A PRIMER ON ROLEPLAYING IN FFXIV

Originally Written by: Crow of Cloak & Dagger
With Significant Contributions and Edits by: Somekh of Stray

If you're unsure of where to get started with RP in FFXIV, there is a vast array of resources out there to help you. This primer is one of them! Hopefully, this primer will help to demystify the concept of RP in the FFXIV community and help you get started on the right foot.

> DISCLAIMER: Much of this primer is written with the personal experiences of those involved in its creation in mind; their personal experiences and thoughts are not necessarily indicative of the experiences and thoughts shared by every single person in the RP community, let alone this server. Some additional resources included at the end of this guide feature other guides and perspectives which may resonate with you more.
>
> Different players may use terms defined in this primer in different ways or have different approaches to RP entirely, and this is both valid and expected. You are encouraged to explore the FFXIV RP community and find the styles and methods that resonate with you. If you have a bad experience in one space, don't be discouraged! The community is extremely large, varied, and segmented; information does not disseminate well, so committing a social faux-pas is not going to get you blackballed from the entire community just for falling out with one circle. Additionally, the focus of most venues is very narrow, and as such you will find that many have little to no overlap.

A to Z: A (Brief!) Glossary of Terms

Before we dive into the specifics, it is helpful to define some terms that will be used throughout the rest of this primer, as well as some terms you are likely to run into out in the wild.

Bleed

The colloquial term that RPers use to refer to the crossover of IC and OOC thoughts or emotions; e.g., if a player ships their character with another player's character and they begin interpreting romance between characters as romance between players. It is considered a social faux-pas in RP circles.

Character

A fictional entity, outside of yourself, which you write in order to explore themes and tell stories within a given setting. Keeping your character separate from yourself is important in roleplaying spaces, as most writers will pick up rapidly on crossover of IC and OOC thoughts or emotions.

Godmodding, Power-Gaming, and Power-Playing

Largely interchangeable terms referring to the act of taking control of someone else's character during a scene without their permission, for example assuming what the reaction to your character's action against another character would be. Godmodding/Power-gaming/Power-playing is considered a social faux-pas in most RP circles, not just FFXIV.

IC and OOC

"In-Character" and "Out-of-Character" respectively, generally used to refer to the character versus the player, but may also be used to refer to matters regarding either (respectively); i.e., "in-character" may be used to refer to matters relating to character interactions or plot developments and the general trajectory of the story, while out-of-character may be used to refer to matters affecting the player(s) of said characters.

Lamping

Watching or spectating ongoing RP, typically in a public place, without participating.

Light, Medium, and Heavy RP

These terms have varying definitions depending on the circle you are in, but here it is generally used to mean intensity and immersion; i.e. a heavy RP community is very focused on character-building and exploration, story-development, and immersion. Some may instead use it to refer to RP

frequency, with heavy RP meaning you spend most of your time in-game RPing; i.e. a heavy RP community is a community formed with the purpose of facilitating RP and as such most of the activity it sees resolves around RP, while a light RP community may be more focused on other aspects of FFXIV (such as raiding) with RP only being a side-component.

Meta-Gaming

Using knowledge that you obtained through OOC means for IC purposes without permission (for example, giving your character knowledge of a facet of another's character which is supposed to be a secret). Like bleed, meta-gaming is generally considered a social faux-pas and may turn away potential RP partners, so establishing what information is available to your character before diving into a scene may be helpful if you're wary of stepping on toes.

WU/T

Search info shorthand for "Walk-up/Tell" denoting that a player is open to initiating RP in public spaces via "walk-up" (in-character approach/cold open) or "tell" (`/tell`, FFXIV's in-game function to send a private message) to ask if a player would be open to RP with you.

What the Hell Does "Lore-Breaking" Mean, Anyway?

The terms surrounding lore and one's adherence to it do not have universally accepted definitions in the RP community and instead exist in a continuum where one or more of these terms may be interchangeable to different players or groups. If you're unsure of what people mean in-context, ask!

Lore-Strict

Lore-Strict means that concepts are expected to comply with established lore, full stop. Lore-strict players and communities very rarely allow bending, and generally expect more in-depth knowledge of FFXIV's lore than other types of communities. Typically, communities that seek lore-strict conduct do so because they do not want to change or challenge their character's comprehension of the basic laws of the world they exist within.

