



Trappin n Finessin

Rules

Key Rules

1. Characters must have realistic names. No blatant sexual puns or unrealistic names, no political names.
2. If you are EMS or PD you are not permitted to be in a gang. For EMS, being in a gang with another character is permitted. As for PD, you are not allowed to have another character as a gang member.
3. NO REFUNDS. If you get banned and have paid for anything in the city (cars, drugs, gang packs, etc) you forfeit your money.
4. If a business is inactive for 5 days it will be resold. NO REFUNDS.
5. As a business owner, it is your duty to make sure yourself (while working) and your employees are in the correct uniform.
6. No intentional cop-baiting or forcing cop interactions.
7. No stealing emergency service vehicles.
8. Don't just go around robbing players. Camping at locations with the intent to rob anyone who shows up will not be allowed.
9. Do not report players with no clips of what is being reported. In order to report a player you must have body cam footage of the incident.
10. Abide by the Twitch and Facebook Terms of Service (ToS), Twitch Community Guidelines, Facebook Community Guidelines and Discord Terms of Service while in the city and Discord.
11. You must have a working microphone with no background noise and crystal clear output. Voice changers are acceptable, but they must be understandable and not overly loud, too quiet, or extremely high or low pitched.

Minimum Punishment: Admin Discretion.

CHARACTER CUSTOMIZATION

1. Players must create a realistic human character using the customization system.
2. Do not dress your character to resemble an alien or animal.
3. Nude models or portions of models are prohibited in public areas and can only be used at private events or locations.
4. Do not make parts of your body invisible or intentionally glitched
5. Character names add a level of immersion and must avoid being disruptive. Examples of common inappropriate or disruptive RP names include but are not limited to:
 - a. Names that reference known people, characters, brands, places, or icons
 - b. Names that reference slang terms, offensive language, or are just unoriginal.
 - c. Names that consist of multiple words
6. Do not play as a vigilante. You cannot be Batman, Spider-Man, John Wick, Jason Bourne, Daredevil, etc.

DISCORD

1. Discord is considered OOC (Out of Character). Therefore, topics discussed there should never be used in-game.
2. Do not send friend invites or DMs to other players who have not solicited them.
3. Do not DM (Direct Message) or tag any admin or mod.
4. Do not promote other servers to our community via DM or other communications..

Respectful Environment

The following are strictly prohibited and will result in steep punishment.

1. Aggressive or disrespectful behaviors and actions.
2. Targeting, bullying, or toxic behavior.
3. Comments that do not promote a positive inclusive environment involving racism, sexism, homophobia, politics, suicide or self harm.

Minimum Punishment: Admin discretion.

Role Playing

1. Players are expected to create unique characters with unique traits. These characters when they enter the city have no knowledge of worldly events or the other individuals that reside within the city.
2. All of your actions should have meaning. No random acts or events that fall outside of your character's story.
3. Your character's interactions should primarily facilitate other peoples roleplay. Meaning it is the expectation to use words and player to player interaction primarily over other forceful means such as weapons.

Roleplaying Death / Character Death

1. Players may not "respawn" on an active roleplay scene. The only time respawn may be utilized is when there is no active roleplay with no police or EMS able to respond to your scene.
2. Players will never be forced to roleplay the death of their character by another character. This would be powergaming.
3. Players who opt to character kill their character will be admitted to the hospital permanently. It is the expectation that the player then deletes this character immediately and creates an entirely new persona. Failure to delete your character or creating a character with the same persona as the previous one will be punished for failure to roleplay.

ROLEPLAY GUIDELINES

1. Do not attempt to change how someone roleplays their character by forcing your roleplay styles on them. Likewise, please do not attempt to silence someone or talk over them while they are roleplaying. Roleplay is a two-way street, and we are here to create stories with each other, not listen to ourselves speak.
2. Always engage in the roleplay that is taking place around you. Players who ignore other players are committing FailRP.
3. Do not kidnap, rob, assault or kill EMS, PD or medical staff for any reason.
4. Do not kidnap, rob, or assault reporters while reporting on the scene of a crime/event. Reporters must have video or audio equipment in hand and visible to be eligible for this exemption.
5. Do not kidnap, rob, or assault mechanics who are out on a tow. Mechanics can defend their shops against threats and respond with aggressive force if held at gunpoint at their place of employment.
6. Hostages cannot be friends, associates or imaginary.
7. Do not use plain speech when downed unless EMS inquires about your injuries. Instead, act as if your character has heavy wounds through your character's personality and mannerisms.
8. If your character revives by any method other than a medical staff member or admin, you may not remember who or what killed you or any events that led up to your character's death.
9. Do not return to the place of your death for at least 15 minutes.
10. Do not seek revenge unless it is shared with you by another character through roleplay.
11. You may not kill off your character unless you have cleared it with an admin first. Requests to "do not resuscitate" (DNR) breaks immersion for other players.
12. Medical staff, police and reporters are not allowed to participate in criminal activity while on or off duty.
13. If you trigger an EMS alert, it is required to wait until EMS arrives on the scene if they have confirmed they are en route.
14. Do not impersonate law enforcement officers or medical staff. It is strictly prohibited. Please do not wear any clothing items that belong to police or medical staff unless your job permits it.
15. Do not perform rape, erotic, mutilation, or any other extreme roleplay variation. In addition, do not perform detailed acts of torture, dismemberment, cannibalism, or other highly graphic activities.
16. Players can be identified by their face, outfit, or individual clothing items up to 24 hours after a crime or other event. Stripping off clothing items after a crime or other interaction can still warrant a detainment by Police for questioning if they have probable cause or reasonable suspicion that you were involved in a crime or other event.

