

Characters (43)

Barbara Schternvart

Minor character tied to the San Andreas Sheriff in El Quebrados, Tierra Robada. She is another of Carl's potential girlfriends, voiced by Danielle Lee Greaves.

Beverly Johnson

Deceased woman from the Johnson household on Grove Street in Ganton. She is only mentioned, never seen, and is tied to the Grove Street Families.

Big Bear

Barry Thorne, a supporting character from Ganton tied to the Grove Street Families and formerly to B Dup. He is voiced by Kurt Alexander.

Big Smoke

Melvin Harris, a main character and the game's secondary antagonist, voiced by Clifton Powell. He is tied to the Grove Street Families and a crack palace in East Los Santos.

Brian Johnson

Deceased member of the Grove Street Families from Ganton, nicknamed Lil' Brian. He is mentioned in the game but does not appear.

Carl Johnson

Playable protagonist, known as CJ, who comes back to Los Santos in the early 1990s. Voiced by Chris Bellard, who performs as Young Maylay.

Catalina

Antagonist linked to the Colombian Cartel, listed as the main antagonist of GTA III and a main character in this game. Voiced by Cynthia Farrell.

Cesar Vialpando

The tritagonist and leader of Varrios Los Aztecas, a friend to Carl and Sweet. He is voiced by Clifton Collins Jr.

Claude

Silent protagonist of GTA III who has a minor role here and never speaks. He also shows up as a selectable "Special Dad" in GTA Online's character creator.

Colonel Fuhrberger

Minor character, a former U.S. Army man in the Los Santos Civilian Defense Force who lives in East Beach, Los Santos.

Denise Robinson

Minor character from a Ganton house who can become one of Carl's girlfriends. Heather Alicia Simms provides the voice.

Eddie Pulaski

LSPD officer and C.R.A.S.H. member who serves as the fourth antagonist. Voiced by the late Chris Penn, with ties to the Ballas and the Vagos.

Fernando Martinez

Radio personality across several 3D-era games, tied to Lionel Makepeace. Frank Chavez provides his voice.

Frank Tenpenny

Corrupt LSPD officer who leads C.R.A.S.H. and is the main antagonist of the game. He is voiced by actor Samuel L. Jackson.

Helena Wankstein

Minor character living on a farm in the Flint Range who can become one of Carl's girlfriends. Bijou Phillips voices her.

Jack Howitzer

Media personality from San Andreas who is linked to Ho Chi U. He is voiced by Randy Pearlstein.

Jimmy Hernandez

LSPD officer who was part of the C.R.A.S.H. unit, a supporting character voiced by Armando Riesco, who also voiced Victor Vance.

Jizzy B.

San Fierro main character and minor antagonist linked to the Loco Syndicate and T-Bone Mendez. The late Charlie Murphy voiced him.

Katie Zhan

Minor character from Paradiso in San Fierro who is one of Carl's optional girlfriends. She is voiced by China Chow.

Ken Rosenberg

Nicknamed Rosie, a main character voiced by William Fichtner who earlier worked with the Leone and Forelli families. He is based at Caligula's Casino in Las Venturas.

Kendl Johnson

Main character who first lived on Grove Street and later in El Corona, connected to the Grove Street Families and Varrios Los Aztecas. Voiced by Yolanda Whittaker.

Kent Paul

British main character voiced by Danny Dyer in both games he appears in. He is a former manager of Love Fist and works around Vinewood in Los Santos.

Kraff

Deity worshipped by the Epsilon Program, the cult that shows up across the series.

Lazlow Jones

Radio host who turns up in several GTA games. His voice comes from the real Lazlow, a talk show host who helped write and produce the series.

Love Fist

Scottish heavy metal band from the Vice City era, once managed by Kent Paul and linked to V-Rock. It keeps getting mentioned in later games.

Maccer

Main character from Salford, England, voiced by Shaun Ryder of the Happy Mondays. He is linked to Kent Paul, The Truth and the Epsilon Program.

Madd Dogg

Rapper and main character voiced by Ice-T, living in a Mulholland mansion. His album is mentioned throughout, and Carl is listed as his manager.

Maria Latore

Character also credited as Maria La Torra and Maria Leone, who recurs across the 3D-era games. Debi Mazar voices her here and in GTA III.

Mary-Beth Maybell

Radio DJ who hosts the station K-Rose, a character based in San Andreas and voiced by Riette Burdick.

