

PROJECT NOVA RP

OFFICIAL COMMUNITY RULES

REALISM • PLAYER-DRIVEN STORIES • QUALITY OVER QUANTITY

Version 1.0 | Effective July 2026

projectnovarp.com

00

READ THIS FIRST

Our rules are designed to protect immersive, collaborative roleplay - not to turn every scene into a courtroom.

Roleplay over ruleplay

Stay in character and finish the scene whenever reasonably possible. If another player breaks a rule, do not interrupt the scene to argue about it. Save your evidence and submit a report afterward.

Quality over winning

Project Nova is not a competitive shooter. Losing a fight, being arrested, having property seized, or facing consequences can create excellent roleplay. Play to build the story, not simply to win the moment.

Staff discretion

Staff review context, intent, severity, history, and the roleplay created or damaged. A technical rule break does not guarantee punishment, and conduct that clearly harms the community may be addressed even when it is not listed word-for-word.

The standard

Ask yourself: Is this realistic for my character? Did I give others a fair chance to respond? Does this create meaningful roleplay for everyone involved?

QUICK REFERENCE

- 18+ community. Respect every member in and out of character.
- No hate speech, harassment, cheating, exploiting, metagaming, or stream sniping.
- Value your life, injuries, consequences, and the authority of an obvious superior force.
- Roleplay must come before gunplay. Conflict requires reasoning, interaction, and escalation.
- Complete the scene first. Submit reports within 24 hours with clear video and audio.

01

COMMUNITY CONDUCT

Project Nova should remain welcoming, mature, and focused on quality roleplay.

Age requirement

You must be at least 18 years old to participate in Project Nova RP.

Respect and basic decency

Treat players, staff, developers, and community spaces with respect. Trolling, targeted negativity, instigating arguments, or repeatedly disrupting the experience may result in removal.

Hate speech and discrimination

Derogatory or demeaning conduct based on race, nationality, sex, gender, religion, disability, age, or sexual orientation is prohibited in all Project Nova spaces, including in-character scenes.

Harassment and threats

Harassment, sexual harassment, stalking, credible threats, doxxing, or similar conduct is handled seriously. Preserve evidence and contact staff immediately. Staff are not responsible for ordinary personal disputes, but may remove anyone considered unsafe or unsuitable for the community.

Toxicity

Criticism and suggestions are welcome when delivered constructively. Personal attacks, public staff-bashing, rage-baiting, or encouraging hostility toward the server or its members is not permitted.

Advertising and impersonation

Do not advertise competing communities, solicit members, impersonate another player or staff member, or misrepresent official Project Nova communications.

Staff are players too

Do not approach an in-city staff character for administrative help. Use the official ticket system and allow staff members to roleplay normally.

02

CORE ROLEPLAY STANDARDS

Remain in character, protect immersion, and give other players room to participate.

Stay in character

Remain in character during active gameplay. Do not use phrases such as "fail RP," "RDM," "VDM," or coded substitutes during a scene. Use approved OOC channels only when necessary.

Metagaming

Do not use information your character did not obtain in game. This includes Discord messages or calls, streams, clips, map streams, another character's knowledge, or information from a previous life.

Powergaming

Do not force actions or outcomes on another player without a fair opportunity to react. Do not use mechanics, commands, animations, or unrealistic actions to bypass roleplay.

Character consistency

Your character's decisions, skills, fears, relationships, and development should remain reasonably consistent. Sudden expertise, personality changes, or criminal connections created only to gain an advantage may be treated as low-quality roleplay.

No value of life / fear roleplay

Treat your character's life as valuable. Comply when clearly outnumbered, restrained, surrounded, or held at gunpoint unless a believable opportunity changes the situation.

EXAMPLE Pulling a weapon while several officers already have guns trained on you, without cover or backup, is not reasonable fear roleplay.

Fail RP / low-quality RP

Actions that break immersion, ignore injuries or consequences, or show little effort may be addressed as fail RP. Arena-style behavior, constant trash talk, unrealistic clothing combinations, and treating the city like a deathmatch server are prohibited.

