IRP Gang SOP

Production Gang Roleplay Standards and Conflict Conduct

Serious RP • No RDM • No VDM • Rules Enforced

Last updated: 13 February 2026

Golden Rule: Finish the scene IC. If something is wrong, report after via Discord tickets with evidence.

0. Purpose

This SOP defines production standards for gang roleplay. Gang RP should be intense and meaningful, not repetitive or grief-focused.

Gangs are held to a higher standard because their actions shape the city at scale.

1. Definitions and Quality Standards

IRP is a serious roleplay environment. The standards below apply to all players unless a role-specific section overrides them.

Key Terms

- IC (In Character): Everything your character says/does in the city.
- OOC (Out of Character): Real-life talk. Keep it out of active scenes.
- Scene: Any continuous interaction (stop, robbery, chase, negotiation, investigation, medical).
- RDM: Attacking without roleplay lead-up.
- VDM: Using vehicles as weapons without roleplay justification.
- Powergaming: Forcing outcomes or using unrealistic actions to gain advantage.
- Metagaming: Using OOC information IC (Discord, streams, map pings, player names).
- FailRP: Ignoring realism or consequences.
- NVL: Not valuing life in a believable threat scenario.

IRP Quality Bar

- Roleplay first: immersion and story beat speed-running mechanics.
- Clarity: communicate in-character and keep scenes readable.
- Consequences are content: losses and setbacks are story progression.
- Respect: you can play a rude character without being rude OOC.

Golden Rule: Do not argue OOC inside an active scene. Finish the scene IC, then report concerns through Discord tickets with evidence.

2. Recognized Gangs and Identity Standards

Current Recognized Gangs

- The Lost MC
- Ballas
- Vagos
- Cartel
- Families
- Triads

Identity and Consistency

- Maintain consistent culture, territory presence, and internal hierarchy expectations.
- Avoid changing identity based on advantage.
- Recruitment and promotions should be roleplayed and earned.

3. Escalation, Conflict, and War Conduct

Escalation Ladder (Gang Conflict)

1. Presence/posturing and warnings.
2. Verbal conflict and negotiation.
3. Non-lethal pressure (intimidation, leverage, property pressure).
4. Violence only when justified by established conflict and immediate context.

Anti-Grief Standard

- Avoid repetitive drive-by loops that remove RP from the city.
- Violence should create follow-up RP: investigations, retaliation, diplomacy, medical outcomes.
- Do not treat 'war' as permission to ignore quality standards.

Conflict Rule: No instant KOS-style play. You need roleplay lead-up or an established conflict that makes sense in the moment.

4. Hostages, Kidnaps, and Robberies

Hostage Standards

- Clear demands and reasonable timeframes.
- Hostages must be treated as people, not props. Give them room to roleplay fear and negotiation.
- No excessive holding with no progression.

Kidnap Standards

- Must have an RP reason (revenge, debt, leverage, intel).
- Do not kidnap purely to grief or force compliance.

5. Gang vs LEO/EMS Standards

- LEO are RP partners. Expect investigations and long-term consequences.
- EMS are neutral. Do not harass medics or disrupt medical scenes.