



Helix Roleplay Rules & Regulations

Introduction

Helix RP is a roleplay community focused on storytelling, creativity, and immersive experiences. Our goal is to create a living city where every player has the chance to build meaningful stories.

Whether you are a civilian, business owner, criminal, emergency worker, government employee, law enforcement officer, or something entirely unique, your actions help shape the world around you.

Roleplay is not about winning, power, or being the richest or strongest character. It is about creating memorable moments and building stories together.

Every player is both a participant and a storyteller. Your choices impact others, so always consider the experience you are creating for the community.

A great roleplay scene is not about who wins. It is about everyone leaving with a story worth remembering. **(Roleplay over gunplay.)**

1. Community Standards & Player Conduct

1.1 Respect Between Players

HelixRP requires all players to treat each other with respect at all times.

Characters may argue, fight, commit crimes, betray others, or have serious conflicts, but these actions must remain **in-character** and exist only within the roleplay.

Players must understand the difference between:

In-Character Conflict:

A gang member threatens another character over a business dispute. This is acceptable because it supports the story.

Out-of-Character Conflict:

A player personally insults, targets, or attacks another player. This is not acceptable. Roleplay conflict should create stories, not personal hostility.

1.2 Harassment, Discrimination & Toxic Behaviour

Any behaviour that makes another player feel targeted, unsafe, or unwelcome is prohibited.

This includes:

- Harassment or bullying.
- Repeatedly targeting players.
- Real-world threats or intimidation.
- Discriminatory comments, slurs, or hate speech.
- Attacks based on someone's identity or personal characteristics.

HelixRP allows mature and serious roleplay, but all scenes must be handled responsibly and with respect for everyone involved.

Dark themes, criminal behaviour, and character conflicts are part of storytelling, they must never be used as an excuse to harm or attack another player.

Respect is required at all times. Create conflict in the story, not against the person behind the character.

2. Staff Authority & Community Management

Staff are responsible for protecting the quality of the roleplay environment and ensuring a fair experience for everyone.

Staff do not decide who wins a situation. Their role is to review incidents, enforce rules, and maintain the health of the community.

Staff decisions are based on:

- Server rules.
- Available evidence.
- Player statements.
- The impact on the community.

Players are expected to remain respectful and cooperative during investigations.

Players should:

- Provide honest information.
- Share evidence when requested.
- Allow staff time to review situations.
- Avoid personal attacks or arguments with staff.

You may disagree with a decision, but disrespect towards staff is not acceptable. Concerns should be handled through the appropriate appeal process.

Not every situation can be covered by a rulebook. Staff may take action against behaviour that damages roleplay or negatively impacts the community, even if it is not specifically listed.

Rules are designed to protect the spirit of the server, not to create loopholes.

If an action harms the roleplay experience or community, staff have the right to intervene.

3. Roleplay Expectations

HelixRP is an immersive roleplay community where players should treat the city as a living world.

Characters should:

- Act realistically.
- Consider consequences.
- Build relationships.
- Develop over time.
- Make decisions based on their background and personality.

Actions should create stories, not simply gain money, items, kills, or attention.

Roleplay is a shared experience. Players should create opportunities for others rather than forcing situations where only they benefit.

Great roleplay allows everyone involved to contribute, whether they are criminals, civilians, law enforcement, businesses, medical staff, or other roles within the city.

No single character is the centre of HelixRP. Every player has a story worth telling.

Characters should not be created around always winning, being untouchable, or avoiding consequences.

A strong character is not one who always succeeds, it is one who can face challenges, experience failure, grow, and change.

HelixRP encourages creativity, but creativity must exist within the established world.

The server is not limited to ordinary everyday situations; however, unusual concepts must still make sense within the city's setting.

Players are encouraged to create:

- Unique characters.
- Interesting backgrounds.
- Unusual professions.
- Original storylines.

However, creativity should always improve roleplay rather than remove challenges.

4. Alternative, Anomalous Roleplay

4.1 Welcoming Alternative & Anomalous Roleplay

HelixRP encourages creative and unconventional roleplay that expands the city's lore while remaining grounded within the world we have created.

HelixRP allows certain forms of alternative roleplay involving scientific anomalies, experimental technology, unexplained phenomena, genetic alterations, advanced robotics, and other concepts that fit within the city's established lore. These concepts should feel believable within the universe of HelixRP, even if they extend beyond modern science.

