**Bodily Movements**



* Walk: Any navigation of character on foot at a slow or casual pace (with a specific destination or purpose). Format will be “walk: from [origin] to [destination]”
  + Origin examples: side street, bar
  + Destination examples: body, opponent, center of street
* Step: Any navigation of a character in which a single salient step is taken in a direction. Format will be “step: [direction]”
* Stumble: any navigation in which the character walks in an unsteady manner
* Any navigation of a character on foot at fast pace
* Ride: Any navigation of a character while on horseback
* Crawl: any navigation of a character while not standing up
* Stand up: Any action in which the character transitions from a state of not standing up straight, to standing up straight
* Stand: The continuation of an immobile state where the character is standing straight up
* Lean down: any action in which the character transitions from a state of standing or sitting straight up, to a state of being bent over
* Fall: any action in which the character is rendered unable to stand and subsequently falls over on the ground
* Go limp: any action in which a character who has fallen tenses their muscles in an attempt to move, but they suddenly slackens them, going limp on the ground.
* Slide (body): any movement of a character down a sloped area without picking up their feet
* Mount horse: any action in which a character climbs onto a horse for the purpose of riding it
* Dismount: any action in which a character climbs down from their horse
* Adjust clothing: any action in which the character shifts an article of clothing they are wearing in service of the duel, while keeping that article on. Format will be “adjust clothing: [article]”
* Turn head: any salient action involving the movement of solely the characters head to orient towards the direction of a stimulus. Format will be “turn head: [direction]”
  + Direction examples: left, right, up
* Glance: any action in which a character turns their head toward a specific direction then returns their view to the previous focus in quick succession. Format will be “Glance [direction]”
* Turn: any action involving the movement of a characters entire body toward the direction of a stimulus. Format will be “turn: [direction]”
* Shake head: any action in which a character turns their head from side to side with the intention of conveying some form of response in the negative
* Nod head: any action in which a character moves tilts their head up and down with the intent of conveying some form of response in the positive
  + Nod head: [direction]: a variation of Nod head in which the character nods their head in a specific direction to indicate movement toward that direction
* Look: any action in which the character turns their vision towards a specific direction or object
* Look around: any action in which the character turns their head in a wide angle, scanning around the area
* Flinch: Any action in which the character reacts by quickly jerking away from a stimulus
* Cower: any action involving movement similar to a flinch, but in a more drastic or dramatic manner
* Blow: any action in which a character pushes air from their mouth
* Lick: any action in which a character licks something with their tongue. Format will be “lick: [item]”
* Push: any action in which a character exerts force upon a person or object in order to move it. Format will be “push: [item]”

Limb Movements



* Point: any action in which the character uses their hand to indicate a direction, object, or purpose for any specific purpose. Format will “point: [direction/object/person]”
* Reach: any action in which the character moves their hand toward something with the intention of taking it, specifically in the event that they are unable to complete the taking action
* Lift: any action in which the character moves an object from its resting place to a position higher in elevation. Format would be “Lift: [item] from [origin]
* Lower: any action involving the salient decrease in the elevation of an object, while a grip on the object is maintained. Format will be “lower: [item]”
  + Item examples: gun, harmonica
* Grab: any action in which the character places their hand around an object and exerts any kind of grip
  + Object examples: pillar, street lamp, glass
* Remove: Any action involving taking an item out of an object it was carried in. Format will be “remove: [item] from [carrying object]”
  + Item examples: money, match, hat, badge
  + Carrying object examples: pocket, belt, bag, head, shirt
* Place: Any action that involves the purposeful putting of an item in a specific area. Format will be “place: [item] [destination]”
  + Item examples: hat, badge
  + Destination examples: on opponent, on post
* Toss: any action involving the airborn movement of an item meant specifically for the purpose of exchange or to adjust held position. Format would be “toss: [item] [destination]”
  + Item examples: notebook, gun
  + Destination examples: onto table, to ally
* Slide (item): any action involving an item being slid across a surface for the purpose of exchanging hands. Format will be “Slide: [item][destination]”
* Throw: any action involving the airborn movement of an item with the intent of harassing or hindering the opponent or discarding the item
* Catch: any action in which the character receives an item either tossed to them or thrown at them
* Pour: any action involving the character pouring a liquid from one container to another. Format will be “pour: [liquid]” Possibly “pour: [liquid] [destination]” check with Joe
* Drink: any action in which the character tips a liquid container to their lips and swallows the liquid contained. Format will be “Drink: [liquid]”
* Play: any action in which the character plays a musical instrument. Format will be “play: [instrument]”
* Light: any action in which the character strikes a match with the intent of lighting it or uses a lit match to light another object. Format will be “Light [item]
  + Item examples: match, candle, lantern
* Open: any action in which the character opens an object to remove a barrier between that character and their goal “Open: [object]”
  + Object examples: door, drawer, chest
* Brush: any action in which the character swipes either a cleaning utensil or their hand across an item for the purpose of cleaning it
* Search: any action in which the character checks the pockets or person of a body “search [body]
* Press button: any action in which the character pushes a button to trigger an electrical device
* Crack knuckles: any action in which the character forces the joints of their finger to crack or pop
* Stretch arms: any action in which the character moves their arms for the purpose of prepping them for easier movement

