Fearless.

Introduction

Welcome to the Roleplay Guide of Fearless RP!

So what is roleplay? Roleplaying is taking on the role of another character. There are many different ways to roleplay and this guide will help you find your perfect roleplay style!

When roleplaying there are two major aspects of roleplay, this would be passive and aggressive. Passive roleplay is roleplay without aggression or weapons, such as a restaurant or store. Aggressive roleplay is the opposite of passive, this genre includes weapons and general aggression. This can include being in a rebel alliance and trying to overthrow the government.

In this guide we will explain the context of roleplaying over the Fearless servers and how you should act in certain situations, in order to get the best out of a roleplay experience.

Roleplay Rules

To make sure that our roleplay server provides the best experience it can for all of our players. There are some simple rules that have been put in place to keep CityRP as immersive and fun as possible. This guide will briefly go over some of our basic rules, to kickstart your experience!

New Life Rule (NLR)

- One of the biggest and most important rules in the server that you need to know about is New Life Rule (NLR). The rule is quite simple. NLR is not only a system when your character dies, but that you cannot return to the area you died at for 10 minutes. When your character dies, they forget **everything** that happened in their previous life, for example if you are a police officer and you die in a raid, you will forget everything that happened in your previous life, almost as if you are a new police officer joining the team.

- In the image above, there is an example of a death location marked in red.

CDM (Car Deathmatch)

CDM, or Car Deathmatch, is when a player uses a vehicle to kill people intentionally. To avoid being punished for CDM, always call a paramedic, and stay with your victim until they are treated or they unfortunately die. If you are in a police pursuit, quickly use the /paramedic command, which will send a generic message to the government with a location, alerting them that someone is injured there. Equally, if there are no Paramedics online, you could use a CPR kit, in order to use it you must first buy and use a battery, then look at the injured player and click use on the CPR kit - please not that there is a chance that it could fail.

Random Deathmatch (RDM)

Another really important rule you need to know about is Random Deathmatch or most commonly known as RDM. The meaning is in the title, you are not allowed to kill someone without a valid roleplay or background reason. For example, you cannot just kill someone on the spot because they looked at you in a weird way, you will need to look at it at an angle as if it were in real life, you wouldn't kill someone over something simple.

Fear Roleplay (FearRP)

On the server, FearRP is a huge aspect to any aggressive roleplay. FearRP is the act of your character being afraid in life or death situations, for example, someone has a gun to your head, they give a command and if you don't follow it they will shoot you. If you do not do what they say, that would be breakage of FearRP and is against the server rules. The reason for this is because when people are trying to roleplay as a criminal with a gun and you just keep running away from them it will be seen as powergaming, as you're making your character exempt from the emotion of fear. Therefore, breaking FearRP will ruin the RP situation. It is important to note that FeaRP is also initiated through items such as handcuffs when an Officer is attempting to arrest you.

- Here is a RP situation example, the man with his hands up is currently under FearRP as he has a pistol and a baseball bat on him. If he moves or does not do what the criminals say, he has a chance of getting injured or even death.

Fail Roleplay (FailRP)

FailRP is where you do something while in your In-Character state that would not happen in real life. For example, you would not have a floating house as that is physically impossible to happen in real life. You would not have your job title set to an animal, for example a turtle, because it is highly unlikely that a human would be a turtle. It is a pretty simple rule, whatever you can't do in real life, you can't do on the server.

Metagaming

When you type in the OOC (Out of Character) chat, everyone who is currently on the server can see your message. If you suggest, or ask for stuff IC while in OOC chat or ask for someone to come to your location in OOC chat, it is considered metagaming, which is not allowed on the server. The rule has been implemented in order to prevent situations such as being in prison on your own and asking in OOC 'Help, someone break me out of jail!' This can be very abusive and therefore against the server rules.

- Example of metagaming, something you should not say in OOC.

Racism IC and in OOC

Players are allowed to be racist in character, although that does not mean you can go around saying racial slurs whenever you want. You have to have a proper background for your character to be racist. However, racism in Out of Character chat is still and always will be against the rules. You can not be racist in out of character chat in any shape or form and if you do, you will most likely receive a hefty ban or OOC blacklist.

Basic Aspects of Roleplay

Character Basics (Gender, Name, Description)

When you first join the server, you will be given a random identity, but you can change it all to suit you! To do so, in game press F1 then press 'Character' At the top, it has two tabs, Jobs and Personalisation. Click on Personalisation to change gender, name and description. In here, you will find all the options you need to customize your character.
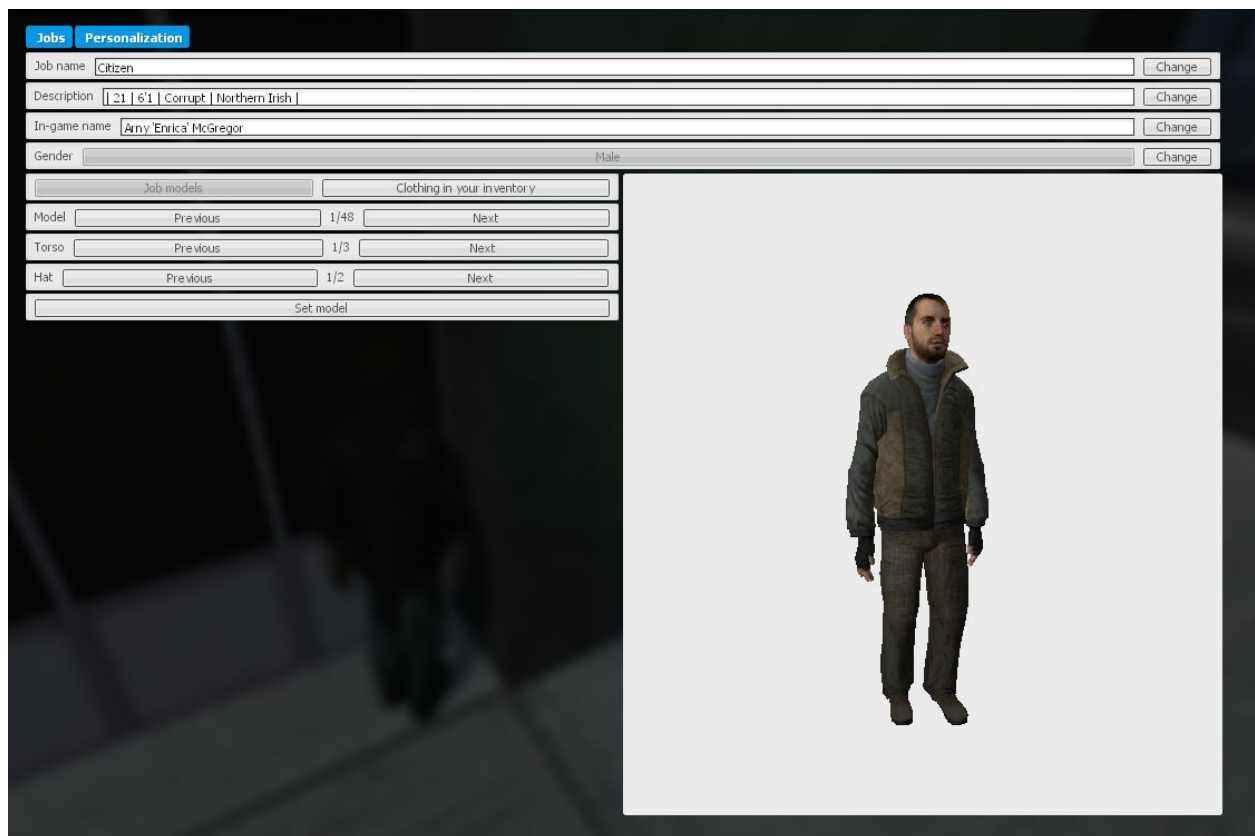
Let's start by adding your name. It can be anything from John Doe to Hannah 'David' Smith. Usually, people put a middle name. This is usually their steam name. Now, let's move on to the description. This is used to describe your character's personality, age or height. For example; '23 | Funny | Corrupt | 5"9'