Lore-Compliant and Lore-Abiding

Lore-Compliant generally means that concepts are expected to comply with established lore, with the liberty given to explore gray areas of the setting being limited. Unlike Lore-Strict, Lore-Compliant players and groups do not typically disallow bending completely, but the standard of integration with known lore might be higher than with Lore-Abiding players and groups. Lore-compliant headcanons, for example, should be able to be backed by pointing to other supportive lore that lends itself to implied narratives.

Lore-Abiding is similar to Lore-Compliant, but tends to be more permissive. Disregarding minor facets of the setting for narrative cohesion or convenience may occur. It may also imply at times that characters are acceptable in the space that follow the setting's outlined lore regardless of the "power level" that would be implied by doing so; e.g. permitting Warriors of Light. However, typically crossover/collaborative content (for example, the FFXVI crossover) are still excluded from "canon" by lore-abiding players and groups.

NOTE : Many RPers and communities use lore-abiding and lore-compliant interchangeably, and specify their tolerance for bending separately.

Lore-Bending and Lore-Flexible

The standard of lore adherence is typically lower when lore-bending is used as a sole descriptor for a player or group. Lore may be routinely bent to facilitate character archetypes otherwise not substantiated by the lore as-written. It can also be used to mean any plot or character element where lore is used to fit specific ends or where it's otherwise fuzzy. This use may involve twisting the parameters of lore farther than is typical under the lore-abiding or lore-compliant labels.

Lore-Flexible often means that the lore is a suggestion. Players and communities defining themselves this way generally don't care about lore-adherence *at all* as long as a concept is pulled off well. It is also occasionally referred to as "Lore-Weird."

Lore-Breaking

Any concept, be it a character or a plot point, that goes against, or 'breaks' a player or community's perception of the lore or setting. **This term is contentious and has historically been used derisively.** Players who use it

often mean it as an insult, and those who it's applied to have been conditioned to interpret it as one.

At its most literal, the term refers to a concept that directly contradicts the established lore of the setting, such as: creating new shards, creating new Imperial Legions or members of the Garlean royal family, etc. Players and groups that make especially liberal use of the term lore-breaking will often apply this to characters and headcanons that are lore-*compliant*. Lore-compliant characters that make moderate to heavy use of speculative analysis to fill in narrative gaps may not align with the vision of others in the roleplay community, resulting in what is often called "lore-breaking" by those who feel their version of the setting has more supporting evidence. Remember: FFXIV lore is full of gray areas!

Character Creation

The first real step toward RPing in FFXIV is creating a character. There are many different approaches to this; you should do whatever feels the most natural to you rather than relying on others to guide your process. **The most important thing about any given character is that your character should be fun for you to play.** Every community in the FFXIV RP scene ultimately pursues a different outcome from their writing and it is a *common newbie mistake* to cater one's self and character to a particular community: this is backwards. **Find what brings you joy first and the rest will follow!**

If you're *entirely new* to character creation, as in you've never made any Original Character(™) before ever, then some questions to consider when making your character are:

- What ideas presented throughout the story of FFXIV left an impression on you? Are there things that you'd like to explore more with other players?
- What other media inspires you (and why)? What kinds of stories do you enjoy when reading, watching shows/movies, or playing games?
- What traits, if any, do your favorite characters in other media have in common? What traits do you find yourself most drawn to?
- What questions do you want readers and roleplay partners to ask themselves? What do you want to be answered?

If you still feel stumped, watching others' RP interactions, lamping during events, or even going out to participate in open/venue RP can be helpful. The best way to learn is by doing! (And watching *others* do is a very close second.) Many community spaces also offer spaces that can be used as sounding boards for character ideas and development, but remember to pursue what interests you, not what other people *say* you can/should do (unless you like the idea and want to run with it).

RP is a Collaborative Hobby

While it is *most* important to create the kind of character that you like to play, it is *also* important to bear in mind that in order to RP, your character needs to be someone that other players like to play *with*. **As no single community is the end-all be-all of RP, a not-insignificant component to this is finding people that you click with.** Every community, and oftentimes every player within any given community, is going to have their own style and ways that they prefer doing things. Not every style is going to mesh well, and that's okay.

