

# SERVER RULES

## BASIC TERMS OF SERVICE

The Staff team here at Diablo Roleplay reserves the right to modify and/or change any rules as needed to ensure the best possible gaming experience for all of our players. While we strive to communicate updates effectively, we advise our community to regularly check our rules for any amendments to stay informed.

Behaviour that does not align to **Twitch's Terms of Service (TOS)**, **Twitches Community Guidelines** & **Discord's Terms of Service (TOS)**, alongside **Diablo RP's Server Rules, Guidelines and Policies**, this includes but is not limited to; Text/Voice communications, Roleplay (via text/voice), and general behaviour within the community, would be subject to the removal from the community.

Individuals shall not engage in activities that can be perceived as racist, homophobic, transphobic, sexist, hate speech, or anything that can be perceived as decorative or abusive.

Having a subscription or paying for products on DiabloRP does not exempt you from adhering to the server rules.

You are responsible for all actions done on your own account.

## COMMUNITY EXPECTATIONS

All players must be 18 or older to play on DiabloRP.

All players must adhere to the community guidelines, server rules and policies. Diablo RP reserves the right to remove individuals' assets at any point,, who may be in breach of any policies and rules set before them.

DiabloRP is an English speaking community, we expect all our members to conduct any public communication, whether that be on Discord, or within roleplay to be in English. Exceptions can be applied to some groups or individuals whose characters may speak other languages relevant to the time and when appropriate may communicate in other languages. However, primary forms of communication should be spoken in English for the inclusion of everyone within roleplay.

The use of a microphone is necessary for interaction, those with a legitimate disability or need for mute character, please apply via ticket on the Discord.

Staff are the only people to enforce the rules. You must not attempt to enforce the rules yourself and public witch hunts will not be accepted. You must report players using the

ticketing system and continue to play out the scene to the best of your ability, remaining in-character at all times.

We aim to maintain a high quality standard for everyone across the server and if repeat or consistent concerns of low effort are brought forward, staff will conduct a review of the persons whitelist.

Server Restarts occur at **5am & 5pm AEST**. Be mindful of these times and avoid transferring money or items within 15 mins of the restart. If you unexpectedly lose connection or a scenario overlaps with a server restart, you are expected to return to the scene as soon as possible.

## STAFF COMMUNICATION & EXPECTED CONDUCT

All staff communication will be via our Discord Support.

All communications regarding DiabloRP between players and staff, though our Support Bot, is confidential and remains on record. Both Staff and Community Members are expected to act in a respectful manner when Speaking and discussing matters brought up.

## UNFAIR ADVANTAGES AND MODIFICATIONS

### **MODIFICATIONS:**

Don't use software, mods, apps or macros that give you an unfair advantage or allow harmful actions. Customizing your game look (skins, texture packs) if you want, but be aware that any issues this may incur are not the responsibility of the server.

### **ASSET TRANSFERING:**

Players are strictly prohibited from transferring assets to friends or other players as a means of circumventing progression systems within the server. This includes but is not limited to giving away assets when deleting characters, leaving the server, or engaging in real-world trading.

### **CHARACTER DELETION & ASSET DISTRIBUTION:**

In the event that a player decides to delete their character and wishes to distribute their assets, they must create an in-character last will and testament outlining their desired asset distribution, this is done both IC with a legal government official (lawyer) and OOC via a ticket.

### **WILL REQUIREMENTS & MODERATION:**

Any will must comply with server lore and roleplay continuity. It must be submitted to and approved by the lawyers prior to any distribution of assets taking place.

### **STAFF DISCRETION ON WILLS:**

The staff team reserves the right to deny approval of any will that is suspected of facilitating unfair asset transfer, disrupting the economic balance, or being excessively generous in a way that feels incongruent with the server's standards of roleplay

### EXAMPLES

- Installing any form of cheat software
- Using auto software to rapidly mimic inputs
- Giving your friend all your money and quitting the server
- Giving a friend money or assets to give an alt character of yours

## REPORTING AND REIMBURSEMENT

It is recommended members have media clipping applications such as Medal or Steelseries GG Moments. It is essential for bug reports, compensation requests and reporting rule breaks.

### REIMBURSING:

We understand how frustrating it can be to lose valuable items due to issues out of your control. Please note that RedM is always under development and will likely never be fool-proof.