The next bit is gender, this is where you can change your gender to either a male, or a female (this won't be displayed for anyone else to see, however it will effect your model choices). You can change your model to a specific one you like too, if you want to do this, under 'Gender' there are buttons which change your model, torso or hat. You can also wear clothing which you buy from the market. Then you can press 'Clothing from inventory' which is below 'Gender', some models will have more customisation such as backpack, emblem or hands. A great example of this is the Gopnik tracksuit.
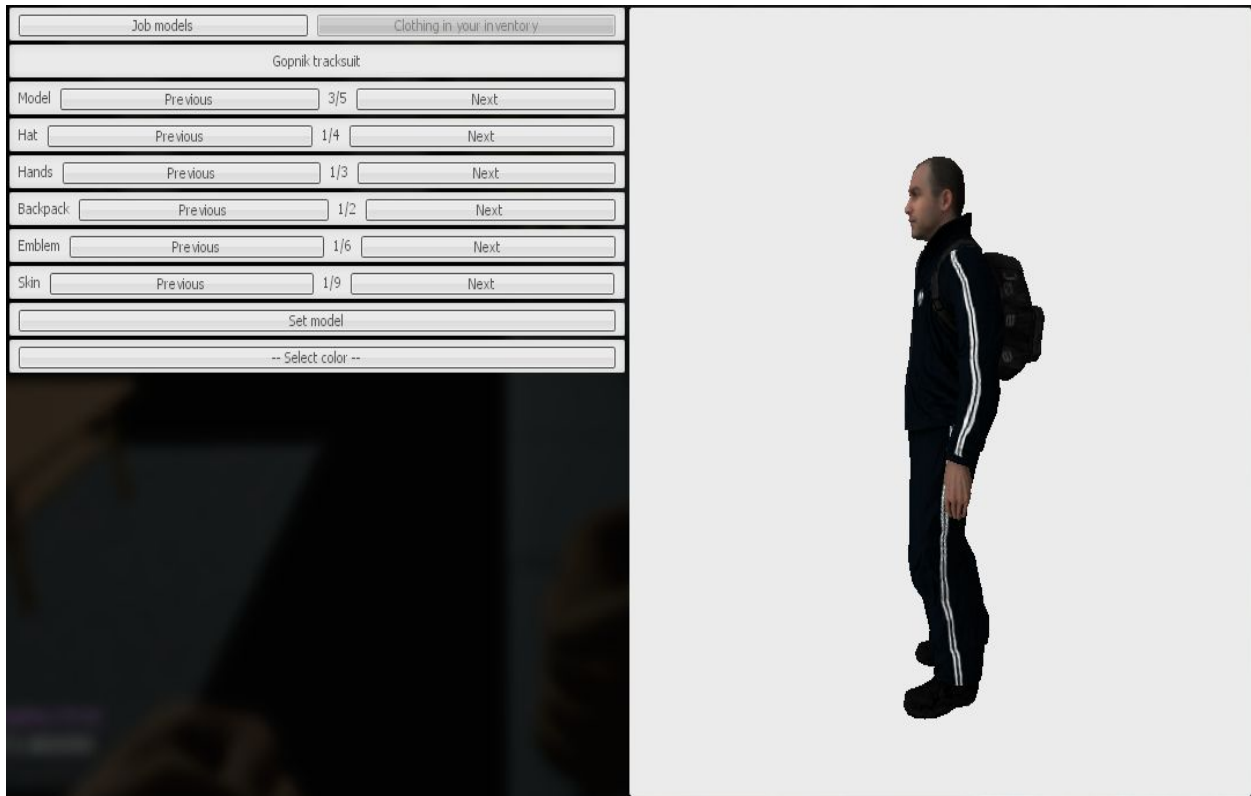
The suits can have bodygroups so you can customize what it will look like. To do this, you want to press F1 > Character > Personalization > Clothing In Inventory
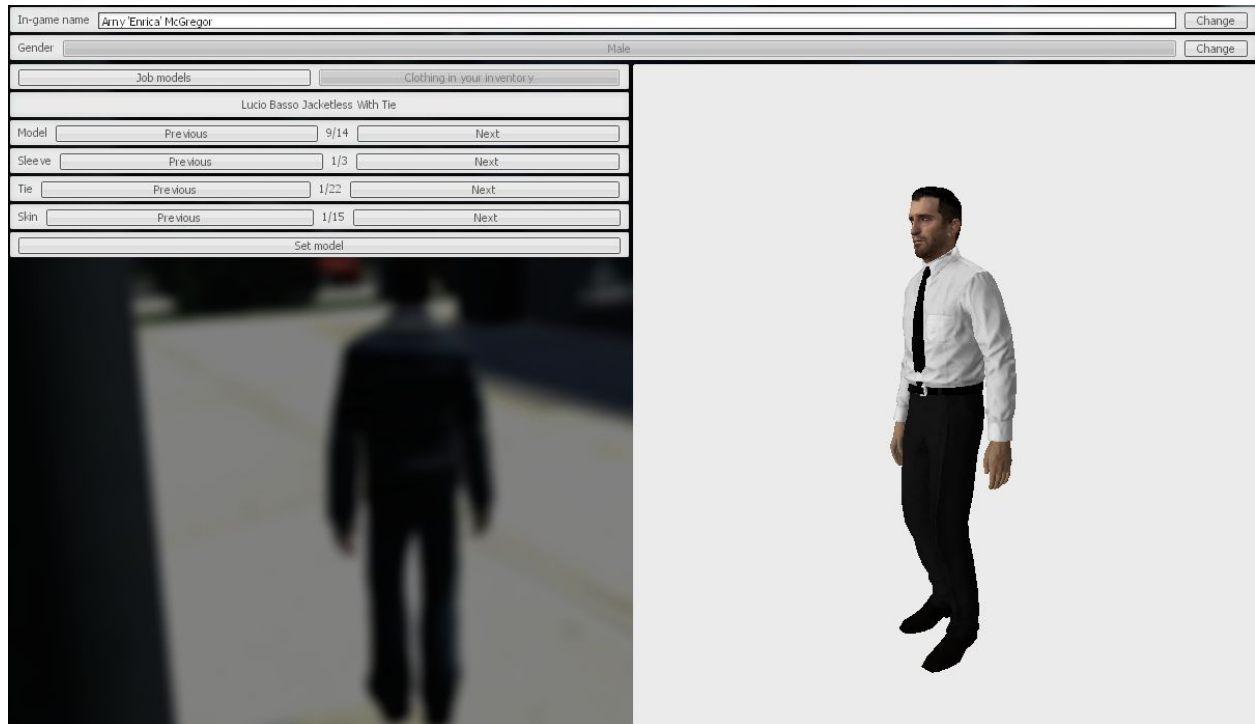
You can also select through different models, sleeves, ties, skins etc (depending on the model).

Enhancing Roleplay (/me and /it)
Some people like to roleplay and not use /me and /it, which is fine. But using /me and /it can enhance the roleplay, especially if you're intending to type.

What does /me and */it* do?
/me and /it can be used to make ordinary RP situations that seem a lot more real. For example when two people are talking in a conversation and you want to interrupt you could do: /me clears his throat loudly. Although, /me can be abused in a way that is far from realistic, for example /me

jumps into his car which takes him to the moon and it lands on top of the Nexus. Powergaming occurs through the command too, such as /me snaps Jeffrey's neck. /it is a command which can be used as a narrator, or sound effects. Such as '/it The computer starts to make a really loud beeping sound and suddenly shuts off' this will show up in chat like ** The computer starts to make a really loud beeping sound and suddenly shuts off.

Jobs

Now, we will move on to jobs. On the servers, there are 22 jobs in total on the server to choose from, but you can set custom jobs!

Firstly, we will start on how to access the jobs and setting custom jobs. To access the list of all the jobs on the server, you want to press 'F1' then click 'Character' In here, there are all the jobs on the server you can choose from. Custom job names are used to change the role play you are doing, by changing the display name of your job. For example, if don't want to be your everyday citizen, use '/job Computer Salesman', as the citizen job. As the chef your default job name will be 'Chef', and if you've opened your new restaurant you can easily use, '/job Evocity Restaurant - Owner' to make yourself look official, or you can edit your job through the box at the top of your personalisation menu!

Here are all the jobs and what they are/do:

	# President
	As the President, you manage the City, add or change laws and accept/decline warrants. You also control your Government and keep it organised. The president comes with a range of commands such as, /addlaw, /editlaw, /insertlaw, /clearlaws, /wanted, /unwanted, /lockdown, /unlockdown, /broadcast, /demote, /database and /tax.
	# Vice President
	This is much like the President job, it has the same commands, but is there to help the President make decisions and help him/her come up with plans to improve the City.

	## Strategic Response Sergeant
	The Strategic Response sergeant, also known as S.R.U - Sergeant is there to aid, and keep the S.R.U team in order and make sure they are doing their jobs, and demote those who are not. This job can use /teamname <name> which sets the job for the whole S.R.U team, /demote <name> to demote corrupt or disobedient units and /database (when in vehicle) to view the Government Database
	# Strategic Response Unit
	The Strategic Response Unit, also known as S.R.U - Unit are there to assist the police force in extreme situations. They are to listen to their sergeant and follow his or her orders.

Nexus Desk Secretary

The Nexus Desk Secretary is to stay at the Nexus Desk and make appointments with Government Officials. This job comes with its own commands such as /database (does not need to be in vehicle) and /pass <give/take/removeall> <name> <red/blue/green> The red pass is a Government Worker, which is there to help the government. This pass gives the player access to all the Government doors/keypads, so be careful on who you are giving it to! The Green pass is a Visitor pass, they are only given this to have a meeting with a Government Official. The Blue pass is Presidential Company, which are people who work for the (Vice) President i.e. Presidential Guard.

Paramedic

The Paramedic is there to heal/aid players that are injured. They are to respond to calls as fast as possible and to help the player. They can drive an ambulance, from which they can resupply their kit from. (/resupply)

Fireman

The Firemen are there to respond to calls as quickly possible and help with simple things such as a person trapped somewhere, to massive house fires with people inside, waiting for help. The Firemen can spawn in a Fire Engine, which the can resupply from and use to respond to calls.

Citizen

Citizen is the default job. They are to stay away from crime and live their daily lives. However, if this simply is not the roleplay for you, you can use the /job command which changes the name of your job, which transforms you to anything from a pesky gangster to a prosperous business man!

Chef

The Chef is here to provide food for all the Citizens in Evocity and can set up their own restaurant, cafe, bar, shopping mall and, fast food shop and loads more!

Doctor

The Doctor is to supply Pharmaceuticals to everyone, such as Paracetamol, Steroids, Health kits, Bandages or Nitrazepam. They can also work in the hospital and do Surgeries on people.

Gun Dealer

The Gun Dealer are here to take orders and manufacture the guns or ammunition to their Customers. Often, depending on what the president makes law, you might need a license or may be banned from the city altogether!

