

PLAYER RULEBOOK

Tarboro Life Server Rules

Respect the roleplay. Respect the people behind the characters. Everything else follows from that.

Read before you play

Judged by the spirit, not just the letter

Compiled: June 2026

WELCOME TO THE CITY

1. Core Conduct (Out-of-Character)

These apply to you as a person, always, everywhere on the server and its Discord.

- **Treat people with respect.** No harassment, bullying, threats, or targeting individuals.
- **Zero tolerance for hate.** No racism, sexism, homophobia, transphobia, or slurs — in voice, text, or character names. This is never "just roleplay."
- **No real-world harassment or doxxing.** Do not share anyone's personal information. Do not bring real-world conflicts into the server.
- **Keep OOC and IC separate.** A conflict your *character* has is not a conflict *you* have. Don't let in-game events become personal grudges.
- **No discrimination in who you play with.** Everyone gets a fair shot in this community.
- **English in main public channels,** so staff can moderate and players can understand each other.
- **No advertising** other servers or services.

Breaking a Core Conduct rule is the fastest way to be removed. These aren't roleplay matters — they're community-safety matters.

2. Roleplay Standards (the heart of the server)

These define *good roleplay* and the behaviors that ruin it. Learn these terms — staff use them constantly.

- **RDM (Random Deathmatch)** — killing another player without a valid in-character reason and prior roleplay. You cannot just shoot someone because you feel like it. There must be a real IC reason and, in most cases, interaction/initiation first.
- **VDM (Vehicle Deathmatch)** — using your vehicle as a weapon to kill or injure without RP reason. Your car is not a murder weapon of convenience.
- **Value of Life (VOL) / "NVL" violations** — your character values their life like a real person would. If three armed people have you at gunpoint, you comply — you don't magically fight your way out. Acting without fear of death breaks immersion for everyone.
- **Fear RP** — closely related: show appropriate fear when your life is genuinely threatened (a gun to your head, etc.).
- **Metagaming** — using information your *character* couldn't possibly know. Examples: acting on something you heard on a stream or in Discord, using OOC knowledge of who someone is, or "I saw your name above your head so I know you." Your character only knows what they learned in-world.
- **Powergaming** — forcing outcomes the other player can't respond to, or doing unrealistic things to gain an advantage. Examples: "/me instantly disarms you and breaks both your arms" with no chance to react; using emotes to do impossible things; making your character superhuman.
- **Fail RP** — acting in ways that break the believable world: ignoring injuries, treating death as nothing, driving like it's a racing game in casual RP, not valuing your character's wellbeing.
- **Combat logging** — disconnecting to escape an active RP situation (a robbery, arrest, fight). If you log out to dodge consequences, the situation is considered to have continued without you, and staff may act.
- **Stream sniping** — using someone's livestream to gain IC information or hunt them down. (A form of metagaming.)

***Rule of thumb:** good roleplay gives the other person room to react and makes the world feel real. If your action removes someone's agency or only benefits you, it's probably powergaming or fail RP.*

Trivial OOC gaps don't need an in-character cover story

Real life happens — you go AFK, you lag, you disconnect. **You are NOT required to invent an in-character excuse** ("I was in my head eating") to explain an out-of-character gap, and you will never be penalized for briefly acknowledging it OOC. Fabricating fiction to cover a bathroom break is not "immersion" — it's friction. Keep a quick OOC note short and get back to the scene. (This only covers *trivial* OOC realities — AFK, lag, crashes. It is not a license to OOC your way out of active roleplay or consequences.)

3. Return-After-Death Rule (memory kept, 10-minute cooldown)

When your character is downed and respawns:

- **You keep your memory.** Unlike classic "forget everything" rules, you *remember* what happened and who was involved — feuds and stories carry forward, which is more realistic and better RP.
- **Wait 10 minutes before returning to the scene of your death.** This cooldown is the circuit-breaker that stops instant revenge-spawning.
- **Default — the conflict is COOLED on return (A):** once the 10 minutes pass and you return, that specific conflict is treated as **resolved/calmed** — the original aggressors can't just re-engage you over the same dead beef, and you can't be farmed in a loop. You're protected from a rerun of that fight.
- **Opt-in continuation (B):** if **both sides agree** (OOO or through clear, willing continued RP) to keep the conflict going, they can — the cooldown doesn't *force* an end, it just means nobody is *obligated* to be dragged back in. Consenting players may let the story run.
- **Medical liens** (from revival/respawn when you can't pay the fee) are repaid by a **~10% garnishment of all income until cleared** — you're never blocked from playing; the debt settles itself over time.

The timer protects the unwilling; consent frees the willing. Memory + cooldown gives continuity and stops revenge loops.