* Check: any action in which the character fiddles with a malfunctioning item to fix it or find out why it is malfunctioning. Format will be “check [item]”
* Stir: any action in which the character stirs a substance they are holding. Format will be “stir: [item]”
* Hold out: any action in which the character extends their arm while holding an item for the intention of showing it to someone. Format will be “hold out: [object]”
* Shuffle: any action in which a character shuffles a deck of cards
* Deal: any action in which a character deals out cards to several players with the intention of playing a game
* High five: any action in which a character holds out an open hand, and another character slaps the palm of that character’s hand.
* Clap: any action in which a character slaps their hands together multiple times in applause of something
* Crack nuts: any action in which a character puts pressure on a number of shelled nuts to break them open, causing a loud noise
* Move leg: any action in which the character moves their leg while sitting to adjust their position
* Kick: any action in which a character pushes their leg with a large amount of momentum toward someone or something with the intent of impacting upon them with great force. Format will be “kick: [object]

Duel Actions



* Draw gun: any action in which a character’s gun is taken out of its holster
* Aim gun: any action in which a character aims their weapon at their opponent in a salient manner
* Fire gun: any action in which the character pulls the trigger to discharge the gun
* Holster gun: any action in which the character returns their weapon to its holster
* Attempt to draw gun: any action in which a character tries to draw their weapon but is unable to for some reason
* Attempt to fire gun: any action in which the character tries to fire their weapon, but is unable to for some reason

Goal Definitions – you wanna give the boundaries, when does it start and when does it end

Navigate to location of duel: any purposeful navigation of a character toward the site of a duel. Begins with purposeful navigation toward the area in which a duel will take place, ends when the character arrives at the destination

Search for opponent: An series of actions in which a character attempts to locate their opponent. Begins when a character facilitates any action that is in service of locating their opponent, ends when the character is able to confirm the location of the opponent they are seeking out.

Navigate to opponent: Any navigation of a character toward a specific person who will be the other participant in the duel. Begins when a character makes any kind of movement toward their opponent before the duel contract is agreed upon, ends when the character reaches their opponent

Wait: begins when a character is remaining in a spot with no clear direct goals aside from waiting for something to happen. Ends when a new goal is presented to the character.

Greet opponent: Any series of actions in which a character acknowledges the arrival of the duel opponent. Can start when the greeting character becomes aware of the other character, ends when acknowledgement is complete

Confront opponent: Any interaction between two opponents that occurs before the duel contract has come into play but after opponents have acknowledgement has occurred. Begins when opponents start interacting, ends once the duel contract has been put forth by either participant

Thinking of combing Confront and Greet into simply “Engage Opponent”

Respond to confrontation: Any series of actions in which a character reacts to being confronted by another character. Begins after an opponent has engaged the character in a confrontation and ends once the duel contract has been put forth by either character

Pre-duel exchange: Any interaction between characters after the duel contract has been put forth. Begins when it is clear to one or both participants that a duel will take place, ends after the participants are finished verbally interacting and are about to duel. Confronting, provoking, resignation.

Unobstruct duel: any action in which a character attempts to remove a barrier that is preventing the duel from taking place. Can begin after the barrier has been established, ends when either the barrier has been removed, or the character is rendered unable to remove the barrier

Get gun: any action in which a character who is not armed attempts to arm themselves. Can begin when the character is established as being unarmed, ends after the character has gotten a weapon.