Mechanic

The Mechanics are to repair or edit a players' car to their liking, from changing the bodygroups to changing the colours. They can set up their own Mechanic shops and advertise. (Using /advert or signs)

	## Chauffeur
	The Chauffeur is to transport goods or Citizens around the City. The Chauffeurs' can spawn a Truck and Trailer, Taxis or Buses. (The Buses require 5 roleplay points to spawn)
	## Delivery Driver
	The Delivery Drivers' are to transport goods around the City. They can own a delivery truck (Citizens can also spawn the Delivery Trucks) They are to get jobs from Bobby Tucker or Rick Manly. (Bobby Tucker is at Shopping Street - Parking, while Rick Manly is at MTL - Front) They then must pick up the cargo from the given location and deliver it to the given location.

|	
	## Security Guard
	The Security Guard is to protect the Citizens' homes or the (Vice) President. The Security Guards spawn with an ASP Baton and Zip ties.
	## Rebel Leader
	The Rebel leader is there to manage his/her members and organize meetings and come up with plans for illegal activities. The Rebel Leader comes with some commands such as /objective <text>, /demote <player> or /teamname <text>

	## Rebel
	The Rebel is to listen to their leader and do what they say, or face demotion. The rebels are the main fighting force in the team and are to follow their objective.
	## Black Market Dealer
	The Black-Market Dealer, also known as 'BMD' is to sell illegal goods to the Criminals of EvoCity. They are to avoid the Government and aid the Criminals with their needs

	## Don Corleone
	The Don Corleone is to manage his family and keep them in order, and organize meetings. Don Corleone has the same commands as the Rebel leader. The Rebels and Corleones' are not to ally with each other.
	## Corleone Member
	The Corleone Member is to listen to their boss (Don) and keep in order, or they may face demotion.

Advanced Aspects of Roleplay

Building Management
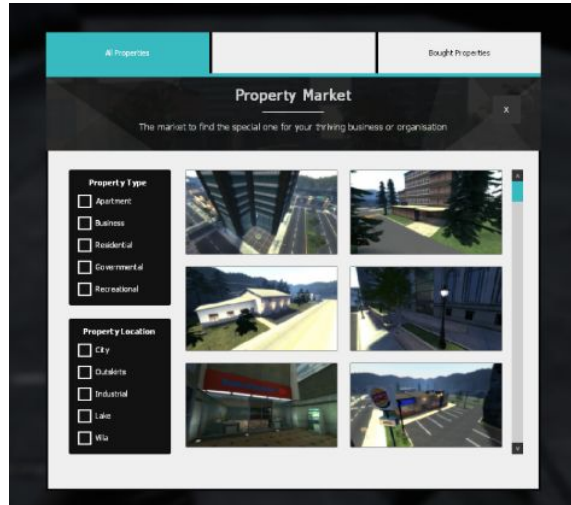
While Roleplaying on Fearless you may come across building in which you can purchase. These buildings work on a new management system with each building costing different amount to purchase in addition to rent which is paid on 15 minute intervals. The price to purchase a building and its rent depends upon many things, these include:

- Building Size (Square Footage)
- Location
- Number of Doors

To find out the information about buildings you can purchase and their location you can click F3 which opens a menu showing numerous pieces of information in regards to basic details on a property. While in the F3 menu you can also search for specific types of properties whether it be 'Apartments', 'Business', 'Residential' 'Governmental' and 'Recreational' as well as being able to search for what area of the Map you wish the building to be at. These building types correspond to different buildings and therefore gives people a better interface to search for their perfect property. As well as this you are able to check for properties you currently own. At the current time you may only own 1 property. However once purchased you own all of the doors within the building.

To buy a property you must firstly go up to the desired property and click F2, once you have done this a menu will appear giving details on the property. If you desire to rent the property you can then click 'Rent' and you will be charged for said property. Once a property is bought you are able to customize it in many ways. If you click F2 you have the ability to change that door only, however if you click F3 you will be able to change all the doors simultaneously.

Once you have then finish with your fty you can go up to it and click F3 and then click sell

Money

In CityRP the aim of many is to collect money and ways in which they can do it. There are many ways in which people are able to collect money to further improve the life of their Roleplay Character. Each job within the server pays out a different amount per

payday, every 5 minutes your character gets paid their 'Salary' and each job has a specified salary. The salary of a job depends on its abilities, Government workers are some of the highest paid jobs in the server. The salary also depends on the status of the player. Players with donator are able to experience double the salary compared to a regular player on all of the jobs.

Whenever a character is paid their salary a percentage of that salary is taken and given to the President/Vice President, this is known as 'Tax'. This amount is decided upon by the President/Vice President themselves and ranges from anywhere between 0% to 40%. This means that per every pay day a cut of between that value will be taken. For example a citizen receives a salary of $50 every 5 minutes so the taxation on this salary can vary between $0 to $5 every 5 minutes as well. However, 20% is the maximum that you can tax players as a President, if you go any higher than that then you put yourself at risk of being raided.

Another way to make money is contraband. Contraband is a criminal activity where players are able to purchase Money Printers and/or Drug Labs to further expand their criminal fortunes. These produce a yield of $250 (Money Printer) per 15 minutes and $140 (Drug Lab) per 15 minutes. However these activities are dangerous and can result in the Police raiding your building to destroy your contraband and arrest you and your associates. Another way to produce money is to grow Weed. This can be sold to the Drug Dealer at Backstreet where you can sell weed for $101. However this way of making money takes time and depending on the leadership can be illegal.

Money Printers
● Cost: $1000
● Income (every 5 minutes): $250
● Maximum amount allowed at one time: 2
● Time before you make a profit: 20 minutes

Drug Labs
● Cost: $750
● Income (every 5 minutes): $140

- Maximum amount allowed at one time: 5
- Time before you make a profit: 25 minutes

Delivery Jobs, allow players to also make money by transporting cargo to and from a destination. To get a cargo job you must first have a Delivery Truck and then go to a dealer either at MTL or Shopping Street. These dealers can then give you either legal or illegal delivery jobs, with the illegal ones offering more money with the risk of being caught by the police. These delivery jobs make the player collect cargo and deliver it to a specific location. The quicker you deliver the cargo and the higher the condition the more money you receive as the reward.

Roleplay Points/Hour Rewards

Roleplay Points are a reward in which is given to people for exceptional roleplays. At Fearless we promote PassiveRP as well as encouraging all types of RP and therefore we believe that a reward for the best of RP's. However it's recommended that when you Roleplay you do it for the enjoyment of the RP and not for the points. Points can only be giving out by Teachers and above and are deemed as the highest reward for an excellent roleplay. These points can be giving out for many things that we believe makes your RP great. Whether that be the build, how your Roleplay it and if you are enjoying yourself. The best part about a Roleplay is to make sure you and the ones around you enjoy the Roleplay and not the possible reward you can get for it. Roleplay Points are a reward not a necessity.

When receiving a Roleplay Point, you can purchase locked items that require a certain amount of points from the market.

With one Roleplay Point you can purchase a 'Government cap' for $5,000 which you can wear with the Police or Paramedic job. You can also get a 'Table picture frame' that you can put your own images onto.

With two Roleplay Points you can buy the 'Philip Marlowe' suit that you can buy for $45,000, you can wear it as any job and fits well for detective RPs with the hat that you can purchase with it for $5,000. With two Roleplay Points you can also purchase the 'Mossman' outfit for also $45,000.

If you receive a third roleplay point you can buy the 'Gopnik tracksuit' for $200,000 off of the market.

With five Roleplay Points you can buy the 'SWAT van' for $100,000 that you can use as the S.R.U job. You can also buy the bus with five roleplay points for $1,000.
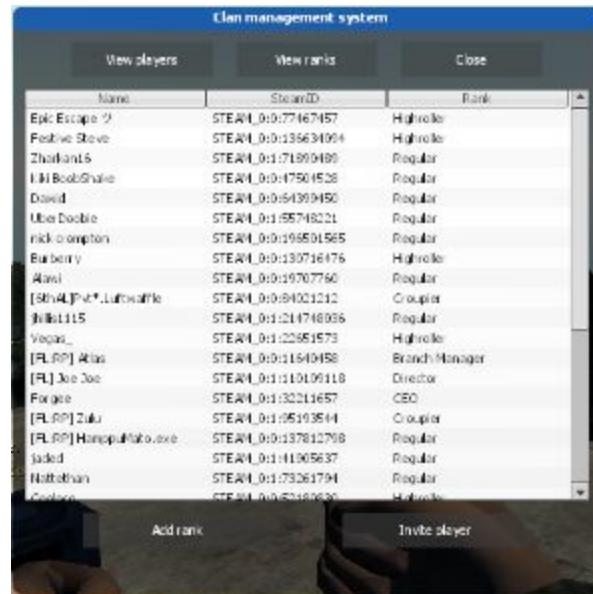
With ten Roleplay Points you can purchase the 'Gas mask suit' for $0.

Finally, you can buy the 'S.R.U Heavy suit' for also $0 for twenty Roleplay Points.

In terms of hour rewards, you will get 40 props when you reach 200 hours (unless you purchase Donator) and access to the prop resizer tool when you reach 500 hours.

Clans

A Clan is a system in which a group of people with similar aims is able to collaborate to further a goal. All clans are different and are run in different ways. However to be part of a clan you must first be invited by the leader of a Clan or anyone with Authority to do so. Clans are a great way to involve people alike in specific roleplays and allow for many opportunities whether it be allying with other clans or declaring war. However clans are not cheap. Each clan costs $50,000 to start and from that point the user can change their clan how they like. Clans offer many different opportunities and if a Clan is deemed good enough can receive the title of 'Official' where they are able to get their own private section on the forums dedicated to further expanding their clan. However you may only be in 1 clan at a time. The rules of the server apply to clan members too - which includes such altercations such as clan wars. A player may not break the RDM rule to kill a rival clan member, without obeying the same rules that would apply to a normal player. Any clan found to be breaking the server rules, will have their players banned - and if a repeated disregard for the rules is shown, the clan may lose official status.

