

Roleplay Guide

San Andreas Republic FiveM Server



This guide is intended to familiarize players with both the basics of roleplay, and advanced roleplay techniques.

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Roleplaying as a Character

Consider your character's motivations.

Roleplay is about constructing a narrative with other people. It's a unique form of storytelling - in a sense, it has a lot in common with improv theater - and for it to work, you need good characters.



You are not the same as your character.

It is surprising just how often people forget this. But the key to roleplay is to recognise that your character will have their own goals, their own identity, their own way of thinking. Putting yourself into that mindset can help you avoid many, many mistakes that come with poor roleplay.

Here is an example of why separating your motivations from your character's motivations is important:

For you, dying in game and going to jail in game are pretty similar. You suffer a time penalty either in the morgue, or in prison. But for your character, it is literally life or death. And most people tend to pick life. So why wouldn't your character do the same?

Keep your characters human.

You should aim to treat your character as a real person wherever possible. Keep in mind the human limits - would your character be able to run that far, or swim that fast, or deal with blood that well? Would they be able to keep running after a fall like that, or keep driving their vehicle after it sustained a hit like that? Would they really be able to pick a lock in 5 seconds?

GTA V's engine is unrealistic, to say the least. Sometimes, you need to be realistic because the game is not.

Build realistic characters.

Your characters should be realistic. This is where a lot of people go wrong - they create a character who cannot exist in the world of GTA V. The most common example is somebody who owns an expensive supercar in a low income neighborhood. Would somebody in that town really be able to afford a vehicle like that? And if they could, why wouldn't they move to somewhere nicer?

Your character's appearance should make sense. For example, people don't typically walk around with bulletproof vests and leg holsters on. Nor would a mechanic in La Mesa keep a shotgun on their back.

Similarly, your character's backstory should make sense. Would a 22 year old be a multi-millionaire who owns their own private airfield? It is possible, but it's pretty unlikely, and when so many people make similarly unlikely claims, it breaks immersion.

Take plausible actions.

The actions that your character takes should be plausible. For example, why would somebody who owns a sports car rob a convenience store? They are risking a vehicle worth hundreds of thousands of dollars, all for a few hundred bucks.

Humans do make irrational decisions. But usually, they are at least rooted in some sort of internal logic, and if you don't follow some internal logic, you risk breaking the immersion of other players.

The importance of multiple characters.

You should aim to have different characters for different jobs, and different parts of the map. After all, why would one character be working at the LTD in Davis, and then the next day be working as a taxi driver in Paleto Bay? If you want to have a character go on holiday, you can, but remember, your character's backstory should make sense. Don't have them go on holiday to every corner of the map.

Interaction with Players

The show must go on.

Don't break character unless it is literally impossible to do so. There will be events that you will just need to shrug off - in-game glitches, bad actors griefing the server, etc. So long as roleplay can continue, it should.



There will always be events that will end up halting roleplay. However, stopping a roleplay scenario should be the last resort.

Don't use in character communication tools for out of character communication. Don't use the voice chat in game to say things like "22 that", "Not on my screen", or "Disregard, disregard!". You will break the immersion of the people around you, and that immersion is important. Not to mention it's a server rule, and you will be kicked.

If you can no longer participate in a scenario due to running out of time, or feeling mentally exhausted, always try and find an in-character way to remove yourself from a scenario. This helps preserve the immersion of the roleplay.

Dealing with impoliteness.

If you see somebody breaking server rules, do not attempt to break rules in response. You will be punished. Do not attempt to confront them in out of character chat. You will be punished.

The /report command exists for a reason - report the player, making sure to give as much detail as you can, and then attempt to roleplay the scenario out to the best of your abilities.

You are not the final arbiter of what good roleplay is. The quality of roleplay is subjective, which is why the staff team usually respond to /reports and then weigh in with their own perspective.

Maintaining a consistent plotline.

