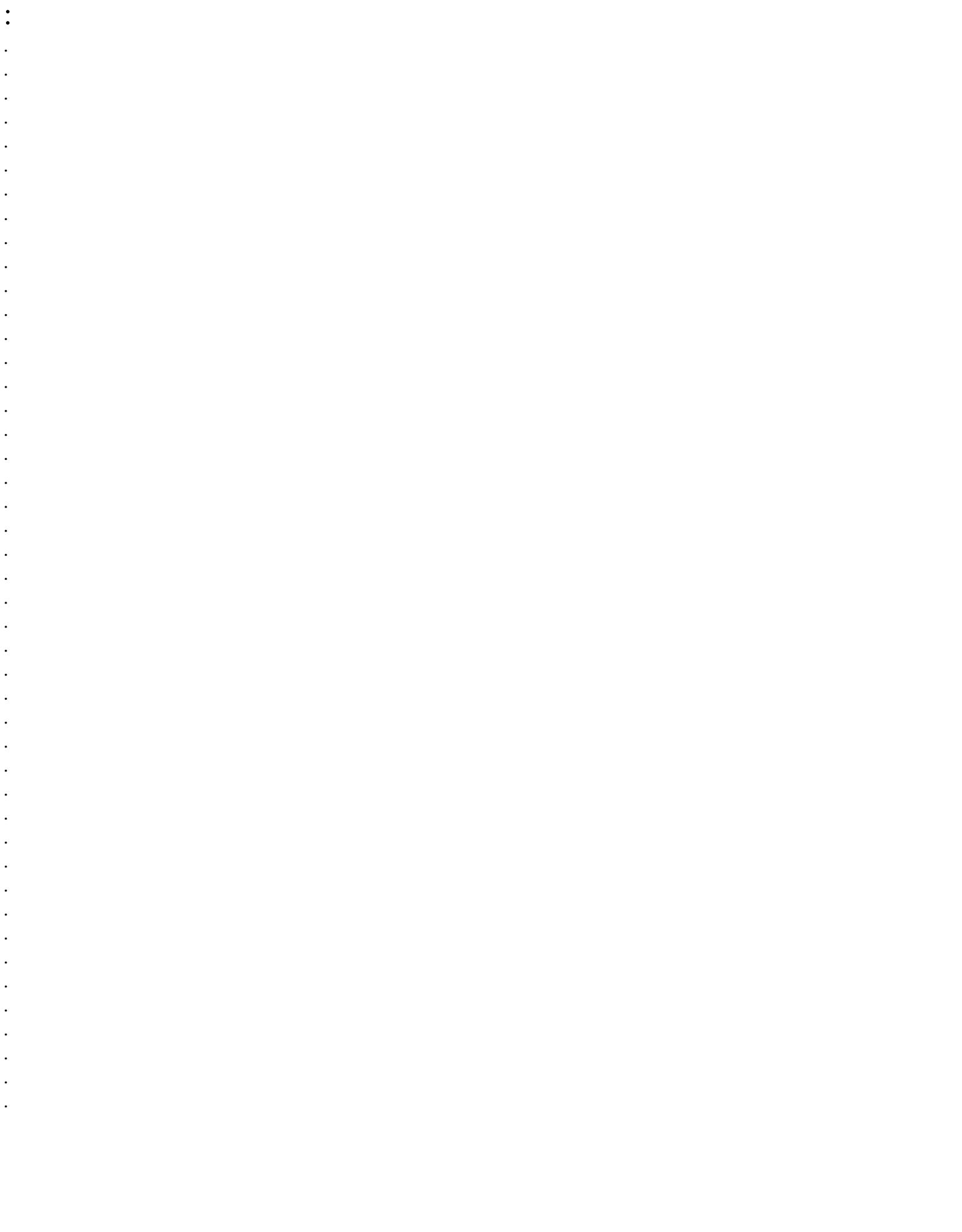


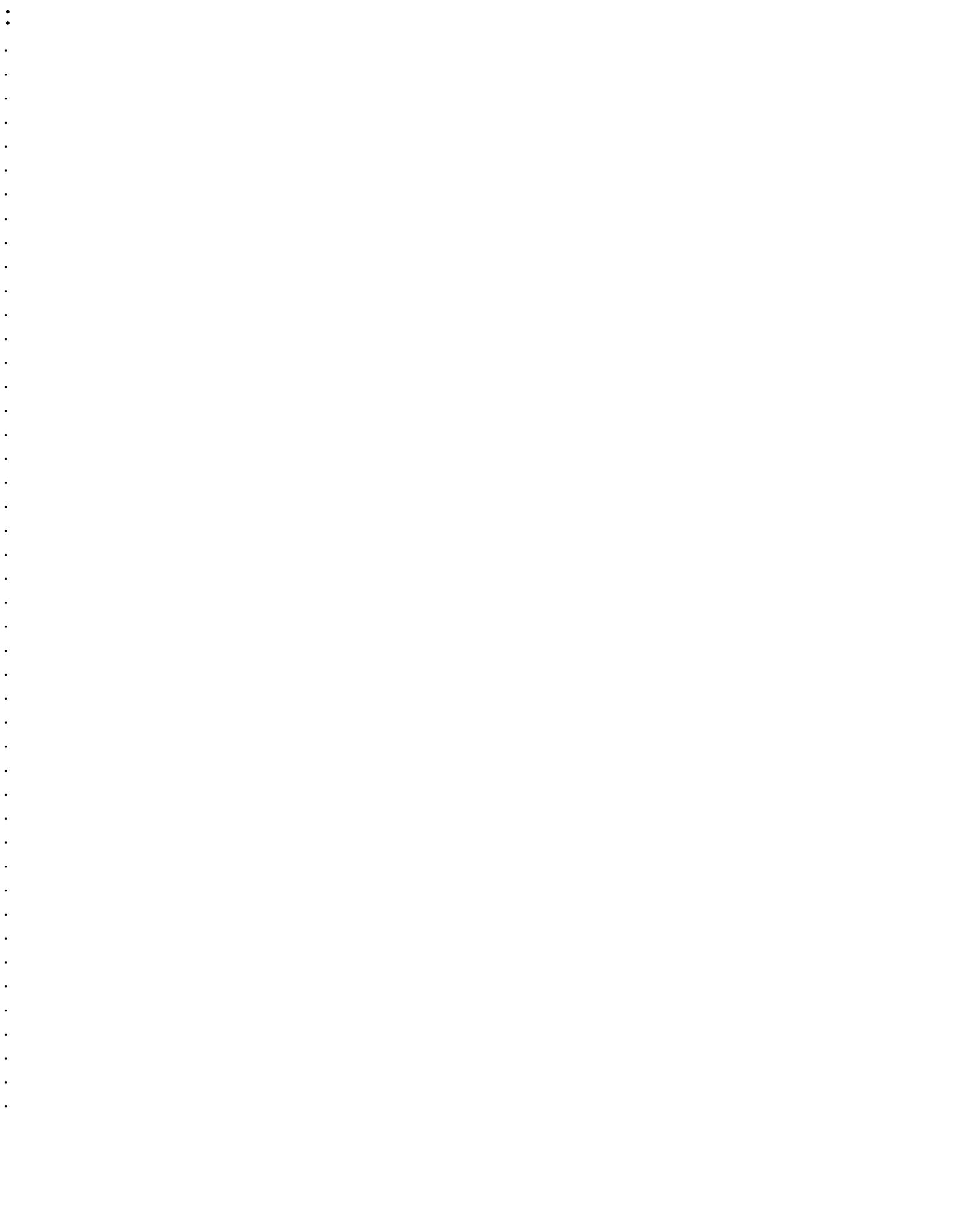
C-

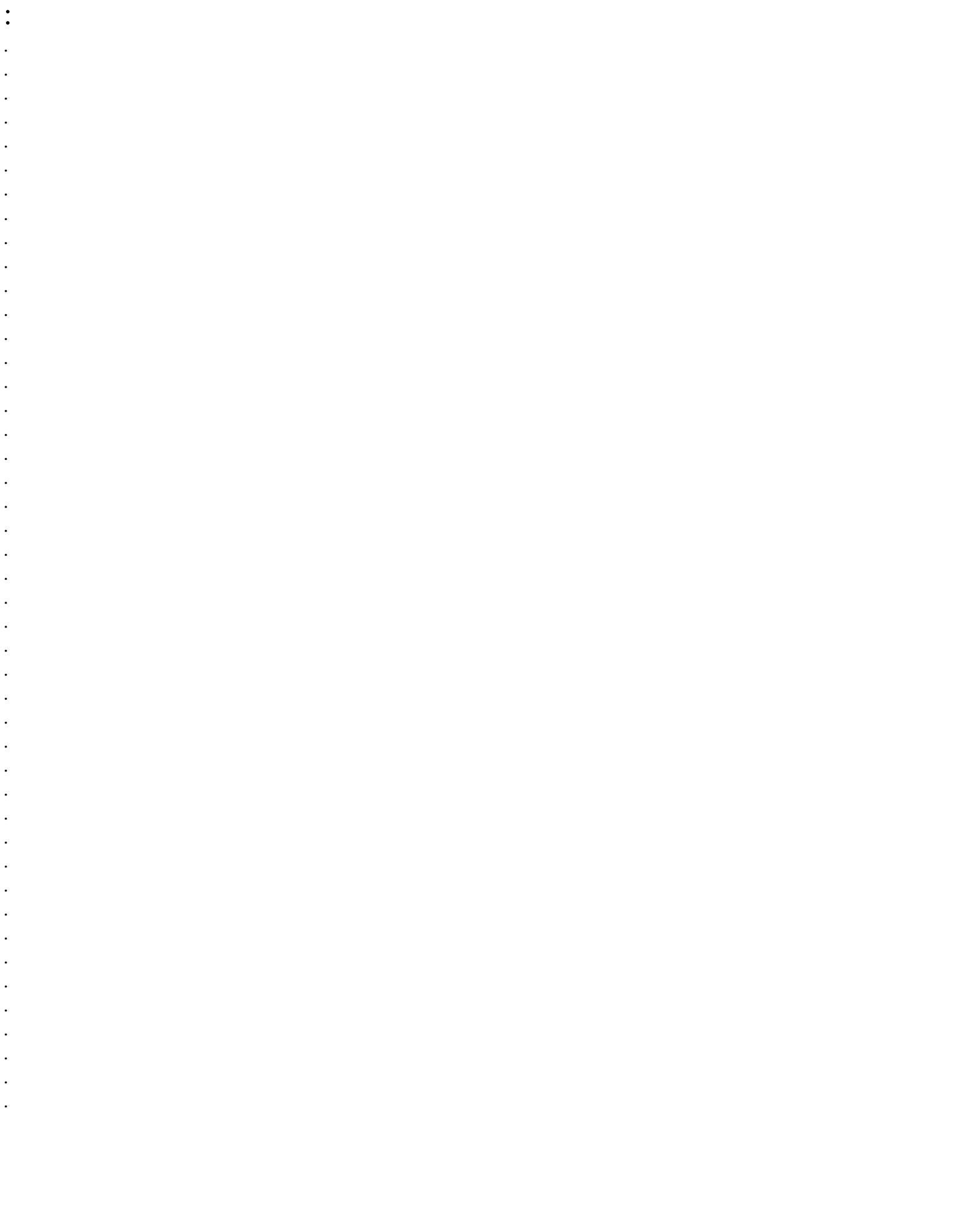
Class.

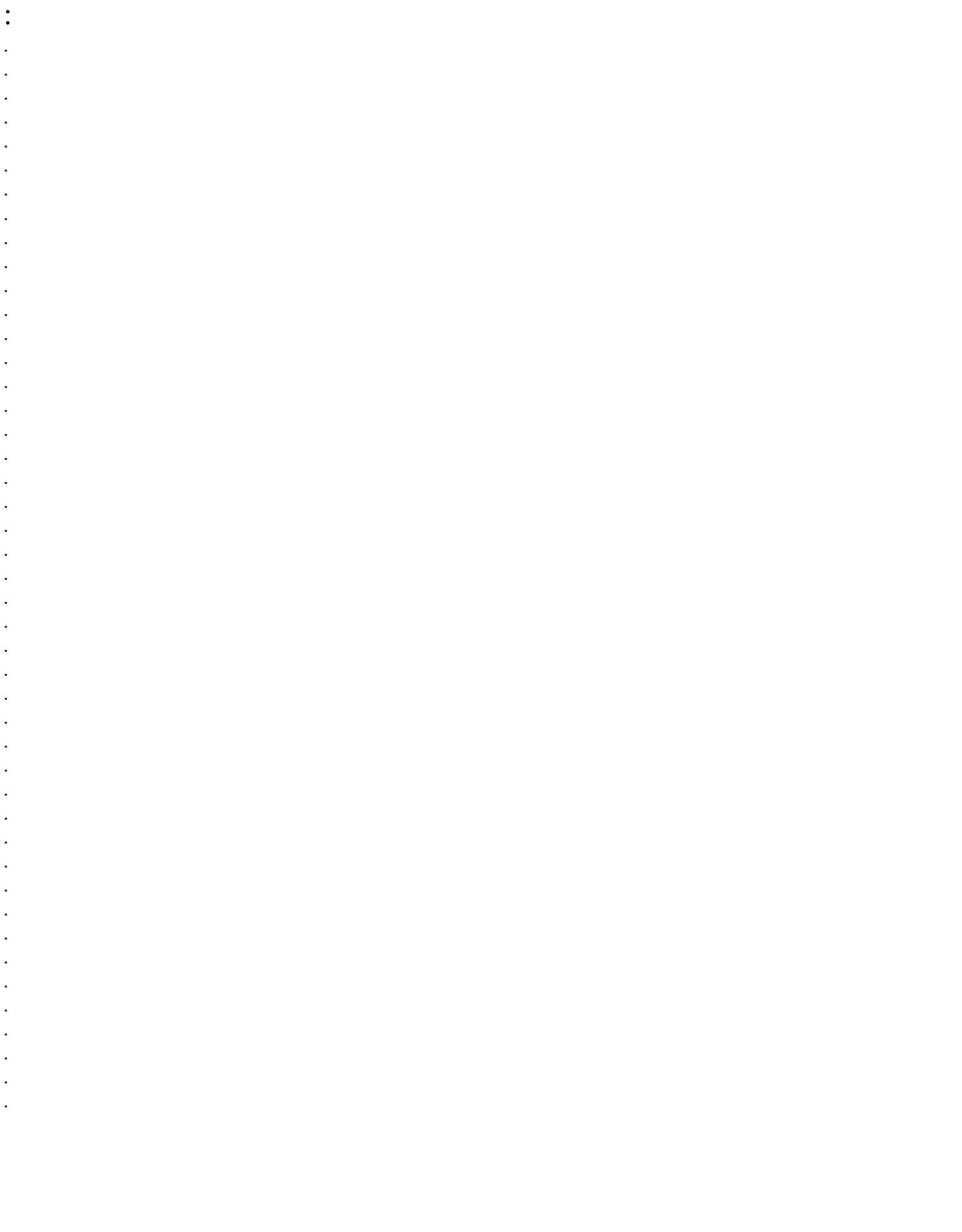
This denotes the magical property of a set of armor, or barding.

