

Role-play Guidelines

A collection of guidelines to better help role-play flow better & respect all involved

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In-Character vs Out-of-Character (IC/OOC) Separation

What your character knows, thinks, feels, or does is not the same as what you (the player) know or feel & vice versa. Do not let **OOC** knowledge affect **IC** behavior.

- **IC** and **OOC** are to remain separate. **YOU ARE NOT YOUR CHARACTER. YOUR CHARACTER IS NOT YOU.**
- Do **NOT** use roleplay as a cover for personal attacks or harassment.
- **IC** Actions Have **IC** Consequences **ONLY**. Actions in-character do **NOT** translate to **OOC** disputes. **OOC and IC Separation Is Law.**
- Personal feelings do **NOT** dictate **IC** interactions. No matter how you may feel **OOC** about something, your **IC** actions should have nothing to do with **ANYTHING OOC!**
- This is the **GOLDEN** rule of roleplay. Breaking this rule can cause serious issues, so it should **NEVER** be taken lightly.

Example:

- **Wrong:** You have a strong feeling **OOC** about something that happened to you **IC** & you mistreat others because of it.
- **Correct:** You realize **IC** actions are **PURLEY IC** & do **NOT** represent another players **OOC** feelings towards you.

Keep real-life info out of your character's brain.

Metagaming

Using **OOO** knowledge to influence your **IC** decisions is strictly prohibited.

- Keep in-character (**IC**) knowledge and out-of-character (**OOO**) knowledge separate.
- Just because you **OOO** know something does **NOT** mean you know it **IC**. Just because you see a player on the map **OOO** does **NOT** mean your character can automatically see them.
- Do **NOT** abuse alts to collect information. If you want the info send a **REAL** scout to collect the information.
- Do **NOT** abuse game mechanics, bugs or exploits!

Example:

- **Wrong:** You saw someone mention a secret location **OOO** on a Discord chat. You go to that place **IC** as if your character magically knows where it is.
- **Correct:** Your character hasn't learned about that location in the game yet, so you don't act on **OOO** info until your character finds it organically.

Example:

- **Wrong:** You know of an exploit or game bug that gives you more information than your character would normally be able to acquire & use it to have an advantage.

- **Correct:** You avoid using exploits & or game bugs to your advantage. Instead choosing to act in good faith at all times.

If your character didn't learn it, they can't act on it.

Play Fair (No Powergaming or Godmodding)

Forcing an action or outcome on another character without giving them a chance to respond or react.

- Avoid making your character invincible, all-knowing, or always victorious.
- Accept defeat and failure sometimes; it adds depth and realism to your character.

True roleplay is not about winning, it's about telling a story worth remembering. Honor the moment, not just the outcome.

Respect Others and Their Characters

Not everything is in **YOUR** control.

- Don't control other people's characters without their permission (e.g., "Bob falls to the ground unconscious", unless you're Bob's player).
- Always get **OOC** consent for certain themes, especially combat, death, injury, or romance. Players are **NOT** required to accept all themes.
- Players reserve the right to remove themselves from roleplay that makes them uncomfortable in any way.

You can't control other people's characters. Let them respond to what's happening in their own way & respect their decisions.

Communicate OOC

Roleplay is a shared experience.

- Use **OOO** communication to clarify intent, resolve conflicts, or plan scenes.
- Be polite and open to compromise when disagreements arise.
- If you are unsure of something, ask. For example, if you are unsure of whether someone said something **IC** or **OOO**, ask: ((Just checking, was that an **IC** or **OOO** message?))

OOO communication builds trust.

Stick to the Setting and Tone

Consistency creates immersion.

- Follow the rules of the world or genre you're in. Do your best to adhere to game lore.
- If you have custom lore, make it available to other players so they are not excluded.
- Don't introduce elements that break immersion unless agreed upon. This includes 'lolrp' which is immersion-breaking, **OOO** behavior.

Stay true to the setting and you strengthen the world for everyone inside it.

Don't Spotlight Hog

Roleplay is a shared stage.

- Give others room to act and develop their stories.
- Share the scene instead of always driving the plot or stealing the focus.
- Do your best to make sure everyone can keep up. Typing speeds vary—give people time to write out their characters' reactions and interactions before you send more emotes.
- Do not introduce overly disruptive themes or events without proper planning. If someone plans a large roleplay event, it is not acceptable to interrupt their event with your own.

Slow down, share the scene, and let the story breathe for everyone involved.

Avoid Cliques

Stories thrive when shared.

- Private roleplay between characters is acceptable and encouraged. It allows strong bonds to form and relationships to take root. However, making others feel excluded and alone will not be tolerated. That is, avoid cliques.
- Do your best to involve as many players as possible in order to maintain an inclusive and exciting roleplay environment.

A circle becomes a cage when it never opens.

Have Fun & Help Others Have Fun

A great story is one we build together.

- Remember that roleplay is a collaborative storytelling experience.
- Be creative, be flexible, and help make the story better for everyone.

When fun is shared, stories flourish.