***If you lose items or money over \$50 of value due to bugs or as a result of clear rule breaks, raise a ticket and provide evidence of said item(s)***

### EVIDENCE NEEDED:

1. Clips (via apps like Medal)
2. Recent screenshots of inventories

***Note that we will not be providing reimbursement without evidence.***

### REPORTING:

All player reports must be accompanied by unedited screenshot or video evidence.

**Clips must be over 1 min long and must include all audio to provide full context of the incident.**

- Reports must be submitted within one week (7 days) of the alleged rule-breaking incident. Reports filed after this period will be considered void and not actionable. This is a guideline, not a finality, please use your best judgment when reporting something, if you hold on to evidence for weeks, questions will be asked and your report possibly thrown out.
- Reports submitted with the intent of retaliation against another player for any reason are strictly prohibited. Such actions are deemed as 'revenge reporting' and will be subject to review, potentially leading to consequences for the reporting party.
- Before filing a report, ensure that there is a clear rule violation. Instances of confusion regarding server rules do not necessarily constitute a rule-break. Players

are encouraged to seek clarification from the admin team or consult the server's ruleset if uncertain.

- Whenever possible, we encourage players to settle disagreements and conflicts in-game through roleplay or other in-game mechanisms. Resorting immediately to out-of-character reporting without attempting in-game resolution is discouraged and does not align with the spirit of our roleplay environment. Additionally, reports of players who are perceived as being rude or hostile in-character without breaching the server's rules will not be considered valid complaints, as such behaviour can often be a part of the roleplay experience. It is important to differentiate in-character actions from out-of-character intent.
- Reports should be reserved for serious infractions that disrupt the server's integrity or a player's experience. Petty complaints about minor issues that do not substantially impact gameplay, or reports based on misunderstandings of in-game dynamics or roleplay situations, will not be entertained. The staff team will not act as mediators for trivial disputes that can be resolved between players without admin intervention. Remember, our focus is on maintaining a high-quality roleplay experience for everyone on the server, not moderating every small grievance.

## BANS & DISCIPLINARY PROCESS

Player/Incident Reports submitted to the DiabloRP Staff Team will be addressed promptly. Usually within 48 hours, the reporter will be advised that their report is being addressed.

Disciplinary actions given by DiabloRP Staff are considered confidential between the player involved and the Staff Members overseeing the report. If the player that received disciplinary action decides to speak publicly about the events and results of what was reported, this confidentiality is revoked and Staff may disclose to the wider community certain factors that lead to the decision of action being taken. Factors include evidence and context that resulted in the disciplinary action.

### **BAN APPEALS**

We understand the majority of our players will never need this information, but it is important for us to clarify this information for those who do need it. Our intention is to educate and reform players so that the community is a positive place with a high standard of role play. We hope that players who do receive bans can learn from their mistakes and rejoin the server and continue having fun. Please be aware that when players come off a recent ban they are held to additional scrutiny and may face longer bans should there be additional rule breaches.

### **Bans that CANNOT be appealed**

- Bans shorter than 1 week (Unless placed in error)
- Hacking
- Perma Banned for Sexual Harassment
- Perma Banned for OOC threats to life

### **Invalid ban appeal reasons**

- The ban placer is no longer staff

#### **How many times can I submit an appeal?**

- Bans that are 3 months or less can only be appealed once
- All other bans (Including permanent) can only be appealed a total of 2 times, each appeal must be at least 3 months apart from either the ban or appeal

#### **Successful ban appeals should be in the following format**

- Explain the situation as you recall it so that a third party could read and understand it
- Identify what you did wrong and what rules you breached (or are accused of)
- Identify (with reference to the server rules) what you should have done in that situation
- If you abused another player or a staff member, you should also include an apology
- Attach any applicable evidence

***Spamming additional appeals or failing to meet the eligibility criteria will result in your appeal being denied or your ban extended. For long bans, it is recommended not to immediately submit an appeal unless you have sufficient evidence.***

## POWERGAMING

Power gaming involves abusing in game mechanics and/or other unrealistic forms of RP to gain an advantage. Abusing scripts to create an unfair and/or unrealistic advantage. If you suspect an exploit, report it to the staff via the ticket system (support-make-a-ticket).

#### **BODY DUMPING:**

Dumping someone in an inaccessible area. Do not place a body inside a locked property, or dump their body where it cannot be retrieved or treated by doctors by any natural means.

