

Glossary

character: like a character in a play, a person/creature who exists within the plot of the game or story.

player: the person (actor) who pretends to be the character, and makes the decisions and performs the actions that the character would make.

non-player character (NPC): a character who exists in a game, but who is played by the GM (in a TTRPG) or people who are not players within the game (in a LARP). NPCs are often but not always opponents, monsters, *etc.*

LARP (Live-Action RolePlaying Game): a game in which players physically play their characters, much like the actors in an improvisational play. Every action the character takes (including combat) is represented by an action (usually either a physical action or a verbal keyword or short phrase) performed by the player.

TTRPG (TableTop RolePlaying Game): a game in which characters do not physically exist, but are represented on paper by descriptions, traits, abilities, *etc.* As with all roleplaying games, the player decides every action that their character performs, and communicates it verbally to the gamemaster (GM), who determines the outcome.

gamemaster (GM): the person running the game. The GM creates the setting (story), describes what the characters see, what happens to them, the actions of NPCs, *etc.*, and arbitrates as needed. Sometimes also called a marshall (inLARPs) or a dungeonmaster (DM).

marshall: see *gamemaster (GM)*

dungeonmaster (DM): see *gamemaster (GM)*

die (plural: **dice**): a polyhedron with numbers on each face, used to randomly determine an outcome. Dice are usually described by the number of faces. For example, a d6 is a 6-sided die.

stat (statistic): how good a character is at a particular ability or class of abilities. Usually described as a number.

health: how physically healthy a character is. (Often described by a number of “hit points”.) A character who is wounded has lower health until healed, either by a character with medical ability or magical healing ability.

mana: magical potency. (Often described by a number of “spell points”.) This determines the number and strength (potency) of spells that a character can cast. Mana is usually recovered by a “long rest” (*e.g.*, overnight while asleep).

hit points: see *health*

spell points: see *mana*

fall radius: a distance away from a player that is equal to the player's own height.

From:

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Last update: **2022/11/27 09:43**