However, there are some kinds of characters that players should approach writing with caution:

1. **I Can Do Everything:** Power-fantasy characters can be very satisfying for the player to write, but are oftentimes not fun for other players to write *with*. Other players may feel that their characters' areas of expertise, experience, or thoughts are irrelevant or will be disregarded when faced with a character who can solve any problem that arises with a flick of their wrist—be it through money, (NPC) connections, or sheer strength. This is not intended as a caution against writing powerful or influential characters; instead, it is a note that it is important to still provide avenues for other characters to interact meaningfully with yours.
2. **High Stakes, No Reward:** Characters who are antagonistic, resistant to help, or who are frequently involved in high-octane storylines with little to no payoff or resolution may result in other players feeling as if their time and effort to interact with these characters is not being respected. As a result, players may become averse to continuing to interact. More generally, players in a community setting may be averse to interacting with characters who are *stagnant* or resistant to change; when creating a character, try to consider avenues of development or change for them (negative character development can still be development).

On Compassion

Because RPers are not professional writers, a common mindset you *will* encounter in the community is that because RPers aren't professionals, they don't have to worry about *how* they handle themes and character elements in their writing. After all, it's just a hobby that they do to relax, and the real world is already so *messy* and *stressful* and their hobby spaces should be *clean* and *stress-free*.

THIS IS INCORRECT.

RPers are right about one thing: oftentimes, they are not professional writers and they are not creating media intended for mass consumption but rather personal enjoyment. However, it is *because* of this difference between roleplay and marketed (and often mass-produced) media that oftentimes roleplay has a *far more direct* impact on players with whom they share spaces. Misinformed tropes and poorly-sourced stereotypes (such as those derived from orientalism and antiblackness) have less distance to travel before they impact an individual who may be affected by those things. **Being aware of how you may portray someone who is capable of speaking for themselves in your shared spaces should be a priority.**

This is not to say that RPers should never write outside of their lived experiences. However, if you are writing about characters whose experiences are outside of your own (including but not limited to with regards to cultural background, gender or sexuality, neurodivergence, and general experiences with discrimination), then it is important to ensure that you have **done proper research** and **are prepared to accept criticism from those in your spaces who may be affected by what you write.**

From another angle, you should consider that while it may be a hobby to you, what you write ultimately informs others of what you think about their lived experiences. For example, if you are white and you choose to write a non-white or non-white-coded character, **it is a privilege** for you to be able to disconnect from the biases, prejudices, or objectification that your character may implicitly or explicitly be subject to in their narrative when finish a scene or log out. (BI)POC who share your spaces **do not have this privilege** as these things are something they experience in their daily lives.

This does not mean, however, that your peers are your sensitivity readers or that they are there *to* stop you from writing something harmful: **you must put the legwork in to educate yourself first.** There is a wealth of resources on avoiding harmful tropes and

stereotypes in both writerly and academic resources scattered around the internet to tap into; many of them can be cross-applied to RP as well.

Compiling Character Information

As with what labels regarding lore mean, there is no universal consensus on character profiles. Should you make one? What should you include in it? What should you use to make one? Does how it looks really matter? All of these questions can be overwhelming for new RPers to grapple with.

While some RPers do not use or look at character profiles, other RPers and community spaces *mandate* having some sort of external site for your character. They can be useful in that they help organize information to present to writers in new spaces by providing information about your character and hooks for others to latch onto to interact with. They are useful for skipping some initial set-up when organizing first meetings and subsequent interactions. As such, creating some sort of character profile is **recommended,** even if you mainly use it as a "wiki" for personal reference.

Some popular formats for character profiles include:

CARRD https://carrd.co

> The most popular format for character profiles by a wide margin, with the term "carrd" often being used interchangeably with the term "profile" in the RP community. It is a one-page website builder that comes with many built-in templates (some of them are only useable with a subscription) and many additional community-made templates and video tutorials floating around on the internet. Carrd also has the benefit of short URLs that fit within search info.

GOOGLE DOCS https://docs.google.com

> Extremely long URLs and little flexibility with formatting. The availability of multiple types of headings and internal document hyperlinks makes it a fair, if basic, option for creating a character profile.

NEOCITIES https://neocities.org

> A free-to-use web host that allows full customizability using HTML and other formatting tools; however, without HTML experience, it may be more difficult to set up and make use of.

TOYHOUSE https://toyhou.se

> A website intended as an OC repository and sales/trading resource. Profiles are HTML-compatible and extremely flexible, but the URLs are longer and less search info-friendly. It also includes built-in gallery functions and content warning features; however, creating an account requires an invite code.

REFSHEET https://refsheet.net

> Similar to Toyhouse, but with less flexibility with regards to formatting.