4. New Player Protection

New players have a protection period (a safety bubble) while they learn the ropes — they can't be robbed, car-jacked, kidnapped, or heavily victimized, and their starter situation is shielded.

- **Do not target new/protected players** for crime. It's both against the rules and pointless (the protection blocks it).
 - **New players: don't abuse the bubble.** You can't use protection as a shield to commit crime risk-free. Exploiting it ends it.
 - Protection ends when you've genuinely gotten established (buying your first real vehicle is the main trigger) or after a time backstop of roughly your **first 72 hours**, whichever comes first.
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5. Crime & Conflict Rules

Crime is encouraged — it's core content — but it must be *roleplay*, not chaos.

- **Every crime needs an IC reason and roleplay.** No random robberies/violence with no buildup.
- **Initiation:** hostile action (robbing, attacking) generally requires clear initiation — give the other player the chance to understand what's happening and react.
- **Don't over-escalate.** Match the situation. A minor dispute isn't a reason for a massacre.
- **Robbery limits:** you can't re-rob the **same player for ~30 minutes**, store/business robberies sit on a **~20–30 minute per-location cooldown**, and there's a cap on cash taken so victims aren't farmed and robberies aren't jackpots.

- **No crime in safe zones:** any **administrative areas** (City Hall, police station, hospital) and **spawn/recovery zones**. These are protected — no robbing, attacking, or kidnapping inside them.
- **Gangs must be registered** (the low-bar sign-up) to operate as an official gang and hold turf. Gang leaders are partly responsible for their members' conduct.
- **Group/outnumbering:** outnumbered players are expected to value their life (see VOL). Don't exploit this to grief.

Self-defense on your own property (castle doctrine)

There are **no kill-on-sight or lawless zones** anywhere — except the one place real life also recognizes: **your own property**. - If someone is **uninvited on your property** and you defend it with lethal force, **you are justified — no penalty to you** (*if the 2-minute bar below is met*). - **The 2-minute bar:** the trespasser must have been on your property for **~2 minutes** before the justified kill — long enough to show it's a genuine intrusion (they're lingering / won't leave), not a snap "stepped on my lawn → instant death." Insta-killing a trespasser does **NOT** qualify and is treated as a normal unlawful kill (you'll pay the fine). - **Witnesses help but aren't required** — if others saw it, a disputed case is cleaner; but a 1v1 home invasion is legitimate, so no witnesses doesn't void your defense. - If you are the **intruder and you kill the property owner**, that is a **crime — you'll pay a fine** (plus normal consequences). Don't break into someone's home and shoot them. - **Invited guests and allies you've given access are NOT trespassers** — this only covers uninvited entry. - **Let it escalate naturally** — give a clear sense the person is unwelcome; don't bait people onto your property just to kill them (that's grief, not defense).

6. Kidnapping & Hostage Rules (high-scrutiny)

Kidnapping is allowed because it creates great roleplay — but it removes another player's control, so it carries the **strictest rules on the server**.

- **Active roleplay only.** You cannot grab a random or fresh player for no reason. There must be a genuine, ongoing IC situation that justifies it.
- **New/protected players cannot be kidnapped.**
- **Time limit applies** — a captive may be held for a **maximum of ~30 minutes**, so no one is held captive for an unreasonable stretch.
- **The victim is never meant to be fully helpless** — the escape mechanic (lockpicking restraints) and time limits exist on purpose. Don't design scenarios purely to trap someone with no way out.
- **Reasonable demands.** Ransoms/demands should fit the situation, not be designed to bankrupt or grief.
- **Hostages: roleplay along in good faith** — don't instantly "fail RP" your way out, but you're entitled to the escape options the rules and mechanics provide.

If you're unsure whether a kidnapping is justified, it probably isn't. When in doubt, build more roleplay first.

7. Vehicles, Theft & Property

- **Car theft is real** — your driven car can be stolen, and parked-on-the-street cars are at risk after a ~15-minute grace period. Garaged cars are protected unless someone breaches your secured garage.
- **Don't steal from protected new players.**
- **Insurance exists for a reason** — losing an uninsured car is a real consequence, not a bug. Insure what you value.
- **Don't exploit property/garage mechanics** (clipping into secured areas, dupe glitches, etc.). Report bugs, don't farm them.

8. Hacking Rules

- **Hacking other players' bank accounts does not actually take their money** — by design, it's a roleplay/theater event (the "attempt" is simulated; the victim's funds are protected). Don't claim or roleplay otherwise to scam people.
 - **Real hacking targets** (ATMs, business/security systems, NPC/system targets) are legitimate gameplay.
 - **No using actual exploits, cheats, or external tools** under the guise of "hacking." In-world hacking is a *game mechanic*, not a license to break the server.
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9. Safety, Harassment & Evidence

Your wellbeing as a person comes before any roleplay.