Roleplay Groups

Thread / Author	Replies	Views	Rating	Last Post [asc]
Groups				Mark this forum read | Subscribe to this forum
Important Threads				
Roleplay groups [UPDATED 17/2/2017] (Pages: 1 2) — Faustie	14	1,860	★★★★★	12-18-2017, 05:17 PM — Last Post: GHOSTK1LL3R
Archive — Divey	0	205	☆☆☆☆☆	09-22-2017, 11:57 AM — Last Post: Divey
Normal Threads				
Evo City Road Works Contractors LLC — Coffee	9	196	☆☆☆☆☆	02-22-2018, 10:08 PM — Last Post: Arny
Vantiago Incorporated (Pages: 1 2 3 4 5) — Joe Joe	36	1,843	★★★★★	02-22-2018, 09:54 PM — Last Post: Joe Joe
Pigeon Party of Evocity — BasicallyMental	9	219	★★★★★	02-20-2018, 12:31 AM — Last Post: BasicallyMental
Chang Enterprises — Sir Otto	6	115	☆☆☆☆☆	02-16-2018, 08:47 PM — Last Post: Sir Otto
Never Alone (Pages: 1 2 3) — Willem de Walrus	25	405	★★★★★	02-11-2018, 06:40 PM — Last Post: Willem de Walrus
Evo City Fire Department (Pages: 1 2 3) — Reebs	26	1,610	★★★★★	02-06-2018, 08:44 PM — Last Post: Reebs
Monarchy of EvoCity — dawson270500	3	60	☆☆☆☆☆	02-03-2018, 12:09 AM — Last Post: dawson270500

Sort by: Last Post ▾ | Order: Descending ▾ | From: The Beginning ▾ | Prefix: Any/No Prefix ▾ | Go

Roleplay groups are a way to gather people together regularly for Roleplay based around a specific aim. Each Roleplay group varies and unlike clans they are free to create and are able to be in as many as possible. Each Roleplay group offers different opportunities and allows people to continue Roleplaying what they enjoy. Roleplay groups are seen as a more relaxed alternative to clans however do not think they are an easy task! Roleplay groups take a lot of work and dedication to make them as successful as possible.

Cars and boats

On the server there is a wide range of cars you can choose from, prices ranging from $1,000,000 to $15,000. A yacht costs $2,750,000 and a jetski costs $300,000.

Boats

These are for the richest only, if you have the yacht or jet ski, you have completed your life.

It is great for showing off and having parties on.

The boat costs a scary $2,750,000, so it certainly shows off your wealth!
The jet skis are $300,000.

Fireman tools/Fire spreading

There are many tools a Fireman can use many tools to help them put out fires. The Fireman job comes equipped with a fire axe, a ladder and of course a fire extinguisher.

If there is a forest fire, you will receive an alert in your text box of where the fire is. It looks like this.

(Weather Alert!) A forest fire has started somewhere near MTL!

A forest fire you may encounter while you are in-game looks similar to this.

A forest fire will occur much more frequently when there is a current storm on the server. Forest fires appear in many different locations across the map and come in different sizes.

Roleplay Assistance

F1 Menu

When you first press F1, you are greeted with tabs to click and with writing to read, when you press F1 for the first time spawning in you will be shown to this menu:
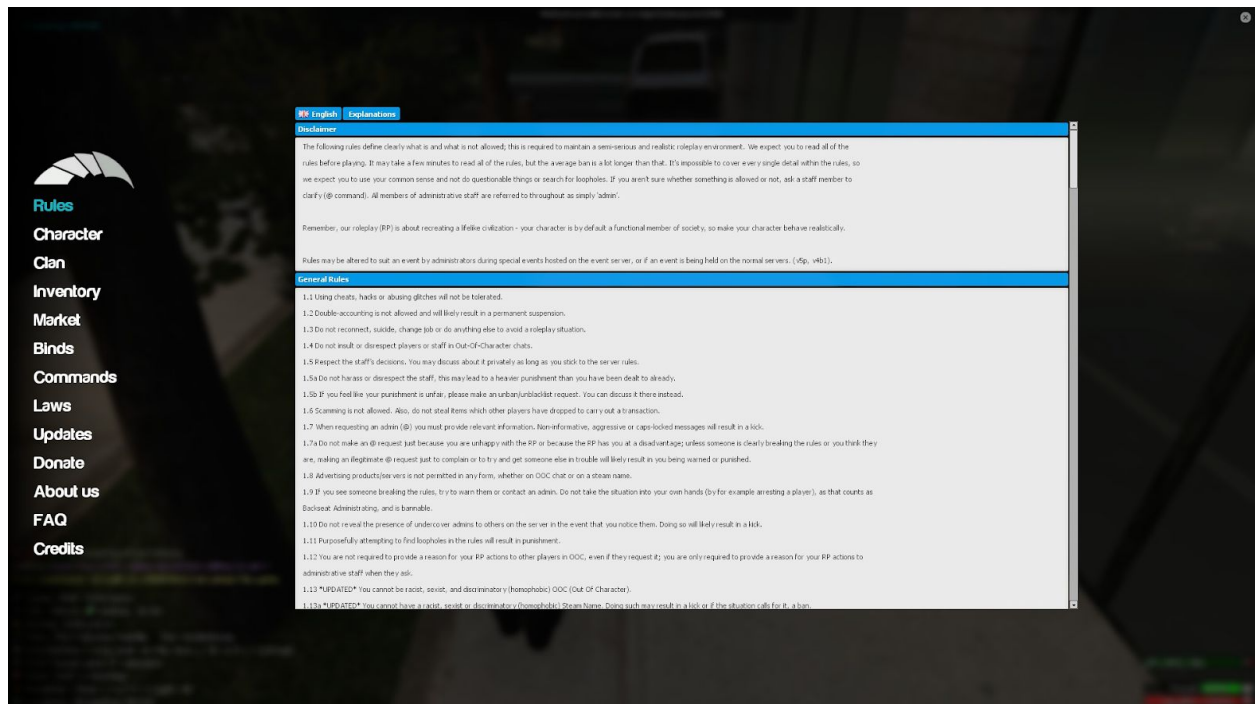
The first tab on the top is all of the up to date server rules, very useful for quick access to the rules if you are in-game and looking for a certain rule instead of tabbing out to check them on the forums.

The next tab is the 'Character' tab on the F1 menu, this is where you can change your job and customise everything about your character, from anything from what you look like to changing your name.
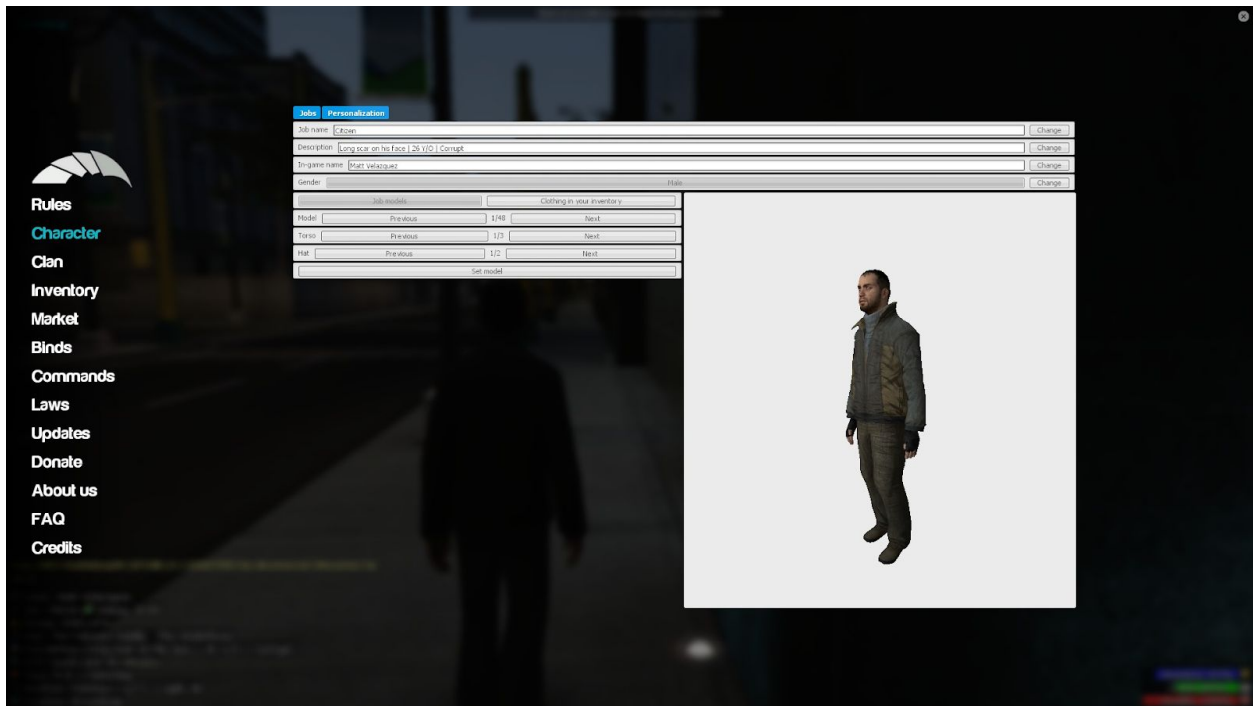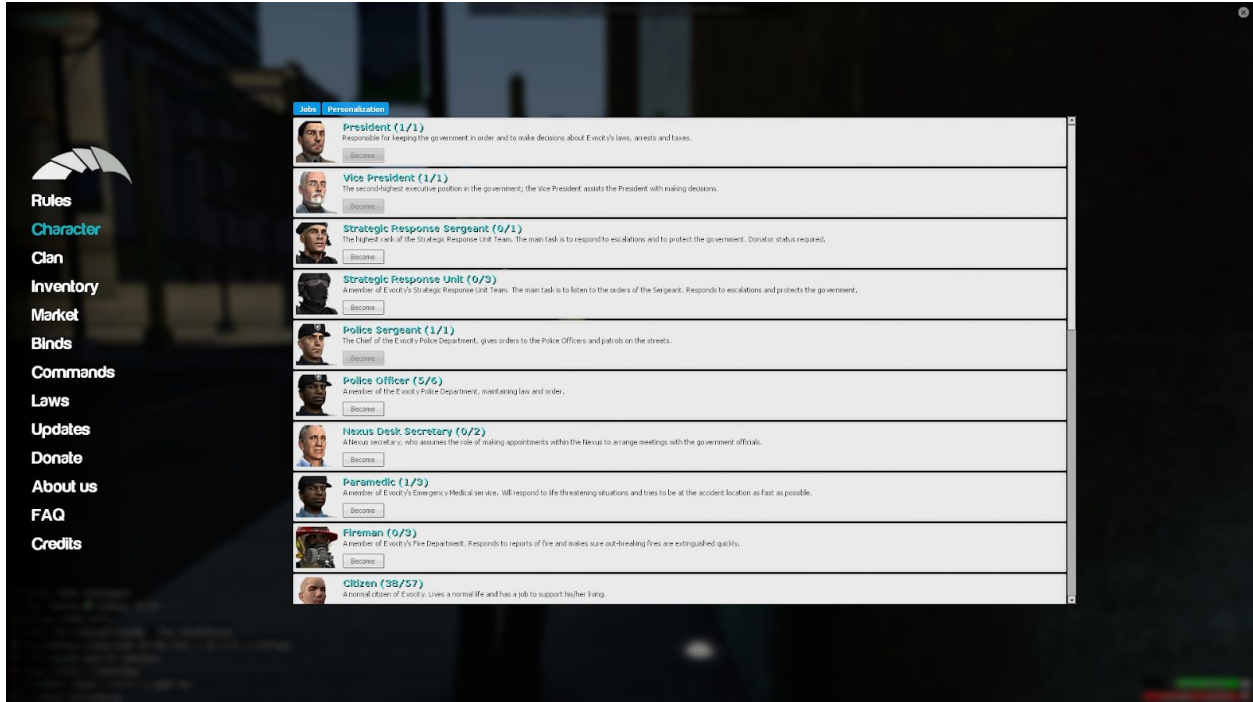
Next tab is all about Clans on the server, if you happen to own a clan, this is useful for you for all of the commands and information on how to control your clan.