If you're stuck on what information to include in a profile, the basics are generally considered to be:

- **Basic Biographical Information:** Name (or what they go by), Age, Gender and Pronouns, Occupation, and Skills.
- **Physical Appearance:** Most profiles will include a written description or an image of the character which is especially useful for characters whose appearance may deviate from their (vanilla) in-game models.
- **Personality:** A brief description about what a character is like.
- **Hooks for Interaction:** Some basic hooks for interaction, usually revolving around a character's occupation or some other surface-level detail that's easy to latch onto. Whether backstory information should be included, and how *much* should be included, is subject to debate and ultimately comes down to individual preference.

Finding Roleplay

So you've made your character! Now what? Well, the next step is to start dipping your toes into interactions with other players and their characters. There are a number of different ways to approach this, including but not limited to:

- **"Looking for Connections" and "Looking for Roleplay" Ads:** Many community servers and roleplay hubs will have a channel for players to network with each other by posting ads with information about their character(s) and what kind of RP they're looking for. This approach is good for hashing out interactions or scheduling RP in advance, which can be useful for players with busy schedules.
- **Closed Community RP:** Closed community RP is RP which is restricted to a particular group, often Discord groups or Free Companies (FFXIV's guilds) which have established their own plotlines and canons. Closed community RP often exists

in a shared narrative framework with groups of players, often takes the form of campaigns within these groups, and you usually (but don't always) have to submit an application or go through some other screening process to join. However, joining a community is often considered as a good first step to jumping into RP because it provides new players with a pre-established network to fall back on when trying to step into venue or open world RP.

- **Venue RP:** While many new RPers find venue RP intimidating, it can nonetheless be a good way to get started in the community by tossing yourself in "the deep end." This kind of start with RP can be useful for figuring out how your character will bounce off of others and letting connections form organically through interactions rather than pre-planning. Venue RP and open world RP (below) are similar in that there is a certain expectation of these spaces being open to the public, therefore you do not need to be invited to join in; however, Venue RP provides a more curated experience than open world RP does. Importantly, venues may eject or blacklist players who are disruptive or unsavory from their spaces.
- **Open World RP:** The primary open world RP hubs that still exist today are Balmung's Pearl Lane and Mateus's Quicksands, but open world RP initiatives that seek to bring RP to other parts of the world do exist if you know where to look. Unlike with venue RP, open world RP has no enforceable rules and no vetting; it is the "Wild West" of FFXIV RP. Because of this unregulated environment, and because information does not disseminate information easily between groups, open world RP spaces are often plagued with individuals with low quality of character because there are no avenues of providing newcomers to these spaces with advance warnings of players with a history of unsavory conduct or barring said individuals from the space.

Regardless of which approach you decide to employ, it is important to remember to be proactive! Very rarely will RP fall into your lap. In the sub-sections to follow, we explore some tips on getting started with each of these specific approaches. Ultimately, you will likely want to employ a blend of these and feel out what kind of balance works best for you.

Post a "Looking for RP" Ad

"Looking for Connections" and "Looking for Roleplay" ads, or simply "LFRP ads," are a common way for RPers to seek interactions with other characters and (usually) lasting connections with other players' characters. LFRP ads are *most commonly* used to seek **one on one or small-group RP** which can be arranged in advance over points of commonality

between involved players' characters. This approach is good for being able to hash out details and build OOC rapport with a player before diving into a scene as well as being able to feel out scheduling for future interactions.

When constructing a LFRP ad, in general people like to see some **basic information regarding the character plus some hooks**. People also like to see some OOC information such as a brief introduction; as a minimum recommendation, you should include your **timezone/availability, preferred method of contact, and your hard boundaries** (what you know you are not interested in RPing about or with, such as if you don't want to participate in erotic RP).

Here's a simple LFRP template as an example which you can copy-paste into Discord:

```
**Name:**
**Age:**
**Gender & Pronouns:**
**Occupation:**
**Profile:** (if you have one made and want to share it, but consider
this optional)
**Hooks:**
- Bullet
- Point
- List
### OOC
**Home World:**
**Contact Method:** (usually just your Discord username if you're OK
with DMs)
**Timezone:**
**Availability:**
**Looking For:**
- Bullet
- Point
- List
**Not Looking For:**
- Bullet
- Point
- List
```

Using LFRP ads to seek connections as a new RPer tends to be the *least daunting* method as at first glance it seems like the *most passive and least intrusive* way to seek new connections. However, passively posting LFRP ads for your own character and never responding to others' posts tends to yield *minimal success,* which can ultimately be discouraging. So, here are some tips to help take advantage of LFRP ads:

Respond to *Others'* Ads:

People don't post LFRP ads if they *aren't* looking for RP, so if someone has posted a LFRP ad recently, it's pretty safe to assume that responding to their ad is fair game! If their character seems interesting to you, don't be afraid to drop them a line through their preferred method of contact. You can open with something along the lines of:

"Hi, I'm (Name) and I saw your LFRP ad in (Server). My character is (brief description) and your (hook) caught my eye. Would you be interested in setting something up sometime?"