- **OOO harassment is never roleplay.** If someone is making you uncomfortable as a *person* (not your character), that's a reportable safety issue, full stop.
 - **The server provides evidence tools** — you can capture a clip of what happened and submit it with a report. Use them; they protect you.
 - **The admin board reviews reports with evidence** and acts. You don't have to handle harassment alone or "just deal with it" in character.
 - **Predatory behavior, targeting minors, or any sexual harassment = immediate permanent removal and, where appropriate, reporting beyond the server.**
 - **Respect "no."** If another player asks to stop an OOC-uncomfortable interaction, stop.
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10. Cheating, Exploits & Integrity

- **No cheats, hacks, mods, or trainers.** Detected cheating = permanent ban, often platform-wide.
 - **No exploiting bugs or glitches** for money, items, or advantage. Found a bug? **Report it** — abusing it is a bannable offense, reporting it is appreciated.
 - **No real-money trading (RMT)** — buying/selling in-game money, items, or accounts for real cash is prohibited.
 - **The server is server-authoritative** — attempts to manipulate your client to fake money/items will fail and flag you.
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11. Whitelisted Roles (Police, EMS, City Hall/Gov)

- These roles carry **extra responsibility** — you represent a public service and set the tone.
 - **Abuse of a whitelisted role** (corruption beyond sanctioned RP, power-tripping, breaking your own department's standards) can cost you the role and more.
 - **Stay in your role's lane** and uphold its RP standards. Government roles run licensing and turf recognition fairly (sanctioned corruption RP is a separate, board-approved thing — freelance abuse is not).
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12. Governance, Warnings & Appeals

- **The server is open-join** — anyone can play. Accountability comes from moderation, not a gate. That only works if everyone follows these rules.
- **An admin board** reviews reports and makes moderation decisions **as a group**, judged against this rulebook, so calls are consistent and fair — not one admin's whim.

- **Escalation:** depending on severity, consequences range from a verbal warning → formal warning → temporary ban → permanent ban. Severe Core-Conduct or safety violations can skip straight to permanent.
- **Decisions are evidence-based** — this is why clips/logs matter.
- **Appeals:** if you believe a decision was wrong, you may appeal in #appeals (or #ban-appeal-internal review by the board). Appeal calmly with evidence; rage doesn't help your case.

13. Your Voice — Feedback & Community Direction

This is *your* community, and you have a real say in where it goes. - **Suggestions:** drop feature ideas, requested changes, and pain points in #suggestions. Popular ideas get noticed (upvote ones you like). - **Monthly community meetings:** the owner and board hold a recurring open session on direction and rule changes — come hear the reasoning and weigh in. - **Changes are announced with the why,** not sprung on you. - **How it's weighed:** your voice is genuinely heard and matters — but final direction stays with the owner and board, so the server keeps a coherent vision rather than pulling in every direction at once. Heard, not outvoted.

14. How to Report

- **In-game:** use the `/report` system for active issues.
- **Out-of-game:** open a ticket in #reports (or #support for questions) for anything that needs the board, especially safety/harassment matters. The Discord (**Tarboro Life RP**) hosts the full report/appeal/governance pipeline.
- **Include evidence:** a captured clip and a clear description make your report actionable. "Someone was mean" with no detail is hard to act on; a clip is not.
- **Report in good faith.** False or weaponized reports to grief someone are themselves a violation.

These rules are living — the admin board may update them as the server grows. Major changes will be announced. When a situation isn't covered, the board rules by the spirit above: respect the roleplay, respect the people. Welcome to the city.

Owner to-do before launch (decisions flagged above)

Settled

- **Language:** English in main public channels.
- **Kidnapping hold time:** ~30 minutes max.
- **Robbery:** ~30 min cooldown re-robbing the same player; ~20–30 min per-location store cooldown; cash-taken cap.
- **New-player protection:** primary end-trigger = buying your first real car; time backstop ~72 hours.
- **Safe zones:** all administrative areas + spawn/recovery zones.
- **Escalation ladder:** verbal → formal warning → temp ban → permanent (severe Core-Conduct/safety skips straight to permanent).

Launch prerequisites

- **Community Discord — DONE** (*Tarboro Life RP* — hosts welcome/rules/server-info, #suggestions, #reports/#appeals/#support, and the Mods board channels + Board Room voice). The report/appeal/governance pipeline lives here.
- Stand up the admin board (recruit/assign board members + tiered admin permissions).
- Numbers above can still be re-tuned once real players are on.