

# Game Calls

The following is a list of calls that may be made in game. Each of these phrases has a special meaning in game, so it is important that you not say any of these phrases as part of your in-character speech.

## halt

Game halt. All action stops. Players drop to one knee (if capable) and wait for instructions from GMs. Halt is usually reserved for when a player may be hurt (or to prevent a player from getting hurt) or some other condition exists where it could be dangerous to continue playing. Anyone may call "HALT" when appropriate.

## game stop

Game action stops. This may be confined to a specific area or set of players. Game stop is often used when GMs need to explain something that is not represented by in-game actions.

## resume

Game action resumes after a halt or game stop. Usually on a count, such as "3... 2... 1... RESUME"

## clarify

Said by a player who did not hear or understand an effect described by another player or GM.

## no effect

Said by a player when their character is not affected by a particular spell or effect (perhaps due to the presence of a counterspell).

## carry / drag

Indicates that a character is physically carrying or dragging another character.

## waylay

When accompanying a hit to the torso, means the character is knocked unconscious but non-lethally.

## by my voice...

Said at the beginning of an AOE spell or other effect. Anyone within range to clearly hear the phrase "by my voice" is affected.

## mass...

The word "mass" at the beginning of a spell or effect means everyone within range (usually everyone in the scene) is affected.

## for real

This phrase is used to express something that is important but out of character, e.g., "This is too much for me for real right now. I need to step out of the game for a few minutes." or "My mom is here to pick me up. I have to go for real."

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