In general, it's best to offer people some idea of why you're approaching them and what you're looking for (and how it relates to what they're looking for) rather than just asking "Hey, want to RP?" This shows that you are willing to engage with them and that you read their ad and the information they provided about their character. From there, you can hash out additional details or bounce ideas off each other for your RP if they're interested in taking you up on your offer.

Take Up Space:

The appeal of LFRP ads lies in seeming unobtrusive, *but the people who end up getting the most out of their ads are generally the people who are visibly active within a given community space.* This can be extremely intimidating as many hub servers are large and may contain hundreds if not thousands of members; however, "taking up space" can be as simple as using their resource channels to ask questions and engaging in structured activities such as responding to character prompts. Different community servers offer different ways to get involved.

Join a RP Community

Joining an RP community has long been regarded as the most reliable way to find RP in FFXIV.

RP Free Companies are the most visible kind of RP community—if you see a tag next to someone's name in-game that ends in some variation of "-RP," then the FC they belong to was probably established with the goal of fostering roleplay. RP FCs are often specific kinds

of organizations such as adventurer's guilds, criminal syndicates, or trading companies and therefore have a framework to support RP among its members. While in-game FC membership is dependent on your **Home World,** with the advent of World Visit and Datacenter Travel the communities formed around these FCs have become increasingly cross-world friendly as time has gone on. These days, FCs that completely restrict their membership to one server have become the exception rather than the rule. In general, RP FCs tend to require some kind of application before joining as leadership teams often like to ensure that characters are a good fit for the space.

The majority of RP-focused Free Companies are on Balmung and Mateus as they are the longest-standing "RP servers" in FFXIV. This does not mean that RP FCs do not exist on other servers, but if you're looking to enjoy the perks of in-game membership (dedicated FC chat, buffs, housing, etc) then not being on either of those servers may make your search more difficult.

FCs aren't the only kind of RP communities out there, though; there are also communities formed around Cross-world Linkshells and Discord servers, though these types of communities may be significantly looser in terms of supporting framework. For example, a Discord server may focus less on representing one organization and instead act as a hub for a particular locale or genre. Communities formed around specific venues overlap somewhat with RP FCs in that venues are often structured as IC businesses or organizations, but not all venues are FCs and vice-versa. Communities formed around Cross-world Linkshells, Discord servers, and venues don't *usually* require applications.

The process of finding a community you click with can be daunting, especially due to the lack of any centralized hub of information regarding FFXIV RP. RP communities tend to recruit new members through posting ads in Discord servers. Some also recruit via the in-game Party Finder, though in recent years Party Finder has increasingly been flooded with ads, which ends up drowning out smaller communities. Each community uses its own methodology to recruit new members, so there are few tips that can be applied universally to joining them. In choosing which ones to engage with, though, there is one big one:

Always Trust Your Gut

> While vibe-checking is a skill that must be developed over time, in general *you will know* when something about a space feels "off" to you. Opening lines of communication with trusted members of the community (members of the community that *you* trust, *not necessarily* community leadership but leadership can benefit greatly from vigilant members who are willing to bring issues to

their attention) can be useful to identify the source of the "stink" in a space. **You should never feel obligated to remain in a space or situation that makes you uncomfortable.** In other words: if it sucks, you can leave! (And you shouldn't feel bad for doing so.)

Public RP Spaces

Public RP (referring both to venue RP and open world RP) can often feel like it's high-risk, low-reward when you have no OOC rapport built with a player beforehand. However, going out and participating in public RP is a good way to get a feel for your character if you're unsure about how they'll react to other characters. It's also a pretty good way to get an idea what RP looks like if you've never seen it before! There are two main challenges to public RP that make it intimidating to new RPers: **chat scroll** and **feeling isolated in a crowded space.**

Chat Scroll

Chat scroll arises from many players all RPing at the same time. The range at which someone typing in /say chat is visible is relatively large (slightly larger than the furthest you can zoom out your camera and ignores walls), which makes it difficult to find quiet corners in confined venues. Unfortunately, there is no real way to know how busy a space is before arriving. Additionally, the line between "manageable" and "overwhelming" varies from person to person.

