

# Fearless Roleplay Guide

A guide for new players, or a reference for more experienced players.

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# Introduction

Welcome to the world of roleplaying. Roleplaying is a very addicting hobby and is rising in popularity everyday. The point of roleplay is to play the role of something you cannot in real life. And ever since the dawn of the internet, it has taken off. This is guide to get you roleplaying in a proper, enjoyable way. This guide is written for CityRP, a gamemode from the Fearless Community.

## Character Basics

Let's start with making your character. Creating and developing your roleplay character is very important. Try to make your character original. To start editing it to your likings, go to the 'Character' tab. You will see some blank fields there that you can fill in. The following are the most important fields to fill in:



Job	<input type="text"/>	Change
Clan	<input type="text"/>	Change
Description	<input type="text"/>	Change
Ingame name	<input type="text"/>	Change
Gender	Male	Change

*In-game view of the Character info screen under the F1 menu.*

### Ingame name

This is the name of your character. Your in-game name will get used in every Roleplay situation, so it needs to be realistic, such as "Gregory Edwards". Your Steam name will only be used for OOC chat, so people cannot refer to you as that name. Some people include part of their steam name, in their character name, as a "nickname" for their character. They will set it up like this: "John 'Sniper' Wolf" so then people could refer to this character as John, Wolf, or Sniper. This is also allowed, and is a convenient way for people to know who you are. Capitalisation of letters is also ideal, so that it looks professional.

### Clan

This box allows you to enter the name of the clan you're in. As a beginner you can leave this box blank. (Additional information about clans can be found under the Advanced RP section later on).

### Description

Here you fill in the description of your character. This is to give a small summary of your character. This is an example: "Tall | Athletic | Slicked black hair" or "German, Scientist, Creator of Ravenholm". As you can see it are only some keywords to describe your character. This is not required, but strongly recommended for the more serious Roleplayers.

## **Gender**

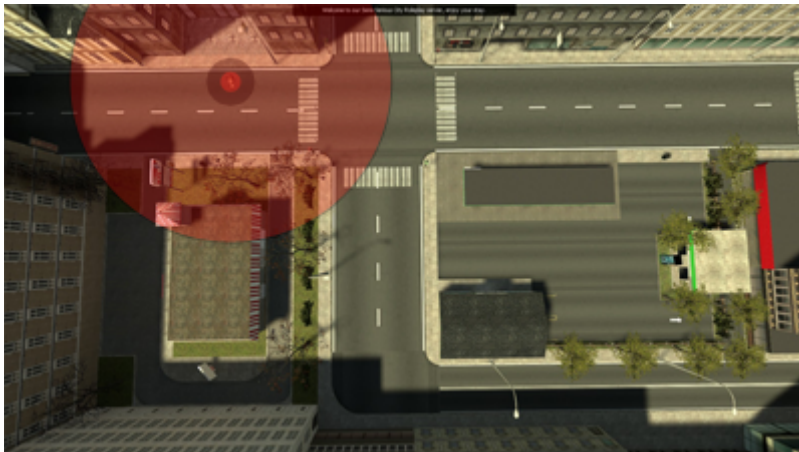
You will also be able to set your gender to male or female from this panel. This won't save though (you will revert, by default, to male each time you join) so you'll have to re-apply it in a new game session.

## Basic Roleplay Elements

So once you have created your character it's time to learn the most important elements of roleplay. You can start by reading the rules, but if you are completely new to Roleplay it might be easier to start with reading this guide, which will ensure the rules make sense when you read them. Here are some of the basic things you should be aware of, these are also covered in the rules, however they're quite important - so it's worth having a solid understanding of what they mean, so the rules will be clearer.

### New Life Rule (NLR)

One of the most important rules, is the New Life Rule (NLR for short). Although in theory this rule is simple, it's often misunderstood. When your character dies, for example being shot, or killed in a car crash; you will 'forget' everything that happened in your 'previous' life. If you were, say, a Rebel when you died - when you respawn you're not the same rebel that died, but instead a brand new Rebel who's just joined. The idea of this rule is to stop people revenge killing, and using information to be at an advantage.



