

# Welcome to Trenchport Roleplay - Version 1.0

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<https://trenchport.wixsite.com/trenchport/>

# Preface

*This is a roleplaying sim which portrays dark themes with often graphic violence. People will be IC (in-character) and they may act in ways or do things that seem shocking. If this offends you OOC (out-of-character) then this may not be the sim for you.*

*Because of the dark nature of the urban unrest here in TP it is important that the rules are read and understood OOCly in order to play here. Once you have read the rules please fill out the application to become an official member of TP RP.*

*The application is available to all visitors at the landing point of the sim. URL. Please answer the questions to the best of your ability.*

*A detailed and well-thought out response to each question on the application must be provided to be considered for an invite into the role-play group*

# The Basics of Trenchport

We are an adult only sim! No underage players allowed. NO child avis. Children can be NPCd as just out of sight/earshot. This is in compliance with SL TOS.

We are a human-only sim. No supernatural or imaginary creatures. Furrries will be considered a human in a costume.

Players portraying a domestic animal must be realistic and therefore will not be permitted to have death limits.

Small domestic mesh farm animals and pets are allowed during low lag times. You may be asked to detach if the traffic is heavy.

In public no consent is required to join a scene. Private scenes require OOC consent from all parties. Don't white knight. Don't hijack an ongoing scene to make it about your character or bring it to an abrupt end while others are enjoying it.

Vehicles are free to use, but please keep it under 80 li and pick it up when finished. Do not leave your car parked on sim, even on your rental property. When involved in pursuit or chasing, the distance of one block, per post, is considered the standard.

# Roleplaying in Trenchport

Once you exit the OOC landing area to enter the ground level sim you will be considered In Character (IC).

It is important to know the difference between IC and OOC.

**IC** - This is the fictional character you will be playing. Your emotes will reflect their thoughts, emotions, actions and environment.

**OOC**- This is you, the player. The person at the keyboard. Your emotions should not be reflected in your character's actions.

**Emoting** - Here the community standard is using the /me emote style in third person (she, not I), with an entire post composed of as little as one sentence, all the way up to a large paragraph.

**Keep track of your post time, don't make people wait longer than necessary.**

**Post order** - It's important to wait your turn and go in order. This is why posts are not multiple lines, but one chunk of text responding to the previous posts.

**Communication** - IMs are OOC. Keep local chatter for IC only. Conferences for large post orders can be helpful. Always err on the side of more communication.

**ICA=ICC** - In Character Actions equals In Character Consequences. This means if your character acts in a way that puts them in danger, you should be prepared for the consequences that follow.

**Limits** - These are YOUR responsibility as a player, to know and to communicate. A profile pick will usually suffice. Communicate in IMs with play partners if they encroach on your limits. Repeated attempts to ignore your limits may require the help of a moderator. If you have a death limit you may not 'hide' behind it by flirting with danger ICly.

**Keep it fun! Use common sense. Be respectful. Keep immersion. Be unexpected.**

**Create stories that spread through the community to get the most out of your RP experience.** We know the magic that happens when so many talented storytellers from all over the world come together, creating a rich and legendary experience.

## Avoid these common mistakes in RP!

Breaking immersion- Keep local strictly for IC posting. If you must communicate OOC with another player, use IMs. If you need to leave a scene quickly and tell multiple people, wrap your chat in double paras ((brb, htp!)). Detach or silence any attachments that could spam chat. The idea is to keep IC and OOC as separate as possible.

Metagaming - The first time you meet someone, you don't usually know their name. Here in SL we all have nametags over our heads, but for a player to give that info to their character is considered metagaming. Any info learned OOCly and used ICly is considered metagaming.

Powergaming - Every action a character does is an attempt. Nobody but you controls your avatar or what happens to it. If someone dictates how you react or take a hit or fall, simply refuse. Likewise you may not describe in your posts what another character 'might' do.

Metaposting- Characters are not mind readers. If you emote only thinking but not speaking, people will wonder if you're okay. Give people something to respond to rather than a wall of text describing minutiae. Thought insults are also considered metaposting and a mixing of IC/OOC, as well as bad form.