Next is your inventory, this is where all of your hard earned cash goes to, as you can see in the picture there is many different tabs for different items that you may have in your inventory. At the top of the inventory there is a search bar, this is where you can search for an item that you can't find in your inventory.
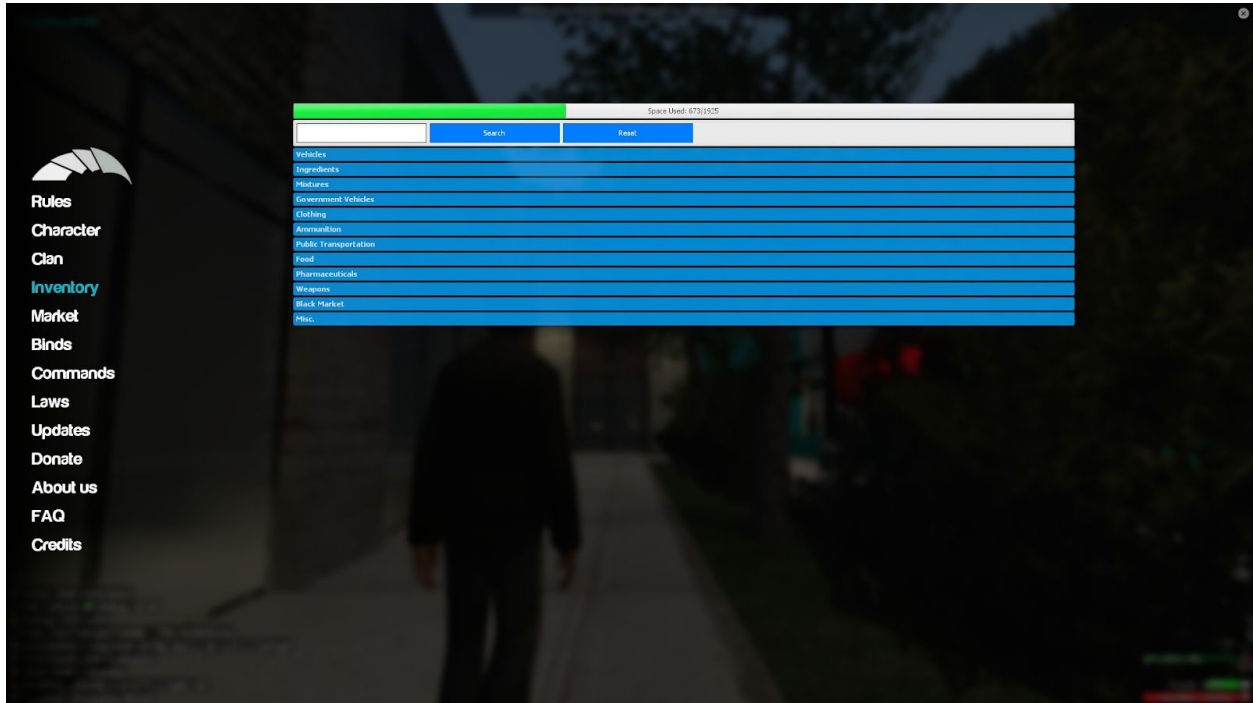
Following the inventory tab there is a tab for the Market, this is where you can buy items for your character to enhance your roleplay experiences, there is also a search bar on top of the Market tab, does the same job as the inventory search bar. This is really useful since there is a lot of items on the market.
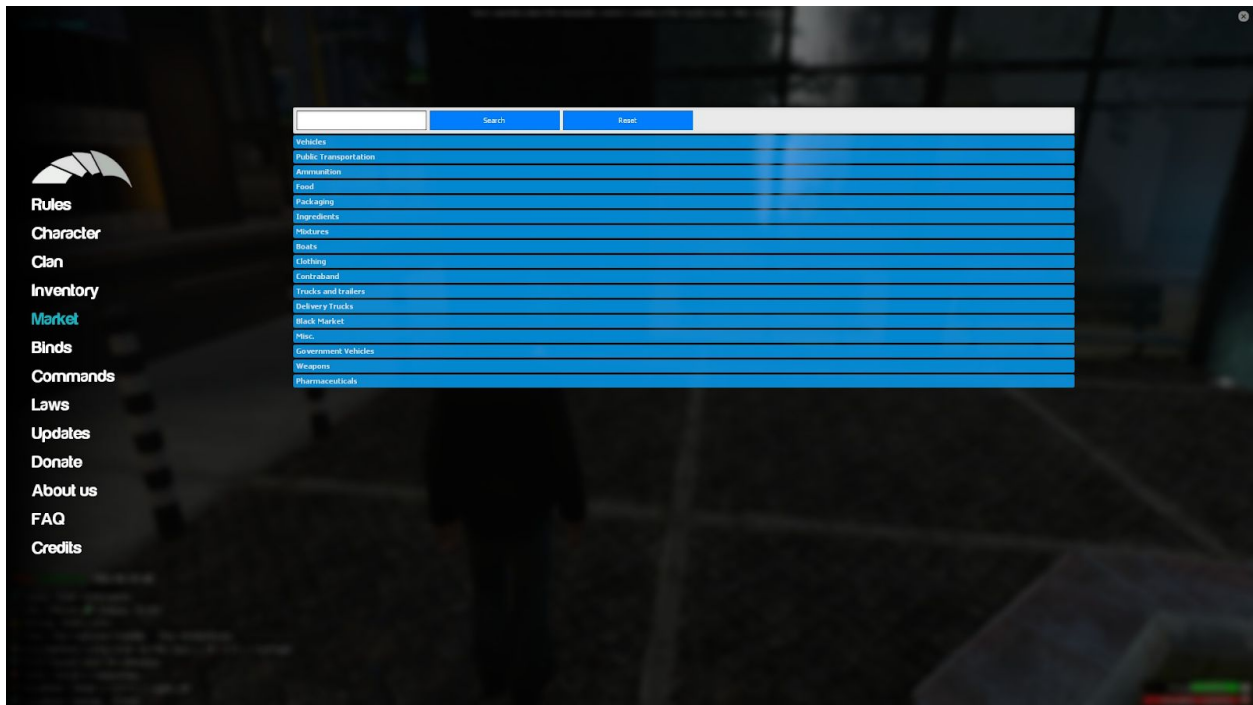
After the market there is a tab about all of the keybinds you can put into your console for quick access when equipping items or such. There is a tab for every item you should need for a bind.
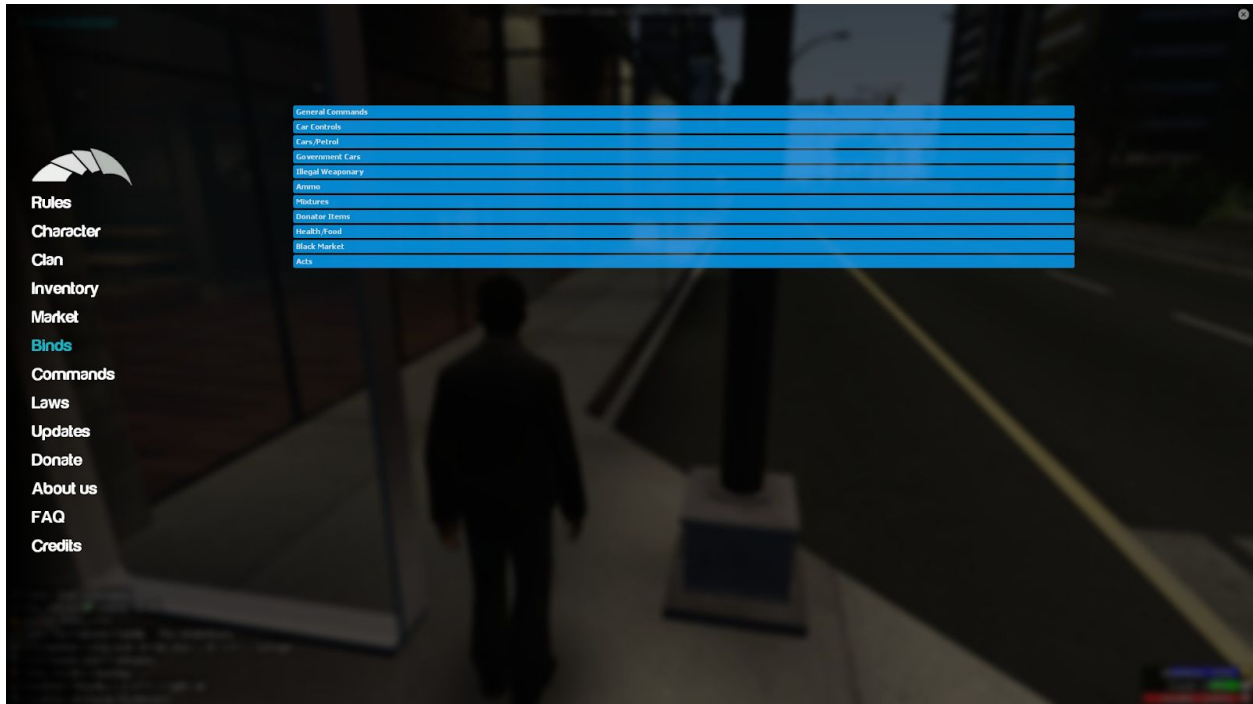
A similar tab to the binds is the commands tab, this is all of the general commands you will need to know for the server, it gives most of the commands you can use for all of the jobs for the server and other ones you may need.