*In this situation you died in front of the tides, after your spawn, do not visit the area marked in red for atleast 5 minutes.*

*You are allowed to cross the area quickly with a car to go to another place.*

### Random Deathmatch (RDM)

The next really important thing to know about is Random Deathmatch, (RDM for short). This means you are not allowed to randomly hurt someone. You will need to have a very good reason to hurt another character, much like in real life. For example: you can not shoot someone because he doesn't listen to you, whilst you are a shopkeeper, you will have to call the police, or hire security to scare them off. Another example is that you won't shoot someone to death as cop because he drove too fast, you will fine him or arrest him in worst case. A good way to check if you are allowed to hurt someone is to ask yourself the question: 'Will I hurt him for that reason in real life?' Generally the answer will be no, in which case you shouldn't do it on the server either.

## IC and OOC

The last important element is the difference between Out-Of-Character (OOO) or In-Character (IC). Out-of-character are things that have nothing to do with the Roleplay on the server, In-Character is the communication between two or more virtual characters. Here are a few examples to make it clear:

## Chat commands

### In-Character

(Includes /radio , /advert, /broadcast, /y, /w and /cradio)

This can be used for example for:

- Buying food from a chef
- Asking where another player is
- Selling items as a shopkeeper
- Shouting for a criminal to stop, when you are playing a cop
- Giving orders to team members
- Letting team members know where the base is.
- Anything your character would say if he/she was a real person

### /me and /it

Some people on the server never uses the **/me** command at all, this is bad because 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.

Or in a hostage situation you could use: **/me presses the barrel of the rifle against the mans head.** This makes your threats better, and more realistic. Better than the sentences like: "2K or die"

Although this is difficult you can even use /me in a gunfight, for example if you are shot: /me puts pressure on the bullet wound in his leg.

For some things you can't use /me, for example: **"/me does 50 backflips and grows a mullet."** is far from realistic.

/it works the same way, however by using this an event will not describe an action of your player, but a local event. By doing: /it the phone rings. It will write in chat: **\*\* The phone rings \*\***.

### Out-of-Character

(Includes global OOC, and local OOC)

This can be used for example for:

- Asking someone what their steam name is
- Talking about real life things (as yourself)
- Chatting with other players (when not as your character)
- Global OOC is accessed by typing // before your message
- Local OOC is shorter ranged, accessed by typing .// before your message

### **Metagaming**

If you use the OOC chat (which everyone on the server can see) to ask for IC things, such as where your lost car is, that is considered metagaming (which is not allowed). This is to enhance the realism of the server, as there is no global chat in real life - there's no way to communicate with all the people in the city simultaneously.

## **Advanced Roleplay Elements**

### **Jobs**

#### **Government Jobs**

##### **President**

The President of Evocity is arguably one of the most important jobs in the city. It is his role to oversee the running of the city, command the police force, and all of the other government jobs (such as firemen). The president must issue warrants for searches, and arrests, when requested by his officers. He can mould the city however he sees fit, be that a lenient president with few rules, or a strict dictator who refuses to have a bad word spoken about him! The choice really is up to you - but be warned, if civil unrest occurs and people hate you - will your police force be enough to save you?

##### **Police Commander**

The police commander heads up EvoCity's Police Force. He is in direct command of the Police officers throughout the city, and in lieu of a president is able to issue warrants. The police commander is armed with an MP5, although as with all police forces, the weapon is an absolute last resort when all other options have failed. Police commanders able to buy and use Police Cars, to arrive with a visible presence on the scene of a crime - although usually they will have an officer drive them to their destination. Both police officers and commanders have handcuffs to arrest criminals (which stops them drawing a weapon) and tazers if the suspect resists arrest.