#### **INVENTORY DUMPING:**

Selling drugs or hanging around a bank/stables during risky RP so that you can deposit money and items to avoid risk

#### **EXAMPLE**

- Taking advantage of game mechanics such as third person to see around corners
- Combat logging: quitting the game to avoid a scenario
- Reviving multiple people with little to no RP Using /me's to avoid RP
- Using /me to force outcomes e.g. "/me knocks you out"
- Breaking free from a lasso when tied up and on someone's horse/shoulders
- Calling your horse repeatedly when it's been stolen
- Unrealistic changes to your character's appearance
- Engaging someone in hostile RP while they are in a menu
- Fleeing wagons or horses during hostileRP to avoid losing inventory
- Concealing weapons until actively using them to initiate hostileRP
- Selling drugs within 30 mins of a restart (30 min before and after restart)

- Accessing someone's storage that you are not meant to have access to
- Stealing from sheriff's evidence lockers or doctors lockers without approval from staff for rp reasons

# METAGAMING

Metagaming means to make in-game decisions based on OOC knowledge about game mechanics, events you weren't present for or wouldn't have heard about such as other characters' story arcs etc. A newly made character cannot have knowledge of an existing character's history within the server. Having a shared backstory is fine, but anything that happened in the server itself cannot be shared across multiple of your own characters and is considered metagaming.

## **INCITING METAGAMING:**

Inciting metagame is sharing information to other people in order to incite them to metagame it. This can be telling people who are around at the time, or details to what has happened during a scene that they were not involved in.

## **BLEEDING:**

Allowing any OOC feelings you have to change your character's behaviour is considered bleeding. In-character judgements and feelings must be founded on in-character events that your character has witnessed and been involved in. Any bleeding is considered metagaming.

## **ROLEPLAY CHECKING:**

Roleplay checking is attempting to test the roleplay knowledge or skills of another player unnecessarily. This includes fixating on someone when they say something that you don't believe is time period accurate instead of brushing it off or improvising your roleplay around it. It is not appropriate to attempt to bring IC attention to this or to test people on it. This must be dealt with OOC instead of IC and is considered metagaming.

## **EXAMPLES**

- Inciting metagame by sharing IC information in chats (DMS or discords)
- Using OOC information to gain IC advantages
- Watching another role-player stream Diablo whilst roleplaying in the same scenario
- Using information from a stream IC
- Being in unmuted discord call whilst also roleplaying
- Using media posts OOC and using that information IC.
- Asking for Information such as locations or groups in OOC chats
- Using an alt character to gain advantage in any aspect
- Sharing information between alts or using alts to bypass supply chains
- Rulesplaining; explaining server rules IC, this applies to criminals quoting SOP's they wouldn't have access to as criminals, or law enforcement quoting criminal guidelines

# RANDOM DEATH MATCH (RDM)

You should always have a legitimate interaction before harming another player, this interaction could be in the form of verbal communication or a build-up to the scenario. Brief dialogues, small talk or surprise attacks are not considered legitimate interactions. Establish in-character motives for hostile actions, attempting to injure or murder someone should be considered a last resort

## **Killing on sight is strictly prohibited**

If you have been killed by another player, and respawn, abide by the New Life Rule.

Consider RP alternatives to violence; such as kidnapping, threats, or other avenues for roleplay, rather than resorting to immediate violence.

Keep in mind that once a player is downed or killed, their ability to respond to further roleplay scenarios is effectively ended.

Similar to RDM, VDM (Vehicle Death Match) requires legitimate interaction and clear in-character motivation before being attempted

**HORSES:** Shooting someone's horse is permitted provided legitimate interaction has been established prior.

### ***Legitimate interaction could include:***

- A long horse chase/pursuit
- A heated argument that escalates to threats of violence
- Hostile RP has been initiated already
- Pre-established gang hostilities (you cannot rock up and shoot a gang members horse without having proper RP interaction within that scene)
- Sniping a horse from a distance without legitimate interaction

# BREAKING CHARACTER AND REALISTIC CHANGES

Unless you are explicitly communicating with staff members in an out-of-character context, you are not permitted to break character.

- All conversations and interactions should remain relevant to the time period.
- Using /me or /snl to communicate OOC is prohibited UNLESS applied for
- Rulesplaining; explaining or eluding to server rules in-game is prohibited

While the local barbers and makeup artists are available for everyone to make changes to their personal appearance, we expect these services to be used appropriately. Using them in an unrealistic manner may be classed as failRP, and if utilized inappropriately to attempt to evade sheriffs then it may be deemed as potentially powergaming.

