Introductions

Welcome to The Roleplayer's Survival Guide! This guide was written by KottkrigArt, Benchflip and Therealbuttart from twitter.

1. Writing and Etiquette

When it comes to roleplaying in World of Warcraft, there are two main chat channels to use when in character. These are /say which I am using right now for dialogue and /e.

/e does an interpretive dance to show you that '/e' is used to create your own custom emotes. He then exclaims mid-jazzhands "Custom emotes are limited only by your imagination! Have fun with it!"

Aside from dialogue, you may have seen players walking in game. If you aren't sure how to make your own character do this, you can toggle walking by pressing "/" on your keyboard. This can be changed in the keybinding options.

There are many styles of writing. For example, some players "Will use dialogue like this" even in /s and some people *will use asterixis to emote in dialogue*

There's no strict rules regarding writing style. It can vary from person to person. All that matters is that players can discern what's IC and what isn't.

To make this easier, imagine that you're an NPC. See how they talk to you in quest text and in-game dialogue. We try to avoid using gamer slang and emoticons, so people will have an easier time knowing we're in character.

As mentioned at the beginning, it is generally accepted that you can speak out of character by speaking in dual brackets ((Like this)). Use it wisely.

Give your writing a splash of character: Compare a short emote to a more detailed one. One adds more immersion and more of your character's personality than the other.

/e casts mind sear at Lucretia.

Whereas...

/e holds out a single claw. With a nonchalant flick of his wrist, he slices open a rift in reality. Chaotic void energy fires out from the rift in the form of a concentrated beam aimed towards Lucretia's hat.

That is more descriptive. However, don't feel pressured to write in as much detail. Sometimes a quick message can be just as flavourful.

/e grins from ear to ear as he fires a beam of shadowy energy towards Lucretia's hat, hoping to knock it off of her head.

When it comes to actions that involve other players, it is very important to write it in a way that allows a player to be able to react. For instance, 'hoping to knock the hat off of Lucretia's head' gives her agency as a player. It's her hat after all!

At the start of the event, you may remember we asked you all to not use toys or disruptive spell effects, and that's because it's considered "griefing". Griefing is the act of purposefully disrupting someone's experience, whether it be just playing the game or trying to roleplay. If you do it at all, people may not want to roleplay with you afterwards because they remember the rude behavior. Keep that in mind before spamming toys or /yelling repeatedly for no reason.

2. <u>Consent and Communication</u>

Let me first say a thing about lore: it's about as flexible as a pipe cleaner. The writers are always changing things up for the sake of telling the story fluidly. Bring that same thought process into roleplay.

Remember that lore is a guideline. It's rich and diverse, but it isn't set in stone. Have fun with that and don't be afraid of bending the established lore if it makes for a fun moment for everyone!

God modding is not favored by RPers. Avoiding it by writing openly, to allow someone to respond. Farabutto's player has him -attempting- to push Lucretia's hat off, and I decide if he succeeds.

Sometimes, messing up or failing will generate more interesting RP opportunities, not just for others, but also your own character. Consider letting your character goof it up, and see what happens...

Asking permission before doing something you're not sure on is far better than risking any awkward encounters. Communication also starts a chain of OOC friendship! This can be done in group chats, or even a simple whisper.

Good communication and making sure you and everyone else is comfortable is far more important than a story. That good communication can even potentially improve the story planned. RP is meant to be flexible after all!

Here are some commonly made beginner mistakes:

• Using game mechanics as your character's knowledge: you may see the character's name floating above their head, but that doesn't mean your character knows the other character's name. The floating name is something you, the player, can see-- not something that exists in the world of Azeroth. When meeting a character for the first time, saying "hello Farabutto!" can be confusing, since you have not learned their name through roleplay.

• Providing instant solutions for another character's problems: if a character is complaining of a broken leg, you may be tempted to have your character simply cast [Heal] and fix it immediately. However, consider the following problems with that: it may not work in the lore of the world-- even on Azeroth, wounds rarely heal instantly, and some types of healing magic can hurt certain races. For example, if Lucretia was hurt, Sister Finch wouldn't heal her, because her Holy magic would hurt an undead person such as her. You'll also find that some people won't want their character's problems to be fixed right away, or even at all, because they enjoy the drama that comes from having a problem and roleplaying out finding a solution! Consider whispering the player to ask if it's alright to attempt to help their character.

• Interrupting a scene with something very serious or heavy without warning: if a bunch of characters are drinking at a tavern or browsing at a market, seeing someone suddenly get killed or injured can be upsetting or disruptive. Use your best judgement: is the event you're at casual, or serious? Do you know the people there, or is it mostly strangers? What's the tone of the roleplay going on? Are you going to draw attention away from the focus of the event? Try to be considerate of others' roleplaying experience before taking the scene somewhere traumatic.

3. AddOns

Most active RPers use a form of character profile AddOn, to write info about their own character, and to identify other RPers in the wild.

The most popular one right now is Total RP 3, which you can download from curseforge. It lets you fill out everything from just basic information about your character, to long descriptions with subtitles, custom colors and images.

On the first page, you list the basics, such as name, race, age, height, etc. You can pick a different color for your name, make up a different class or race, and add personality sliders.

On the second page, people usually write a more detailed character description, keep a record on their character's backstory, or add links to a character art album! Arguably the most useful thing you can add here are RP hooks.

RP hooks are bits of information where someone might know your character, such as from the battle for Darkshore, if they were a noble in Suramar, or if they have studied in Dalaran…

On the third page, you have "first glances". This is where you put the very first things others might notice about your character, such as their armor, visible scars, their scent, or the way they move around.

Moving on to another AddOn, Cross RP makes for a more convenient cross-faction RP experience as it translates profiles from the opposite faction, and even from other servers! It also lets you know when your Elixir of Tongues is about to run out.

Our third useful AddOn is called Listener. It lets you keep track of a player's chat messages, which is a lifesaver at large events with lots of people. The "Snooper" window lets you view everything your current target has posted.

Listener does, by default, play a sound when someone mentions you in the chat, which also makes your game flash on the taskbar when you might be tabbed out.

UnlimitedChatMessage does precisely what the name implies; it lets you write beyond the default character limit for the in game chat.

Regardless of if you use this AddOn or not, I personally recommend

writing your lines in a notepad program before copypasting them in game. Then, you can see possible errors much easier.

4. **Where to find RP**

Almost every day, there is some form of public RP event taking place in the world that is hosted by other players.

Most of it tends to be listed on your RP server's official Blizzard forum, though it is not uncommon to see them listed on Twitter and Tumblr too. Many guilds have official social media pages or websites.

We can personally recommend pages such as wowrpevents@twitter, the-royal-courier@tumblr, wowrpevents@tumblr, and wrahordeevents@tumblr. They are all regularly updated.

Though it is by no means required, joining an RP guild is a great way to meet like minded writers with characters that could take part in your writing.

Many regularly advertise in public chat channels, or appear at public events where you can contact their recruitment officers.

Discord groups are available out there for roleplaying fans of specific playable races, or other communities that advertise events. Guild leaders and officers may have access to these and can provide you with an invitation link.

The everyday type of RP we call "walk ups" tends to take place in our capitals; Orgrimmar and Stormwind, though Silvermoon is known to be another popular spot. Some argue it can be a little disorganized, but if

you want to see cities populated by players who are IC, it can be a cool sight to watch them walk around!

All in all, everything here becomes smoother to partake in if you bring a friend with you! It makes breaking the ice with other RPers a little easier.