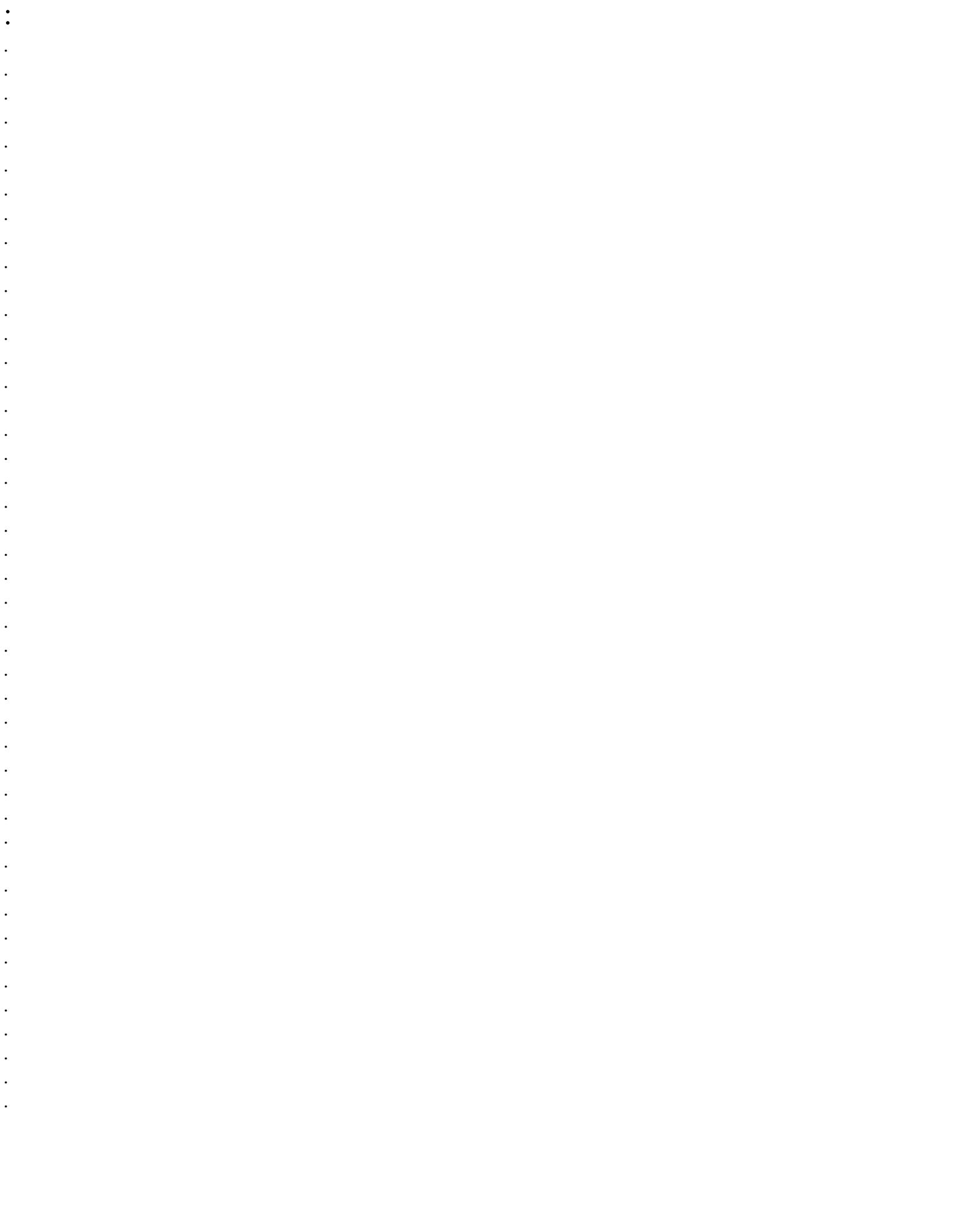


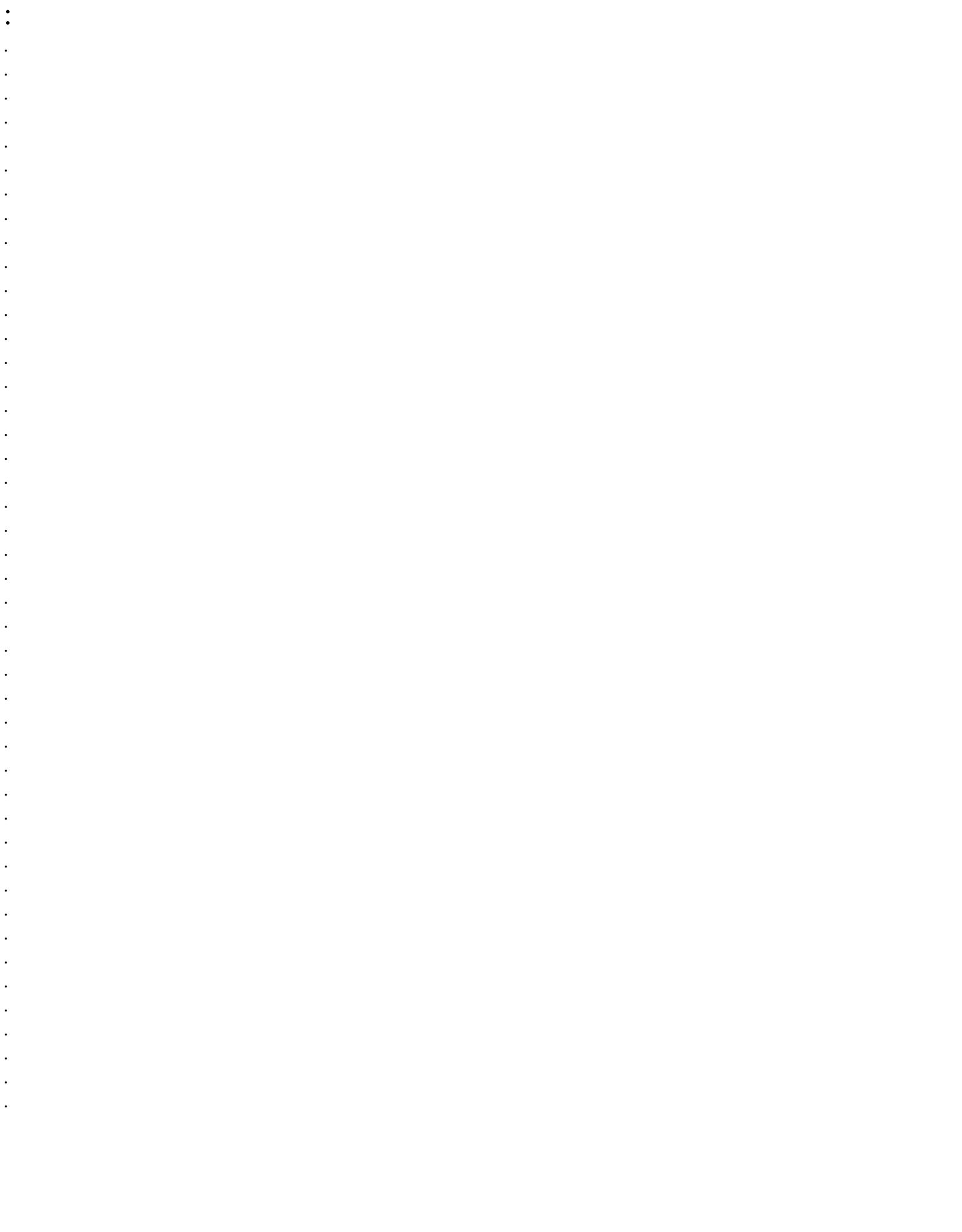


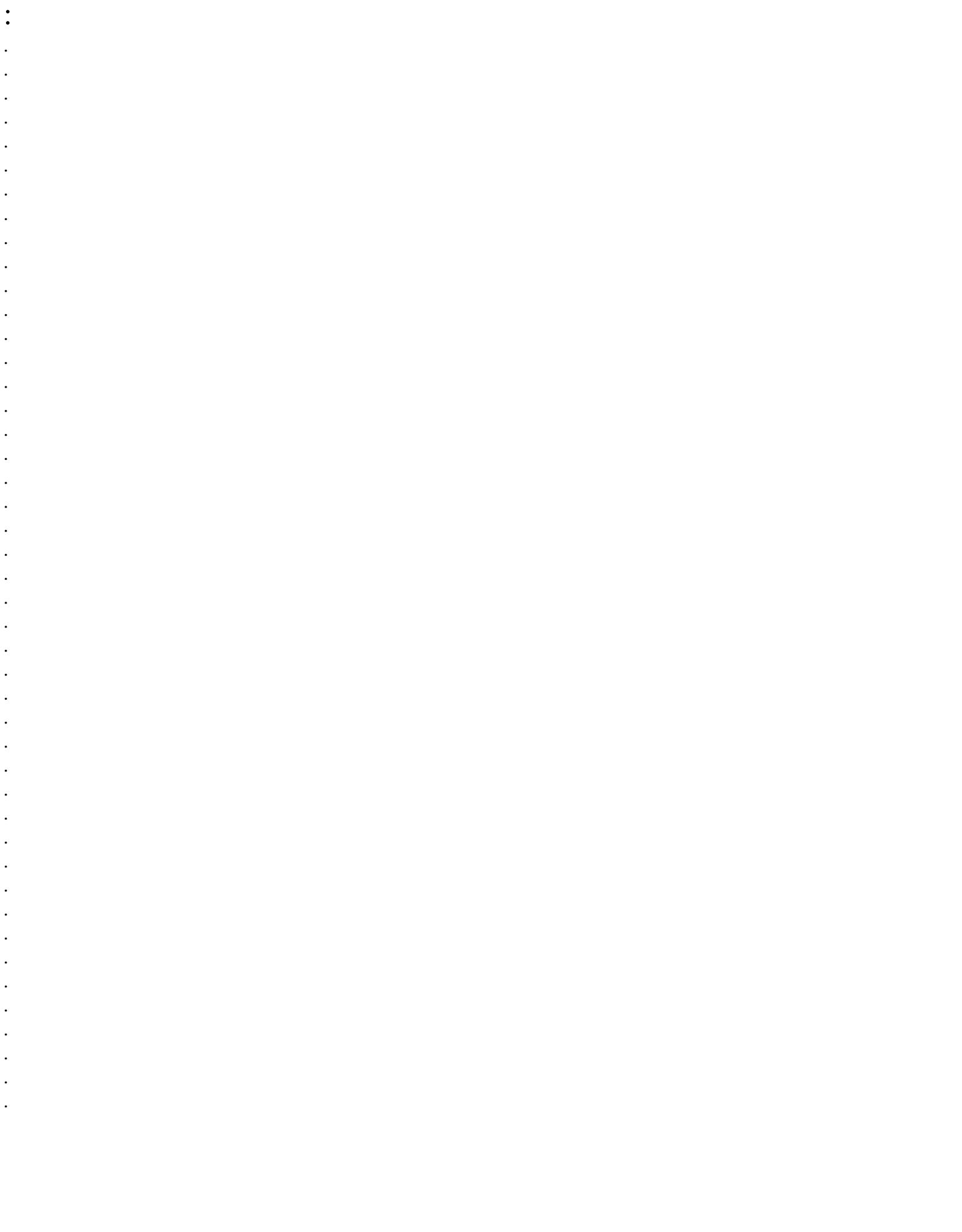


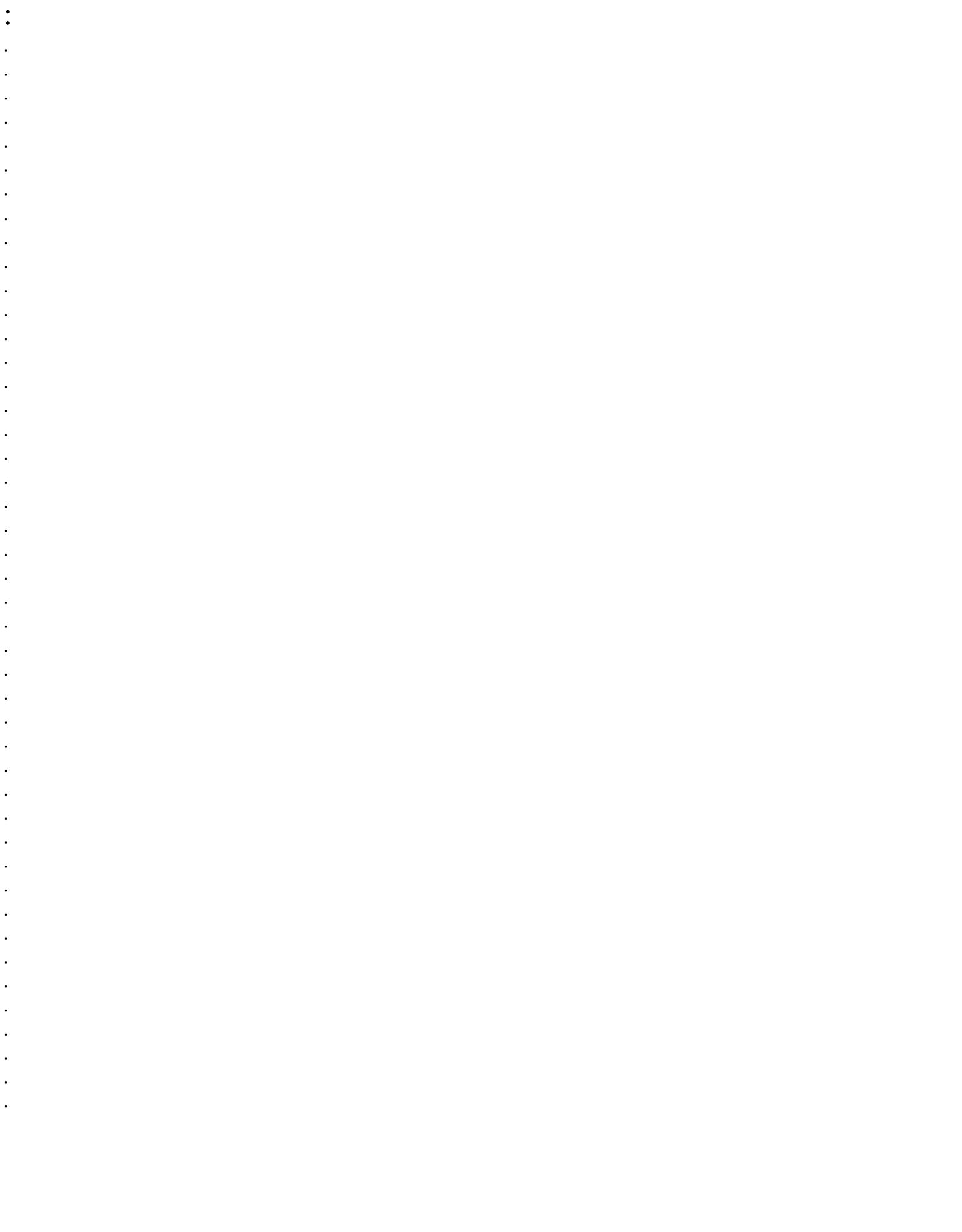


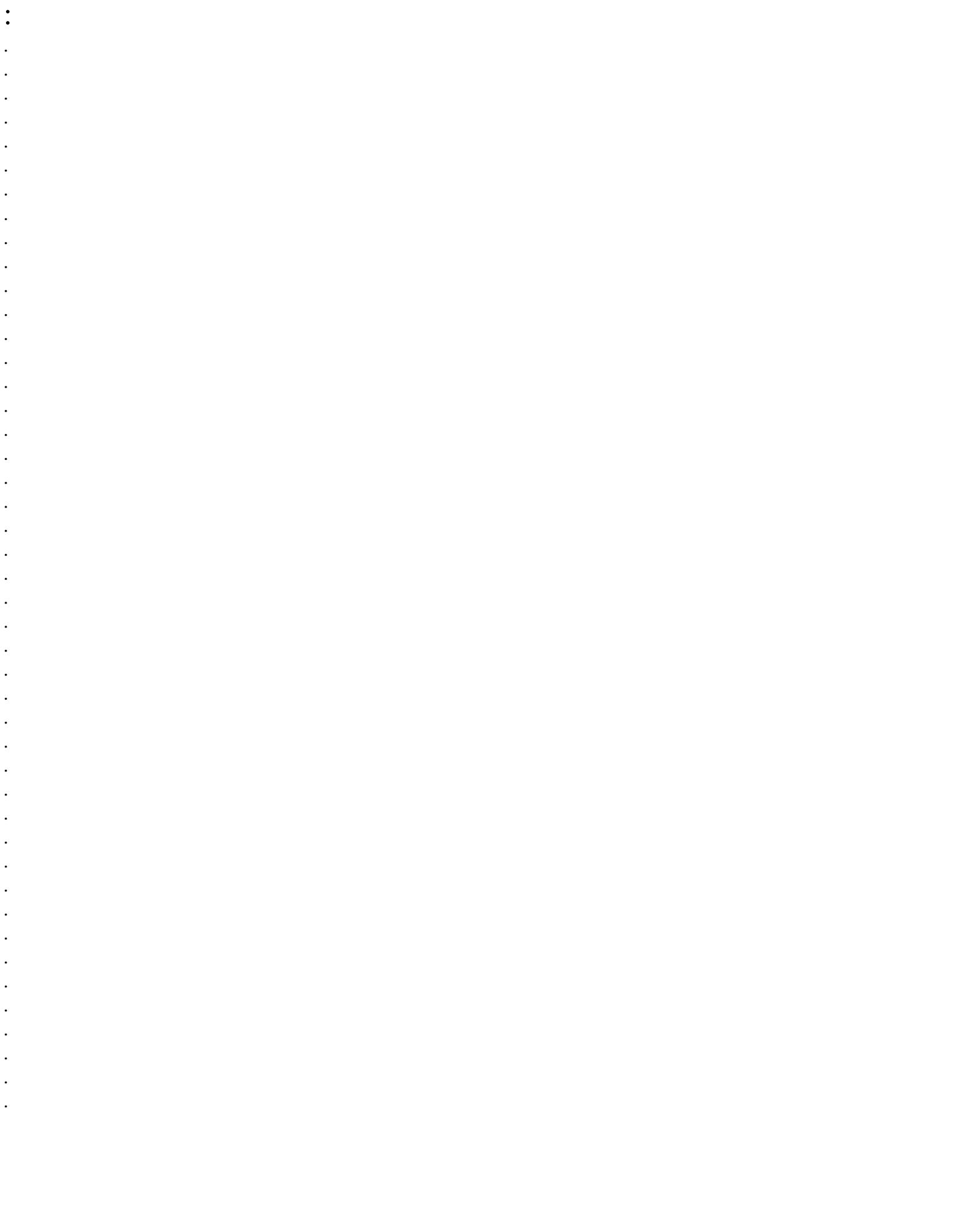