Examples of acceptable concepts may include individuals affected by experimental research, biological mutations, advanced cybernetics, artificial intelligence, secret government projects, or other anomalous phenomena that have a scientific or narrative basis.

Traditional fantasy races and creatures, such as vampires, werewolves, elves, or other mythical beings, do **not** exist within the world of HelixRP and are therefore not permitted as playable character concepts.

Alternative roleplay should always serve to enhance the shared story of the city, create meaningful interactions with other players, and contribute to the mystery surrounding the world's hidden anomalies, rather than existing purely to make a character more powerful or unique.

Within HelixRP, scientific anomalies and unexplained phenomena are intended to remain hidden from the general public. The average citizen should not know these things exist, and characters should not openly reveal their abilities or true nature without a meaningful roleplay reason.

Secrecy is a key part of these storylines. Characters who expose themselves risk attracting the attention of powerful organisations dedicated to locating, studying, controlling, or eliminating anomalous individuals and phenomena.

Publicly revealing the existence of anomalies should be treated as a major server storyline, not a casual occurrence, and should never be forced without staff approval. The purpose of anomalous roleplay is to create mystery, investigation, and suspense—not public spectacle.

The unknown should remain unknown.

4.2 Staff Approval Requirement

Any non-standard character concept must be discussed with staff before being introduced into the city. Scientific discoveries, experiments, mutations, technological advancements, and unexplained phenomena may also exist within the world.

Players must not create powerful or unusual characters first and request approval afterwards.

During the whitelist process, staff may review:

- Character history.
- Abilities or unusual traits.
- Limitations.
- Weaknesses.
- Intended roleplay purpose.
- How others will interact with the character.

Approval exists to protect both the player and the community.

A well-designed concept will be supported and developed.

A concept that creates unfair advantages may require changes before approval.

5. Character Death, Injuries & Consequences

5.1 Understanding Consequences

Actions in HelixRP should have realistic consequences. Serious events such as shootings, major accidents, imprisonment, betrayal, or severe injuries should impact your character and influence future decisions.

Consequences are what create meaningful stories and immersive roleplay.

5.2 Injuries & Medical Roleplay

Players should realistically portray injuries and allow time for recovery. A character who has suffered serious harm should not immediately return to normal activities without appropriate medical attention or recovery roleplay.

Injuries should be used as opportunities to develop your character and create new stories, not ignored as an inconvenience.

When your character is downed, the way you roleplay your condition should reflect the severity of your injuries.

If your character is **lying on their side** and is conscious, you may communicate in a limited manner. This should be realistic and appropriate to your injuries. Speaking should be kept brief, and you should avoid giving detailed information, making lengthy conversations, or directing others in a way that would not be possible given your condition.

If your character is **flat on their back (flatbacked)**, they are considered to be critically injured or unconscious. While flatbacked, you may not speak, communicate, provide information, or interact with the scene in any way unless attended to or instructed otherwise by EMS or staff.

Players must not use their downed state to pass information, identify suspects, coordinate with others, or otherwise influence the outcome of an active scene. Your injuries should be roleplayed realistically and should never be used to gain an advantage for yourself or others.

Players who receive medical treatment from EMS or a licensed doctor must roleplay a realistic recovery period before returning to any active conflict or high-risk situation. Anyone who sustains serious injuries, such as gunshot wounds, stabbings, or major trauma may not immediately sprint out of the hospital or re-enter the same fight they were just removed from, and must portray appropriate physical limitations and rest. This applies equally to criminals, civilians, police, EMS, and DOJ. While no strict timer is enforced, staff may intervene if a player shows no injury RP, rushes straight back into combat, or uses medical treatment as a quick reset to continue fighting. Minor injuries may require less downtime, and

players may return sooner if justified by strong RP, but all characters are expected to act realistically and respect the consequences of being seriously hurt.

5.3 Character Death

Character death is a serious roleplay event and should not be treated as a simple reset.

Permanent character death should have a meaningful reason behind it and, where required, involve agreement between players and staff approval. Death should add to the story rather than simply punish a player.

If your character dies or is removed from a situation, you must respect the outcome and allow the story to move forward.

Players should not immediately return to the same conflict, seek revenge, or use information gained before death to influence future actions.

If EMS revives your character, you may remember the events that occurred before your death.

5.4 Character Knowledge vs Player Knowledge

Players must separate what they know from what their character knows.