##### **Police Officers**

The police officers are the backbone of EvoCity's stability. Fresh recruits mostly who help keep order in the town. They, like the commander, can request warrants from the president (if they have a valid reason) and they follow commands from the Commander; in emergencies

the president will command the whole force directly. Police officers are able to buy and use Police Cars, to arrive with a visible presence on the scene of a crime. Both police officers and commanders have handcuffs to arrest criminals (which stops them drawing a weapon) and tazers if the suspect resists arrest.

### **Head of Special Service**

An ex-army member, who turned to policing after leaving, he commands the Special Service for the president. The Special Service are heavy-duty police officers, who help to serve high-risk warrants, and are called in for situations where it would be unsafe to send regular police officers. They're equipped with high-powered machine guns, and riot shields, as well as all the basic policing equipment, such as tazers and handcuffs. The Head of the Special Service follows orders directly from the President, but can also work along side the rest of the EvoCity police force in emergencies.

### **Special Service Officer**

These officers are highly trained individuals, heavy-duty police officers, who help to serve high-risk warrants, and are called in for situations where it would be unsafe to send regular police officers. They're equipped with high-powered machine guns, and riot shields, as well as all the basic policing equipment. They follow their orders from the head of the Special Service, but also can assist the police force, in lieu of a Head of Special Service.

### **Firemen**

Although seemingly a self-explanatory job, firemen play a crucial role in EvoCity. Many a time a suspicious fire will appear in a local bar, a local shop, or even the local police station! The firemen are the first on the scene to help put out fires with their extinguishers, and can break down doors to reach the fire with their axe. The fireman can buy Fire Engines.

### **Paramedics**

Paramedics can buy and use ambulances, and it is their role to ensure the citizens of EvoCity remain in good health, by healing them when they get injured. The paramedic cannot heal people during combat (he's afraid of bullets), but is vital when cars accidentally hit people, or citizens get caught in crossfire.

### **Nexus Desk Secretary**

A less action-packed job than some of the others in EvoCity, but a vital one nonetheless. The Desk Secretary is the assistant to the president, and will usually man the desk in nexus, to allow/deny people appointments with the president.

## **Civilian/Merchant Jobs**

### **Doctor**

The doctor differs from the paramedic, in the sense that whereas the paramedic is first-response for injured people, the doctor makes his living selling med-kits to players, and other miscellaneous drugs (such as steroids to allow them to sprint farther).



## **Gun dealer**

The Gun Dealers in EvoCity provide a crucial merchant role, providing the police force with guns and ammo, and also some less reputable characters. The gun dealer is able to buy weapons and ammo in bulk - and can then sell them on to players for a profit. Usually gun dealers will set up a small store, allowing them to trade with ease. Although having a weapon out in public is usually illegal, being a gundealer is not. It is no different to any other merchant, their commodity is simply guns rather than food/cars/anything else. Occasionally gun dealers will establish a shooting-range, to allow people to try out their products before they purchase them

## **Chef**

The Chef either works freelance around the city, or will establish a small restaurant/cafe business somewhere in the city. They buy food items in bulk, and can sell them on to players to make themselves a nice profit. All players in EvoCity must eat (to keep their hunger level low) so a chef is always in high demand!

## **Taxi Driver**

The taxi driver, unsurprisingly, drives a taxi. When your car is out of fuel - or you're stranded far from where you need to be, you can always contact the taxi driver to come pick you up, for a price. The taxi driver can buy/use Taxis.

## **Citizen**

The citizens in EvoCity make up the majority of the population. They're the people who're unemployed at the moment, perhaps between jobs. They do not have any specific roles to fill - however players can always assign themselves custom jobs by typing /job, which will allow them to roleplay a custom job of their choosing. If players wish to assume a custom job role, they must be citizen to do so (e.g the President slot cannot be filled by a player who decides to play as a Gangster).

## **Security Guard**

The security guard protects homes, businesses, shops, even people! For a price, they can always be hired to guard anything you want.