- You cannot suddenly go from being bald to having luscious long locks of hair, similarly you cannot just magically go from being baby face smooth to a grizzly long beard in a span of a few minutes.
- Major changes in your physical appearance should take time to manifest and should be RP'd out appropriately.
- Wigs are an option from our barbers, but if questioned on the change in hair you MUST advise its a wig

#### **VOICE IDENTIFICATION:**

You may not identify someone by their voice alone.

## CHARACTERS & COUSINS

***All characters must start with no prior knowledge of the server, other characters/cousins or lore that has happened previously.***

There can be no reference to any of your other characters or knowledge that you have not gained on your new character. New characters cannot be related in any way to other characters you have had. Relatives of other players are allowed as long as you are not re-joining the same family as a previous character.

Using the word 'cousins' to describe characters played by the same players is not allowed. If you confuse someone with their "cousin" it is appropriate to suggest you confused them with someone else, but not to tell them they are a "cousin". Additionally, all references to your 'previous lives' or discussing how you learned something 'in the big city' to reference your history as a Role-player in FiveM or previous RedM servers including previous versions of Diablo is not allowed.

#### **EXAMPLES**

'In my past life I was a Doctor'

'I'm a cop from Kingsmen City in the future'

'My cousin told me how to rob banks'

## NEW LIFE RULE

Upon being downed in a roleplay scenario (Reduced to 0 health), your character must forget all events from the past **60 min** leading up to your "death". You are strictly prohibited from seeking revenge against the person(s) who downed you and must behave as though you do not know who it was moving forwards until you are legitimately reintroduced.

#### **EXEPTIONS TO THIS RULE INCLUDE:**

- If a witness that was present during the entire ordeal informs you of what occurred. A) Your body is brought to a local doctor to be revived. B) A player operated doctor is able to reach you and revive you.
- If revived by a player or local doctor you should act as wounded or incapacitated and should not participate in any current hostile scenarios. This is not Call of Duty, if revived, sit it out.



- If you claim that your friend(s) informed you about the incident, but there is no substantial evidence to prove their presence and/or ability to pass on this information, you will both face consequences.
- If you are downed but still involved in a scenario you must not respawn. If your body is being held captive, your captors must not hold your body for longer than 30 minutes.
- When downed, do not consider this an opportunity to break character or talk OOC.
- Shooting heads off does not result in the player losing their memories

## **RESPAWNING**

When the player respawns after dying, they must forget all events leading to their death. This could be for example, falling to your death, dying to an animal, or being shot by another player. If you were downed during conflict, you must not return to the area for at least one hour. You must not rejoin the conflict.

## **REVIVED BY ANOTHER PLAYER:**

If the player is revived by another player, they retain blurry memories of the events leading to their downed state. They must roleplay their injuries fully. Witnesses can remind them of any missing details during their unconscious state.

Please see **Medical**

# MEDICAL

All players are required to roleplay their character's injuries to their full and realistic extent. If your character suffers a significant injury such as a gunshot wound, you must accurately portray the implications of the injury, including pain, reduced mobility, and minimum of 10 min recovery.

If a player's character stays untreated for 30 minutes while being downed, they should roleplay more excessive injuries as a result from blood loss that will have been sustained during this time. Lingering in a downed state for longer than 1 hour to gain an advantage is prohibited and you should respawn as it is clear that nobody is coming.

The exception would be if a doctor has communicated that they are on their way.

Engaging in roleplay that indicates you have no pulse or vital signs is a definitive indicator that your character is dead. This action can not be taken back. If you wish to engage in desperate medical role play you may instead use terms such as 'weak pulse' 'breathing slows' which will enable medical staff to restore your vital signs. See **PERMANENT**

## **CHARACTER DEATH**

When downed, RP your injury and you can only communicate with doctors. Lastly, taking advantage of server restarts to log off and return during peak hours when medical services are more available is considered power-gaming and is prohibited.

# PERMANENT CHARACTER DEATH (PK)

Permanent Kill (PK) is permanently removing your character from the server, this action is permanent and cannot be undone. PK cannot be forced on someone, it is the player's choice alone to perma their character.

When roleplaying out a perma-death in the presence of others the player should clearly indicate their intention to do so, such as "/me fading pulse" or "/me He is laying lifeless, dead".