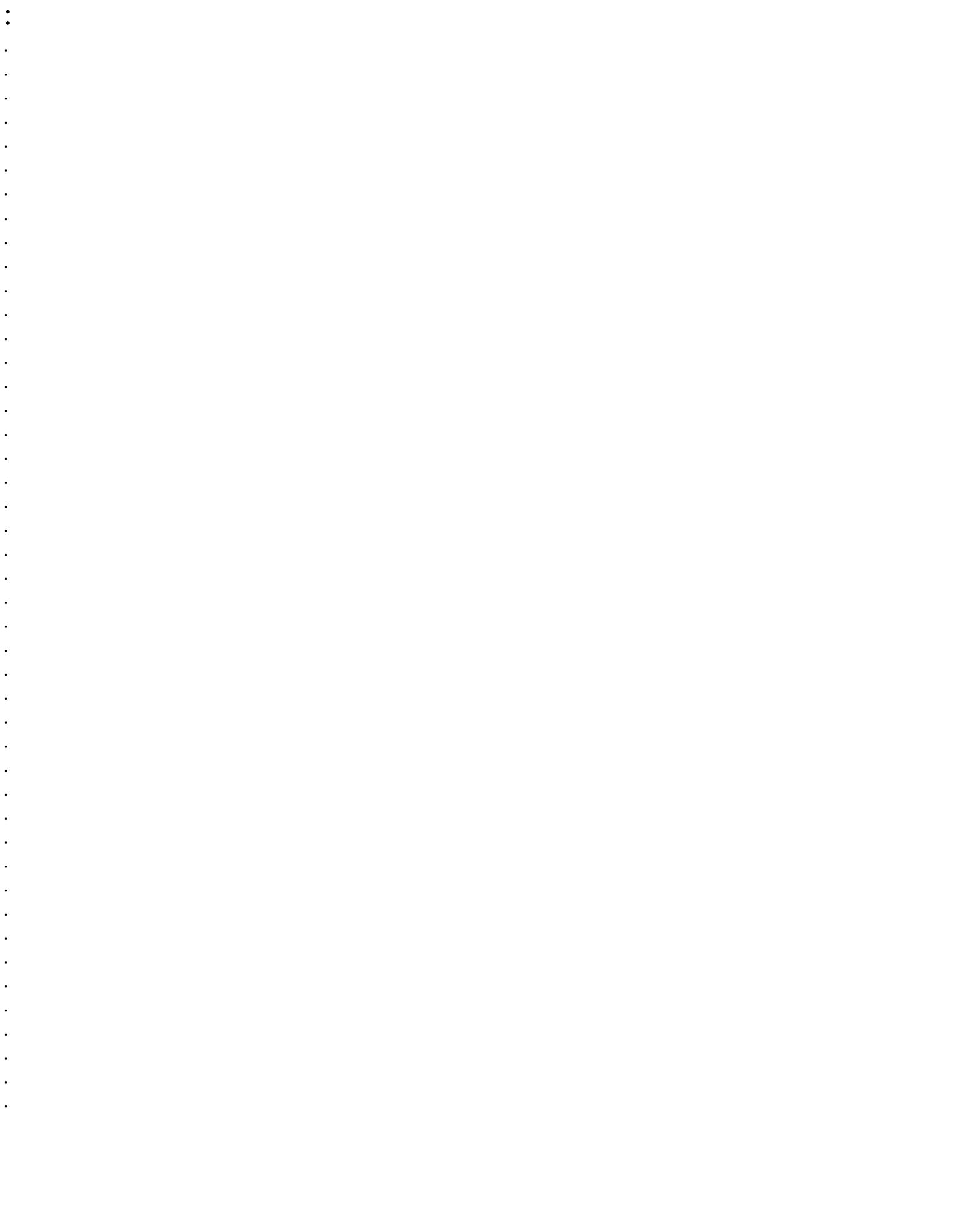


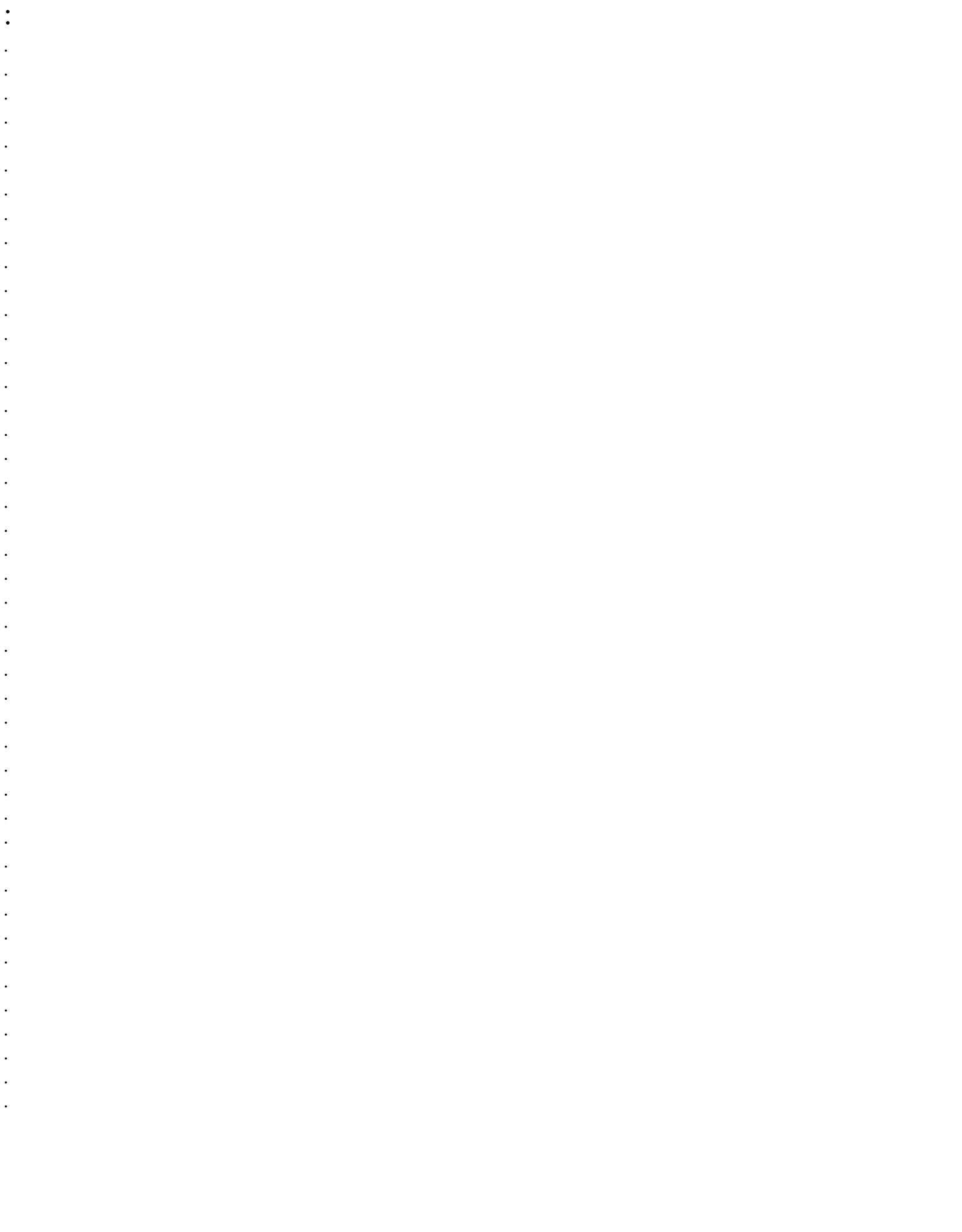


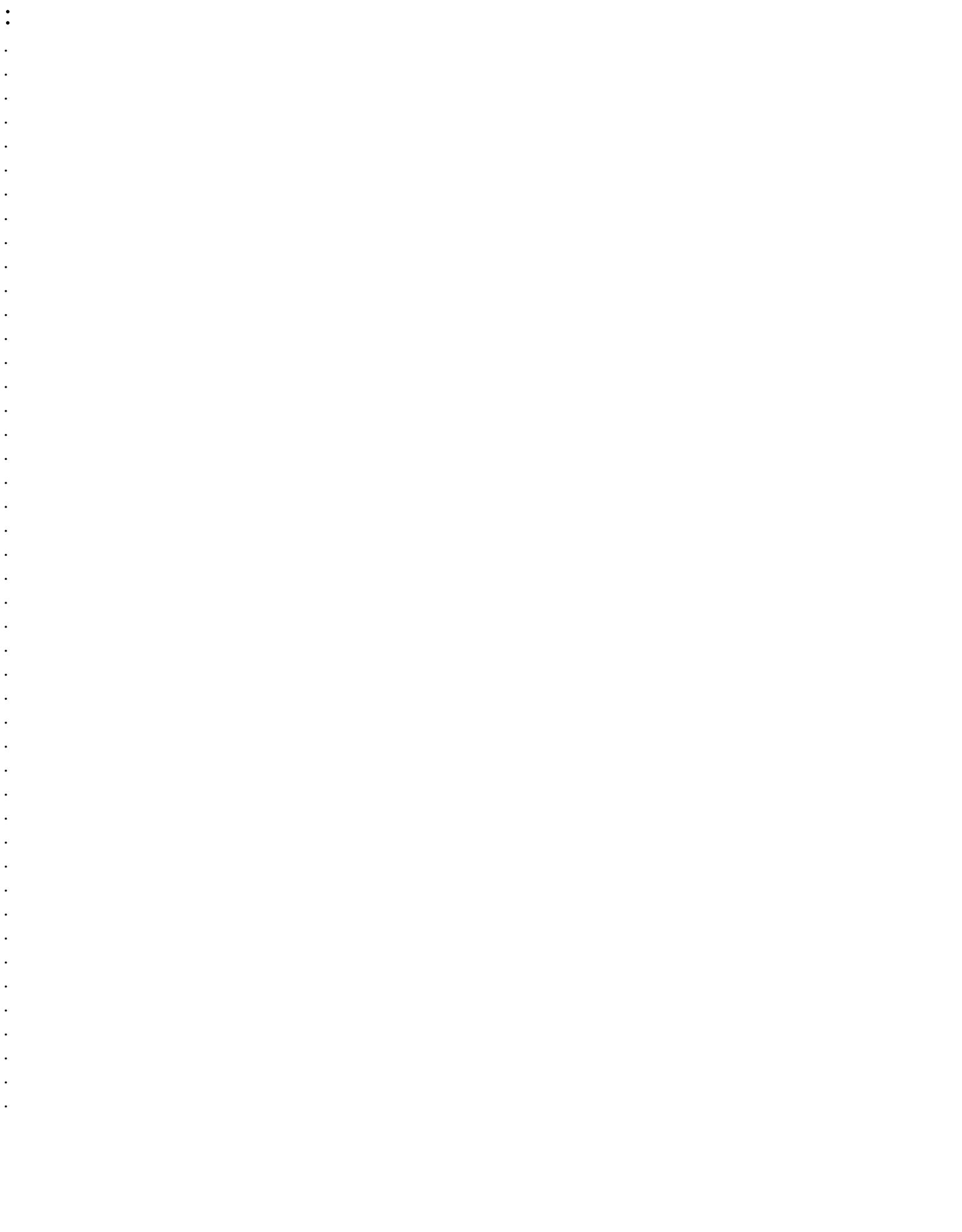
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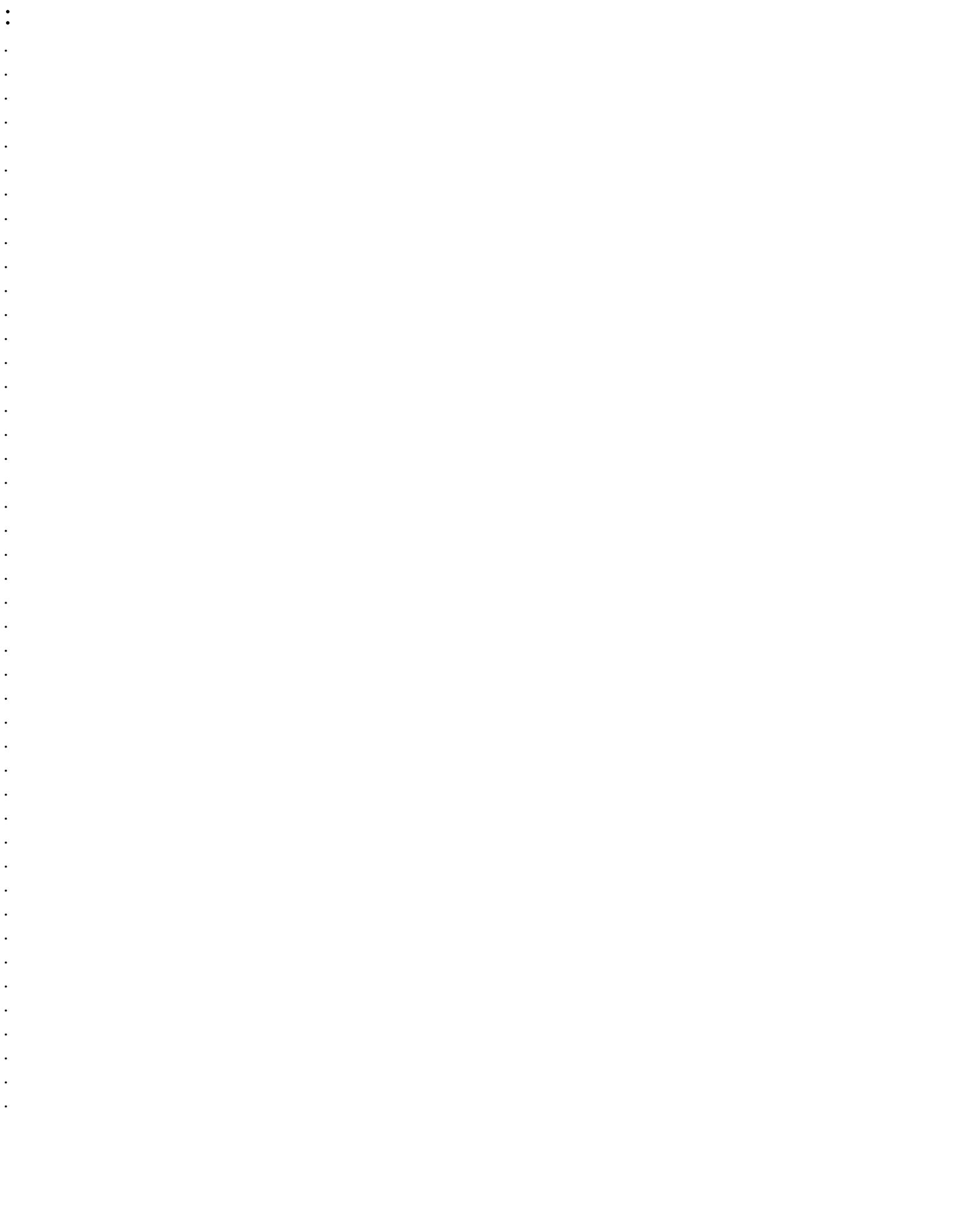
Grade.

