

Geek Therapy Terminology

This list is only a guide. When using geek therapy it is beneficial to have a basic knowledge of terms related to comics and gaming but not mandatory. You don't have to be an expert but it can help to have an understanding of the appropriate use of the terms to apply to the processing. Remember to use your gut and allow your body and client to guide you. It is still okay to not know. Just be curious with your client. They can teach you! This can empower them as the "expert". The following are in areas of Fandom. Some are interchangeable. Each subculture within each fandom will also have its own terminology. This is by no means all of the terms but meant to help get you started working in this Geek Therapy community.

General Terms:

Con: Short for convention, (Ex. Comic Con) a con is a large gathering of nerds/geeks. Some focus on one or a few areas of fandom, others cover many, or even most of them. All of them offer a range of activities such as cosplay, gaming, and panels on various elements of fandom.

Cosplay: A subset of fandom dedicated to dressing up as characters from their favorite pop-culture media.

Fandom: the fans of a particular person, team, fictional series, etc. regarded collectively as a community or subculture.

Gaming:

Avatar: is a virtual representation of the user.

Bonus: is not part of the main story of the game. It's like a prize for something the player did. It often occurs in bonus stages, which is a special level and typically allows the player to collect extra points or power-ups.

Boss: a computer-controlled enemy that you would challenge against. There will usually be at least 3 types of bosses in the game with each having their own different names. Different types of bosses; Miniboss — It is a boss that is weaker than the main boss, Regular Boss-- It is a boss which usually appears at the end of a stage. It is usually necessary to beat this kind of boss and it is rare that it can be skipped or omitted, Superboss— is a type of boss which is optional to fight and is mostly found in RPG's. Final Boss— is the boss which usually appears at the very end of the game and serves as the final challenge a player must face. The final boss should be the antagonist of the game.

Easter Eggs: Easter eggs are hidden features such as a new character or secret level.

FPS: Or First-Person Shooter. This term refers to the genre of game in which you see the world through the eyes of your character. They commonly show a weapon floating around in front of you.

PVP: Or Player vs Player. Refers to games (or portions of games) which see one or more human players face off against one or more other human players.

NPC: Or Non-Player Character. Refers to all characters in a game not controlled by the player or a human opponent. The behavior of NPCs is controlled by AI (artificial intelligence).

Noob: Short for newbie, refers to new players who clearly possess no skill or are otherwise clueless about the game.

Spammer: Primarily used in online shooters to refer to people who keep their finger pressed down on the trigger button at all time. Any kills they make are more as a result of luck than skill.

XP: A shortened version of Experience Points, which are racked up as you progress through a game. Hitting certain levels of XP usually sees your character level up and gain new abilities or weapons. Your

Lag: If your ping (time it takes for information to travel to the server and back) is too high then you may experience lag. This is when your real-life actions take too long to translate to the actions on screen, making a game virtually unplayable.

Cheats: are used as exploits within the game to either cause a certain effect that wouldn't normally be possible and/or give the player an unfair advantage that does take out the challenge but more often used for ridiculous fun which can go anywhere including: God Mode/Invincibility, Money, Items, Levels and Appearance.

Checkpoints: can be very different in each and every game but the basic idea of them is that once reached they are the safe point to which a player will be reverted if he/she loses a life

Hackers: are people that break a game. Most hackers break them with cheats. Many people regard cheating hackers as annoying because they have an unfair advantage against those people, and they have very little options to stop them.

Hit points (HP): This is the amount of health that a character may have and is usually shown on the health bar.

KO: is an abbreviation for knock-out. In games, it's mostly used in the fighting ones. When a player loses all his health and fall down, due to the other player hitting/beating him up.

Level: when correlating to experience is most times related to RPGs, rewarding a player's efforts in playing past different missions, challenges and other players with a higher level that come with added benefits including added abilities, higher damage, and fulfilling requirements for better gear.

Respawning: is the recreation of an entity after its death or destruction, perhaps after losing one of its lives.

Role-playing game (RPG): is where the player controls the actions of the protagonist. Players get to explore the world, do quests and even customize your character. The biggest features of RPG's is that the character grows with ability's and power.

RPG/Fantasy/Adventure:

Abjuration: Abjuration is concerned with protection magic. A master of abjuration will have considered every way they can be protected. They might only have obscure weaknesses.

Academy: Where the character learns how to overcome obstacles. Ideally, this should be populated by monks, wizards, cultists, or gentlemen scholars all of whom are secretly more than they first seem. Traditionally, an academy is housed in an Oxford University style town. It is also an ideal setting for a murder mystery.

Ancients, Forerunners, Precursors: These are people who made the magic items that your protagonist is going to abuse. Of course, nobody can remember who they were, or exactly what happened to them, or indeed how they made their powerful magic items. Perhaps, your protagonist is descended from this race, maybe that's why he can use the magic sword?