Cheating and exploiting

Hacks, injected menus, aim assistance, macros, automated inputs, advantage-giving visual or audio modifications, duplication, bug abuse, and deliberate use of unintended mechanics are prohibited. Report bugs immediately; do not test them for profit or advantage.

NOVA NOTE Confirmed cheating or serious exploitation may result in immediate permanent removal.

Combat logging

Do not disconnect, quit, or intentionally crash to avoid an active scene or its consequences. Genuine crashes must be communicated promptly through the designated Discord channel, and you should reconnect when able.

03

CONFLICT, VIOLENCE & CRIMINAL ROLEPLAY

Escalation, realism, and story must come before loot or gunplay.

RDM and VDM

Random Deathmatch is attacking or attempting to attack another player without sufficient roleplay, reasoning, or escalation. Vehicle Deathmatch is intentionally using a vehicle as a weapon except where a vehicle impact is a reasonable and proportionate part of an active scene.

Roleplay before gunplay

Violence must have a believable reason and appropriate build-up. Do not force shootouts when escape, negotiation, surrender, or another roleplay path is reasonably available. Ongoing conflict may reduce the amount of repeated build-up required, but never removes the expectation of context and restraint.

Group limit

A maximum of six players and six involved vehicles may participate on one side of a conflict or a scene reasonably expected to become a conflict. Police limits are governed by department SOP. A larger group that is approached by a compliant group of six may defend itself, but may not use its excess numbers to initiate the scene.

Endless conflict and grieving

Conflict must have reasonable off-ramps. Repeated attacks, "spinning," camping, harassment, or demands designed only to prolong violence or extract loot may be treated as grieving. "Pay us or we keep shooting" is not a meaningful resolution by itself.

Criminal cooldowns and restart timing

Do not chain major robberies or repeatedly return to the same crime scene. After completing a robbery, leave the area and allow at least 30 minutes before returning for another criminal event there. Do not initiate criminal activity during the final 30 minutes before a restart or the first 30 minutes after one.

Hostages

Hostages must be genuine participants who are not cooperating with the offenders. Using friends, alternate characters, or arranged hostages to bypass systems is prohibited. Hostage treatment must remain within the graphic-roleplay rules.

Player robbery

Robbery requires a valid roleplay reason. Do not force access to bank accounts, houses, private storage, or business stashes. Do not pocket-wipe or take most of a player's ordinary belongings without strong roleplay justification. High-risk illegal locations may create a reasonable robbery context, but they do not excuse low-effort looting.

Robbing law enforcement

You may take reasonable scene-related equipment such as armor, restraints and keys, medical supplies, spike strips, melee weapons, evidence collected from players, and no more than one standard police sidearm per officer. Armory stock, excessive equipment stripping, or farming officers for gear is prohibited.

Hospital grounds

Hospitals are semi-green zones. Ongoing roleplay may continue there, but new crimes, ambushes, robberies, or hostile conflicts may not begin on hospital grounds.

04

MEDICAL, INJURY & NEW LIFE

Being downed continues the roleplay - it does not pause it.

Act your injuries

React realistically to wounds, medical care, pain, mobility limits, and recovery. Do not immediately resume full activity after serious injuries unless the medical roleplay supports it. Remaining silent or going AFK while others are actively treating or interacting with you is not acceptable.

Consciousness

A downed character is alive and conscious unless unconsciousness is actively roleplayed. Continue responding in character and use /me descriptions when helpful.

New Life Rule

If you choose to respawn, your character forgets the 15 minutes leading up to incapacitation. You may not respawn after being told that police or EMS are responding. Information later shared by witnesses may support future roleplay, but should not lead to immediate revenge.

Medical cooperation

Allow EMS and medical characters a fair opportunity to roleplay. Do not use respawn mechanics merely to avoid arrest, identification, treatment, or scene consequences.

05

SENSITIVE & GRAPHIC ROLEPLAY

Consent never excuses prohibited content.