Michelle Cannes

Minor character who runs an auto repair shop in downtown San Fierro. She is one of six girlfriends Carl can date, voiced by Vanessa Aspillaga.

Mike Toreno

Government-linked operative who acts as a main character and false antagonist, voiced by James Woods. He lives on a ranch in Tierra Robada.

Millie Perkins

Minor character from Prickle Pine in Las Venturas, connected to Caligula's Palace staff, and an optional girlfriend for Carl. Voiced by Orfeh.

OG Loc

Jeffrey Cross, a Grove Street rapper managed by Big Smoke who plays a main role and a minor antagonist part. Voiced by Jonathan "Jas" Anderson.

Ralph Pendelbury

Minor character and LSPD officer, deceased, who works under the Los Santos police.

Rochell'le

Pop and hip-hop star nicknamed the Cheerleader of Hip-Hop, managed by Jimmy Silverman and signed to Blazin' Fools Records.

Ryder

Lance Wilson, a former Grove Street Families member from Ganton who ends up as the tertiary antagonist. He is voiced by MC Eiht.

Sage

Alternative DJ who hosts the radio station Radio X. She is voiced by Jodie Shawback.

Salvatore Leone

Boss of the Leone Crime Family in Liberty City. He is a supporting character here and was voiced by the late Frank Vincent.

Sweet Johnson

Sean Johnson, the deuteragonist and leader of the Grove Street Families, based on Grove Street in Ganton. He is voiced by Faizon Love.

T-Bone Mendez

Leader of the San Fierro Rifa in San Fierro, a main character and minor antagonist who works with the Loco Syndicate. Kid Frost voices him.

The Truth

Main character based in Leafy Hollow, Flint County, also known as Mr. San Fierro. The late Peter Fonda voiced him.

Wu Zi Mu

Main character nicknamed Woozie, who leads the Mountain Cloud Boys and co-leads the San Fierro Triads. He is voiced by James Yangashi.

Zero

San Fierro main character who works with The Truth and is linked to Wu Zi Mu. David Cross voices him.

Vehicles (45)**Barracks OL**

Military truck by HVY, named Barracks here and Barracks OL in earlier games.

Blade

Vapid two-door muscle car and open-top lowrider, priced at \$15,200 in the Exports and Imports list.

Broadway

Classic car from Classique that seats two, later brought to GTA Online.

Bullet

Vapid two-seat supercar. It costs \$84,000 in the Exports and Imports list.

Club

BF two-door hatchback seating two, priced at \$28,000 in the Exports and Imports list.

Comet

Pfister two-seat sports car, a recurring model priced at \$28,000 in the Exports and Imports list.

Euros

Annis two-door sports car. It sells for \$28,000 in the Exports and Imports list.

Feltzer

Benefactor two-door personal luxury car, priced at \$28,000 in the Exports and Imports list.

Flatbed

Recurring heavy industrial truck built by MTL, seating the driver and one passenger, seen in many later games.

Hermes

Customized late-1940s coupe built by Albany, seating two, now also a muscle car in GTA Online.

Hunter

FH-1 Hunter attack helicopter. In the 3D-era games it is a single-pilot gunship.

Hustler

Classic two-door coupe built by Vapid, seating two, which later came to GTA Online.

Hydra

Mammoth single-seat VTOL military attack jet with vertical take-off and rockets.

Infernus

Pegassi two-seat supercar and one of the oldest sports cars still around in the series.

Jester

Dinka two-door two-seat sports car, priced at \$28,000 in the Exports and Imports list.

Landstalker

Dundreary four-door full-size luxury SUV that has been in most games since its debut.

Manana

Albany two-seat classic car that is listed in the Sports Classics class in later games.

Marquis

Dinka sailboat, nicknamed Jacqueline, that seats two in the 3D games and four in GTA V.

Mule

Maibatsu box truck used as a delivery truck, seen in most games of the series.

Packer

Two-door industrial truck from MTL seating the driver and one passenger, which returns in GTA V and GTA Online.

Patriot

Mammoth four-door full-size luxury SUV, formerly a military vehicle, seen in almost every series game. Costs \$32,000 in the Exports and Imports list.

PCJ 600

Two-seat motorcycle written as PCJ-600 with a hyphen here. It is a Shitzu in the HD Universe.

Perennial

Dinka station wagon and minivan seating four, found in nearly every 3D-era game and in GTA IV.

Picador

Coupé utility from Cheval that pairs a two-door hardtop body with an integrated cargo tray, seating two.