In-game tools exist to help, however! Chat scroll can be mitigated by **using the game's built-in chat tabs to isolate Say, Custom Emote, and Yell channels,** which are the primary channels used in public RP. This is especially useful if you decide to write your main RP interaction or scene in **Party chat** with one or more buddies, be they players you arrived with or who you picked up along the way. In general, people will be understanding if you say, "The chat is moving very fast and it's overwhelming to me, do you mind if I invite you to a party so we can continue our interaction that way?"

Chat scroll can also be alleviated with help from third-party tools which will be detailed in the Third-Party Tools section.

Feeling Isolated

Sometimes, it may feel like everyone's already settled into their scenes and there's nowhere for you to get a foot in the door. This feeling of isolation in a crowded room is something that even veteran RPers grapple with and leads many people who visit venues solo to wallflower. It can be alleviated in a few ways: you may choose to use the **buddy system** by attending venues or going to open world RP spaces with others in order to ensure that you have *someone* to interact with even if you otherwise don't know where else to begin.

The feeling of isolation that may come with stepping into a crowded room is not only alleviated by "already having friends," however! RP venues hosted within houses are often staffed by other players. Staff are generally denoted by having a particular status icon next to their name, either  Looking for Meld or  Looking for Party, depending on community convention (on Crystal, it has historically been Looking for Meld). **Venue staff are usually happy to RP with you, even if the interactions may end up being surface-level depending on how busy they are.** Chatting up a bartender or placing an order is an excellent way to get some RP going at a venue.

Engaging in Roleplay

So you've created a character and you've found someone to RP with, be it through putting out an RP ad, joining an RP community, or heading out into the world and RPing out in the wild! What's next? Well, actually RPing of course! The good news is that this means the hard part is over. The *bad* news is that every player and space has different expectations and, as a result, the usefulness of any guide on *how to RP* is limited beyond this point.

As with character creation and methods of finding RP, there are few hard and fast rules about engaging with RP, but there are still a few nuggets of wisdom this primer can impart before we're done. If you recall a number of terms in the glossary that are marked as social faux-pas, then you probably know where this is going: it would be cruel to define these faux-pas and not give you tools to know how to avoid them!

Avoiding Godmodding: Consent and Assent

Godmodding, Power-playing, and Power-gaming are terms that are often used interchangeably in FFXIV RP to mean "someone else is doing something to or with my

character without my permission." The core of the issue surrounding these faux pas is therefore **consent** and **assent**. But what do those words mean in the context of RP?

While most RPers will use the words "consent" and "assent" interchangeably, they refer to different things in that **consent is explicit while assent is implied.** For example, you must obtain *consent* from another player before killing their character and you should seek consent from another player before springing triggering, distressing, or otherwise explicit subject matter on them in RP. Meanwhile, you are implicitly providing *assent* to dealing with certain themes by stepping into certain kinds of curated spaces: you would not go to a bar and then expect it to be alcohol-free.

This is not all that the concept of assent applies to, however. Any action a character takes in a public space may be subject to proportional reactions by other characters. For example, if you play a character who is bigoted against Eorzeans *and your character expresses those thoughts in Eorzean spaces,* then you, as a writer, should be prepared for your character to face consequences for that. **Demanding that other players obtain consent from you to enforce *reasonable, proportional* consequences against your character while *not* obtaining consent from them before your character expresses those bigoted beliefs is unfair to other players** and, above all, an assholish move that only serves to make you look like you can't accept that your character will face consequences for their actions.

In short: **assent** is implied and generally refers to your character experiencing reasonable, proportional consequences to their actions by engaging in RP in the first place *or* agreeing to engage with certain themes by entering curated spaces that advertise that they offer those themes (i.e. you go to a bar to order alcohol so you're not going to raise a fuss about being around people who are drinking).

Consent is explicit and must be obtained beforehand in certain circumstances such as inflicting permanent changes on a character (e.g. death) or bringing up topics in RP that are triggering, distressing, or otherwise explicit beyond what has already been agreed upon or arranged.

Clear? (As mud.)

