# 游戏名词

***Agro 仇恨***

An abbreviation of 'aggravation' or 'aggression'. 'Causing aggro' in a video game means to attract hostile attention from NPCs to attack the player-character. 'Managing aggro' involves keeping aggressive NPCs from overwhelming the player or [party](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#party). The term may be facetiously used in reference to irritated bystanders ('wife aggro', 'mother aggro', etc). *Also see*[*hate*](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#hate)*.*

***AoE***

Abbreviation of [area of effect](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#area_of_effect). Area of effect can also refer to spells and abilities that are non-damaging. For example, a powerful healing spell may affect anyone within a certain range of the caster (often only if they are a member of the caster's [party](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#party)).

[***buff***](https://en.wikipedia.org/wiki/Status_effect#Buffs_and_debuffs)

1.  An effect placed on a video game character that beneficially increases one or more of their statistics or characteristics for a temporary period.

2.  A change intended to strengthen a particular item, tactic, ability, or character, ostensibly for balancing purposes.

[***debuff***](https://en.wikipedia.org/wiki/Status_effect#Buffs_and_debuffs)

1.  The opposite of a buff, an effect placed on a character that negatively impacts their statistics and characteristics. *See also*[*nerf*](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#nerf)*.*

2.  Effects that nullify or cancel the effects of buffs.

**Checkpoint 存档点**

An area in a level from which the player will start the level from next time they die, rather than having to start the level over. Checkpoints typically remain in place until the player completes the level or gets a Game Over.

***Cooldown CD 冷却（时间）***

The minimum length of time that the player needs to wait after using an [ability](https://en.wikipedia.org/wiki/Skill_(role-playing_games)) before they can use it again.

Moves and attacks in fighting games (like those from the [*Street Fighter*](https://en.wikipedia.org/wiki/Street_Fighter) series) are measured in animation frames (which may be 1/20th to 1/60th of a second per frame).

[***Critical hit***](https://en.wikipedia.org/wiki/Critical_hit) ***暴击***

*Also****crit****.*

A type of strike that does more damage than usual. Normally a rare occurrence, this may indicate a special attack or a hit on the target's weak point.

***Damage over time (DoT) 持续伤害***

An effect, such as poison or catching on fire, that reduces a player's [health](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#health) over the course of time or turns.

***Damage per second (DPS) 秒伤***

Used as a metric in some games to allow the player to determine their offensive power, particularly in games where the player's attacks are performed automatically when a target is in range.

***Double jump 二段跳***

being able to jump (once) while already in the air and not in contact with anything. The player must then typically touch the ground before being able to mid-air jump again.

***Dungeon 图 本***

*See also*[*level*](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#level)

In an [open world](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#open_world) game, refers to any hostile location where the player is likely to come under attack. Often these are enclosed areas such as a cave, ship, or building; hence the term *dungeon*.

[***Limit Break***](https://en.wikipedia.org/wiki/Limit_Break) ***LB 极限技***

A powerful move that allows the player to turn the tide of battle. Occurs when said characters have filled up their required super meter (a gauge near their health, MP bar, or character portrait picture) to maximum. In the case of *Final Fantasy XIV*, for instance, a player can resurrect the entire party from being totally wiped. These moves sometimes include a dramatic cut-in screen of the character.

[***Perks***](https://en.wikipedia.org/wiki/Experience_point#Perks) ***常见技能点***

Special bonuses that video game players can add to their characters to give special abilities. Similar to [power ups](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#power-up), but permanent rather than temporary.

[***player versus environment***](https://en.wikipedia.org/wiki/Player_versus_environment)***(PvE)***

Refers to fighting computer-controlled enemies ([non-player character](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#non-player_character)s), as opposed to player versus player (PvP).

[***quick time event***](https://en.wikipedia.org/wiki/Quick_time_event)***(QTE)***

An event within a game that typically requires the player to press an indicated controller button or move a controller's analog controls within a short time window to succeed in the event and progress forward, while failure to do so may harm the player-character or lead to a game-over situation. Such controls are generally non-standard for the game, and the action performed in a quick time event is usually not possible to execute in regular gameplay.

[***Random encounter***](https://en.wikipedia.org/wiki/Random_encounter) ***分为明雷和暗雷***

A gameplay feature most commonly used in older [Japanese role-playing games](https://en.wikipedia.org/wiki/Japanese_role-playing_games) whereby combat encounters with [non-player character](https://en.wikipedia.org/wiki/Non-player_character) (NPC) enemies or other dangers occur sporadically and at random without the enemy being physically seen beforehand.

***Respawn***

The reappearance of an entity, such as a character or object, after its death or destruction.

***Inventory 物品栏***

A menu or area of the screen where items collected by the player-character during the game can be selected.[[9]](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#cite_note-Dille-9) This interface allows the player to retrieve single-use items as an instant effect or to equip the player-character with the item.

**Invincibility 无敌**

*See*[*god mode*](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#god_mode)*.*

[***Invisible wall***](https://en.wikipedia.org/wiki/Invisible_wall) ***空气墙***

An obstruction in a video game that halts movement in a specific direction, even though terrain and features can be seen beyond the boundary.