Another World: Sometimes the character might find a portal that takes them to another world such as the cabinet in *The Lion, the Witch and The Wardrobe*.

Beasts: Beasts are unique creatures. Such as the dire-wolves from *A Song of Ice and Fire* by George R.R. Martin. They can and should be magical.

Celestials: Lawful beings from the outer planes of existence. They are not always good or evil, but they are powerful, often holy, creatures with a purpose.

Conjuration: This deals with summoning. You would use this spell-family to create water from air; to teleport or to summon a demon from hell. A master of conjuration always has an infernal or celestial familiar as their magical emotional support animal.

Courts: In fantasy, court is where powerful people or creatures gather. This has nothing to do with courts of justice, which often do not exist in fantasy. These courts are places where political intrigue happens.

Demons: Demons are chaotic beings that live in the outer planes. They are evil. Unlike devils, demons love to lie and may break any promise they make.

Divination: Crystal balls and tarot cards are the symbols of this school. It deals with seeing things far off or in the future.

Djinn, Genies: Beings of magical fire and the first inhabitants of the earth. The gods drove them back to make room for humans and the Djinn have never forgiven humans for this injustice. These are often evil creatures of smoke and fire who need to be contained in a magical object to be controlled. Sometimes, they will grant wishes to mortals, but they do their best to twist the mortal's words so that the result of the wish is not what was intended.

Doppelgangers: Creatures that are horrific to look upon in their natural form. They have the unique ability to perfectly copy the form of any humanoid creature. They are not always horrific. In some instances, they are simply a person or character that is identical copy such as in *Vampire Diaries*.

Dragons: The most over-used and best monster in fantasy. Dragons are not really a monster. They are more intelligent than humans, they live for thousands of years, and have immense magical and physical power. They can be good or evil.

Dreams: In fantasy, dreams about the future often come as a warning from the gods. And so they are taken more seriously in these worlds.

Dungeons: Most people think a dungeon is a place deep within a castle where prisoners are kept and perhaps tortured. This is true. However, in a fantasy setting, dungeons have a much broader meaning. Dungeons in some settings are vast usually underground habitats. They may be controlled by one or more factions or they may be wild lands that thousands of monsters call their home.

Dwarves: Stout and stumpy; fearless and friendly dwarves are a staple of mythologies and fantasy. They generally come in two varieties. The noble but grumpy folk from popular fiction that can be counted on to do the right thing. Or, the deranged Dark Dwarves who want nothing more than to bring chaos to the world.

Elves: Long lived or immortal beings, elves are thin and tall with slanted eyes and pointy ears. They are known for an affinity to magic and nature. They live in forests and beautiful cities of their own making. Tolkien's elves were the first-born of God's two creations, the second being humans. Elves are known for being peaceful and wise, however, like dwarves, elves have a sub-race. These are the Dark Elves. They are evil creatures of chaos who worship demons. They are everything good elves are not even to the point that light hurts their eyes and they live underground.

Enchantment: Enchantment deals with charms. Love potions and similar mind effecting spells are the domain of this school. Masters in this magic never have to wait in line to get a seat at a busy restaurant.

Ent, Tre-ent: Best known for not being hasty. These are living tree-like humanoids about two stories in height. They guard forests and nature. Unlike Druids, they have a more balanced view of the world, and are happy to co-exist with reasonable civilized people. They get on well with elves and other woodland creatures. They often have conflicts with dwarves and humans who cut down their trees for fuel and timber. They are not evil and in fact seem to have very little desire for any sort of violence. They are not immortal, but do not seem to die of old age, perhaps instead simply setting down roots to become a tree.

Evil Empire, Dark Empire, Imperium: An evil empire is ruled by a Dark Lord. They are the dictator of this nation and control every aspect of their citizens' lives.

Faeries, Fey: Fey and faeries are any kind of magical creatures that live between worlds. Traditionally, they are creatures that live in places that humans have no control over like the wilderness – especially dangerous forests. However, they may be from other worlds entirely. Fey come and go according to the cycle of seasons. They make use of standing stones and stone circles to cross between our world and their own. The fey are not always evil beings, but they are always tricksters.

Fallen Kingdom: The kingdoms of fantasy settings are in a constant state of decay. This is of course to facilitate the plot. It is difficult to have a hero save a competent, stable civilization. It is much easier if that civilization has a mad king that is leading his kingdom to ruin. Often, these kingdoms will be the last remnant of a great and proud empire. This allows the writer to give their characters form these fallen kingdoms airs, while still making the encroaching armies of the antagonist a real threat.

Game Master: Term referring to the person runs the adventure, tells the story, determines what action resolutions mean, etc. for their players.

Goblins, Orcs: Goblins and orcs are the grunts of the Dark Lords forces. Goblins are small clever creatures that love to build machines. They are responsible for the more destructive battlefield weapons. Orcs are large and strong, often as big as, or much bigger, than a human. Orcs are savages breed for war. The majority of their culture is harsh and glory in battle is all that that matters to them. Both goblins and orcs reproduce by raping their captives. They are usually depicted as evil beyond redemption.