Information learned as a player does not automatically transfer to your character unless there is a realistic in-character reason for them to know it.

A successful roleplay experience comes from accepting failure, loss, and consequences as part of the story.

6. In Character (IC) & Out of Character (OOC) Rules

6.1 Maintaining Character

When participating in roleplay, players should remain in character whenever possible.

Your character does not know they are inside a game. They do not know about Discord, server rules, player names, or technical issues unless those things exist within the fictional world.

Examples of breaking character:

"My FiveM crashed."

"I saw your Discord message."

"The admin said you cannot do that."

These are OOC statements and should only be used when necessary.

6.2 Appropriate OOC Communication

Out-of-character communication should be limited and respectful.

OOO should be used for:

- Technical problems.
- Clarifying misunderstandings.
- Emergency situations.
- Reporting issues.

OOO should not be used to:

- Argue during scenes.
- Threaten players.
- Influence roleplay outcomes.
- Reveal information your character does not know.

If there is a problem during roleplay, continue the scene if possible and report the issue afterwards.

7. Metagaming

Metagaming is using information obtained outside of roleplay to influence your character's decisions.

Your character may only know information they have learned through legitimate in-character interactions.

The player knowing something does not mean the character knows it.

8. Powergaming

Powergaming is forcing actions, outcomes, or abilities onto another player without allowing them an opportunity to respond.

Roleplay requires cooperation. Every player should have the ability to influence the outcome of a situation.

9. FailRP

FailRP occurs when a player behaves in a way that breaks immersion or ignores realistic roleplay expectations.

Examples:

- Ignoring injuries.
- Acting without regard for consequences.
- Treating serious situations as jokes.
- Performing unrealistic actions.

FailRP damages the experience because it reminds players they are in a game rather than a living world.

10. FearRP

Every character's life is considered valuable. Players are expected to make decisions based on what their character would realistically do when faced with danger, threats, injury, or other serious consequences. While characters may be brave, stubborn, confident, or even reckless, those choices must make sense within the situation and reflect a genuine concern for their own survival and wellbeing.

FearRP does not mean your character must always surrender; rather, it means acknowledging realistic risks and understanding that every action has consequences. A civilian with no combat experience surrounded by armed individuals should realistically prioritise survival, whereas a trained police officer or experienced criminal may respond differently based on their background. However, no character is invincible, and everyone should recognise when a situation places their life at serious risk.

Likewise, the consequences of your actions should continue beyond the immediate scene. Serious injuries, traumatic events, arrests, betrayals, and other major experiences should influence how your character behaves moving forward. A character who has been badly injured should not immediately return to dangerous activities as though nothing happened, and someone who has experienced a violent encounter may become more cautious, fearful, or emotionally affected by those events.

Roleplay is most engaging when characters feel like real people whose choices have lasting effects. FearRP and consequences exist to strengthen storytelling, encourage character development, and create immersive experiences for everyone involved.

11. Conflict, Violence & Combat Rules

11.1 Violence Must Create Story

Violence is allowed within HelixRP, but it must have purpose.

Combat should develop from:

- Character motivations.
- Existing conflicts.
- Criminal activities.
- Personal disagreements.
- Story progression.

Violence should never be the first or easiest solution simply because a player wants action.

A good conflict gives everyone involved an opportunity to participate.

For example:

A business owner and criminal group developing a rivalry over protection payments creates a storyline.

A stranger being killed because someone wanted to test a weapon does not.

11.2 Random Deathmatch (RDM), Vehicle Deathmatch (VDM) & Unjustified Violence

Violence within HelixRP must always have a meaningful roleplay purpose. Whether using weapons or vehicles, players must have a valid in-character reason for their actions and ensure they contribute to an engaging and believable story.

Random Deathmatch (RDM) is the act of attacking or killing another player without sufficient roleplay, proper context, or believable motivation. Likewise, **Vehicle Deathmatch (VDM)** is the intentional use of a vehicle as a weapon to injure or kill another player without appropriate roleplay justification.

Players may **not**:

- Attack or kill random civilians without reason.
- Initiate violence without meaningful interaction or escalation.
- Start fights purely for entertainment or to provoke other players.
- Use violence because of out-of-character feelings or personal disputes.
- Intentionally create chaos without a roleplay purpose.
- Deliberately run over players or drive into crowds.