Give gun: any action in which a character gives a weapon to a character who is not armed. Begins when the character retrieves a gun, ends when the other character receives the gun

Duel preparation: Any series of actions that is done with the intent of servicing the duel. Can begin any time after the character becomes aware that the duel will take place, ends just before duel starts

Mid-duel exchange: any interaction between characters that occurs after a duel has begun. Can begin any time after the first shot has been fired ends when the duel is complete.

Evade gunfire: any action in which a character flinches in an attempt to evade bullets. Can begin when an enemy or opponent begins firing at a character, ends after the duel is complete.

Evade table: any series of actions in which a character moves to dodge a table being thrown at them. Begins when the table is thrown, ends once the table as either been avoided or failed to be avoided.

Shoot opponent: Any series of actions in which the character fires their gun with the intent of hitting the main opponent of a duel. Begins when the character is preparing to fire a weapon and ends either when the weapon has been fired and returned to the holster or the character is rendered incapable of firing the weapon. In the event they are given the weapon, it starts with them acquiring the weapon.

Shoot enemy: Any action in which the character fires their gun with the intention of hitting someone besides the main opponent of the duel. Can begin when the character draws their gun, ends once the enemy is dead or no longer able to pose a threat.

Shoot hat: Any action in which the character fires a gun specifically aiming for an opponent’s hat. Begins and ends when the shot is fired and the hat is hit.

Shoot gun: Any action in which the character fires a gun specifically aiming for an opponent’s gun. Begins and ends when the shot is fired and the gun is hit.

Shoot piñata: begins when the character begins firing at the piñata, ends when the piñata has been destroyed

Load gun: any series of actions in which a character refills the empty bullet chambers of their gun. Can begin when a character realizes they do not have any shots left, ends when the gun has been refilled.

Get shot: any series of actions in which a character is shot, but the wound does not mark the end of the duel. Begins when the character has been shot, ends after they have finished reacting to the shot.

Disarm opponent: any action in which a character attempts to render an opponent unarmed. Begins when the intent is made clear, ends when opponent is unarmed.

Check gun: any action in which a character attempts to find the problem with a malfunctioning gun. Begins when they realize there is a problem, ends when they have found the problem.

Reload gun: any series of actions in which a character refills an empty gun after running out of bullets. Begin once the character becomes aware that they have no ammo, ends once more ammo has been put into the gun.

Get another bullet: any series of actions in which a character attempts to acquire more email. Begins after a character becomes aware that they are out of ammo, ends once the character acquires ammo

Lose duel: Any action involving the establishment that a main participant has lost the duel. Begins after duel has ended, ends after loss has been made clear, either through death or disarmament.

Die: any action in which a character is killed from wounds they receive during the scene. Can begin just after the duel is completed, ends when it is clear that the character is dead.

Confirm death: any series of actions in which a character moves toward an opponent who has just been shot for the purpose of making sure they are dead. Can begin after the duel has completed, ends once the character is sure that the opponent is dead.

Avoid death: any series of actions in which a character who is not one of the original duel participants has the intention to avoid a duel and this avoid dying. Begins when the duel has been optionally proposed, ends when the character has made it apparent that they do not intend to participate.

Post-duel exchange: Any interaction between character that takes place after the duel ends. Can begin at any point after the duel is complete, ends when the scene ends.

Last words: any interaction between to characters when one or both characters has been fatally wounded. Can begin after the wound has been received or when the interaction starts. Ends when the interaction is over or the fatally wounded character dies.

Leave location of duel: Any purposeful navigation of a character away from the scene of a duel. Begins when a character purposefully navigates away from the location of the duel for another destination. Ends when they reach that destination or are rendered unable to reach that destination.

Watch duel: Any series of actions in which a character watches a duel take place, but does not act upon the duel. Begins after the spectator arrives at the location of the duel with the specific intention of watching the duel and ends after the duel is complete

Photograph duel: any series of actions in which a character not participating in the duel documents the duel through the use of a camera. Begins with the arrival of the character, ends once the character has finished taking the photo

Free leg: any series of action in which the character attempts to remove their leg from under a barrier. Begins when the character starts trying to move the barrier, ends either when they remove their leg, or when the scene ends.

