

# The Devil's RPG Dictionary

by The Story-games.com Community

Compiled by Aslf • Version 1.0

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**ACTOR STANCE**, n. A posture commonly adopted by a roleplayer attempting to curry favour from strangers on the Internet.

**ACTUAL PLAY**, n. Something that cannot be easily categorized.

**BONES**, n. see *DICE*

**CRITICISM**, n. The nagging suspicion that someone is having fun you don't understand.

**DEFINITION**, n. The artifice created by a liar in the hopes of suborning other liars into a conspiracy against the unwitting.

**DICE**, n, pl. A mechanical-narrative device by which cowardly players may unilaterally absolve themselves of responsibility.

**DICE**, n. see *STONES*

**DICTIONARY**, n. The inevitable product of such a conspiracy, should it prove even moderately successful.

**GAME-MASTER**, n. A player who can't decide on what character to play.

**GAMISM, NARRATIVISM, SIMULATIONISM**, n. Flags for those whose actual play cannot be easily categorized to rally around, in an illusion of unity that continues to tantalize long after complete disparity is proven.

**ILLUSIONISM**, n. Pretending that what you're pretending isn't pretend pretending, but actual pretending.

**INDIE RPG**, n. The philosophers stone of the pretentious alchemist; that wonder by which an 8 track recording of a vacuum left on in an empty apartment may be transformed into a game's subject.

**MAINSTREAM, The**, N. A fantasy world known to pop culture and folklore. Usually depicted as a place overflowing with money, abundant mating opportunities, but also marred by vice, moral bankruptcy or plain dullness. Sought as a promised land just as often as it is reviled as abominable.

**MAKING FUN OF OTHER PEOPLE**, n. The inevitable collateral damage that occurs when one makes fun of oneself, because, as they say, "no man is an island." Unless perhaps he is floating in the ocean, I suppose, so one might rather prefer the phrase, "Drizzt ain't real."

**MECHANICS**, n. The vestigial and overly abstracted elements of an RPG that allow players to convince themselves it's more than playing pretend.

**NARRATIVISM**, n. 'cause clearly you'd write better fiction than all those authors or screenplay writers.

**NON PLAYER CHARACTER**, n. A person who is present, and intended to play a character, at a role-playing game but does not take part in the event.

**PLAYER CHARACTER**, n. A common form of alibi employed by players of role-playing games.

**RAILROADING**, n. An act in which a slave and a master conspire to build a road of steel through fantastic landscapes, but it is quite unknown to them which is the master and which the slave.

**ROLE-PLAYING GAME**, n. also **ROLEPLAYING GAME**, n.

1. An activity whereby those who can play neither a role nor a game properly may pretend to do both, while also protesting that their fellow participants, whether they are present or not, are doing it wrong.

2. A set of formal guidelines by struggling with which people who have no life may imagine that they have more than one.

**ROLL**, v. Move in a particular direction by turning over and over on an axis. Dice are used to ROLL from the hand with an action similar to masturbation. Large hand fulls of dice can be released haphazardly commonly called the vinegar stroke.

**ROLL-PLAYING GAME**, n. A bugaboo allowing frustrated drama-school rejects to disparage the behavior of others who manage to enjoy the experience of a ROLE-PLAYING GAME (q.v.) without all that overacting and speaking in mangled mock-Middle-English.

**RULEBOOK**, n. An obsolete and retrograde item which shall not be dwelt upon further.

**SIMULATIONIST**, adj. Oblique, derogatory euphemism by which other people's play can be labeled, concealing intellectual insult under a thin veneer of equality.

**SOLO ROLEPLAYING GAME**, n. An even sadder version of ROLEPLAYING GAME (q.v.).

see also *FANFIC AUTHOR*

**STONES**, n. see *BONES*

**STORY GAME**, n. An activity whereby those who wish to neither tell a story nor follow the rules of a game may pretend to do both, while also destroying other games, whether those games are present or not.

**THE DEVIL'S DICTIONARY**, n. An attempt to prove jargon is not important, ironically by focusing entirely on jargon.

**THE FORGE GLOSSARY**, n. See THE DEVIL'S DICTIONARY.