

New term defined "Delayed Effect"

Changed step 2 in Die Roll Resolution table:

When rolling for saves against an attack, delayed effects are applied now.

Rewrote the following effects, using Delayed Effect:

Scorching Touch

Choke

Confuse

Decapitate

Hypnotic Glare

Impale

Earthfang

Changed Replanting, added: "...not killed and are..."

Fixed "save results generated by spells":

Cursed Bullets

Charge

Counter

Volley

Scorching Touch