17. Do not create fictitious business story-lines at the scene of a crime to mask very obvious criminal activities that are being performed. Everyone knows what you are doing, and failure to act your part as a criminal will be considered FailRP or Powergaming. Examples of this includes but is not limited to, AC Repair Personnel, Bank Vault Maintenance Techs, etc. The government and the justice system will never write official business plan documents for ventures like this.
18. Trappin N Finessin staff has the right to evict the owner of any walk-in business if the business is not actively utilized for RP purposes and/or used to host city published events. Owning a walk-in business with an interior simply to use it for a stash is withholding RP from the rest of the city.

Minimum Punishment: Admin discretion.

RESPECT AND VALUE OF LIFE

1. No KOS (kill on sight) unless it is an agreed-upon between gangs in your respected territory (see Gang Guidelines below) or both parties have made a mutual introduction and understand why combat is occurring. Do not RDM (random death match) or VDM (vehicle deathmatch). You must have a logical reason for killing someone.
2. You must value your character's life and the lives of other characters at all times. Therefore, your character's personality and mannerisms should portray fear when faced with a life threat. For example, if you have a gun pointed at you, put your hands up.
3. Do not harass or disrespect other members or management. Instead, show respect to other players and keep the real-life drama out of roleplay. Do not use derogatory remarks regarding race, national origin, gender, religion, disabilities, or sexual preference. Do not base a character's roleplay around being heavily toxic, aggressive, or discriminatory.
4. You have the right to bear arms inside your home, business, or place of employment. Therefore, you may use deadly force inside your home, business, or place of work if your character's life is at risk. Home and business owners may choose to disallow this at their discretion. Police may ignore hostage-takers' demands while at any police precinct.
5. Do not rob, kill or take hostage a player that is 3 days old or less, indicated by a green turtle above their head.

Gang Rules

Gangs Leaders

1. Each gang leader is expected to make sure that their gang members are following server rules.
2. You (as a leader) should only be recruiting trustworthy people, and as such, they are your responsibility, not the server admin or development teams.
3. Gang leaders should register their gang in a ticket and provide the required info.
4. Each leader should make sure that whoever is recruiting may not be in another gang, or have another character in a rival gang.
5. Gang leaders should make sure all members are wearing their flag at all times.

Gang Conflict

1. Gang conflict may only start over real roleplay reasons and not the interaction between one individual or based on a player's comment.
2. All gang violence should be avoided in safe zones and community posted event locations.
3. During a gang conflict, it is prohibited to contact 911 or press the G key to call EMS systems to get revived. If Law Enforcement or EMS appears on scene, it is under their own volition. LEO and EMS are not required to continually revive gang members where shootouts are happening. They will not be a gang's personal revive service.

Gang Conflict Process

1. Gang conflicts work on a daily process.
2. Its a 30 minute cool down period after any gang attack or retaliation.
3. During the attack & retaliation process, the attacker can only attack again once the defender has retaliated.
4. Gang Leaders can break the process at any time during the seven days by requesting for peace in another face to face meeting between gang leaders.
5. Gang allies is allowed to slide and is prone to retaliation.

General Gang Guidelines and Rules

1. Do not force people to change the colors of their vehicles, clothing, or hair. You may only use colors to identify your organization or gang. Only one organization or gang may identify with an individual color at a time.
2. Do not chain rob other gang members or target other gang members repeatedly.
3. Gangs should not be overly friendly, soft, or otherwise non-combatant in the event of a conflict or financial reason.
4. Gang members may not kill players who are not associated with a registered gang or considered solo, unless attacked or provoked by the non-gang player.
5. Do not bad-mouth other gang members or be toxic or you will face server bans.

6. Failure to abide by any of the rules will risk all members of a gang losing their gang status or even earning subsequent server bans.
7. If a gang leader gets banned the gang no longer exist and no refunds will be giving out
8. Those guidelines are subject to change any time, no announcement will be made upon changes.

Out of Character and SafeZones

Players are never permitted to go Out of Character while in-game.