Prohibited sensitive content

Roleplay centered on suicide or suicidal ideation, pregnancy loss, racism, hate speech, bestiality, homophobia, transphobia, sexual harassment, or sexual assault is prohibited regardless of context or intent.

Torture and permanent injury

Torture, mutilation, or permanent injury roleplay requires clear consent from everyone directly involved. Consent may be established through OOC communication or an unambiguous /me exchange. A player may withdraw consent at any time.

Nudity and explicit content

Nudity is limited to private residences, apartments, and approved adult entertainment venues. Explicit sexual content, explicit images, and public social-media nudity are prohibited.

06

JOBS, BUSINESSES & GOVERNMENT

Positions of influence exist to create roleplay for the wider community.

Business ownership

Owning a business is an active roleplay responsibility. Owners must regularly operate, hire, manage staff, and support the economy. Inactive or neglected businesses may be reassigned. A player may own or co-own only one essential business unless staff approves otherwise.

Professional conduct

Employees must dress and act appropriately while on duty. Gang attire, heist equipment, visible heavy weapons, or using a public-facing business primarily as a gang clubhouse may be treated as fail RP.

Clock-in and economy abuse

Do not remain clocked in while not performing the job. Do not generate passive pay, manipulate job systems, transfer restricted inventory, or use a position to bypass intended economic limits.

Fair hiring and management

Hiring friends is allowed, but owners should create opportunities beyond their immediate group, remove inactive employees, and maintain reasonable staffing and conduct standards.

Corruption roleplay

Reasonable, gradual, story-driven corruption may be permitted for government employees. Bribery, compromised investigations, associations with criminals, and selective misconduct must carry meaningful in-character risk and consequences.

Abuse of office

Using a government role to loot armories, distribute restricted vehicles or equipment, metagame, bypass systems, or provide friends with unreasonable advantages is prohibited. Major corruption arcs should be discussed with staff in advance.

07

REPORTS, EVIDENCE & ENFORCEMENT

Use the report system to resolve rule concerns - not in-character arguments or public callouts.

Who may report

Only players directly involved in the scene should submit a player report unless the conduct presents a serious community-safety concern.

Finish the scene first

Do not hunt for rule breaks or stop roleplaying to collect a "gotcha." Complete the scene when reasonably possible, preserve evidence, and report afterward.

Evidence standard

Reports should include continuous video with game and voice audio, enough context before and after the incident, and a clear explanation. Clips should generally be at least 45 seconds. Staff may request a longer recording.

Time limit

Submit reports within 24 hours of the incident unless staff grants an exception for a serious matter.

Honesty and confidentiality

Do not edit evidence deceptively, omit material context, coordinate false reports, or publicly discuss confidential tickets and staff actions. Abuse of the report system may result in discipline.

Appeals

Appeals should identify the decision being challenged, explain the relevant facts calmly, and provide new evidence or a specific reason the decision should be reconsidered. Repeating the original argument or attacking staff does not strengthen an appeal.

08

ENFORCEMENT & FINAL PRINCIPLES

The rules cannot predict every situation. The following principles guide every decision.

Intent matters

Accidents, misunderstandings, deliberate abuse, and repeated patterns are not treated the same.

Impact matters

Staff considers the effect on the scene, the economy, other players, and community trust.

History matters

Prior warnings and repeated conduct may increase consequences.

Cooperation matters

Honesty, accountability, and a genuine effort to improve may be considered.

Evasion makes it worse

Lying, deleting evidence, ban evasion, witness intimidation, or retaliating against a reporter may result in additional action.

Possible administrative actions

- Coaching or verbal guidance
- Formal warning or strike
- Temporary restriction, character action, or asset removal
- Temporary suspension
- Permanent removal from Project Nova RP

THE NOVA STANDARD

Create scenes worth remembering. Give others room to shine. Accept consequences. Choose story over victory.

By participating in Project Nova RP, you agree to follow these rules and future published updates.