- Use vehicles to avoid normal combat interactions or gain an unfair advantage.
- Repeatedly ram vehicles or players without a legitimate roleplay reason.

Vehicles should always be treated as realistic methods of transportation, not weapons. Genuine traffic collisions, accidents during pursuits, or crashes that naturally occur as part of roleplay are not considered VDM, provided they are not intentional or used to bypass normal roleplay.

Characters are free to be dangerous, violent, or criminal, but every act of violence must make sense within the story being told. The goal should always be to create meaningful roleplay, not simply to win encounters or disrupt the experience of others.

12. Hostage, Kidnapping, Looting & High-Risk Criminal Roleplay

Hostage and kidnapping scenarios should create meaningful roleplay for everyone involved. These situations are not tools to guarantee success, avoid consequences, or remove another player from the story.

A hostage is a character, not an object. Criminals, hostages, police, negotiators, and other involved players should all have opportunities to participate through interaction, negotiation, demands, and character development.

These situations should always have a clear roleplay purpose. Players should consider why someone has been targeted, what the goal is, and how the scenario contributes to the wider story.

Examples of appropriate scenarios include:

- Interrogations.
- Revenge storylines.
- Business conflicts.
- Organised crime plots.

Unacceptable scenarios include:

- Randomly kidnapping players without a reason.
- Repeatedly targeting the same person.
- Holding someone hostage without meaningful interaction.
- Using hostages purely as protection from consequences.
- Removing another player from gameplay without giving them a chance to participate.

High-risk criminal roleplay should create memorable stories, not prevent others from enjoying theirs.

Officer Hostage Rule Exchange Rule

- **Police officers may not be taken hostage as part of general criminal activity.**
- However, **taking an officer at gunpoint during an active RP scene is permitted** when there is a legitimate RP purpose, such as negotiating a hostage exchange.
- For example, if a gang member has been captured and their associates wish to negotiate a **prisoner/hostage swap**, an officer may be held at gunpoint as leverage for the exchange.
- The officer must be taken as part of an **active, legitimate RP scenario** and not simply kidnapped or held hostage without purpose.
- **Police officers may not be taken hostage inside or directly at a Police Department or Hospital.**
- The exchange should take place in a suitable RP location away from PD and Hospital premises.
- This exception exists to allow meaningful negotiation and hostage-exchange RP while still protecting police availability and ensuring there are enough officers available to respond to other situations in the city.

Essential Items Rule

- **Do not rob or take a player's phone, Laptop, food, or drinks.**
- Phones, food, and drinks are considered **essential items** and should remain with the player during robberies or searches.
- You may still rob other legitimate items from a player's inventory, provided the robbery follows all other server rules.
- Taking these items simply to inconvenience, hinder, or troll another player is not permitted.
- This rule is in place to prevent unnecessary disruption to RP and ensure players can continue to communicate, eat, and drink normally while in the city.

13. Dark, Mature & Extreme Roleplay

13.1 Handling Sensitive Roleplay

HelixRP allows mature storytelling, including darker themes, provided they are handled responsibly.

Players should remember that there is a difference between creating serious roleplay and creating discomfort for others.

All players involved should consider:

- Whether everyone is comfortable with the direction.
- Whether the scene has a meaningful purpose.
- Whether the content is appropriate for the community.

(His favourite activity is harvesting Organs)

Helix RP is strictly an **18+ roleplay community**. By joining and participating in the server, you confirm that you are **18 years of age or older**.

Anyone found to be under 18 may be **removed from the server immediately**. Do not lie about your age or attempt to bypass this rule.

All members are expected to behave appropriately and respect the 18+ nature of the community.

13.2 Torture & Severe Violence Roleplay

Dark scenarios must focus on storytelling rather than unnecessary shock value.

For example:

A criminal organisation interrogating someone for information can create a serious storyline.

A player using extreme violence purely to upset another player does not create meaningful roleplay.

Players should avoid unnecessary graphic descriptions and should respect boundaries when participating in intense scenes.

You must ask for consent before a torture scene starts. You cannot cause life changing damage to a character unless agreed upon.

14. Criminal Roleplay Expectations

14.1 Criminals Create Stories, They Do Not Own the City

Criminal roleplay is an important part of HelixRP, but criminals must remember that their purpose is to create stories, not dominate every aspect of the city.