Hobbit/Halfling: Small rabbit-like humans. These short people live to about 140 years and make good farmers and thieves. They tend to have limited ambitions and are more easily contented than other peoples. They will never say no to food and like to sing.

Mythril, Adamantine: There are magical metals and materials in fantasy worlds. They are harder than steel and lighter than fabric. A skilled craftsman can do anything with them. They can change shape to fit the shape of their owner. Perhaps, they are even alive and have thoughts of their own.

Necromancy: Necromancy is concerned with mastery over death. A necromancer can raise the dead; grant false life to the living; or turn themselves into a lich. A master of necromancy is aiming for immortality and they will do anything to achieve this.

Portal, Gate, Teleportation: These are the means authors have of moving their character around at speed and between worlds. For example, a gate is opened between the plane of fire and the plane of earth so that your character can escape.

Ranger: A person, often a scout, who spends the majority of their life in the wild. These are often tough people who have mastered the arts of hunting and tracking. They can be relied on in a fight and are good guides.

Sorcery: Unlike wizardry, sorcery is the magic inherent to a person. It represents how strong they are and not how much they know about magic.

Spirit, Kami: Unlike ghosts, a spirit is not dead. A river may have a spirit that can talk to your characters through some form of magic.

Swords, Magic Swords, Flaming Swords: These weapons can be the mark of a king. In many settings, swords give the wielder the right to rule as well as a magical way to enforce that rule.

Transmutation: One of the eight schools of magic. Transmutation is the magical art of turning one thing into something else. Such as a human into a frog.

Wizardry: Wizardry is the control of natural, ambient, magical forces that exist in the world. A wizard grows in power by learning more about magic and how to control it. They do not have to be inherently powerful like a sorcerer.

Superheroes/Villains:

Anti-hero: has widely come to mean a character who has some characteristics that are antithetical to those of the traditional hero. An anti-hero in today's comic books will perform acts generally deemed "heroic," but will do so with methods, manners, or intentions that may not be heroic.

Bases/headquarters/Lair: Many superheroes (and supervillains) have headquarters or bases of operations (for example, Batman's Batcave). These bases are often equipped with state-of-the-art, highly advanced, and/or alien technologies. They are typically set in disguised and/or in secret locations to avoid being detected by enemies or the general public. Some bases are common public knowledge (even though their precise location may remain secret). Many heroes and villains who do not have a permanent headquarters are said to have a mobile base of operations. To the heroes and villains who have secret bases, these bases can serve a variety of functions, including (but not limited to) the following: a control room where specialized monitors and other advanced technology alert superheroes to activities requiring their intervention, a command center where they are allowed the ability to send out commands through monitoring equipment, an operations room that stores their technological and alien devices, a crime lab or laboratory, for experiments and scientific study, a safehouse, where the heroes can conceal themselves from their enemies, a research library, covering a variety

of topics including science, history, or criminal profiling, an armory, for weapons design, construction and storage, a garage, hangar, or dock, for storage of vehicles.

Extraordinary powers or abilities or attributes: are exceptional skills and/or advantages including equipment and technology. Superhero powers vary widely; superhuman strength, the ability to fly, enhanced senses, and the projection of energy bolts are all common. Some superheroes, such as Batman, Green Arrow, Hawkeye and the Question possess no superhuman powers but have mastered skills such as martial arts and forensic sciences to a highly remarkable degree. Others have special weapons or technology, such as Iron Man's powered armor suits, Thor's weather manipulating hammer, and Green Lantern's power ring. Many characters supplement their natural powers with a special weapon or device (e.g., Wonder Woman's lasso and bracelets, Spider-Man's webbing, and Wolverine's adamantium claws).

Secret identity: protects the superhero's friends and family from becoming targets of his or her enemies, such as Clark Kent(Superman), or to protect themselves from getting arrested by the police, like Spider-Man, although many superheroes have a confidant (usually a friend or relative who has been sworn to secrecy). Most superheroes use a descriptive or metaphoric code name for their public deeds. However, some superheroes, such as those of the team the Fantastic Four, eschew secret identities and are publicly known or even celebrities. There are also rare ones whose true identities are common public knowledge, even with a costumed identity (e.g. Iron Man and Captain America).

Superhero: a character who is noted for feats of courage and nobility and who usually has a colorful name and costume which serve to conceal their true identity, and abilities beyond those of normal human beings.

Villain: the opposite or nemesis of the hero. He is usually in conflict with the hero and can be used to illuminate or highlight the hero's strengths and weaknesses and to create tSupervillains concoct complex and ambitious schemes to accumulate power and suppress adversaries. They often have colorful names and costumes and/or other eccentricities. Villains are often used as foils to superheroes and other fictional heroes. Their extraordinary brainpower and/or superhuman abilities make them viable antagonists for the most gifted heroes.