Police

Prominent emergency vehicle in the series, the standard police car, seating the driver and three passengers.

Pony

Medium-sized Brute van used for civilian and commercial purposes, seating four.

Premier

Declassé four-door sedan. It is the civilian version of the Taxi and the Police Car here.

Prevision

Karin two-door coupé with two seats, which was later added to GTA Online in the Southern San Andreas Super Autos line-up.

Regina

Dundreary four-door station wagon seating four, a recurring family vehicle.

Rhino

Military tank that seats only the driver here, unlike earlier games where it fits two.

Romero's Hearse

Hearse that was first called Romero's Hearse and shortened to Romero here. It seats two.

Rumpo

Bravado van seating four, listed as a civilian car in this game and a commercial vehicle in Vice City.

Sanchez

Maibatsu dirt bike seating two, in almost every game since its debut. Exports and Imports price: \$8,000.

Sentinel

Recurring executive car built by Übermacht in the HD Universe, seating four in the 3D games. Its Exports and Imports price is \$28,000.

Speeder

Pegassi Italian-style wooden speedboat found in most games in the series.

Stretch

Stretch limousine from Dundreary seating four, present in nearly every game in the series.

Tampa

Two-door muscle car built by Declasse, seating two, which later arrived in GTA Online.

Tornado

Vintage two-door coupé from Declasse seating two, listed as a Sports Classic in GTA Online.

Trashmaster

Recurring garbage truck seen throughout the 3D-era games, built by Brute and later by Jobuilt in GTA V.

Tropic

Motor yacht and speedboat, built by Grotti in GTA IV and Shitzu in GTA V.

Washington

Albany executive sedan seating four, a long-running town car in the series.

Windsor

Enus two-door convertible seating two. It costs \$28,000 in the Exports and Imports list.

Yankee

Large commercial truck from Vapid, seating the driver and one passenger, also in Chinatown Wars.

Yosemite

Two-door pickup truck from Declasse seating two, and listed in the Muscle class in GTA Online.

ZR-350

Annis two-seat sports car, spelled ZR350 in later games. It sells for \$36,000 in the Exports and Imports list.

Gangs and factions (17)**Ballas**

Purple-wearing gang that serves as the secondary main antagonist group, active around East Los Santos, Idlewood and Jefferson.

Community Resources Against Street Hoodlums

C.R.A.S.H., the LSPD unit supposedly fighting gang crime but in fact corrupt. It is led by Frank Tenpenny and acts as the main antagonist group.

Da Nang Boys

Violent Vietnamese street gang based at Easter Basin in San Fierro, at war with the local Triads.

Federal Bureau of Investigation

Federal agency, listed with its building in Torrington on Staunton Island, Liberty City.

Forelli Crime Family

Italian-American Mafia family based in Liberty City, with a presence at Caligula's Palace in Las Venturas.

Grove Street Families

Main protagonist gang headquartered in Ganton, with Carl Johnson among its leaders. Also known as the Families or GSF.

Leone Crime Family

Italian-American Mafia organization of Sicilian origin, based in Liberty City and led by Salvatore Leone.

Los Santos Police Department

Branch of the San Andreas Police Department that polices Los Santos from headquarters at Pershing Square.

Los Santos Vagos

Street gang known as the Northside Vagos, the third main antagonist group. They are sworn enemies of Varrios Los Aztecas.

San Andreas Police Department

State police and main law enforcement agency of the state, also called the San Andreas State Patrol.

San Fierro Rifa

Mexican gang in San Fierro led by T-Bone Mendez and based in Garcia. It is allied with the Loco Syndicate.

San Fierro Triads

Collective of Hong Kong crime syndicates in San Fierro's Chinatown, led by Wu Zi Mu and Ran Fa Li, running a betting shop and the Four Dragons Casino.

Seville Boulevard Families

Former splinter group of the Grove Street Families around Playa del Seville, supplied by the Ballas. It is now defunct.

Sindacco Crime Family

Italian-American Mafia family based in Liberty City and Las Venturas, now defunct. It has a base at Caligula's Palace.

Special Weapons and Tactics

SWAT tactical police units used by many law-enforcement agencies, which appeared in every 3D Universe game.

Temple Drive Families

Former splinter group of the Grove Street Families in Temple and Santa Maria Beach, supplied by the Ballas. It is now defunct.

Varrios Los Aztecas

Turquoise-wearing Hispanic gang headquartered in El Corona, the secondary protagonist gang. They are rivals of the Vagos.