Next tab is the Laws tab, this is where the laws are that the president has set for the citizens to abide by, below is the permanent laws which are never changed and are always enforced even if the President says otherwise.

After the laws tab, there is the Updates tab, it shows the changelog on the forums of all of the recent updates added to the server, it is for quick access so you don't have to tab out to look at the forums.
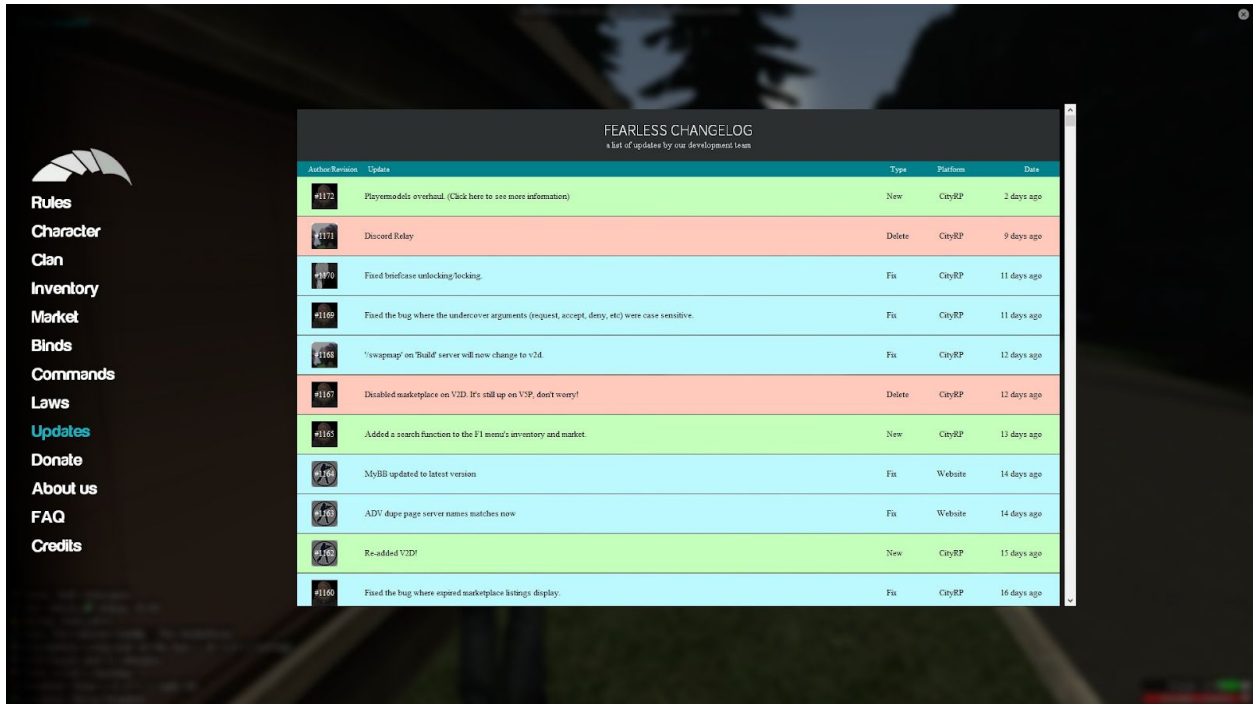
Below the Updates tab is the Donation tab, this is where you can buy Donator or money-packs for the servers. It will tell you the perks of having Donator and the information for buying it.
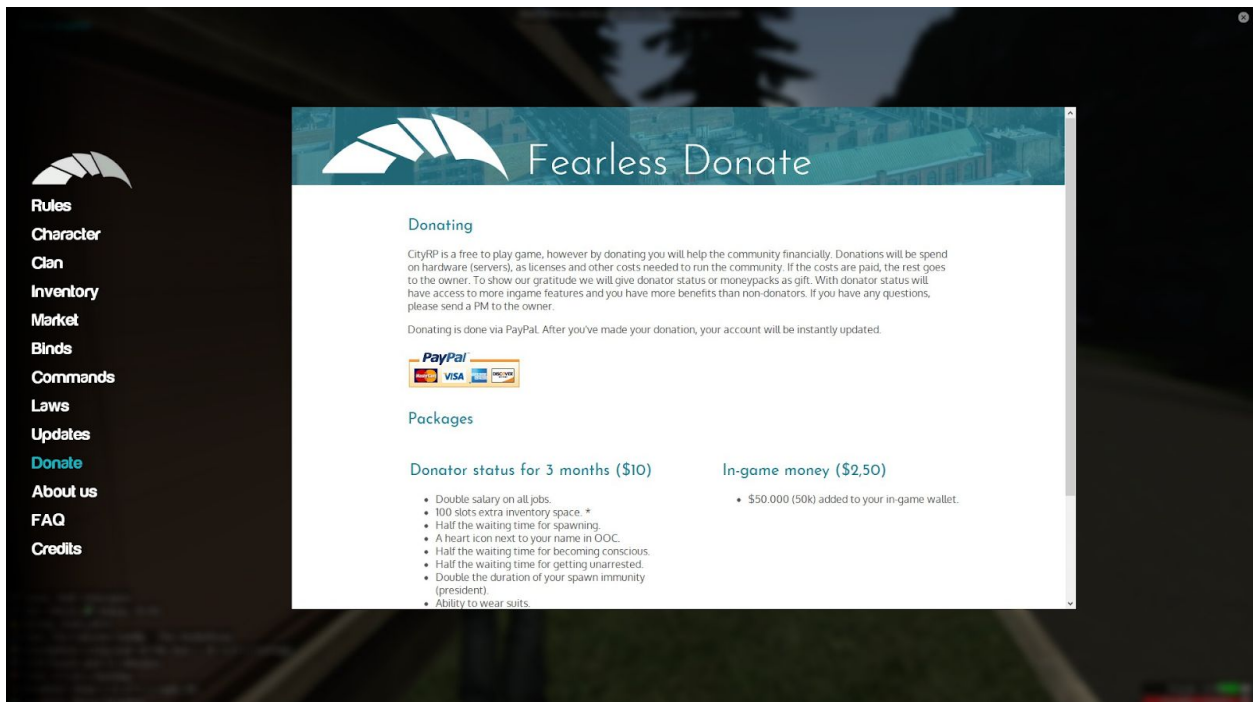
The rest of the tabs consist of extra information about the servers, FAQs and credits to people who helped out with the server, although for the F1 menu this should be everything that you may be using during your time on the server. We hope this gives the bigger picture!

Prop limits

If you are planning a roleplay and want to make a great dupe for it, you will probably want a proplimit. An admin can raise your proplimit to 100 MAX, although Trial-Admins do not hold this power to raise your proplimit.

Before you ask for a proplimit be sure to read and know all of the **prop limit guidelines** first. You can see them at this link:

https://www.fearlessrp.net/showthread.php?tid=84347

Billboards and Picture Frames

On the server there is a way that you can show your own pictures to advertise your RP or other IC events. There five different billboards and picture frames that you can use to put your pictures onto.