**PK-ing a character requires you to /perma and hold down the button for 10 seconds and it will delete your character.**

If you have a Last Will and Testament and have items that need to be taken from your house, carts or other storage you will need to open a ticket for them to be transferred to the Court House.

# FAILRP

Failure to roleplay. FailRP is a broad concept that may include taking actions that are unrealistic and immersion breaking, speaking out of character, or acting in a way that is not consistent with your character's values or situation.

## EXAMPLES

- Ignoring or disregarding the consequences of your actions
- Attempting to insert yourself into a situation you are not a part of
- Stating that items such as axes, pickaxes etc could not be used to harm someone
- Claiming you don't have any weapons because they are not currently equipped
- Alerting the sheriffs or doctors to your location when your character would not be able to do so
- Trolling: Disruptive and foolish behavior
- Powergaming, Metagaming, No-FearRP

# NO-FEAR RP

In this roleplay environment, it's crucial to understand and follow the Fear RP (Fear Roleplay) rule, which means you should treat your character's life and the life of the people around you with the same care and consideration you would in the real world. Your character and those around you, no matter how skilled or powerful, are still vulnerable and can be injured or killed. Let's break this down with some examples and guidelines:

## VALUE LIFE AT ALL TIMES:

Imagine your character's life as valuable and precious, just like your own. Value the life of your friends or family.

## 1v1 SENARIO:

When facing a single opponent with a weapon aimed at you, you should genuinely fear for your character's life. The exception is when a gun isn't aimed at you and you are in a safe position.

#### **AVOID UNREALISTIC BEHAVIOUR'S:**

Don't engage in unrealistic actions that ignore your character's vulnerability and mortality. Don't put your in-character (IC) friends or family at risk for trivial reasons.

#### **SURRENDER WHEN APPROPRIATE:**

Surrender if someone clearly has the upper hand: When a gun is drawn on you, and your weapon is holstered. When you're facing away or distracted. Avoid running recklessly in front of speeding carts or horses.

#### **DO NOT HARM ALLIES UNNECESSARILY:**

Don't intentionally harm or kill your allies without a valid in-character reason.

#### **TOWN SHOOTINGS:**

If you're not directly involved in an active firefight or dangerous situation, prioritize your character's safety by seeking cover and not needlessly exposing yourself to harm. You should run away or take cover if gunshots are going off in town. ***“Run, Hide, Fight”*** means you must make an effort to protect yourself by running away, hiding if you can't escape, and fighting IF the violence comes to you. Civilians responding to crime as if they are law is prohibited.

#### **EXCEPTIONS:**

There may be specific exceptions to the Fear RP rule in special events or scenarios. Staff members will communicate these exceptions clearly. Always seek staff approval and clarification before assuming any exemptions.

***Remember, the key is to make your roleplay experience immersive and believable by treating your character's life realistically. Your actions should align with the fear and vulnerability that comes with being a character in the game world.***

## HOSTILE RP

There are a few hostile RP engagement rules that you are required to follow in this server:

- Hostile RP within 30mins of a restart is prohibited. Restarts occur at 4am & 4pm AEST and there will be in game notifications. Hostile RP is any illegal activity that will engage the law enforcement department.
- You cannot permanently kill (PK) another player's character. After a hostile event, a cooldown period of 1 hour must be observed before engaging in further hostile situations with the same players/groups, sheriffs being the exception.
- The hostile parties MUST leave the area for the duration of the cooldown Sheriffs are exempt from this rule
- After committing a crime you should not flee back to your home or apartment for at least 15 min; this is considered “powergaming”
- If you are hogtied, you cannot break free unless you are left alone. It is considered power gaming, or Fail RP to attempt to break free while being carried or escorted.

- If you are hogtied or held hostage, you may not alert the sheriffs or doctors. You may only alert the Sheriffs/Doctors if it is safe and realistic for your character to do so.
- Being AFK does not protect you from in-game events. Players involved in a scenario where they have a sniper set up nearby must explicitly disclose this information to the other parties involved.
- Before any hostile action is taken, the sniper's presence and intention to fire upon a given signal must be clearly communicated.
- Failure to provide this disclosure, followed by the sniper taking a shot, will be classified as RDM (Random Death Match) and will be subject to appropriate penalties as per server guidelines.
- You cannot **intentionally** shoot limbs off people.

## GROUP RESTRICTIONS

If you would like to dabble in hostile RP with your friends or other players, you must apply to be a posse via Discord Applications.