Places (20)**Doherty Garage**

Derelict Xoomer garage in Doherty, San Fierro, unlocked after the mission Are You Going to San Fierro?. It is a save point storing four cars.

Downtown Los Santos

Skyscraper-filled center of Los Santos where the Babel towers loom, popular for base jumping.

East Los Santos

Los Santos neighbourhood known as Ballas territory, where Big Smoke's crack palace stands.

Easter Basin

Southeastern San Fierro waterfront district with a naval base and aircraft carrier, home to Vietnamese gangs such as the Da Nang Boys.

Easter Bay Airport

Largest airport in the state, serving San Fierro next to the bay and Gant Bridge. Also called San Fierro Airport.

Ganton

Rough Los Santos neighbourhood plagued by drugs and gang violence, and home turf of the Grove Street Families.

Idlewood

Los Santos neighbourhood and contested Ballas turf, with Old Reece's barber shop as its news hub.

K.A.C.C. Military Aviation Fuel Depot

Military fuel depot of the K.A.C.C. fuel service in northern Las Venturas.

Las Venturas

Third and final city, a gambling oasis full of casinos and neon. It opens after the mission Yay Ka-Boom-Boom.

Las Venturas Airport

Major international hub of eastern San Andreas, abbreviated LVA, minutes from the Las Venturas strip.

Los Santos

City of the game, a sprawl of freeways, rundown residential districts and glamorous neighbourhoods. The Babel towers rise over downtown.

Los Santos International Airport

International airport of Los Santos, abbreviated LSX, with five gates linked by a U-shaped two-level terminal.

Portland

Industrial borough of Liberty City with docks, factories and the Red Light District, long under Mafia control.

Red Light District

District of Portland, Liberty City, bordered by Hepburn Heights to the north and Saint Mark's to the east.

Saint Mark's

District in northeastern Portland, Liberty City, bordering Harwood to the north and Portland View to the south.

San Andreas

The fictional state of the game, with three very different cities, Los Santos, San Fierro and Las Venturas, plus mountains, ghost towns, forests and desert.

San Andreas Highway System

Extensive highway network reaching every county and city. It was the first game in the series with major highways.

San Fierro

Second city, a trendsetting metropolis with a counterculture past, opened up by the mission The Green Sabre.

Shoreside Vale

Affluent Liberty City suburb of swimming pools and mansions, home to many wealthy gangsters.

Vinewood Walk of Fame

Iconic Los Santos landmark in Vinewood, which also returns in GTA V and GTA Online.

Weapons (18)**AK47**

Assault rifle modeled on the real-world AK-47, appearing in several games of the series.

Baseball Bat

Aluminium bat with a leather grip, a common melee weapon since GTA III.

Brass Knuckles

Melee weapon later renamed Knuckle Dusters, in almost every game since its first appearance.

Combat Shotgun

Semi-automatic shotgun with a very high fire rate, called the S.P.A.S. 12 in Vice City.

Fist

Bare-handed fighting, counted as a weapon and available in every game of the series, with no ammo or cost needed.

Flamethrower

Fire-spewing heavy weapon from most of the series, reportedly cut from one game for unknown reasons.

Grenades

Standard fragmentation grenades, thrown weapons that clear groups of enemies. They cost \$300 here.

Knife

Dual-edged melee blade with a serrated spine, for stabbing and thrusting.

M4

Assault rifle modeled on the real-world M16 and M4, earlier called M16 in GTA III and M4 here.

Micro SMG

Compact submachine gun that was the Uzi in GTA III and the Uz-1 in Vice City.

Minigun

Six-barrel rotary machine gun with a rate of fire of 2000 to 6000 rounds per minute.

Molotov Cocktails

Crude thrown incendiary weapon, present in every game since its debut.

Pistol

Standard handgun of the series, listed under the name 9mm here and called Colt 45 in the PS2 version of Vice City.

Rocket Launcher

Rocket-propelled heavy weapon, listed as the RPG here, with a long run of appearances.

Sawed-Off Shotgun

Double-barrel shotgun here, with low range and ammo but devastating up close. Costs \$800.

Sniper Rifle

Long-range rifle valued for accuracy, with a slow reload and low rate of fire. It is simply called Rifle in some 3D-era games.

Tear Gas

Thrown tear gas grenade that incapacitates groups of people, and lethal with sustained exposure.

Tec-9

Fully automatic machine pistol, added to later games as the Machine Pistol.