You should aim to keep a consistent lineage of events for your character. The /me command isn't just for showing to other players that you are doing actions as you are doing them, it also leaves a paper trail of what happened in roleplay.

The reason why we have this expectation is because otherwise, you could powergame. Here is an example of powergaming:

Robert Fleming has just shot 3 people with his assault rifle, and has just fled from law enforcement. Later on, he is found and searched by law enforcement, who do not discover the rifle. At this point, he can just claim that he "threw away the rifle earlier", despite not having done so.

This creates an unfair power imbalance between the players in the roleplay scenario, and allows the person roleplaying as Robert Fleming to achieve an optimal roleplay result for his character, where he would not otherwise be able to.

Call and Response.

Roleplay should occur on a call and response basis. You do not get to override what happens to another player outside of reasonable circumstances.

Here is an example of what should **not** happen:

Jennifer Adams shoots Michael Griffon in the chest with a pistol. Jennifer Adams then types "/gme kills Michael Griffon"

The reason why that is not allowed is because the person roleplaying as Jennifer Adams is making a unilateral decision that her character killed Michael Griffon. This is blatant powergaming, and gives the person roleplaying as Michael Griffon no ability to roleplay it out in a way that works for their character.

What should happen in this situation is that the person roleplaying as Michael Griffon roleplays getting shot in the chest in a manner that he feels benefits his character the most. This gives him the opportunity to shape the plot for his character in a way he feels is natural. Furthermore, it allows him to utilize information that might not be available to him otherwise be available to the other players - for example, he might have roleplayed putting on a bulletproof vest earlier.

Low Stakes Roleplay

A common mistake that most players make is assuming that all roleplay needs to:

- A. Must involve high stakes of some form
- B. Involve law enforcement in some capacity

This fallacy leads to players doing nothing but pursuits and robberies, and results in law enforcement getting burnt out, and other civilians getting annoyed because there are no law enforcement officers available.

It's the little things.

Not every interaction with law enforcement, or fire department, or other civilians, needs to be incredibly high stakes. Sometimes, it can be something small and simple. Calls for service involving non-violent roleplay are an excellent example of how to have low stakes interaction with law enforcement.

Not just Cops 'n' Robbers.

Roleplay on our server is very much about the smaller things. It is possible to do roleplay scenarios that do not involve the police. This isn't to say that you shouldn't involve the police in roleplay ever - don't forget, we're all here to roleplay - but you should consider situations where law enforcement are not involved.

The Passive Roleplay Fallacy.

"Passive Roleplay" is a term you will see often. The problem with passive roleplay is that it often means that no roleplaying is actually happening - instead, you get people doing their own thing, without opportunity for interaction.

Here are a few examples of common passive roleplay fallacies, and ways you can help make them more active:

Example of "Passive Roleplay"	How to make it more interactive
Running a mechanic workshop	Advertise your business as a mechanic shop to the

with friends.	general public - you will get other civilians getting their vehicles repaired, fire department conducting building inspections, law enforcement looking for stolen vehicles, etc.
A meetup with one or two other players in one's garden.	See if you can include other civilians in the role of neighbors, be it to make new friends, or as busybodies who want you to keep it down. Law Enforcement can solve neighborhood disputes, or drunken rowdiness. Fire/EMS can be called in case a grill gets knocked over and burns someone.
Just cruising around in your car.	Everyone wants to decompress once in a while, but you can use this simple scenario to show off your car to potential friends or rivals. Bond, or brag. You can also decide to roleplay breaking down on the side of the road, including tow truck drivers or Law Enforcement in your RP.
Hiding away in a less populated part of the map, hiking, or treasure hunting.	See if you can include others. Afterall, if you're going plinking in the desert, you might need someone to spot for you. Diving or hiking should be done with a buddy, you're safety conscious, right? Or, if you aren't, you can have an accident and need to be rescued, either by your friends, or by emergency services. If you are going out into the wilderness, try telling someone when exactly you plan to be back. See if they start looking for you, if you aren't back by then. Or make it a group activity - invite some friends along to join you for a hike!

