

The Good, The Bad, The Calls.

Resist **Vocals**

Effect

Calls you NEED to Know, because they are Combat Based usually

	Drop	They must Drop the item. They can not pick the item up for 30 seconds believing it to be very hot (even if it is not an item that would not get hot)
Y	That....	
	I strike you	You are mute for 30 seconds. During this time they may not speak, make a noise or
Y	silent	cast spells/rituals
N	BANG	Does 2 points of damage instead of one (gun still needs to fire)
N	Kaboom	Does 3 points of damage at range
N	Cleave	Does 2 points mellee damage
Y	Fear	Run away or do not attack (act scared) for 30 second.
N	Terror	Run away or do not attack (act scared) for 30 second.
N	Rend	Does 3 points of melle damage
	Entangle	You cannot move your right (or left) foot, you may pivot though, 30 second of roleplaying to free
N	Through	You take the Damage to Body (ignoring Vitality)
	Look a Horse	You can make an opponent look away for 5 seconds, in combat, or 30 seconds if a non-combat section once per day
Y	Draw?	Assuming you have been provoked or proving an argument or combat with this person you must try and attack them.

Calls that are nice to know Combat but rare or your losing out.

N/A	Firing Line	By coming into a battle line with this person you regain 1 Vitality and +1 Bang.
Y	Sleep	You fall asleep until roused or you take damage.
N	Righteous	Damage will be done to you regardless of any other protection.
	Look in to	You look at them and only at them, you may draw a gun or perform other action but
Y	my eyes	cannot move. Roleplay accordingly as you will not be aware.
N	Mortal	You have taken enough hits to the body to make you drop (this will usually mean 4 or 5.
N	Wound	
	Cleanse the	
Y	mind	All Compulsions are removed from yourself.
	Called Shot	Hits the item or thing, that usually means dropping it if its a weapon, exploding if explosive etc etc. Does normal damage.
N	Back to Back	Going Back to Back with the caller you will both gain +4 Vitality until you move.
Y	Let's form a	
	posse	Once per Act (M)
Y	Take the	Providing you are attacking gain 3 vitality.
N	Bullet	The person who called this is taking damage (assuming they are near) instead of you.

Calls that are Non Combat

	Roll up, roll	The person must be giving some sort of patter (or show) and you will watch them for
Y	up	5 minutes
	Silver	The next words out the callers mouth should be believed (but may be proven wrong
Y	tongued	in the future)
	Send a thief	3 question during this conversation will be asked, you will have to tell them if
Y	Obey Me	you are lying. Silver Tough overrides this.
Y		You must do what the caller says for 5 minutes, can't damage yourself (including cliffs, dynamite etc).

Other Calls are around but can usually be explain outside of combat and don't effect the flow of the game.