Billboard - $25,000
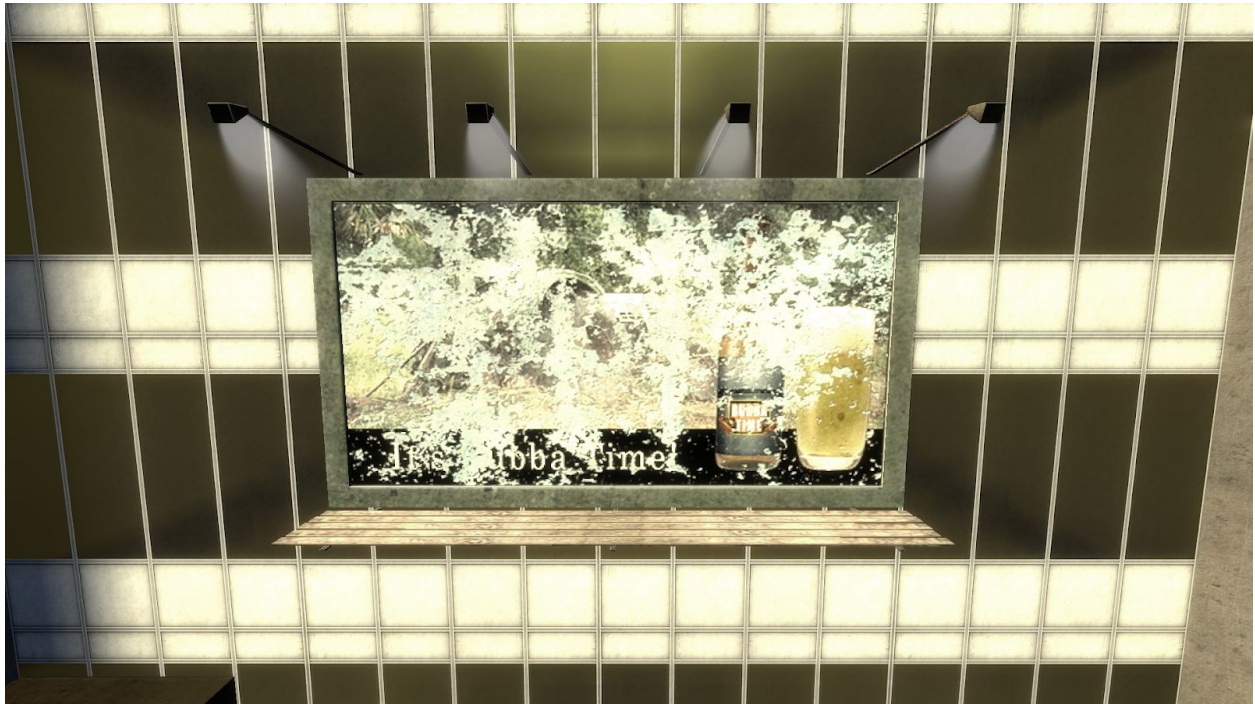
Wide Picture Frame - $10,000
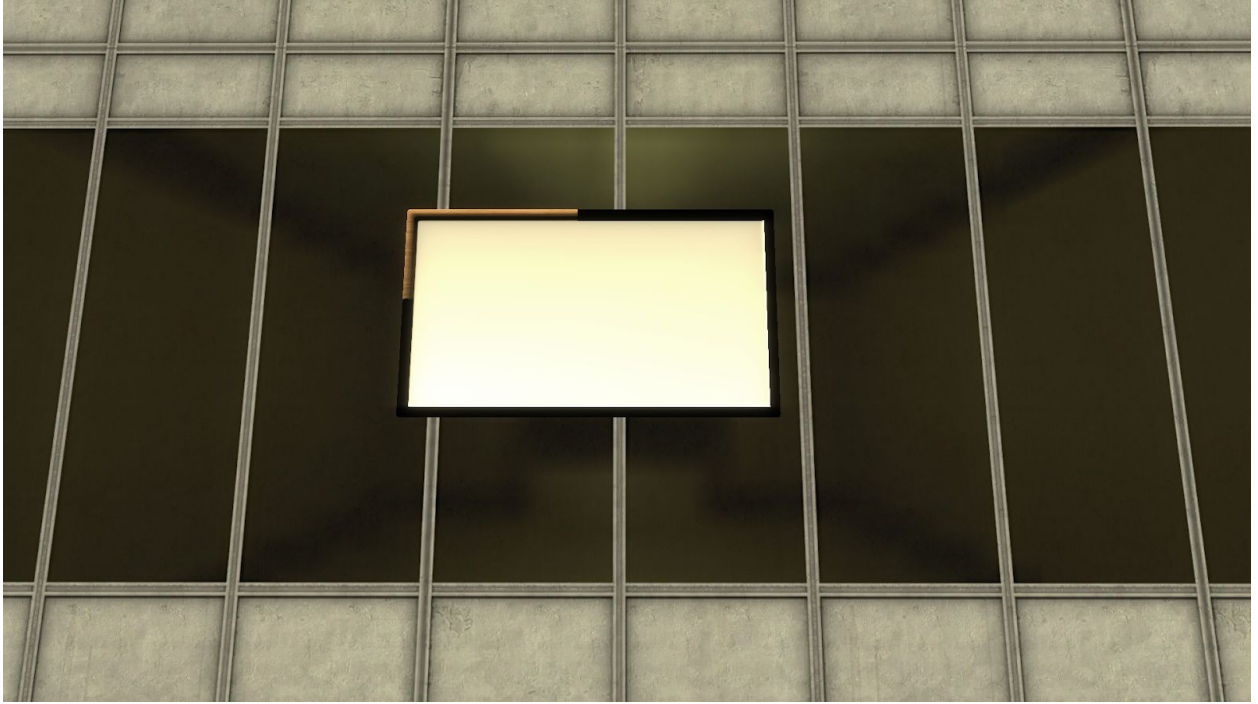
Square Picture Frame - $10,000

Frameless Picture - $20,000
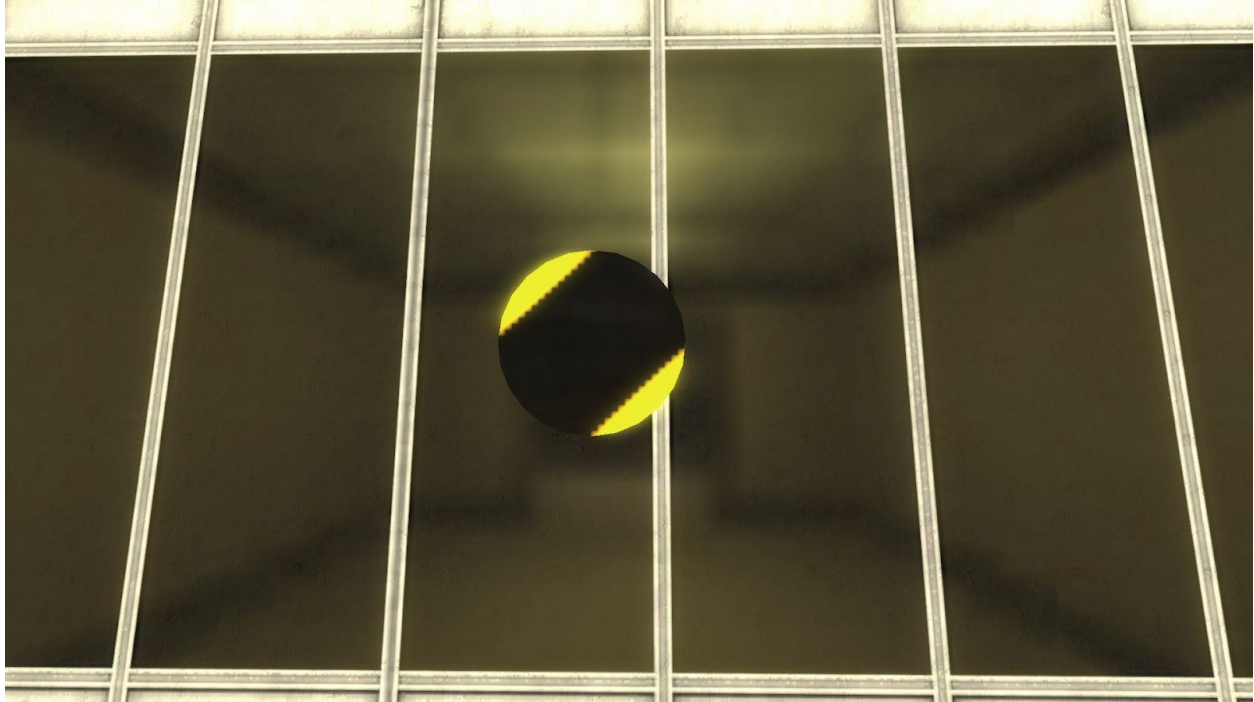
To put your own picture on the Billboard/Picture frames you need to look at it and press 'E' and this menu will come up.

Remember, you can only use images from imgur and it must be a .png file!

Rule Breakage and Player Management

At Fearless, we keep a very organised system when it comes to keeping the servers moderated and clean. This is done by the help of the Fearless Staff members as well as the Fearless Team as a whole. The team consists of 3 different sub-teams, with 8 roles overall.

Each team has their own responsibilities, whether it'd be answering questions, adding new content to the servers, or monitoring and controlling rule breakage, they are all important to keep the servers up and running, providing a great roleplay experience for everyone!

Staff

Owner

SoulRipper has been running the community since 2008, and continues to work on the servers today. SoulRipper manages the donations and makes sure the servers are running.

Supervising Administrators or
Supervising Administrators are in charge of the team, making sure each team member is giving out fair punishments as well as acting accordingly. Supervising Administrators have the access to promote/demote other players to/from the Administrator rank. This rank has a proplimit of 150 but can do a self prop raise to 1000 max.

Administrators
Administrators deal with the rulebreakages of the server, whether it's a minor blacklist or a major ban. They also deal with the player reports that are posted at www.fearlessrp.net. Admins can also help with the roleplay on the server, if it's giving out a prop-raise (guidelines for prop raises can be found in the news & announcement section), spawning banned props, changing player models or giving out roleplay points to those who show some excellent roleplaying skills. This rank also has a proplimit of 150 and can self raise it to 1000 max, unless an during an event where their proplimit may be unlimited in the circumstances that it is hosted on the event server..

Trial-Administrators

Trial Administrators are promoted on a temporary two month basis. They have the majority of staff powers however they unlock the rest if they're promoted to Administrator. Trial-Administrators can accept/deny player reports, however they are not able to accept/deny unban/unblacklist requests. Trial-Admins are also able to give out roleplay points and improve RP, however Trial-Administrators can **not** give out prop-limit increases or set player models. Trial admins get a proplimit of 60.