While these concepts are broader in application than just godmodding, asking yourself "Would I want someone to ask me for consent before proceeding, or is this something I agreed to engage with by `[entering this space/writing my character as taking this action/etc]`?" is a good way to discern whether an action may cause sore feelings regarding godmodding. **And remember: when in doubt, it never hurts to ask!**

Clear lines of communication between RP partners are always the key to making sure everyone is having a good time.

The "B" Words: On Bleed and Boundaries

Bleed is a messy, complicated topic that no one really wants to talk about. Broadly speaking, it refers to an unwanted crossover between a character's IC and a player's OOC thoughts and emotions. With the way that some RPers talk about it, you might think that experiencing it makes you the Devil. In reality, experiencing bleed to some degree is normal. Maintaining firm boundaries between the character and the player is considered to be of the utmost importance, but it's natural for things that we explore in fiction to affect us in some way, especially if the topics and themes that we explore in RP are personal or important to us.

One common bleed scenario that people in the FFXIV RP community share stories about revolves around writing their characters in romantic relationships with others. Players who do not firmly establish a boundary between character and player may end up interpreting IC romantic gestures or advances as OOC ones and then get upset when their partner isn't *actually* interested in a relationship. This is a cut-and-dry case of bleed, but there are other situations where things get stickier: for example, a player running a campaign for your community does not like you and therefore your character is subjected to harsher consequences than others are for actions which would normally be treated similarly. This is rooted in OOC feelings and is taken out IC, so it qualifies as bleed; however, there is no way to tell without a conversation that this is the reason and depending on the specific situation it may be possible to chalk this difference in IC treatment up to a difference in IC circumstances.

This is where establishing firm boundaries and communicating clearly with RP partners becomes very important as well as making sure that we're handling cases of bleed in productive ways. For example, touching base with RP partners after each scene or RP session can be valuable to give people a chance to share their thoughts and make sure that everyone's on the same page. This can help catch and mitigate instances of bleed early by keeping the lines of communication between involved players clear. Establishing boundaries at the beginning of any ongoing RP is also important as it helps to set expectations for the players involved. Revisit your boundaries and expectations frequently to see if you feel like they need to be revised and communicate that to your RP partners, this will save you from dealing with headaches or bottled-up resentment.

Additional Resources

Generally Applicable

Many resources intended for writing stories (novels, short stories, etc) are cross-applicable to RPing in FFXIV. As such, the list provided here is not exhaustive.

“Does my Character Idea Work?”
https://springhole.net/writing/does-my-character-idea-work.htm
From Writing with Color…

- Frequently Asked Questions https://writingwithcolor.tumblr.com/FAQs
- Describing Skintone https://writingwithcolor.tumblr.com/post/96830966357/words-for-skin-tone-how-to-describe-skin-color
- Praising Beauty without Fetishizing https://writingwithcolor.tumblr.com/post/147301349347/hi-im-writing-a-short-story-for-my-english-class

Lore of FFXIV

Official

Playable Race Naming Conventions

- Hyur, Elezen, Miqo’te, Lalafell, Roegadyn, Au Ra https://forum.square-enix.com/ffxiv/threads/63112
- Viera https://forum.square-enix.com/ffxiv/threads/398565-Viera-Naming-Conventions?p=5870019
- Hrothgar https://forum.square-enix.com/ffxiv/threads/398566-Hrothgar-Naming-Conventions

Calendar Conversion
https://forum.square-enix.com/ffxiv/threads/182513-Eorzean-Calendar-to-Gregorian-Calendar-Quick-Guide
Roegadyn Language

https://forum.square-enix.com/ffxiv/threads/63110-Roegadyn-Dictionary

Encyclopedias Eorzea... *(aka "Lorebooks," these are published books that cost money. Most of the information contained within is available in-game, though.)*

- Vol. I: Information up to 3.3 Revenge of the Horde https://squareenixmangaandbooks.square-enix-games.com/en-us/product/9781646091423
- Vol. II: Information up to 4.3 Under the Moonlight https://squareenixmangaandbooks.square-enix-games.com/en-us/product/9781646091430
- Vol. III: Information up to 6.0 Endwalker https://squareenixmangaandbooks.square-enix-games.com/en-us/product/9781646092017