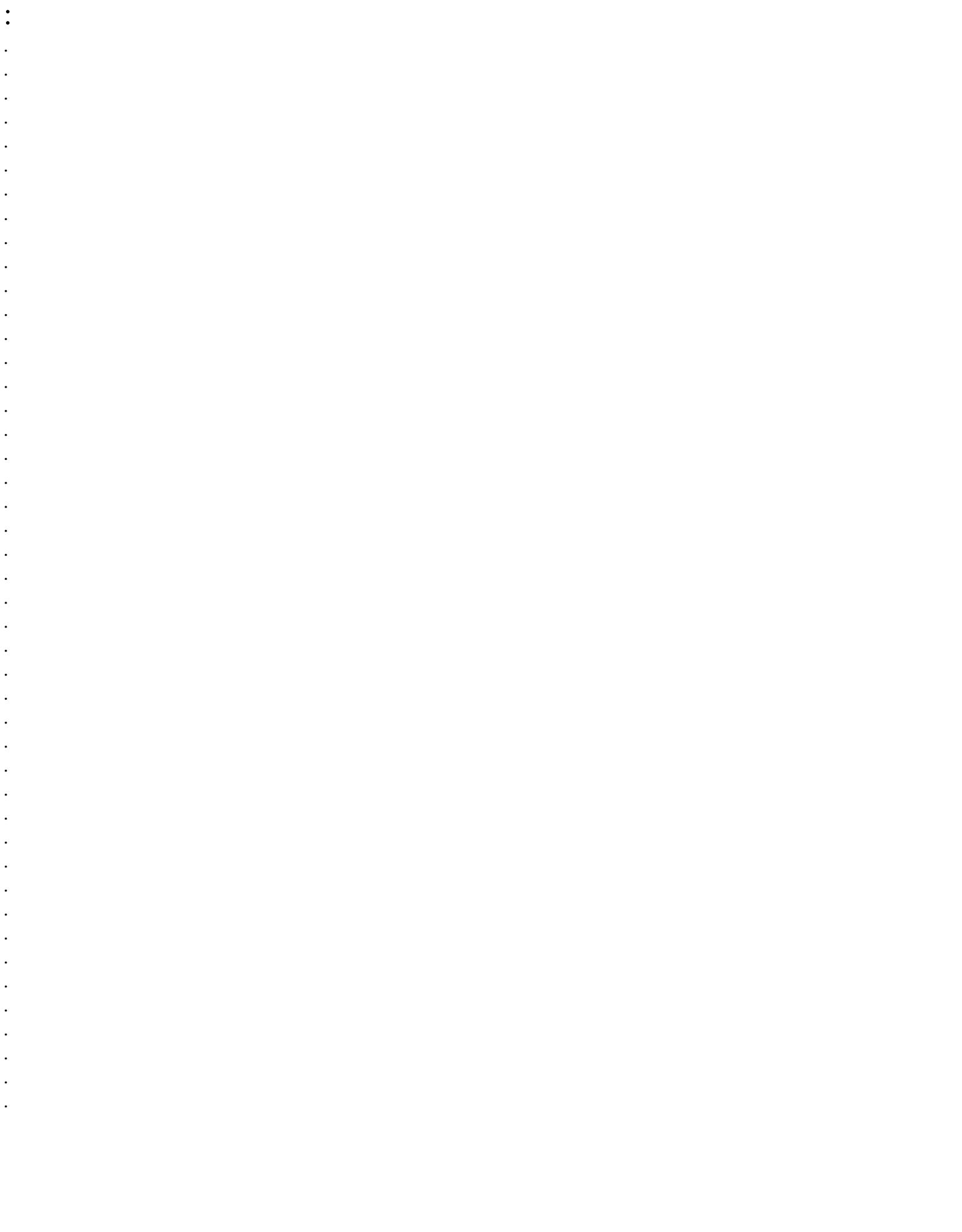
This denotes the magical property of a shield.

