

# IRP Civilian SOP

Production RP Standards and Conduct

Serious RP • No RDM • No VDM • Rules Enforced

Last updated: 13 February 2026

**Golden Rule:** Finish the scene IC. If something is wrong, report after via Discord tickets with evidence.

## 0. Purpose

This SOP defines what IRP expects from civilian players. It protects immersion, fair play, and calm dispute resolution.

Civilians are the foundation of the city. Your choices create the world that gangs, police, and EMS respond to.

## 1. Definitions and Quality Standards

IRP is a serious roleplay environment. The standards below apply to all players unless a role-specific section overrides them.

### Key Terms

- IC (In Character): Everything your character says/does in the city.
- OOC (Out of Character): Real-life talk. Keep it out of active scenes.
- Scene: Any continuous interaction (stop, robbery, chase, negotiation, investigation, medical).
- RDM: Attacking without roleplay lead-up.
- VDM: Using vehicles as weapons without roleplay justification.
- Powergaming: Forcing outcomes or using unrealistic actions to gain advantage.
- Metagaming: Using OOC information IC (Discord, streams, map pings, player names).
- FailRP: Ignoring realism or consequences.
- NVL: Not valuing life in a believable threat scenario.

### IRP Quality Bar

- Roleplay first: immersion and story beat speed-running mechanics.
- Clarity: communicate in-character and keep scenes readable.
- Consequences are content: losses and setbacks are story progression.
- Respect: you can play a rude character without being rude OOC.

**Golden Rule:** Do not argue OOC inside an active scene. Finish the scene IC, then report concerns through Discord tickets with evidence.

## 2. Civilians: Roleplay Conduct and Immersion

### Staying In Character

- Stay in character while in the city. Avoid OOC commentary over voice, especially during active scenes.
- If you must address a technical issue (voice cutting out, desync), keep it short, neutral, and return to IC immediately.
- Do not narrate mechanics OOC mid-scene. Handle it after the scene if possible.

### Professional Behavior

- Assume good intent first; keep your tone respectful.
- Give others time to respond and roleplay their part.
- No toxicity, personal attacks, or OOC retaliation.

### Story Over Winning

- Make decisions your character would plausibly make, not decisions that only optimize mechanics.
- Accept consequences: being robbed, detained, or losing a chase is content.
- Do not grief or remove RP from others for personal gain.

## 3. Scene Integrity

- No combat logging, forced disconnects, or intentional stalling to dodge consequences.
- Let scenes conclude naturally: negotiations, escapes, arrests, medical outcomes.
- If captured, robbed, or detained, roleplay it out respectfully.

**Scene Rule:** If you believe a rule is being broken, finish the scene IC. After the scene, open a Discord ticket with evidence. Do not accuse mid-scene.

## 4. Conflict, Escalation, and Self-Preservation

### Escalation Ladder

- 1 Presence and posture (tone, warning).
- 2 Verbal conflict (threats, demands, negotiation).
- 3 Non-lethal pressure (intimidation, restraint where appropriate).

#### 4 Violence only when justified by clear roleplay and context.

### Fear RP and NVL

- If threatened with a credible weapon, react like a person who wants to live.
- Do not play invincible. Ignoring threats or taunting in lethal moments is FailRP.
- Roleplay injuries and limitations when applicable.

## 5. Reporting and Evidence Standards

### When to Open a Ticket

- Cheating/exploits, powergaming, metagaming, harassment, or clear rule-breaking.
- Bug abuse that impacts scenes or economy.
- Staff conduct concerns (handled by senior staff).

### What to Include

- Date/time and timezone.
- Player names and server IDs (if known).
- Short factual summary (what happened, where).
- Video clip(s) strongly recommended; screenshots help but are less complete.

**Evidence Tip:** Include context before the issue and the final outcome. Context helps staff make consistent decisions.