Fan-Compiled

Sounsyy's Lore Index
https://mirkemenagerie.tumblr.com/post/167534982764/mirkemenagerie-update
Dictionary of the Official Languages of FFXIV
https://docs.google.com/document/d/1j4WzOlBPMSWtB8CpXYzWjTVi57M4Mapej5PCho7ndFg/edit?usp=sharing
Botanica Eorzea
https://docs.google.com/document/d/1EzZNCDNA3H4WFiTYPialBzj0Wm3xfXqcEEkENItbR3k/edit?usp=sharing
Minerica Eorzea
https://docs.google.com/document/d/1t8a9GSRB7VJwikkaWTfuBSFBVVdNQ9MnyfmOR7iX4zw/edit?usp=sharing
Transcription of Sil'dih Survey Records
https://docs.google.com/document/d/1YShEB2v1MC6Prbymj9Mn3RRShyhX-s8TsXWN9DKBcaw/edit?usp=sharing

FFXIV Community Resources

RP Mentors https://rpmentors.org/ | https://discord.gg/rpmentors

> A guide and collection of resources on RP not dissimilar to this one, though the RP Mentors guide contains more specific information on various subtopics such

as character creation, using dice in RP, and more. It also has a sizeable Discord community hub.

The Kweh https://www.thekweh.com/rp/main

Another guide and collection of resources on RP not dissimilar to this one which offers various other perspectives on the topic.

FFXIV RP Calendar https://ffxiv-rp.org/

A website listing numerous RP-focused events which are open to the public on any given night. Many RP community servers will also add its bot to their servers for a direct feed of the day's upcoming events.

Central Archives https://centralarchives.org/

The hub for Crystal (NA servers) and Chaos (EU servers) Archives, which are websites for listing characters, communities, and venues. It also connects to the "Roleplay Profiles" (RPP) plugin listed below. Features character ownership verification via the Lodestone, similar to FFXIV Collect.

Lodestone Community Finder
https://na.finalfantasyxiv.com/lodestone/community_finder/

Third Party Tools

DISCLAIMER: The use of "Third Party Tools" including but not limited to parsers, external launchers and plugins, and tools that modify the game's files are against Square Enix's Terms of Service. Open discussion of their use in official spaces including but not limited to in-game, in the mentions of official Square Enix social media accounts, or on the official forums may lead to your service account being suspended or banned. Use of these tools is at your own risk.

Gobchat https://github.com/MarbleBag/Gobchat

A standalone chatbox overlay with a lockable scroll, which is useful for keeping track of posts in scroll-heavy events. It can also be used to automatically save logs of RP and will remain open even if the game crashes so you can pick up where you left off. It features chat tabs that are similar to the in-game chat tabs

and can filter text by distance by lowering the opacity of posts from characters who are farther away from yours.

FFXIV Toolkit https://www.ffxiv-toolkit.com/

A website which can be used to type long posts and have them broken up for you automatically to fit within the chat box's character limit.

XIVLauncher & Dalamud https://github.com/goatcorp/Dalamud

XIVLauncher is a third-party replacement for FFXIV's default launcher which enables the use of Dalamud plugins. An extensive collection of plugins reviewed by Dalamud's development team are available by default in the plugin list/repository while others are only available through external repositories and must be added manually. In order to use any of the third-party tools listed beyond this point, XIVLauncher and Dalamud are required.

Snooper

Available by default in Dalamud's plugin repository. Snooper is a plug-in that displays the messages sent by a character you specify in its own window (by default, it is the character you have targeted). It is useful for keeping up with RP in scroll-heavy events. Snooper can also be configured to save chat logs.

Peeping Tom

Available by default in Dalamud's plugin repository. Peeping Tom is simply a plugin that allows you to see which characters are targeting or have targeted you. This is useful for scroll-heavy events as it enables you to see when a character may be addressing yours.

Wordsmith

Available by default in Dalamud's plugin repository. Wordsmith is a scratchpad plugin created with RPers in mind which will break up long posts to fit within the chat box's character limit. It also contains a spellchecker and a thesaurus.

Roleplay Profiles

Available by default in Dalamud's plugin repository. Similar to RP plugins from World of Warcraft, Roleplay Profiles integrates with Central Archives character profiles to display RP information about a character in-game.

Sea of Stars Plugin Repository[*] https://github.com/Ottermandias/SeaOfStars

The Sea of Stars plugin repository is a custom repository of plug-ins that enable aesthetic modification of the game including Penumbra, Glamourer, and Customize+ which allow greater customization of your character than is available in the vanilla game.

[*] Further information about aesthetic modding of FFXIV is outside the scope of this primer.