

## Introduction:

Hello! Welcome to Fallout: Motor City, and welcome to the Motor City RP rulebook. This document contains the main rules for RP, making an OC, mechanics in RP, the stat system, and many other things. Some things may be obvious, but this document is meant to cover everything sooo...

If you have any questions or find any problems with this document, please notify a staff member! We will do our best to answer your question or fix the document's issue, whether it be a typo, missing info, etc.

Please note that this rulebook is a WIP.

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## 1: RP Rules

- No god-modding, it's just not fun for anyone else in the RP.
- No ERP...Please....Just don't. You can kiss and cuddle and whatever but..Like, c'mon dude, we don't wanna see ERP in here. Violating this rule is an instant ban.
- No metagaming or anything like it! (This means to use knowledge your OC wouldn't know, but you know yourself).
- For the sake of people's sanity, try to put at least some form of effort into your RP stuff.
- Tupperbox is not a requirement in the server, HOWEVER, it is highly recommended to avoid confusion with out-of-RP and in-RP messages.
- Do not use AI to write your RP responses and requests! Using it as a writing assistant is fine, but fully RPing using AI is not allowed.
- If you RP by yourself, you can not loot for things like weapons and armor. This method of looting is unfair to those that do quests or loot in RPs with others.

- At most, you can loot 3 times per RP. This does not include things like GM rewards.

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## 2: OC Rules

- All characters must be original characters. Ex: You can't use Optimus Prime as a character.
- Make sure characters aren't "perfect"! Everyone should have some weaknesses, they should have realistic traits, backstories, strengths, etc etc.
- Make sure your character is approved before using them in server RP. RP with an unapproved character will be voided.
- Be sure that any special powers or abilities are balanced and fit the server. Ex: You cannot regenerate a group of people instantly, that neglects combat consequences. Abilities alone are very restricted, but can be discussed with staff.
- Characters' info (Backstories for example) should not contain explicit sexual or extremely graphic content...Please, we gotta read this stuff, don't make us uncomfortable with a drawn-out gross torture thing.
- Unless you have a reason for your species being especially tall or short, the maximum height for a character is 8ft tall, while the minimum is 3ft tall. If your species is a giraffe, dragon, or anything in the same vein as a large species, you can be more than 8ft tall. The same goes for the minimum height of rabbits and other smaller species.
- Do not use AI-generated art in your character reference; I get it's an easy method of getting art but, personally, I'm not too fond of it being used in submissions.
- Most characters do not require a backstory, and if you do not want to write one, you can add in "LIRP" for the backstory, however, if your character:
  - Is a special mutant
  - Has items from across the country
  - Something else that's very unique

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## 3: Equipment and vehicle rules

### Weapons

- Starting weapons, while allowing many choices, are still restricted. Refer to the weapon document which includes what weapons are IRP obtained.
- Custom weapons are allowed, however, please post the idea in our questions channel, alongside any image if you have one (Not required), and have a staff member look it over.
  - Note: Custom weapons cannot be things like bolters from Warhammer, or something like an MK18. Please use universe-fitting designs.

### Armor

- Armor used should, like the weapons, match the era; this means no modern plate carriers can be used.
- Power armor cannot be started with unless you have good reason (Brotherhood of Steel, Enclave, etc etc). For most cases, it must be obtained IRP.
- Similar to weapons, custom armor (And power armor) is allowed.

### Vehicles

- Vehicles are heavily restricted, and in MOST cases, cannot be started with. They must be found or bought IRP.
- Armored vehicles are allowed, but only lightweight armor. Tanks, unless faction specific in an event, are not allowed.

### Other Items

- When you make a character, the starting limit is 1k caps, you cannot go above this.