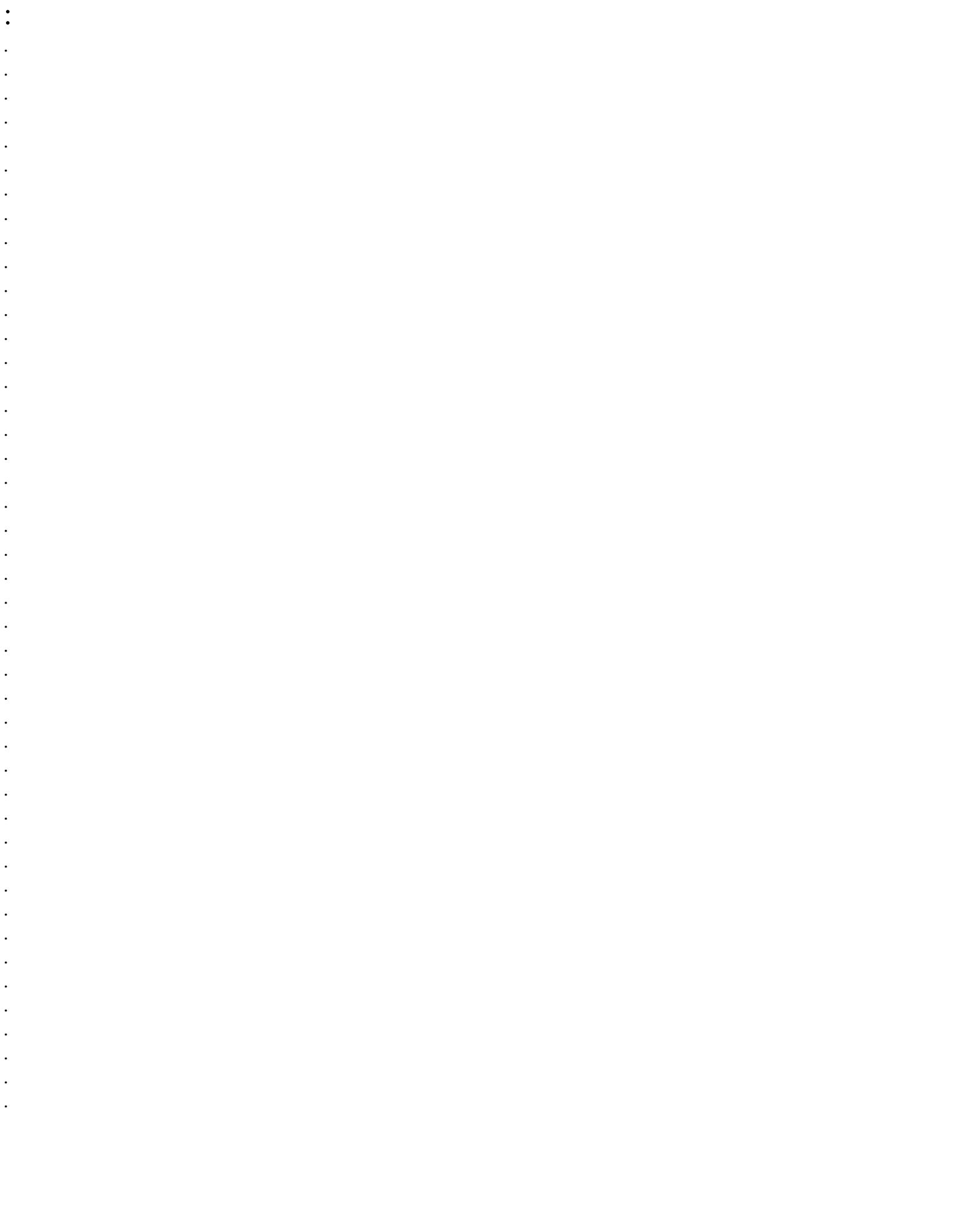


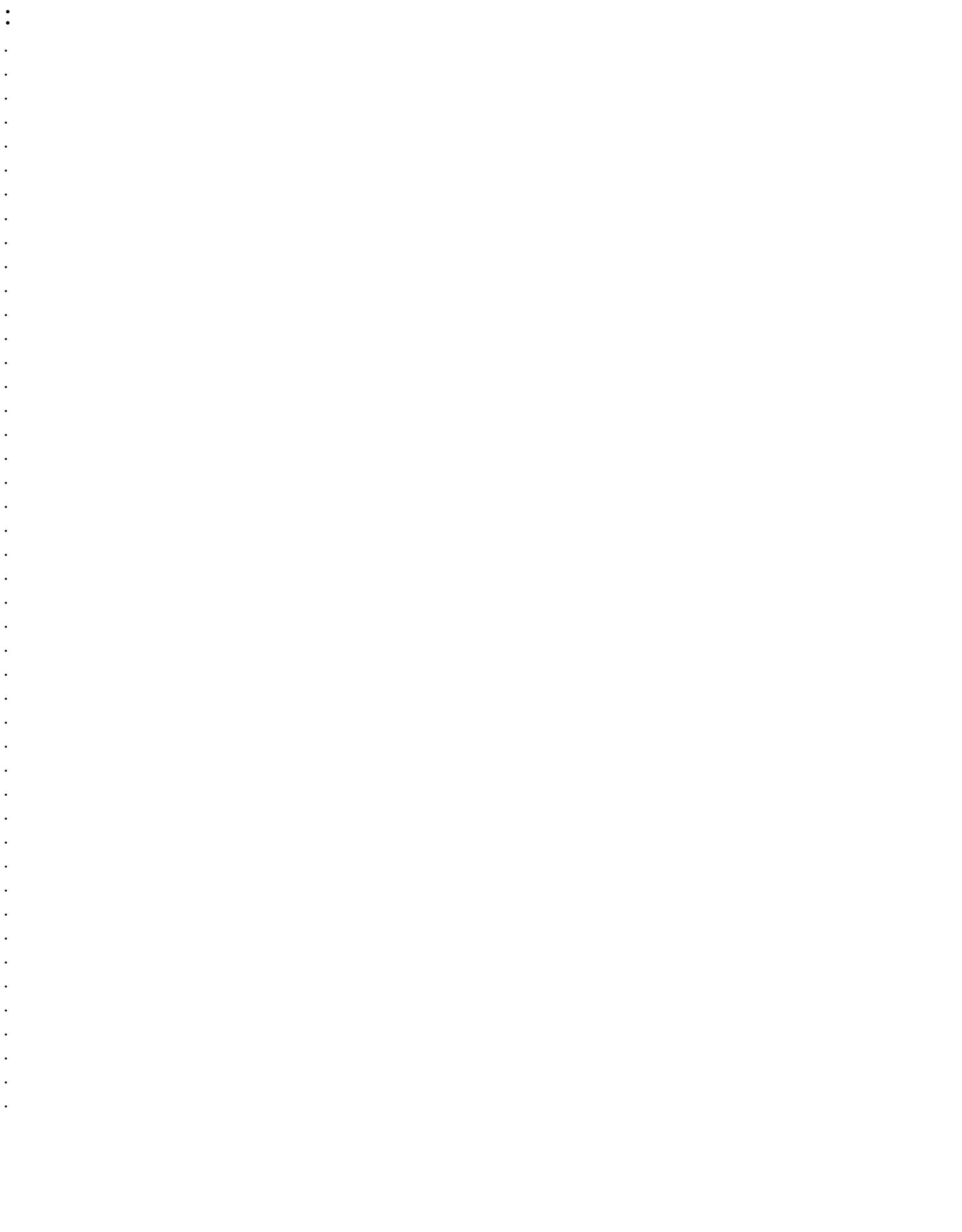


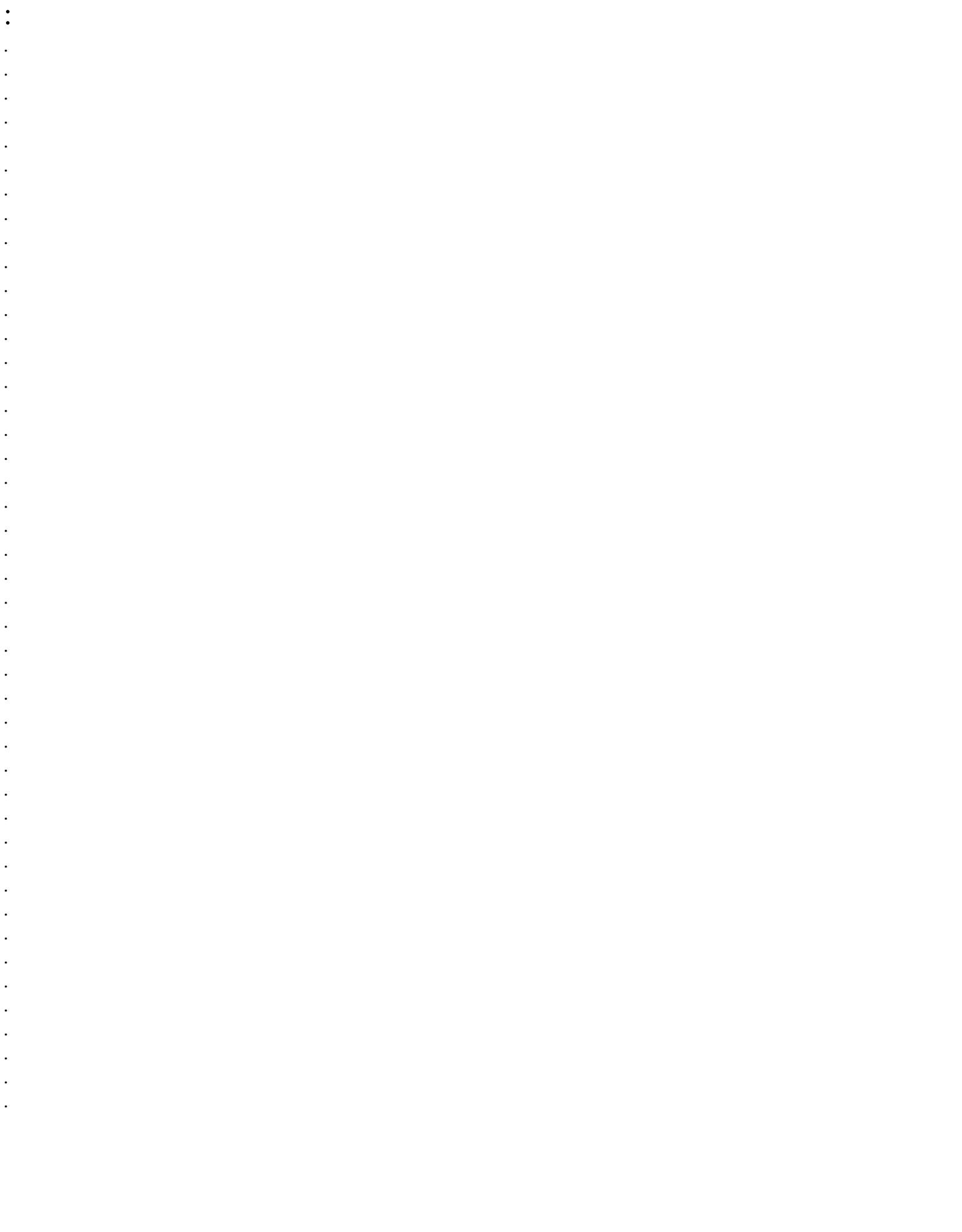


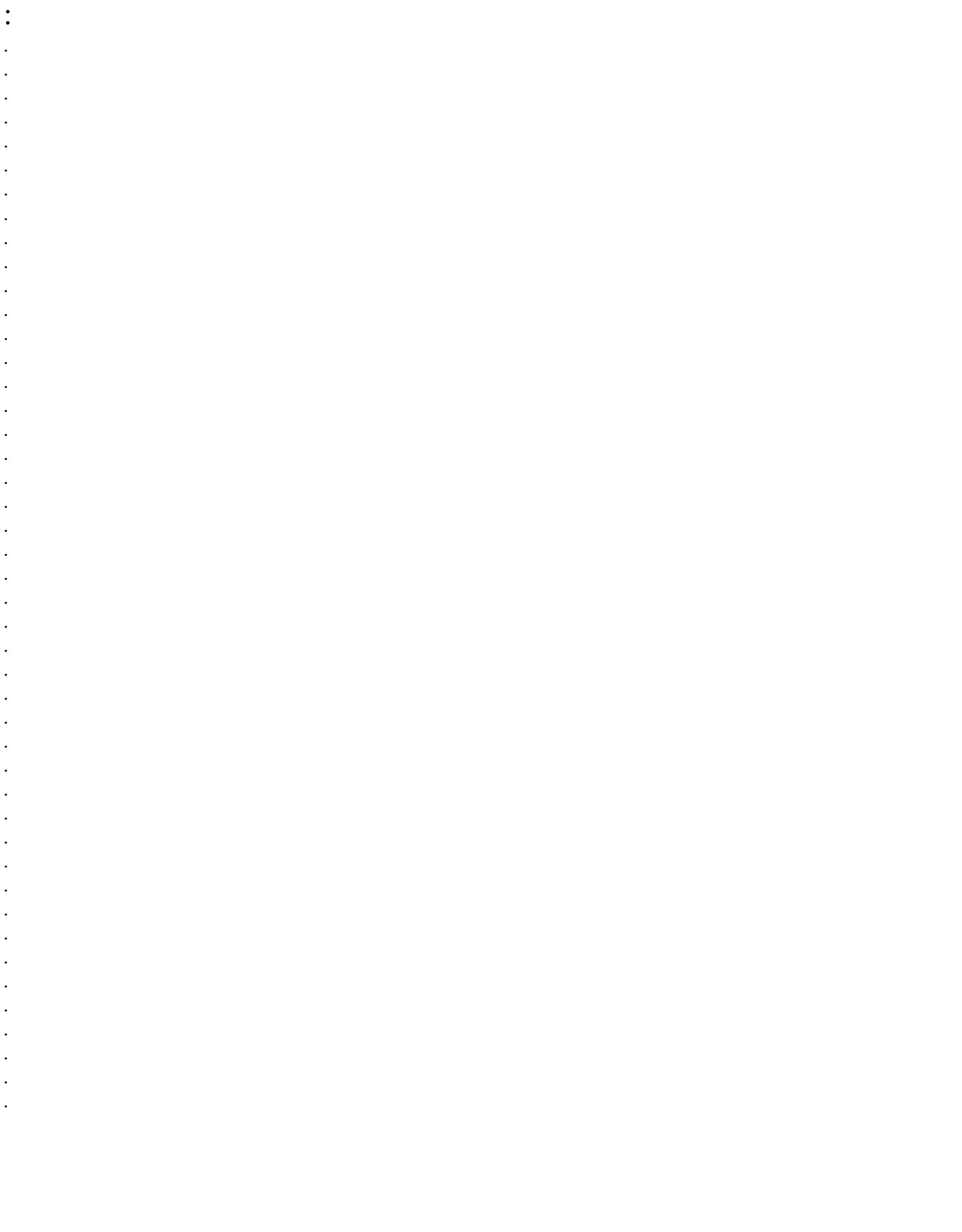












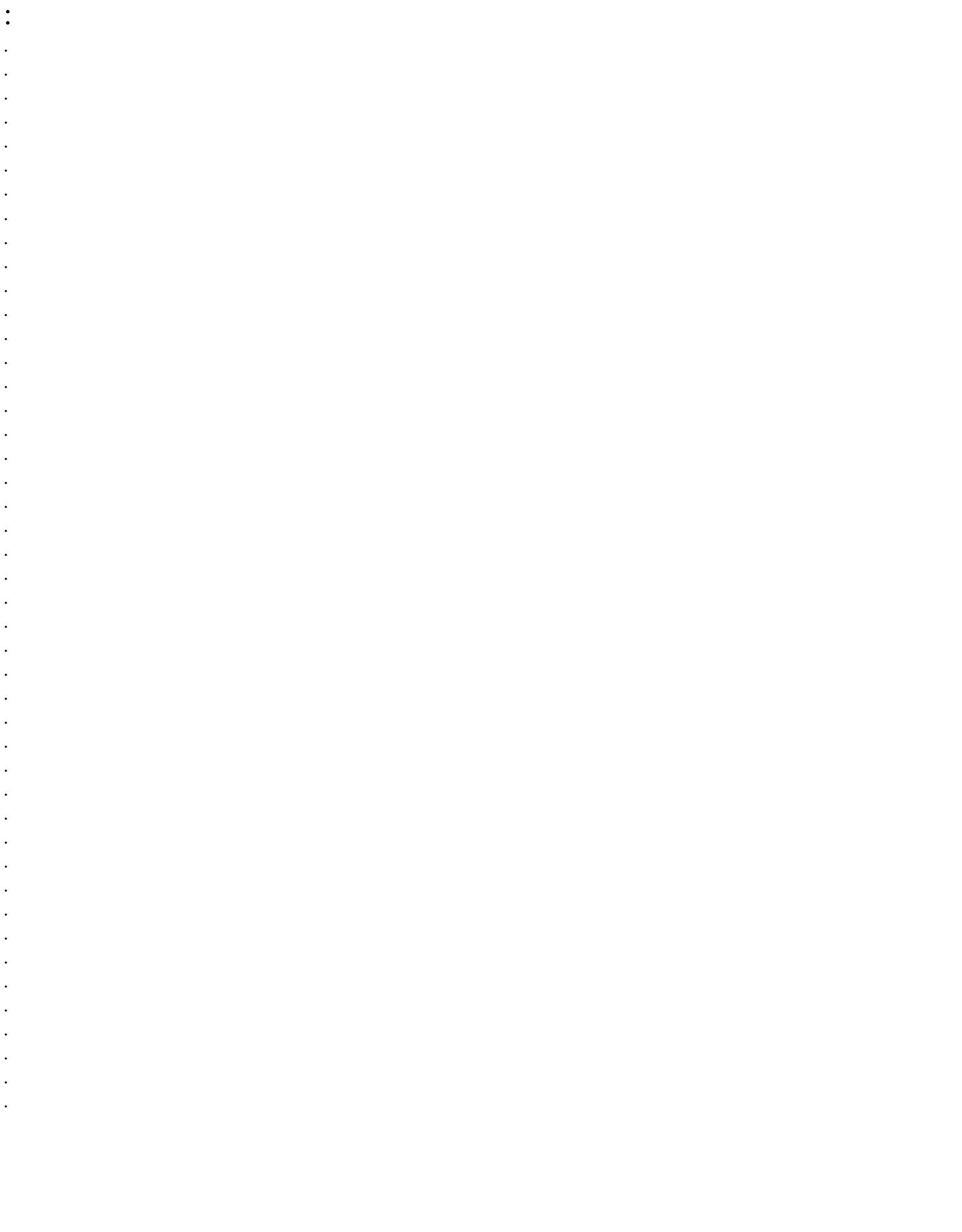


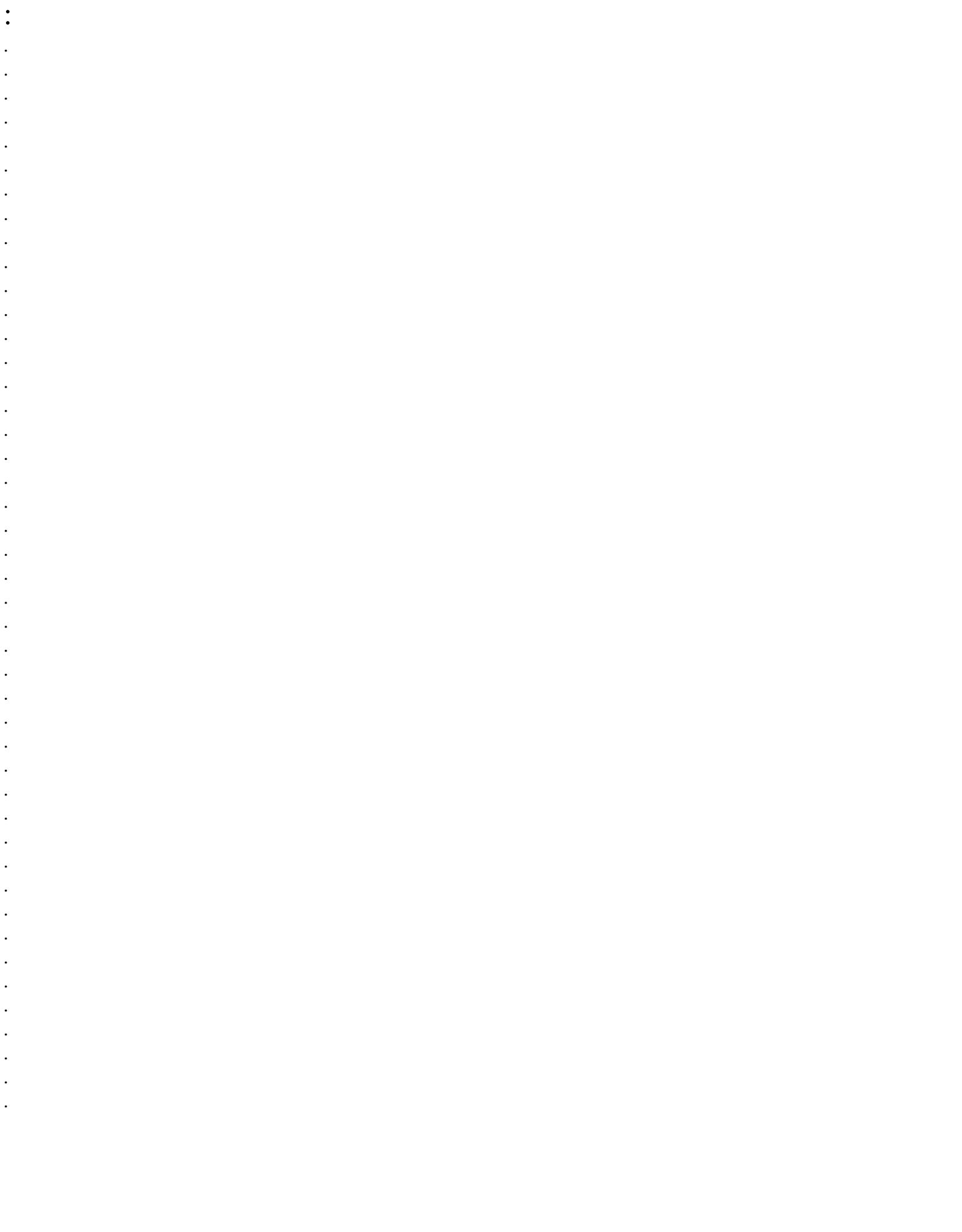
# Proc:

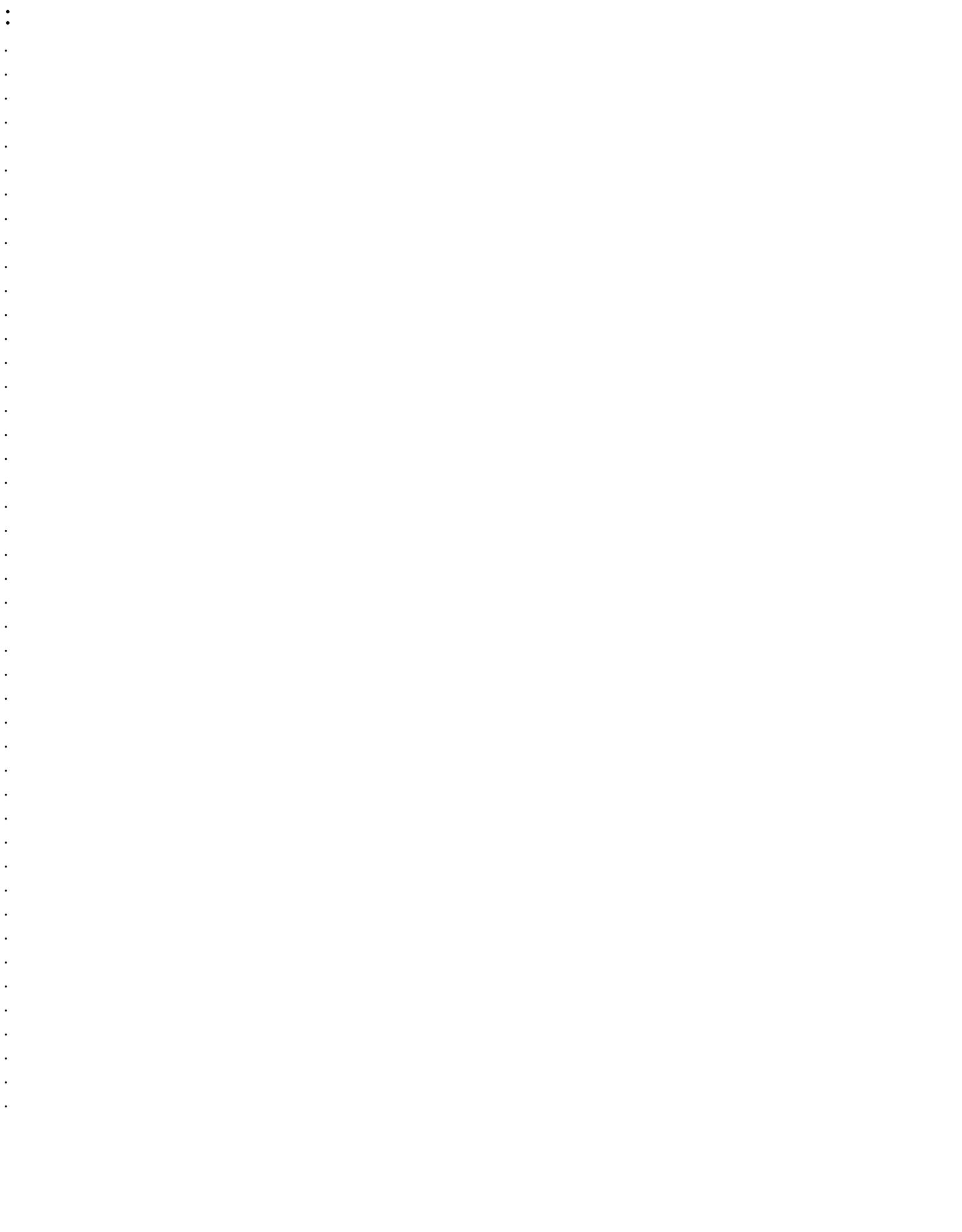
A term used for when an item, spell or ability meets the needed prerequisite, or certain roll, to cause additional healing, damage, or some enchanted effect.

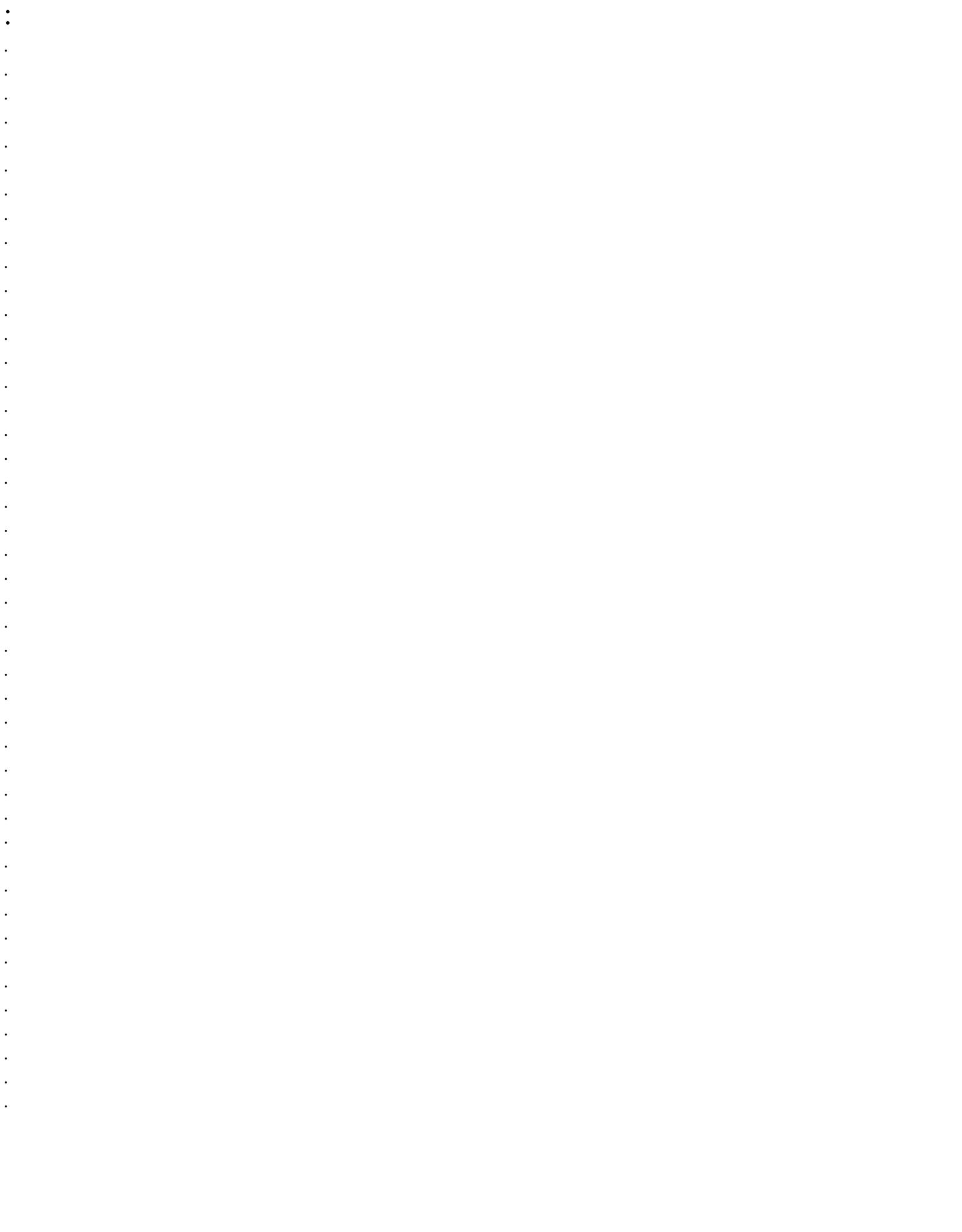
## Example:

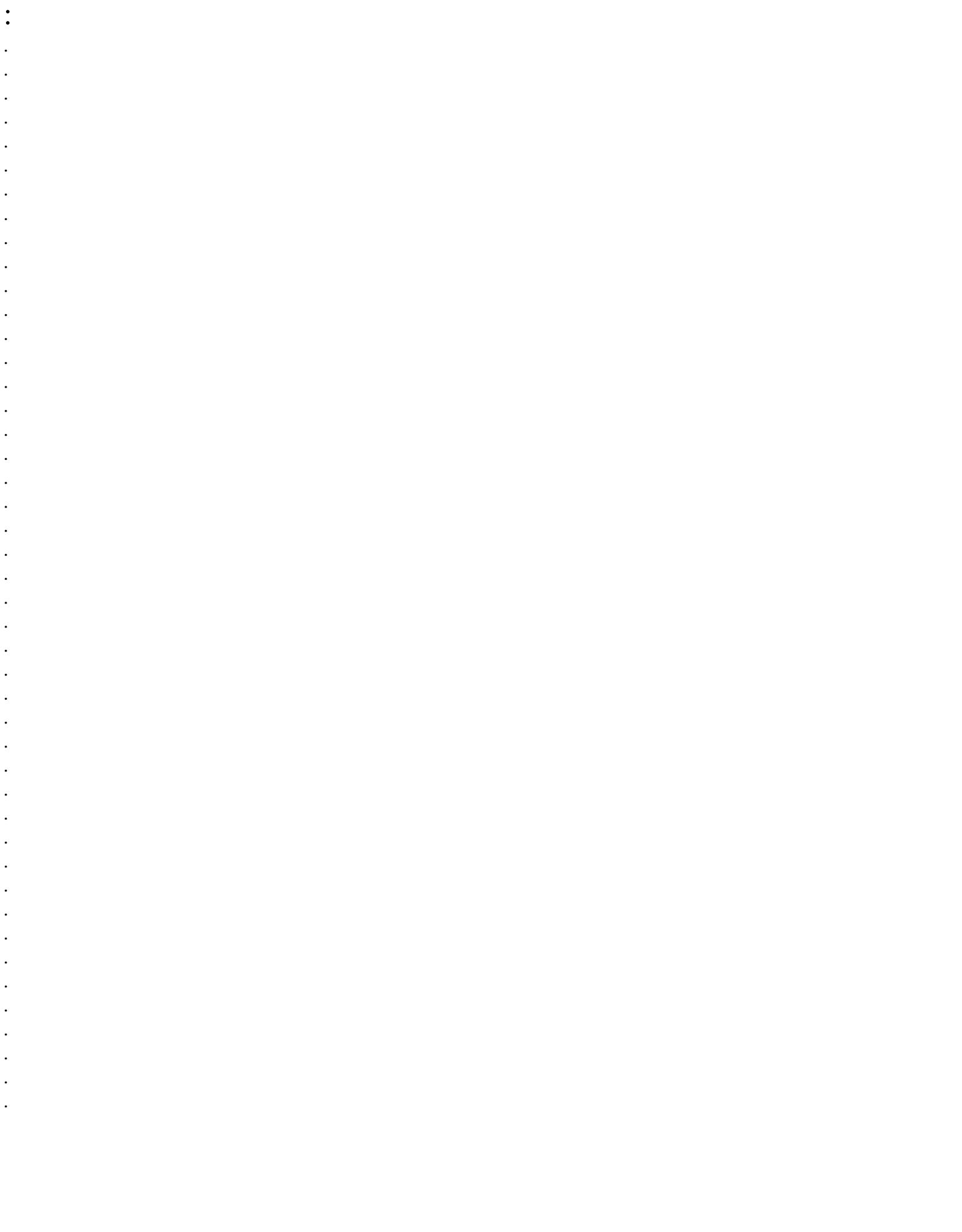
The, enchanted item, "Dragon`Kin Cape" has a 1 in 6 chance to empower its wearer to spew flames onto an enemy each time you successfully strike your foe during combat. If you roll a 1 on a D6, this will happen. In other words, this cape's enchantment will "proc" if you roll a 1.