1. NEVER BREAK CHARACTER DURING ACTIVE SCENARIO.
2. Use of voice chat in game is strictly in character.
3. The use of /ooc chat should be an absolute minimum. General discussion is not permitted in OOC.
4. Notifications of game-breaking mechanics or actions affecting roleplay are proper uses of OOC chat. (character is invisible / car is bugged or glitched)
5. All locations associated with city events are considered safe zones during the entirety of the event. Inside all businesses are greenzones. No one should be inside a business killing or being killed.
6. You may not wield weapons, and you may not commit a crime of any kind inside a safe zone.

Minimum Punishment: Admin discretion

Meta Gaming

Metagaming is a term used in role-playing games, which describes a player's use of real-life knowledge concerning the state of the game to determine their character's actions, when said character has no relevant knowledge or awareness under the circumstances. This can refer to plot information in the game such as secrets or events occurring away from the character, as well as facts of the game's mechanics such as abstract statistics or the precise limits of abilities. Metagaming is an example of "breaking character", as the character is making decisions based on information they couldn't know and wouldn't know in game.

1. Use of external communications like Discord must also be relayed in character for use in RP.
2. No discussions outside of the city should affect your in-city actions.

3. Viewing of “screenshots” or “recordings” (of other players) should not result in character action if not obtained in roleplay.
4. Viewing other players live streams while actively engaged in roleplay scenarios is prohibited.
5. Creating a character that is a relative to one of your other characters upon login (brother, sister, grandma, uncle, etc) is prohibited. (You can not use knowledge from another one of your characters to engage in a roleplay scenario.

Minimum Punishment: Admin Discretion

Power Gaming

Power gaming is defined as forcing players down a single path with no other options within roleplay. Examples of this may be defined as...

1. Robbing players at a bank and forcing them to turn over all of their money.
2. Killing players who have cooperated with your demands.
3. Forcing players to character kill (CK).
4. Dropping unconscious players off in a location not accessible to emergency services.

Minimum Punishment: Admin Discretion

Combat Log / Purposeful Disconnect

When in an active scene, disconnecting to avoid punishment is against the rules. Accidental crashes should be communicated via Discord #CrashReport if unable to log back in. This includes:

1. F8 quit
2. Alt-F4
3. Pulling the plug on your router or computer
4. Throwing your computer out of the window
5. Deleting System 32

Minimum Punishment: Admin Discretion

Exploiting

The following are strictly prohibited and will result in steep punishment.

1. Utilizing emotes for unintended game mechanics.
2. Use of any mechanics or systems to duplicate items.

3. Modifying game files to have unintended mechanics occur within the city.
4. Cheating to obtain items or money through “out-of-city means.”
5. Disconnecting in order to be revived again

Minimum Punishment: Perm Ban

Deathmatching (RDM/VDM)

1. Shooting, injuring or killing another player without proper means of roleplay.
2. Utilization of guns (or other lethal mechanics such as vehicles) versus words with no proper initiation. Example : You suck! ***pew pew pew*** There should be some conversation and buildup prior to lethal interactions. Just because you argue with someone once at the store doesn't mean you just spin the block and kill them. Build up the rp, fear your life, fear going to prison etc. No one should be shooting off minimal interactions.
3. No recognizable reason to reference your players actions.

Minimum Punishment: 1 week ban.

Breaking Realism / Serious Roleplay

The following are strictly prohibited and will result in steep punishment.

Vehicle Scenarios

1. Use of jumps / ramps.
2. City vehicle speeds should not max-out. Vehicle speeds should remain under 80 within city limits.
3. Ramming your vehicle into other players or vehicles with no intent of roleplay.
4. Use of helicopters or planes at low altitudes in the city.

Player Scenarios

1. Animals operating vehicles, utilizing weapons, or interacting with other characters in a sense that would not happen in real life.
2. Alien or other worldly creatures. No Trolling is allowed.
3. Failing to value your own life. You are expected to comply when facing force or violence. Also, if you are complying and in result get downed, that is against the rules.
4. Kid Peds should act as kids. Kids should not have any form of weapons or drugs. They should not be involved in any gang activity.

Minimum Punishment: Admin Discretion.

Reporting Players

Player reports should primarily occur OUT OF GAME. This is to ensure that situations are able to be looked over and analyzed effectively by our Leadership team. The following reports should occur in game through use of /report...

1. Blatant RDM / VDM
2. Blatant OOC that is disrupting players' experience
3. Hacking
4. Reports of scuffed or broken player mechanics

THESE REPORTS SHOULD NOT OCCUR IN OOC CHAT.

Other infractions such as (but not limited to) “breaking realism” or “metagaming” should be reported in Discord via #reports - regardless of rank of those being reported. These reports should include screenshots or video to provide full context to our Leadership team for review. Reports not including photos or video will be disregarded. These infractions should not cause you to break character - you must continue with the roleplay as our server is entirely an in-character environment. A solution to this would be to remove yourself from the active scenario and file a report accordingly.