### HOSTILE NUMBERS

Posse Hostilities - 6

Gang Hostilities - 6

Sheriffs - 6

### BANKS

5 Criminals and up to 7 Sheriffs

### STORE ROBBERIES

5 Criminals and Sheriffs can have 2 more than the criminals

### HOSTILE ENGAGEMENTS

#### ***Player V Player***

When engaging in player v player hostilities you must fight alone OR register for a posse.

#### ***Bank Heist***

A maximum of 5 participants are allowed in a bank robbery. This limit encompasses all roles from the onset of the robbery to the escape, including those inside the bank and any accomplices positioned elsewhere to aid in the scenario. Additional support beyond this team is not permitted. Sheriffs may respond to bank robberies with a team of up to 7 members. It is at the sheriffs' discretion to decide whether to match the robbers' numbers or use their presence as leverage in negotiation tactics.

#### ***Specific Scenario:***

***Security Company Engagements*** An exception for assembling a group of 5 in hostile activities outside of bank robberies applies to engagements involving a security company. Such scenarios are strictly regulated, allowing no more than 5 participants in contracted hostile operations.

***Posse Formation*** The current limit for any posse is a maximum of 10 members on Roster and 5 in Hostile Interactions. Intentions to form a posse/gang necessitate a formal

registration through the Applications in Discord. Registration is mandatory for groups aiming to engage in hostile activities together. Gangs have a maximum roster of 10 people in total on the roster and 5 in Hostile.

**US Cav, Mexican Army and the Guarma Military must abide by the above Group restrictions unless given directions from Staff.**

***Changes to numbers allowed in hostile may vary in events, this will be announced by staff prior to any event or situation. Sheriff's department will only have numbers changed for events, martial law or on a case by case to deal with large threats.***

## LASSOS & TACKLING

### **HOGTIES:**

When hogtied you can not free yourself unless the opportunity arises where you can break free from a situation safely.

### **Tackling & Use of Lasso's:**

When using the lasso/tackle for any criminal matters, it is classed as a form of declaration of hostile RP

### **TACKLING/EXECUTION ANIMATIONS MAY BE USED IN THE FOLLOWING:**

- To initiate hostile roleplay
- Can only initiate the mechanic in hostility if you are approaching outside hostilities field of view (rear)
- 

### **LASSOS MAY BE USED IN THE FOLLOWING SCENARIO:**

- Role play hogtying a victim
- Carrying of someone IC who is non response or unconscious ONLY if they are momentary in head and you're trying to move them to safety
- To capture a target, this can include a target fleeing or attempting to evade capture ONLY when there is prior RP and the rules of hostility are followed
- Can only use your lasso in a hostile situation if you are not head on / charging gun fire

### **LASSOS & TACKLING MECHANICS MAY NOT BE USED IN THE FOLLOWING:**

- When outnumbered
- When running towards gunfire head on

## CRIMINAL RP

Criminal roleplay should reflect a character's slow and realistic evolution into criminality.

We discourage sudden escalations into high-tier crimes without appropriate character development. Crimes such as robberies should not be hastily initiated with inadequate

planning or character interaction. Quick-to-kill behaviours and lack of details in crime scenarios are also strongly discouraged. We value depth, realism, and gradual progress in criminal roleplay.

If a player has been outlawed and whilst outlawed captured for additional crime, they will face court where they may be hanged for their crimes. If the verdict is Guilty they will be offered 30 days IC prison sentence or PK.

## ROBBERIES

Robbery roleplay should primarily be conducted for enhancing the storyline and not for acquiring immediate assets. Victims should not be harmed post-robbery unless they pose a genuine threat to the robber's freedom or life. Open provocations by victims are grounds for harm. The robbery rule outlines what you can and can't do when choosing to rob a player.

### GENERAL

During a robbery scenario, you are allowed to either rob someone or kill them, but not both. You need to decide ahead of time and cannot pivot unless;

- The player being robbed may decide to fight back given the opportunity, in this instance killing them is an acceptable outcome.
- During a bank hostage situation, the robbers must decide if they are going to rob the hostage or use them as leverage, both cannot be done.

If being robbed, you must abide by the No-Fear RP Rule and not engage in unrealistic actions.

- You may not rob a player twice in the same scenario.
- If with a group, you may not take turns robbing the same person.
- You may not rob a player who is in a menu or store front, this will be considered PowerGaming.

