

Acronyms. # Note: this is not meant to be a human-readable page. The format is necessary for the DokuWiki engine to make each of these items into an acronym that can be displayed by hovering over it or tapping on it.

PC player character PCs player characters NPC non-player character NPCs non-player characters LARP live-action roleplaying game LARPs live-action roleplaying games RPG roleplaying game RPGs roleplaying games TTRPG tabletop roleplaying game (such as D&D) TTRPGs tabletop roleplaying games (such as D&D) mana magical energy ("spell points") DM dungeon master GM gamemaster GMs gamemasters descriptor word or short phrase identifying a spell AOE area of effect undead animated dead creature (e.g., zombie, vampire, ghost, poltergeist, ghoul, skeleton, mummy, wraith, shade) waylay knock someone unconscious without injuring them waylaying knocking someone unconscious without injuring them concentration a spell that continues while the caster is concentrating on it (e.g., not being attacked, attacking someone or casting another spell) parry block an attack (usually with your weapon) parrying blocking an attack (usually with your weapon) hilt the part of a bladed weapon that includes the grip (handle) pommel the end of a bladed weapon below the handle, used for waylaying flank to move around a group of opponents in order to get behind them

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