## **Criminal/Underground Jobs**

### **Black Market Dealer**

The black market dealer works on that ambiguous line between being a legitimate market trader, and being a criminal. The black market dealer has one of the widest choices of goods to sell, including a variety of narcotics, kevlar, keypad crackers, breaches, and hostage ropes. Whilst being a black market dealer doesn't automatically make you a criminal, the police are well aware that they sell illegal goods - and so you should avoid selling contraband in public, unless you want to spend time in jail!

### **Rebel Leader**

The Rebel Leader is the man/woman who leads the group of EvoCity Rebels. The Rebel Leader decides what they should do, when they should do it, and where. The rebels of evocity are those who are generally unhappy with how the city is being run, and choose to live just outside of the city, away from the watchful eyes of the president and his officers. Pushed too far, they may incite a rebellion which spreads throughout the whole city.

Note: Just because players play as rebels, does not give them the right to murder/attack players for no reason.

### **Rebel**

The rebels of evocity are those who are generally unhappy with how the city is being run, and choose to live just outside of the city, away from the watchful eyes of the president and his officers. Pushed too far, they may incite a rebellion which spreads throughout the whole city. It is their job to follow the instructions of the Rebel Leader.

Note: Just because players play as rebels, does not give them the right to murder/attack players for no reason.

### **Mafia Don**

The EvoCity mob is ruled by Don Corleone, a powerful and feared career criminal who leads his mafia through a combination of fear and respect. He controls a lot of the organised crime throughout the city, and leads the mafia.

Note: Just because players play as mafia, does not give them the right to murder/attack players for no reason.

### **Mafia Member**

The mafia members follow orders from Don Corleone, who they follow without question (unless they want to end up dead). They are the henchmen for the mafia, who enforce their business, and often take part in shady deals.

Note: Just because players play as mafia, does not give them the right to murder/attack players for no reason.

## **Money in EvoCity**

All new players begin with \$10.000 which is a small welcome gift. This allows you to have a little bit of money to purchase some of the essentials, such as food, before you start earning.

### **Salaries and Job Earnings**

All jobs in EvoCity earn a salary, at regular intervals. Some jobs will naturally earn more than others, for example the President will earn considerably more than a lowly rebel. This is to ensure all players have a regular income. The jobs themselves can earn money, as previously explained in the job section; the shop owners sell their goods in order to earn additional money as profit. You can also offer your time as a Security Guard, Secretary, or any other way to earn money from other players.

All the money you earn is stored in the in-game wallet your player has. This money is saved, so when you leave your money will be safely stored for next time you join. You can drop money, to pay other players by typing /dropmoney or you can look directly at a player and use /givemoney.

To sell items, you need to work out how much one would cost (you can see the cost for 5 under the Market tab), and then add a small % on yourself to ensure you earn some profit.

## **Taxes**

Taxes are now a huge part of the server, when a player becomes a president he will usually set the tax as his first job. Taxes are set to Low, Medium or high depending on the amount, if the amount is high for example 25+ this gives players an RP opportunity to Protest or to have a meeting with the president, If the taxes cause you a serious problem then take matters to your own hands.

## **Contraband**

Having contraband is a good way to make money, provided you know how it works. Firstly you have to know that having a contraband is illegal (and always will be, the President cannot make contraband legal). If a police spots your contraband, he will destroy it and arrest you. If this happens, you lose the money you invested in it (it costs \$5500 to make a full set) and you'll be serving time behind bars. There are two types of contraband you can make Money Printers and Drug Labs:

### **Moneyprinters**

- 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

## **Drug Farming**

Drug Farming requires two things, a pot and a seed, both can be bought from the Market Menu. Take out your Pot and place it in a suitable place, then take your seed and place the seed on top of the pot, If you have done this correctly a weed plant will start growing, which will take about 20 minutes to complete. Then you will be able to pick up 5 bags of weed, press E on the plant and the bags will drop from the pot.