Be thoughtful and consider providing the player with a fun experience rather than yelling "hands" and providing little to no RP.

### GUNS

- You may forcibly take them using the inventory menu through the robbery system. You may only take 1 longarm and 1 sidearm total.

### HORSES

- You may temporarily steal someone's horse. You may not force someone to transfer you their horse.
- You may not flee your horse to avoid having it robbed during hostile RP.
- You must not call your horse repeatedly once it has been stolen by another player.

### WAGONS

You do not have an indefinite amount of time to rob someone's wagon, be quick. You may not flee your wagon to avoid having it robbed during hostile RP.

# TORTURE RP

On an Out-of-Character level, Torture Roleplay has the ability to trigger the player as they may be sensitive to such subjects. On an In-Character level, it's understood that Torture Roleplay can provide great character arcs and additions to the stories of characters.

To balance this, it is a requirement that Torture Roleplay is consensual. Torture Roleplay is to be entered into mindfully and respectfully and all parties involved within a scene must display consent for each individual Torture Method. Torture is the specific and intentional intent of causing a character semi permanent or permanent disfigurement of any kind.

**/Me TRP** is an easy way for an aggressor to find out if the other party is comfortable with Torture RP.

**The other party must respond with /me Yes or /me No**

## EXAMPLES OF WHAT IS TORTURE RP AND WHAT ISNT

- Scalping, removal of body parts, carving or severe mutilation are NOT acceptable unless it has been consented to OOC or IC
- Kicking, being beaten up, being shot and/or the loss of limbs after death or being threatened is not considered Torture RP

## HOW TO CONTINUE CONSENT THROUGHOUT THE SCENE IS TO USE /me

### EXAMPLE

**Player A:** /me presses knife against Player B's finger

**Player B:** /me screams as knife slices through finger **"Indicating they continue"** OR

**Player B:** /me curls hand into fist **"Indicating they do not wish to continue"**

# DUELING (1v1)

Duels are only to happen when both parties agree and there are witnesses. They must have a wager set before the duel happens, the wager must not be under \$500 of value (either monetary or items of that value). All wager Items/Money must be given to a witness who will then give it to the winner.

**If the same pair of people get into a Duel for a 2nd time, the loser must PK their character.**

# LAWLESS MEXICO

**No one can drag/force someone over to Mexico.** This will fall under power gaming, you must go to Mexico on your own accord.

#### **THE FOLLOWING SERVER RULES DO NOT APPLY IN MEXICO**

- GROUP RESTRICTIONS
- ROBBERIES
- LASSOS & TACKLING

**Once killed in Mexico you will wake up in the Frontier and ALL SERVER RULES other than LAWLESS MEXICO apply.**

KOS Zone starts once your feet are outside the Frontier/Sisika/Guarma.

## ERP

Any ERP must be done privately; you cannot do ERP where other players can see.

**All ERP's must have consent from all parties involved.**

**/me ERP** must be used by the initiator.

**The other party must respond with /me Yes or /me No**

## SERIAL KILLERS

All Serial Killer Characters must be submitted for Staff Approval prior to committing those crimes or creation of the character. This includes killers primarily targeting NPC's.

## CAMPS AND PROPERTIES

#### **CAMP RULES:**

It is the Camp Owner and key holders responsibility to place the camp in a place that does not restrict access to public spaces and naming their camp something appropriately.

#### **OWNED PROPERTY RULES:**

Once a property is bought, the owner must get a "Private Property" sign at the front of the property/entrance if the owner wants to keep people off their land. When entering a clearly marked private property the following applies;

- When entering a Private property and asked to leave 3 times by the owner of that property and you do not not comply the owner has the legal right to shoot on sight if you refuse to leave their land or they can hogtie you and take you to the nearest sheriff department where you can be fined If an individual is found on a person's private property without that person's explicit permission the individual caught/identified, legal action against the individual may be taken by the property owner.
- Sheriffs must announce their presence and if they are there to search the property or to take photographs they **MUST** present a search warrant or get the owners permission.



Expectations to this are Sheriffs are in pursuit of a criminal Furniture items must not be used to block the property off.

***Having to delete props to gain access to public places, falls under Power Gaming.***

## ERA-AUTHENTIC VISUAL MATERIALS

Posters, cards, and all other published materials in the county MUST authentically represent the spirit of the era (1899 to 1900's).