

There are various personal rewards that players can reap from roleplaying games. These are external to the mechanics of any particular game—instead, they are the specific form of fun and enjoyment that makes roleplaying a worthwhile activity to a player. Knowing which of these meta-game rewards motivates players can help groups achieve enjoyable play.

*For each reward below, mark one box indicating whether you NEED, ENJOY, DON'T CARE about, or DO NOT WANT that metagame reward.*

**AGON:** *The thrill of winning against another person at the table.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**ALEA:** *The gambler's thrill, the fun of taking a big risk, the tension that comes with it, win or lose.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**CATHARSIS:** *A feeling of release that follows an intense or overwhelming experience.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**CLOSURE:** *The feeling that there's nothing more that needs to be done, and the thing is finished.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**EXPRESSION:** *The simple desire to be creative at the table.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**FIERO:** *The feeling of triumph, or winning, of defeating a challenge, or overcoming adversity.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**HUMOR:** *Fairly self explanatory, and is essentially gaming for laughs.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**KAIROSIS:** *The feeling of fulfilment that comes from change and development.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**KENOSIS:** *The feeling of being deeply engaged in their character or in the fiction as a whole.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**KINESIS:** *Tactile fun; fiddling with maps, handouts, dice, etc.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**LUDUS:** *Fun from working the system and optimizing performance within the rules.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**NACHES:** *The enjoyment of seeing someone that you have taught, or are responsible for, go on to do well with that knowledge.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**PAIDA:** *Fun is free-wheeling player fun, where rules are a convenience.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**SCHADENFREUDE:** *Delight in the suffering of another. The thrill of seeing the villain get what they deserve is a pretty common expression.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**SOCIABILITY:** *The fun of being able to spend time with other people and enjoy their company.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT

**VENTING:** *Simply, the desire to work out player frustrations or other emotions, using the game as a means.*

                   
NEED!      ENJOY      DON'T CARE      DO NOT WANT