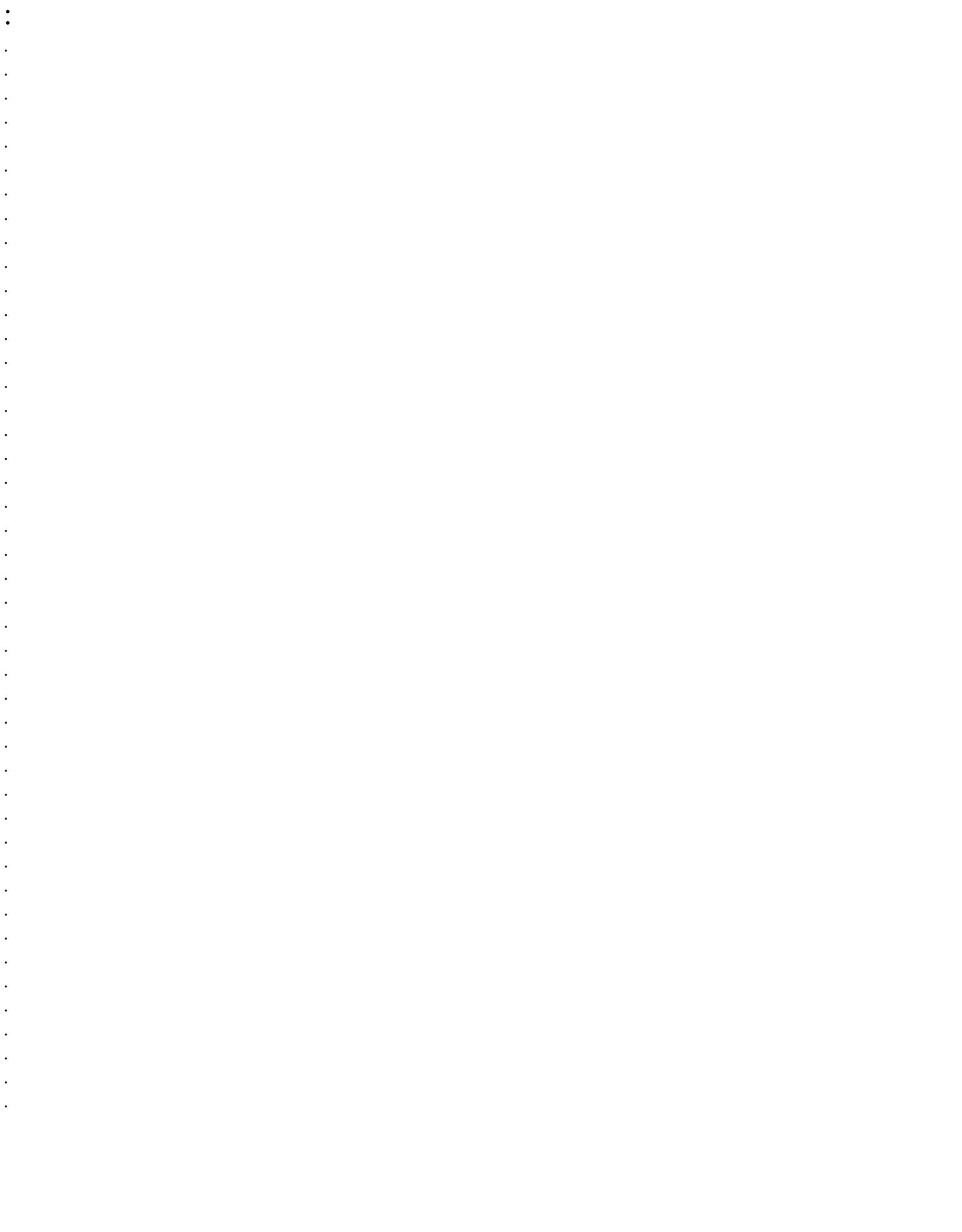


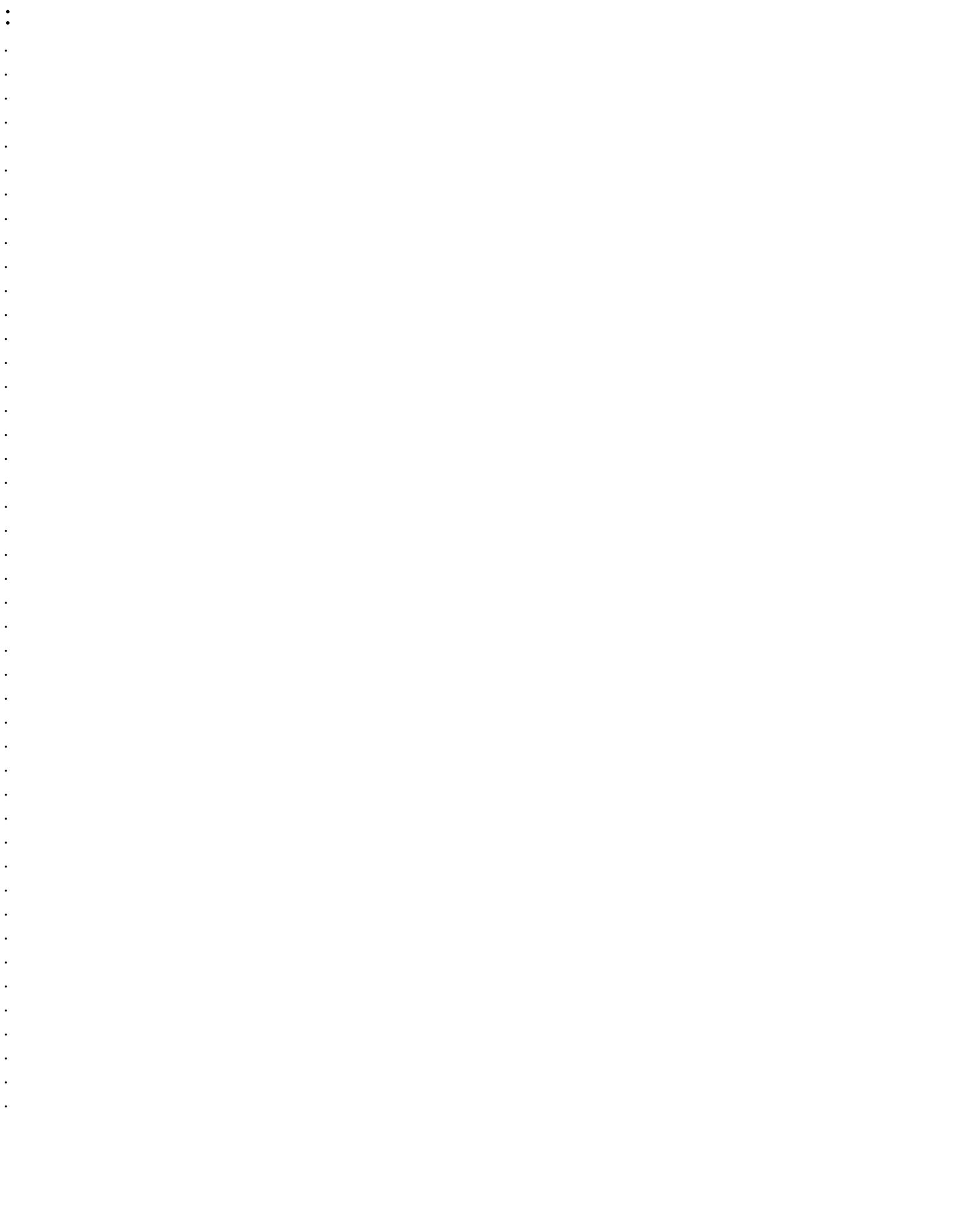


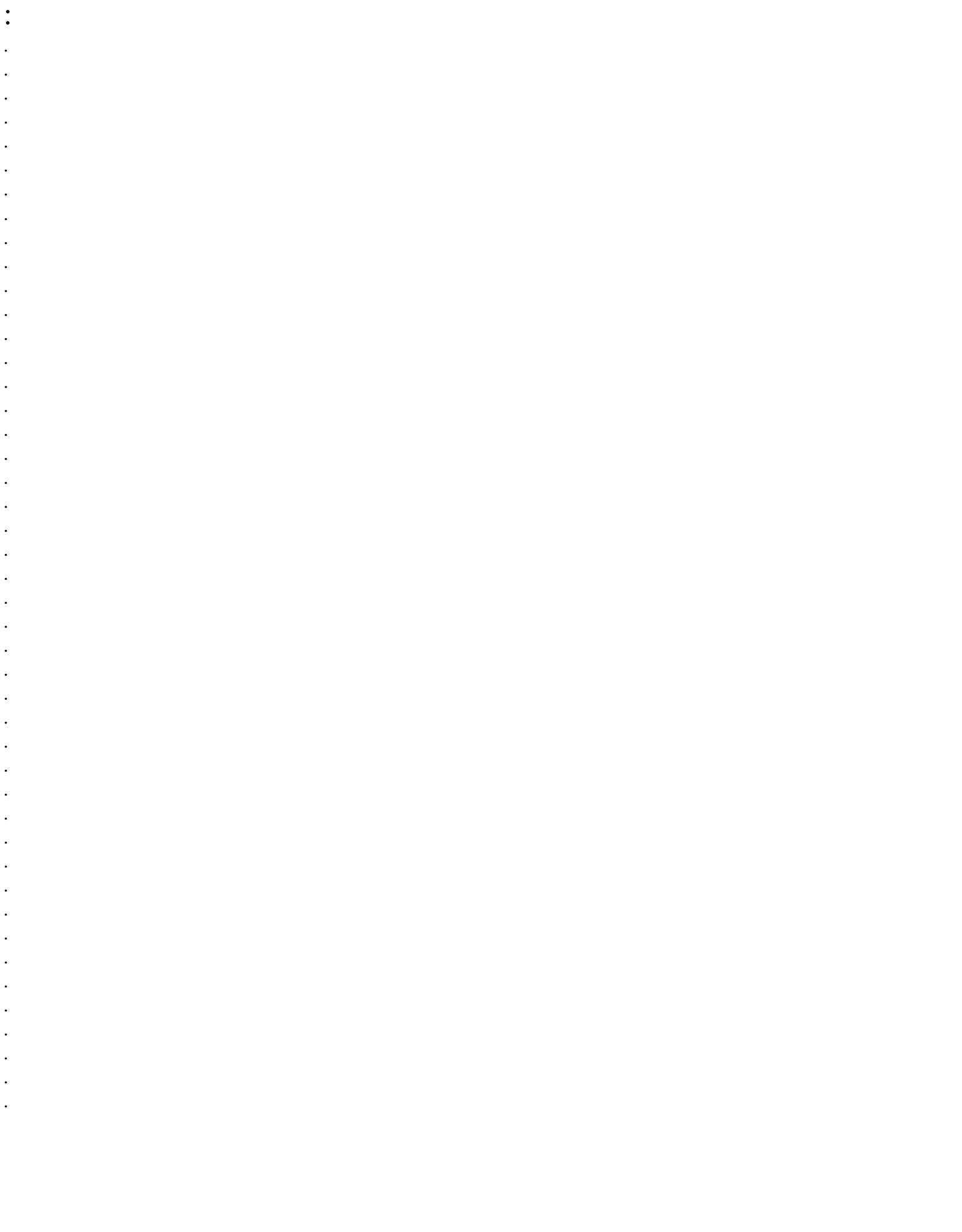


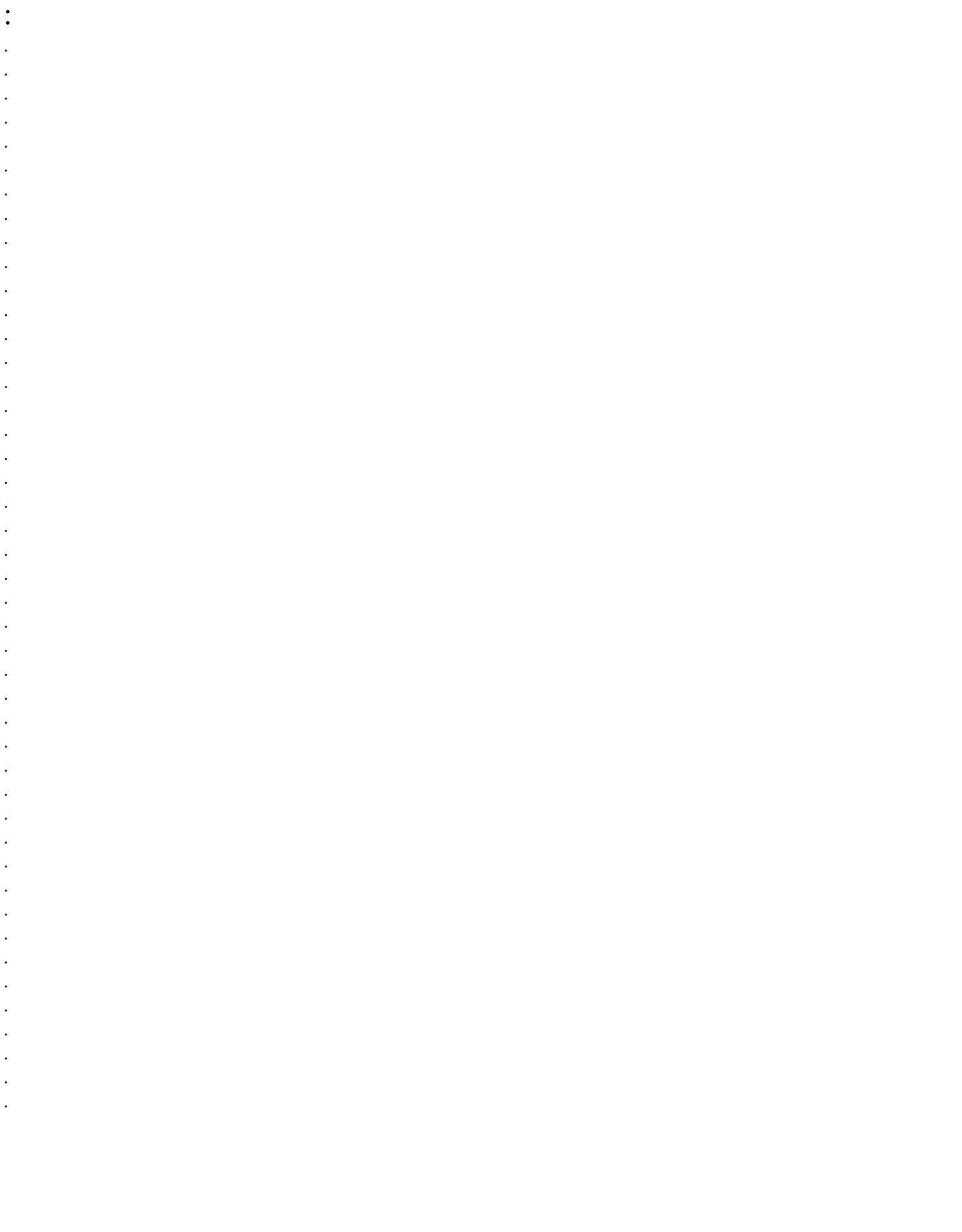


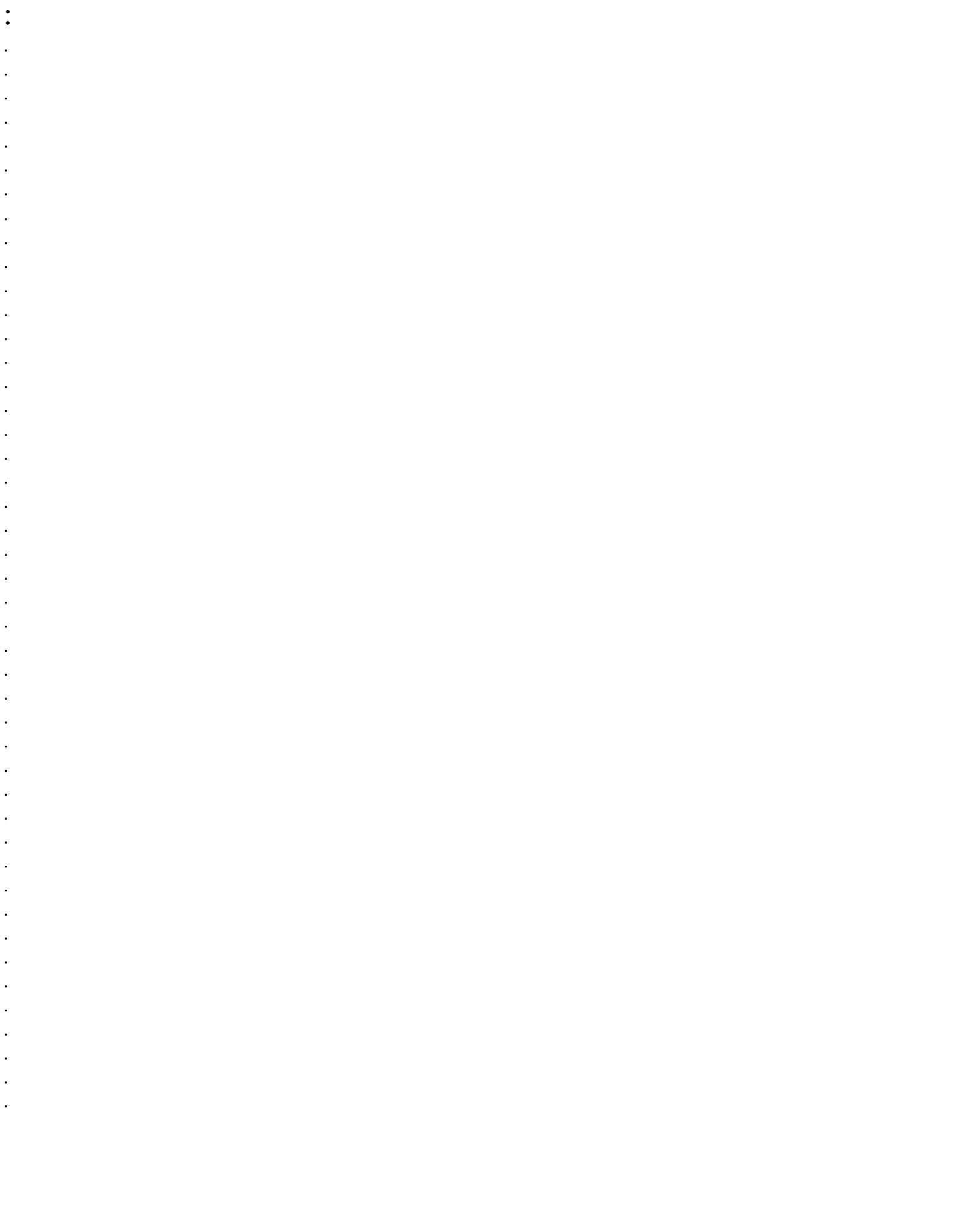








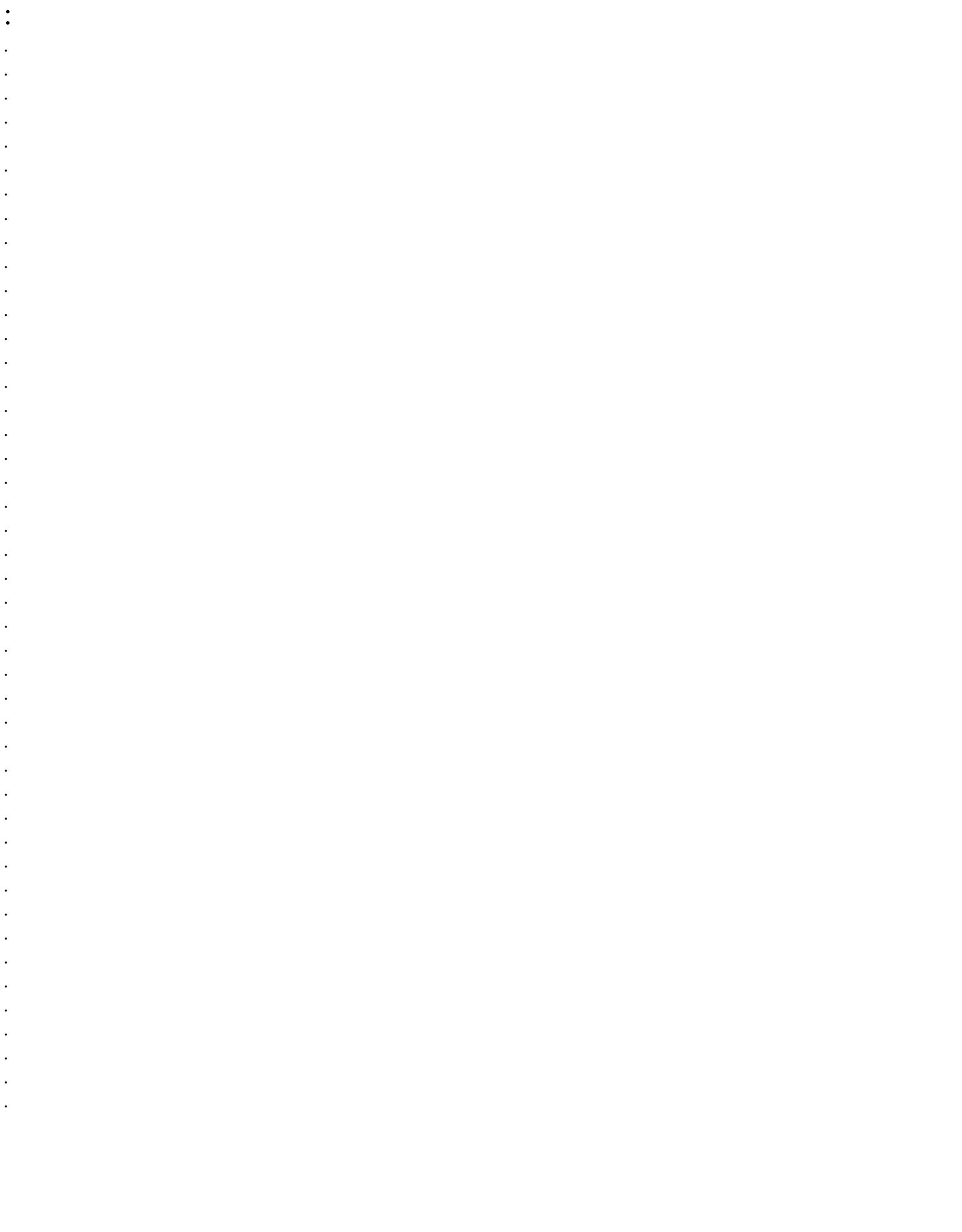


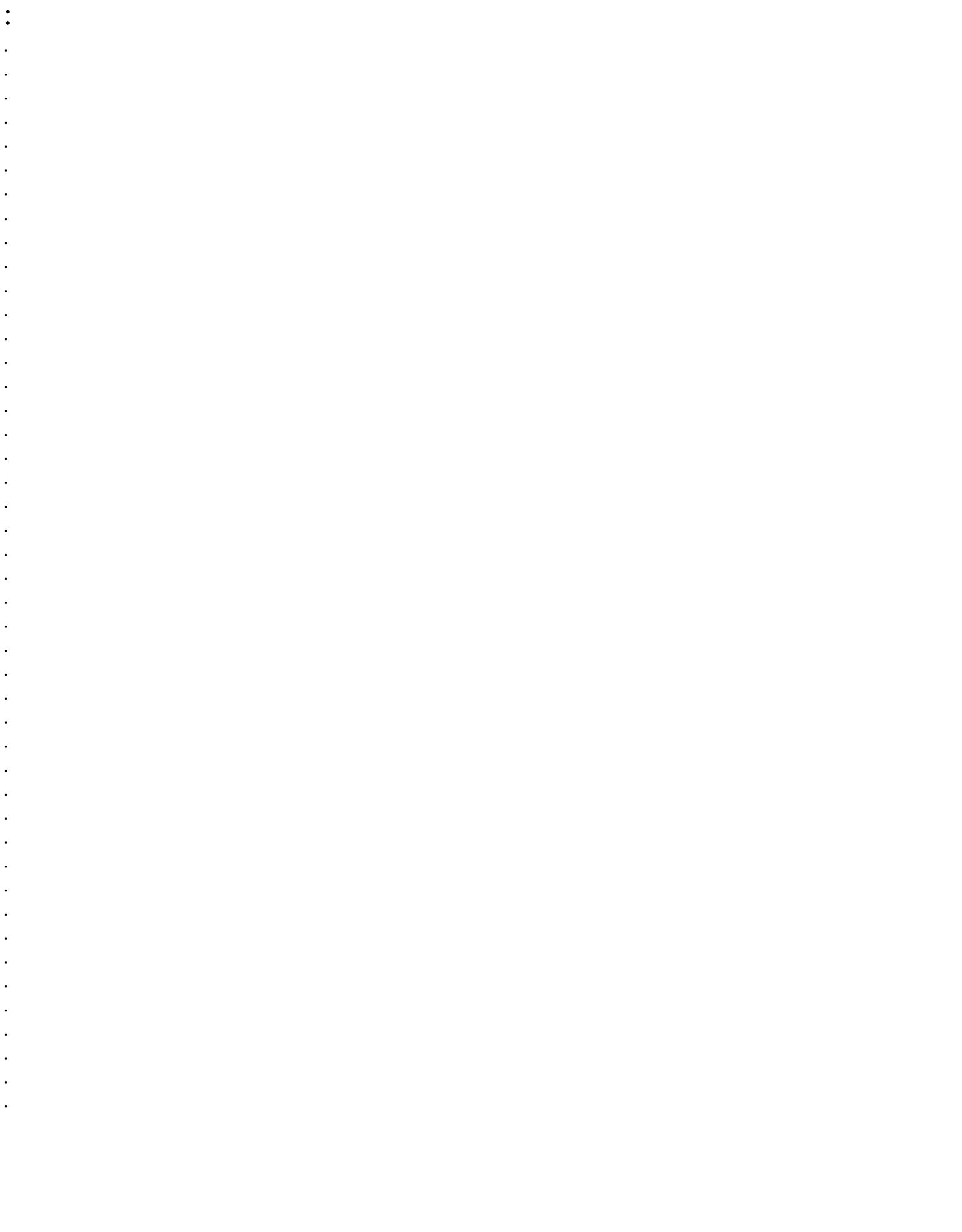


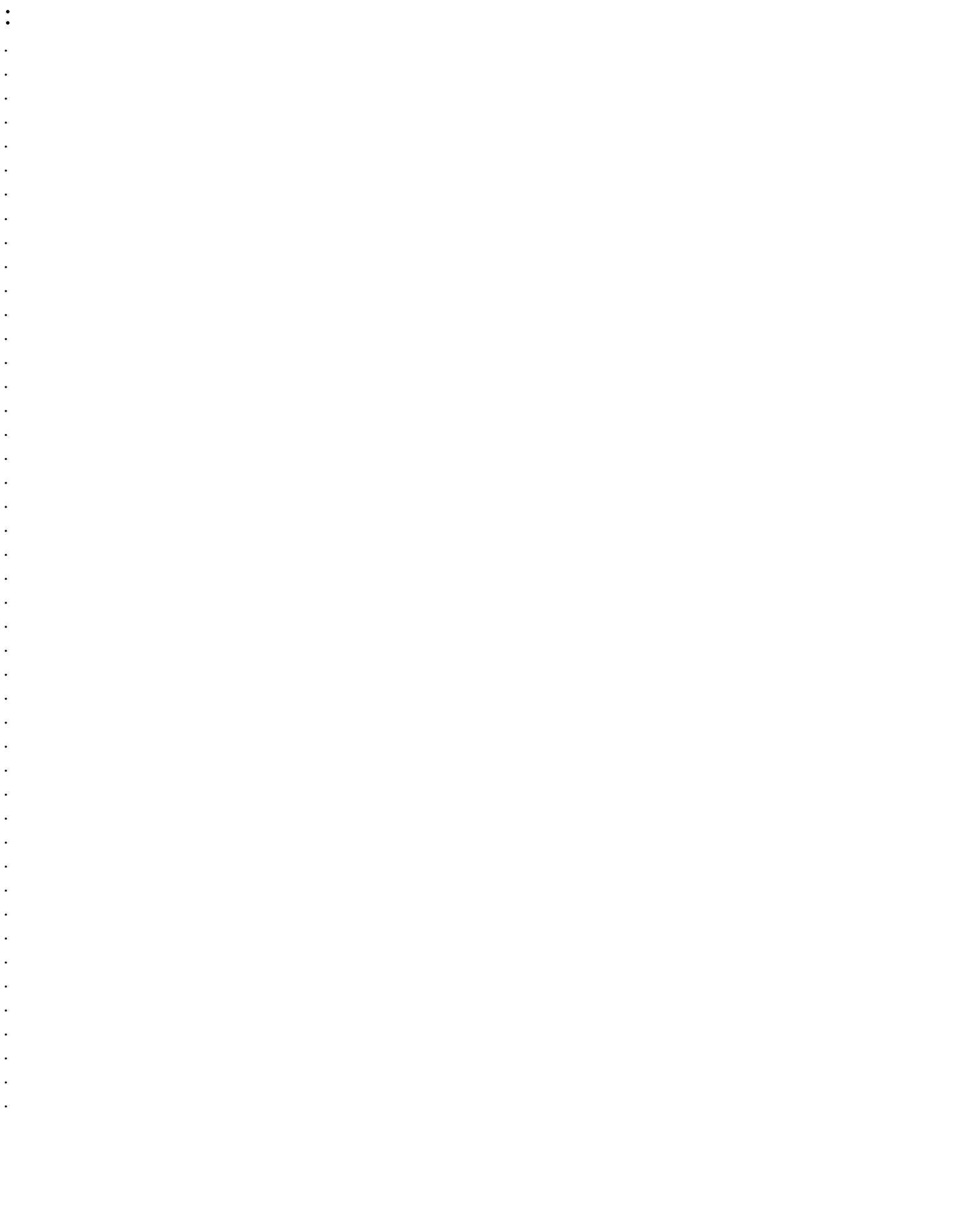
**R-**

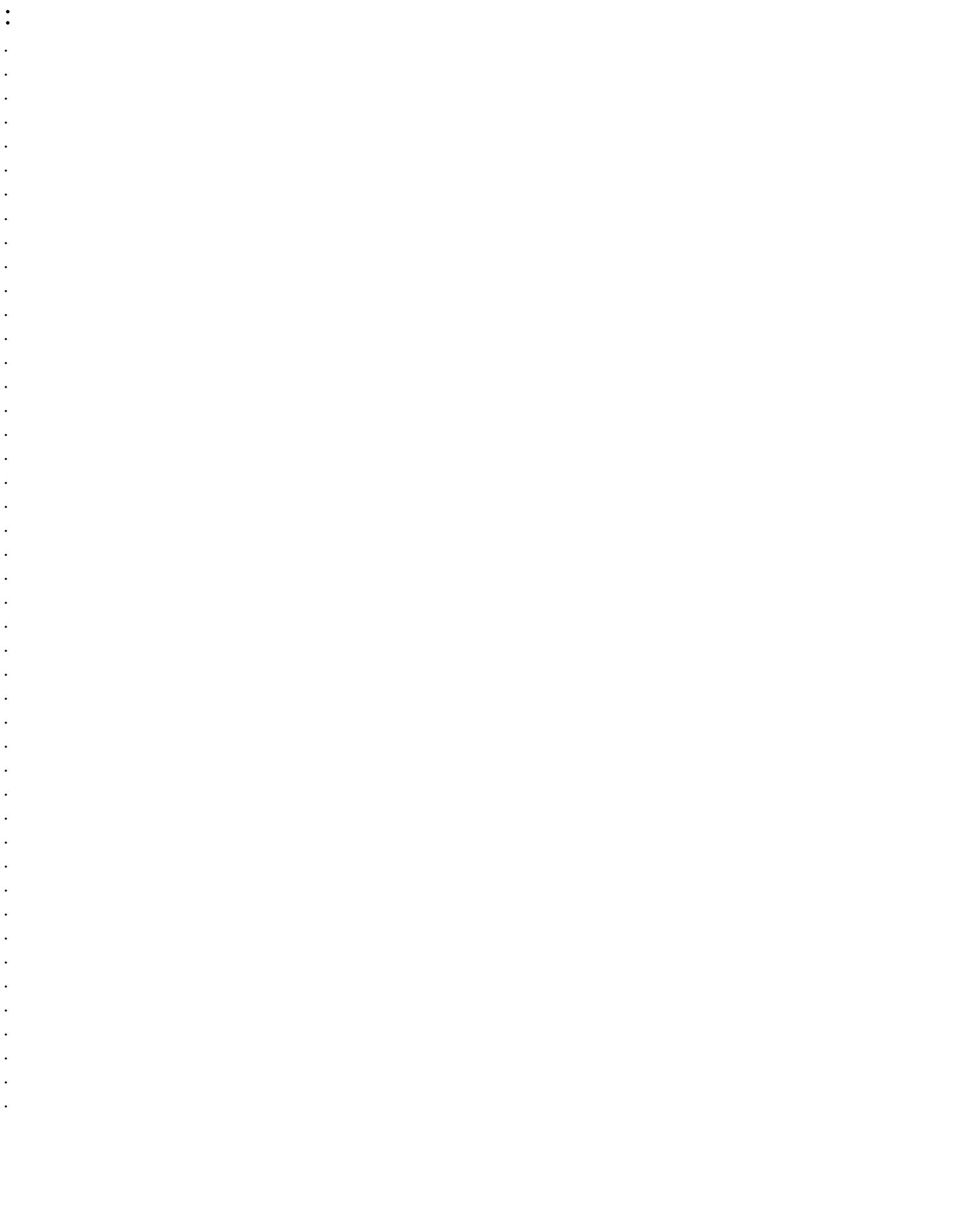
Rank.

This denotes the magical property of a weapon.











# Stacking:

The lasting effects of the same ability, enchantment or spell can be placed upon the same target multiplied times. This applies to healing over time (which is good). It also applies to damage over time (which is deadly).

Note:

Even though damage or healing can stack, the duration of the ability, enchantment or spell will not (unless specifically stated in the ability, enchantment or spell).