Adjust position for camera: any navigation of a character for the purpose of assisting with taking a picture. Begins when the character becomes aware that they need to move, ends once the character is finished moving.

Switch belts: any series actions in which two characters exchange belts for the purpose of the duel. Begins when the first character starts to remove his belt, ends when the second character has finished donning the new belt.

Play cards: Begins when the involved characters take their seats and the cards are produced, ends once the card game is complete.

Bring in card player: begins when the need for another player is established, ends when a character fills that role.

Enter card game: begins when character expresses interest in playing cards, ends when the card game has begun.

React to cheating: any action in which a character responds to another character breaking rules of a game. Begins after the cheating has been revealed, ends after the character has finished reacting.

Harass: Any series of actions in which a character is simply intending to cause discomfort to another. Begins when harassment begins, ends once the interaction ends.

React to pain: any series of action in which a character experiences physical pain and reacts accordingly. Begins once physical attack causing pain has connected, end when character recovers from the pain.

Fix camera: any series of actions in which a character attempts to fix a problem occurring with their camera. Begins when the character becomes aware of an issue with the camera, ends once the camera has been adjusted

Assist ally: any action by a character that is meant to help another character they have an affiliation with. Begin when the helping action starts, ends when either the character or their ally is rendered unable to receive or give resistance respectively, or the assisting action is completed

Navigate: a form of navigation in which the character does not have a specified destination. Begins when character begins walking from their destination, and ends when a goal is established.

Light cigar/cigarette: Any series of actions in which a character uses a match or other lighting device to light a cigar or cigarette. Begins when a character removes an item used to light a cigar or cigarette from their pocket, ends when the character has lit the cigar or cigarette.

Examine: Begins when a character notices something of interest, ends when characters has either found the information they’re looking for, or fails to do so.

Reveal identity: begins and ends when a character facilitates any action that would make their identity known to their opponent

Expose neck scar: begins and ends with a character moving an obstruction that keeps their scar hidden for their opponent to see

Search body: begins with a character searching to body of a recently killed opponent to locate either something of value, or an item that may hold information that the character is looking for. Ends when the character either finds or fails to find something

Get drink: any series of actions in which a character attempts to purchase a drink. Begins when the character expresses goal in some way, ends once character has attained a drink.

Drink Whiskey: begins when a character pours whiskey from a bottle to a glass. Ends once the character is finished drinking the whiskey or is interrupted while attempting to drink.

Wait for drink: any series of actions in which a character has ordered a drink but has to wait an extended period of time to get it. Begins once drink has been ordered, ends when drink has been received or another more predominant goal is established.

Stop duel: Begins with a character moving toward a duel location with the intention of keeping the duel from taking place. Ends when the character either gives up their intention or is rendered incapable of preventing the duel.

Threaten arrest: Begins when a character engages in conversation with a criminal in order to make them stop. Ends once the threat has been given.

Look at: begins whenever a character direct their attention towards a specific place, object, or person. Ends when their attention is turned elsewhere.

Regroup: Begins when characters purposefully move toward each other before moving toward a new destination. Ends when the characters have met up.

Bring body to family: Can begin when the body begins being transported, can end when the body is delivered or the deliverer is unable to bring it.

Retrieve Bible: any series of actions which involve a character picks a dropped Bible up off the ground. Can begin just after Bible has hit the ground, ends when the Bible has been retrieved.

Retrieve hat: any series of actions which involve a character picks a dropped hat up off the ground. Can begin just after hat has hit the ground, ends when the hat has been retrieved.

Show ring: any series of actions in which a character presents a ring to another person or a group of other people. Begins when the character retrieves the ring, ends when the character has put the ring away.

Celebrate: any series of actions in which a character or group of characters celebrates an occasion. Begins when the invitation to celebrate is put forth, and ends when the celebration is over or has been stopped by something.

Serve customers: any series of actions in which a character caters to the patrons of their business. Begins when the customers are first shown, ends when another, more specific goal of the server that strays from serving is established.

Declare winner: any action in which a character says out loud that a certain participant has won the duel. Begins when the character begins examining the losing opponent, ends once the declaration that one participant has won has been made.

Retrieve rock: any series of actions in which a character attempts to get back a rock that holds some importance. Begins when after the duel has completed, can end after character has reached the rock of interest.

Duel: Begins when a social contract has been put forth by either of the participants. Ends once the duel is over.