Moderator

Moderators are promoted on an indefinite basis. They have very limited staff powers. However, they unlock a larger pool of abilities if they are promoted to Trial Admin. Trial Admins can blacklist for 3 hours and can request bans and blacklist extensions from Administrators.

Development

Developers 🔧

Developers upload new content to the servers and provide updates to the gamemode. The developers at Fearless help by producing models and code to help improve roleplay on the server. The developers are also incharge of the suggestions and bug reports section on the forums, taking the community's input on new ideas for the server or fix bugs that have been reported. Developers do not possess any powers ingame. Developers also get a proplimit of 150 and can raise it to 1000 max.

Contributors ⚙️

Contributors are similar to developers, helping to provide updates to the gamemode. However they are still learning and improving their skills as coders or modelers. Similar to developers, however, they posses no ingame powers. Contributors get a proplimit of 50.

Server Assistants

Teachers 🎓

The teacher team provide a welcoming environment to the new players on the server. Teachers have lots of knowledge about the gamemode and rules and can give an answer to pretty much any server related question. They do not only just answer questions, they are very skilled in all roleplay types and act as a role model for users to

look up to when roleplaying. Teachers get a base proplimit of 50, however they can extend their own to 100 for mini-events.

Reporting Players/Staff

Posting a Player Report (PR)

If you have caught someone breaking the rules on the server and there is no staff on the servers, you will probably need to post a Player Report on the forums (Normally called a PR). To do this you will first need to go on the forums www.fearlessrp.net and scroll down to 'The Courthouse', it should look something like this:

Forum	Threads	Posts	Last Post
Player Report (2 users browsing) File a report against a player for an alleged rule violation. Sub Forums: 🔒 Approved, 🔒 Denied	21,128	78,626	**Synth Report** 2 hours ago by Kenzi
Unban Request (2 users browsing) Make an unban request here if you think your ban wasn't fair. Sub Forums: 🔒 Approved, 🔒 Denied	9,627	49,532	**Unban Request PapaAgreas** 6 minutes ago by Kenzi
Last Chance Appeals If 6 months have passed since you finished your 'Last Chance' ban, post an appeal here to have your Last Chance removed. Sub Forums: 🔒 Approved, 🔒 Denied	10	22	**Last chance apeal** 02-13-2018, 07:13 PM by Frost
Unblacklist request Request an unblacklist from a certain job here. Sub Forums: 🔒 Approved, 🔒 Denied	1,283	5,303	**Dafy UBR** 02-21-2018, 05:29 PM by Dafy
Staff Report Create reports here about admins who you think has been abusing their powers or broken the rules they are entrusted to enforce. Sub Forums: 🔒 Closed	442	4,287	**forgee ubuse.** 02-21-2018, 07:24 AM by Ethan Bradberry

Now you need to click on 'Player Report' and it will bring you to another forum display that should look like this:

Forums in 'Player Report'			
Forum	**Threads**	**Posts**	**Last Post**
Approved Accepted Reports	15,692	53,002	**Report: Desastro** 3 hours ago by TheSiphon
Denied Denied Reports	5,431	25,561	**PR Teoretycznie** 3 hours ago by TheSiphon

Post Thread

Player Report			Mark this forum read	Subscribe to this forum
Thread / Author	**Replies**	**Views**	**Last Post [asc]**
Important Threads			
HOWTO: Make a Player Report (Rules, template etc) SoulRipper	1	34,555	03-15-2017, 11:13 AM Last Post: Spear
Normal Threads			
Synth Report Kenzi	0	17	2 hours ago Last Post: Kenzi
→ Breen_ Report Kenzi	0	9	2 hours ago Last Post: Kenzi
→ Report: Strike10 Grapefruit	2	58	3 hours ago Last Post: Julern
→ PR KA34 Julern	0	10	5 hours ago Last Post: Julern

Sort by: Last Post ▾ | Order: Descending ▾ | From: The Beginning ▾ | Prefix: Any/No Prefix ▾ | Go

Post Thread

Now **before** you post your Player Report you **need** to read the thread under 'Important Threads' by SoulRipper, which can be found here: https://www.fearlessrp.net/showthread.php?tid=9.
This will tell you all of the rules for posting Player Reports and the template that **you must use** with your Player Report post, the template looks like this:

The Template

If you want to file a report, please use this form to get a fast and quick summary.

Thread Title: Report: <name>

Name of player: (Who you feel violated the rules?)

SteamID: (What is the SteamID of the person?)

Time in GMT: (When did it happen?)

Server: (On which of our servers did it happen? v5p/v4b1?)

Summary: (What happened?)

Evidence: (Try to get as much evidence as you can get)

Now you just click 'Post Thread' in the bottom right and copy and paste the template in and fill it out and you have successfully posted your Player Report!

Posting a Staff Report (AA)

Posting a Staff Report is pretty much the same as posting a Player Report, only there is a lot more rules and guidelines for posting a Staff Report, Staff Reports are located in the same area as Player Reports in 'The Courthouse'. Once you click on 'Staff Report' you will be greeted to this forum display:

Forums in 'Staff Report'			
Forum	**Threads**	**Posts**	**Last Post**
Closed Admin abuse threads that are dealt with, will be archived here.	440	4,279	forgee ubuse. 02-21-2018, 07:24 AM by Ethan Bradberry

Post Thread

Staff Report			Mark this forum read | Subscribe to this forum
Thread / Author	**Replies**	**Views**	**Last Post [asc]**
Important Threads			
Strike System Divey	0	1,043	10-17-2017, 09:02 PM Last Post: Divey
Staff Report Instructions Fearless Community	1	7,348	04-28-2017, 11:56 AM Last Post: Floodify

Sort by: Last Post ▼ Order: Descending ▼ From: The Beginning ▼ Prefix: Any/No Prefix ▼ Go

Post Thread

Same as player reports, there is the rules guidelines and instructions for posting a Staff Report, **it is vital** that you follow these guidelines or your Staff Report may be denied.

Unfair Punishment
If you feel as though you have been wrongfully punished, you are able to appeal this suspension/blacklist on the forums at **The Courthouse**. Although you may feel that you can appeal this ban or blacklist at any point, there are guidelines and rules that you should read before posting any thread.

If you wish to post an unban/unblacklist request, here are the rules you should follow to avoid further suspension;

Rules

    1. You are only allowed to write in one of these topics, if you are:

1. the accused player
2. the accusing player

3. a witness or in any other IMPORTANT relation to the Ban Request.

Any other replies like "Use the template." - "Omg that guy should be banned." are considered as backseat moderation and will lead to a warning or even a forum suspension.

2. Always use the template when making new threads and the title of the thread must have the players' usernames or it will be denied.

3. Evidence is a requirement, do not request log checks, include solid evidence for your report or do not post one.

4. Try and keep your comments short, informative and avoid using strong language.

5. Fabricating or tampering with evidence with intent to mislead, and providing false statements is under zero tolerance - committing such violations will lead to a lengthy forum ban.

6. Player reports on staff (moderators, trial administrators and administrators) are concluded by the Supervising Administrators and/or Owner.

7. Do not post in a player report after the report has been either approved or denied by a trial administrator. When the player report report has been concluded, an administrator will close and move the report.

8. The maximum amount of accused players per report is three players, this may be exceeded if more than three players break the same rule in a specific situation.

9. Player reports should only include one situation, unless the report is focused on one individual player.

1. **10.** If the offence you are accusing a player of occurred *30 days or longer prior* to the submission of your report, its evidence will be nullified, and the report will be denied. Exception to this is if there is an issue which requires potential prolonged gathering of evidence (e.g: harassment, other ToS violations), though this will be addressed on a case-by-case basis.

There is also a template that should be followed to ensure that the courthouse is kept looking tidy, and that there is no room for miscommunication;

The Template

Your name: (Your Steam name)

Your ban ID: (Ban ID as found on the ban page, example 2779)

Steam ID:

Reason: (Why were you banned, as stated on the ban page)

Staff member who banned you:

Reason why you should be unbanned:

Strike System

The Strike System is a log of all of the strikes a staff member has received and why they have received them.

If a staff member has unfortunately been found abusing their power or breaking the server rules, they will receive a strike or a warning depending on the situation. If a staff member receives **one** strike, it will give the staff member another chance, if the staff member has received **two** strikes it is the last chance the staff member will get and the **third** will lead to the demotion of the staff member. If the staff member is on two strikes and has not abused their powers or broke any rules in six months, the abuse will still be logged but the staff member will go down to one official strike. Sometimes a reason for a strike/warning may be 'Internal case' which are things that are dealt internally such as leaking etc.

The strike log will look like this for a staff member.

Name: Zakariyya
Number of strikes: 3
Strike(s): Comitting RDM
https:// www. fearlessrp.net/abusecase
Internal Case
N/A
Number of warnings: 3
Warning(s): Being rude to community members x3
https:// www. fearlessrp.net/rude1, https:// www. fearlessrp.net/rude2, https:// www. fearlessrp.net/rude3

You can see more information about the Strike System at this thread.
https://www.fearlessrp.net/showthread.php?tid=83582

This guide would not have been possible without the work and dedication of the Fearless community.

People Involved
- Joe Joe
- Panda
- Arny
- Create
- Narcotic
- Janzo
- Divey
- Coffee

Thank you to everyone else who let us use their cars or helped make some of the screenshots more alive your work helped us make this possible and we are very grateful for your contribution.

This guide was constructed as a way of showing the community how to Roleplay on FearlessRP and the type of things you can do to make yourself stand out from the other characters within the City. This guides aim is to be informative yet useful to old, new players and returning players, in order to show them what FearlessRP is really about. We hope you found this guide

useful and that it will continue to help you during your duration at Fearless. Happy Roleplaying!