

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 needs to leave a scene, may be hurt (or to prevent a player from getting hurt), or some other condition exists where real-life issues interfere with game play. 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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