## **Spending Money**

In the CityRP gamemode, by pressing F1 you can access the menu, where you can see your inventory, as well as the market tab. The market tab will allow you to buy various goods, such as cars, clothes, items. Some items are restricted to certain professions - Gun Dealers are the only ones who can buy guns from the market, similarly with Chefs and food. This is to ensure all players get a well-rounded roleplaying experience, and to make sure all players can earn a profit by trading goods. Some items are only available to Donators, such as suit

## **Clan**

Your character can be a part of a clan. A clan is a group of players which work together to achieve a common goal. That may be that all players share a certain penchant for Cars, and only those with certain cars may join, or they simply may be players who've played together a long time, and wish to establish a clan.

### **Clan Structure**

All clans will share a similar structure, although the specifics are often left up to the clan themselves. Generally they will have one or two leaders, which found the clan, and organise the ranks. They may hire a second in command to organise the day-to-day running of the clans. The members will usually have a variety of ranks, and will be able to progress through these by the clan.

### **Official Clan Status**

For a clan to obtain Official Clan Status, you will need to have at least 5 members. An official clan also needs its own thread on the forums, in the Clans section. On this thread the clan leaders can post their upcoming events, their members (and ranks), their clan goals and so on. Additional requirements for a clan obtaining official status, can be found on the forums (under the Clan section).

### **Clan Rules**

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.

### **Play time**

Everybody's activity is always monitored and saved to their CityRP account. For some jobs you will need to have played for a certain time before you're able to play it. People with a lot of playtime are mostly experienced Roleplayers, however there are exceptions to this rule. This does mean, however, if you've played for 200 hours on the server, and break basic rules - admins will know that you're not a new player, and that you deliberately broke the rules (instead of accidentally because you were new). To more accurately find out how good someone is at roleplaying, check out their RP points (explained below).

### **Roleplay points**

Roleplay points are points that only admins can give to players. If an admin sees that you are roleplaying decently, he can decide to give you a point for it. When you have collected enough points, you can unlock unique items.

## Suits

In CityRP you can buy suits in the market, these suits makes your character looks classy. To wear suits you need to have donator status. Below you can see an overview of the



*Adalmo Marchesi' Carmine Cipriani' Dino Rossette' Eurico Bianco'*



*Fiorello Romani' Giancarlo Moretti' Giorgio Rossi' Giovanni Cipriani'*



*Lucio Basso' Mario Piccolo' Sal Milano' Vittorio Cipriani'*

suits.

# Player management

## Admins

Admins are players who have demonstrated an exceptional knowledge of the rules, and ability to roleplay. They are very experienced roleplayers and you can ask them everything you want to know about Roleplay, and they will always be happy to help. If you see that they are busy, you can always ask the question globally in OOC, or on the forums. If you try to roleplay decently, the admins will be friendly towards you and help to improve if necessary. If you read and understand this guide and the rules, you will get on well with the admins, however if you repeatedly fail to roleplay decently, you will receive a short term ban initially, extending to a long term (or permanent!) one if you continue to ignore the rules. They will spot rulebreakers sooner or later, so playing decently will give the admins more time to roleplay and you the assurance to be allowed on the server.

You can recognize an admin by a Shield (Superadmin) or a star (Admin) when they talk in global OOC or on the scoreboard. If you want to contact an admin you will need to use the @ chat command. This will send a message to all the admins that are online at the server. Please refrain from using OOC to complain about other players, or to ask an admin for help - this is why the @ command was implemented. To ask a question to a specific admin, you can use the /pm command that you use for normal players too.

## Being Banned

Unfortunately it may happen that you get banned for breaking a rule. Everybody makes mistakes and only one ban is nothing to shame of, try to learn from it so it won't happen next time.

Sometimes it may happen that an admin bans you for an unfair reason, maybe because he was confused about the situation. An admin has absolutely no incentive to ban you, so he won't ban you randomly. If you really think that you are banned for an unfair reason, you are allowed to post an unban request at the forums. The admin(s) will your unban request, and decides if you have a valid point. He can decide to unban you.

## Reporting players

While Roleplaying on our server, you may spot people that deliberately break the rules. Report them on the forums, using the Ban Request templates provided.

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