Ideas for Low Stakes Roleplay.

Here, you will find a list of low stakes scenario ideas that can be done by anyone. This is merely a list of possible activities you can do when you are out of ideas of your own. This by no means limits you from exploring other roleplay scenarios.

1. Noise Complaint
2. Trespassing
3. Teenagers Smoking at a Park
4. Domestic Dispute
5. Neighbor Dispute
6. With extra dip
7. Fainting
8. Uncontrolled Bleeding
9. Chest Pain
10. Broken Water Main

11. Panhandling
12. Lift Assist by Fire/EMS
13. Stealing a Bicycle
14. Public Intoxication
15. Drug Overdose
16. Pickpocketing
17. Choking
18. Seizure
19. Loose Dog
20. Mugging
21. Stroke
22. Harassment
23. Stolen Car
24. Gas Leak
25. Home Invasion
26. Breaking a Bone
27. Food Poisoning
28. Selling Stolen Property
29. Fender Bender
30. Hit & Run
31. Reckless Driver
32. Drowning
33. Allergic Reaction (Anaphylaxis)
34. Vandalizing Property
35. Shoplifting
36. Restraining Order Violation
37. Structure Fire (House/Business)
38. Suspicious Banking Transactions
39. Refusing to leave a Business
40. Stabbing
41. Negligently Handling a Firearm
42. Filing a False Police Report
43. Driving Under the Influence
44. Motor Vehicle Collision
45. Stranded Motorist
46. Having you wheels stolen in a bad neighborhood
47. Keying a car
48. Road rage
49. Buying Tobacco/Alcohol with a Fake ID
50. Police Standby while retrieving property
51. Illegal Hunting
52. Illegal Fishing
53. Low Level Drug Dealing
54. Operating a Business without a License
55. Public intoxication
56. Missing Person
57. Fare Dodging Public Transit
58. Siphoning Gas
59. Unroadworthy Vehicle
60. Illegal Dumping
61. Small brush fire
62. Trash fire
63. Car fire
64. Fire alarm ringing

High Stakes Roleplay

Check if you can first.

Before you even consider doing anything high stakes, make sure that people are available for it. If your high stakes roleplay includes law enforcement and fire department, you can easily see how many of each are available by checking the playerlist (default keybind is I). If you need civilians for your high priority roleplay scenario, ask in the out of character chat.

If you try to start a priority while law enforcement officers are occupied, you will most likely get in trouble. Priorities should also be a rare event - if it seems like law enforcement have just finished a priority, wait a good while before starting another.

If you're not sure, ask a member of staff. They can give you guidance on doing a good priority, and can help prevent disaster further down the line.

Don't play to win.

When doing high priority situations, your goal should not be to win. Your goal should be to make it interesting for everyone involved. Your character is obviously hoping to win, but you should make it difficult for your character - don't give them a car that you know can outrun the police, don't give them a stupidly powerful weapon, etc.



Remember, you are roleplaying with other people, and those people want a fair opportunity to succeed.

Build the scenario first.

There are many ways you can build up towards a high priority scenario. Let's take a bank robbery as an example. If you want to rob a bank, you should first ensure that the bank has got customers, tellers, and security guards - i.e. actual civilians roleplaying there. This immediately adds an element of unpredictability to the roleplay - you need to deal with the security guards, issue threats to tellers, keep the customers as hostages, etc.

Alternatively, if you want to do a shootout with the cops, start with small interactions with law enforcement. Build up, give your character a good in character reason for going that far, and make sure the cops are aware of your character's motivation too. Simply rocking up to the police station and firing will just annoy everyone.

These are just examples of how to handle those specific high stakes situations. For other situations, it will of course vary. If you're not sure, talk to staff members for advice.