Being successful does not mean eliminating all opposition. It means creating memorable interactions with civilians, businesses, law enforcement, and other groups.

Criminal organisations should grow naturally through roleplay.

Players should not immediately become:

- The most feared organisation.
- The most powerful group.
- The city's largest criminal empire.

In order to get a weapons license you must be active in the city for 3 days.

Reputation must be earned.

A small organisation building connections, making mistakes, learning, and growing will create far better roleplay than a group that begins at the top.

14.2 Gang Creation, Joining & Conflict

Gang conflict is an important part of HelixRP and should be focused on creating meaningful stories, rivalries, and character development.

Gang interactions should not exist purely to start fights or gain power. Conflict should build naturally through roleplay, with both sides having opportunities to create and develop the storyline.

Before escalating to serious violence, gangs should establish a clear reason for the conflict through roleplay. This can include disputes over territory, business, betrayal, reputation, personal conflicts, or ongoing storylines.

Players should:

- Create tension and build a storyline before major conflicts.
- Give the opposing gang opportunities to respond and participate.
- Accept consequences and outcomes, including losses.
- Avoid targeting the same players repeatedly without meaningful reason.

Unacceptable gang behaviour includes:

- Random attacks without roleplay buildup.
- Declaring war immediately over minor issues.
- Constantly seeking fights instead of creating stories.
- Using gang conflicts as an excuse for harassment or out-of-character hostility.
- Attacking players who are not involved in the conflict.

No criminal activity is permitted within the hospital perimeter, as the hospital is designated as a Green Zone.

- This includes robberies, shootings, kidnappings, hostage situations, fights, or any other criminal activity.
- Players must not initiate or continue criminal scenarios within the hospital perimeter.
- Criminal activity that begins outside the Green Zone must not be brought onto hospital grounds.

Gang wars, rivalries, and criminal conflicts should feel like a living part of the city. The goal is not to eliminate the opposing side, it is to create memorable roleplay for everyone involved.

Players must spend a **minimum of 7 days in the city as a civilian** before they are eligible to join or be recruited into a gang. This requirement applies **regardless of previous gang experience or membership in another city/server**. Being a member, leader, or former member of a gang elsewhere does not bypass the 7-day civilian requirement. Players **cannot be recruited into an existing gang simply to increase its numbers**, particularly when that gang is involved in an **active beef, conflict, war, or ongoing dispute** within the city.

Players are permitted to **form and establish a brand-new gang** without completing the 7-day civilian period. However, the gang must still follow all other city and gang rules.

This rule is in place to encourage players to **establish their character, experience the city, meet people, and build legitimate connections** before becoming involved in gang activity and is intended to prevent gangs from bringing in outside players or new characters specifically to gain an advantage during an ongoing conflict.

During an active gang **beef or war**, any attack against the opposing gang must be conducted on a **maximum 6v6 basis**.

- Any planned or organised attack against another gang must be **6 players versus 6 players**.
- Gangs cannot bring additional members or outside players to overwhelm the opposing gang.
- The **6v6 limit applies specifically to attacks carried out as part of the ongoing conflict or war**.
- The only exception is when a gang is **directly attacking the opposing gang's compound**. Compound attacks may exceed the 6v6 limit.
- Players who have recently joined a gang cannot be brought into the conflict simply to increase numbers or provide additional manpower.
- Gang leaders are responsible for ensuring their members follow the numbers restriction.
- Deliberately exceeding the 6v6 limit to gain an unfair advantage may result in disciplinary action.

Create rivalries, not endless battles. Roleplay comes first.

15. Mature Roleplay & Sexual Content

HelixRP allows mature themes and adult relationship roleplay when handled responsibly and respectfully. These storylines may exist as part of character development.

Any sexual or intimate roleplay must remain private. Public areas, community spaces, events, or locations where uninvolved players may encounter the scene are not appropriate places for this type of roleplay.

What happens behind closed doors stays behind closed doors.

Consent is required at all times. All players involved must willingly agree to participate, respect each other's boundaries, and immediately stop or change direction if someone is uncomfortable.

Forced sexual roleplay, harassment, unwanted advances, or using sexual content to embarrass, pressure, or target another player is strictly prohibited.

Romantic and mature storylines are welcome when they create meaningful character development and are approached with respect, maturity, and consideration for the wider community.

16. Multiple Characters & Second Character Rules

Helix RP allows players to create and roleplay multiple characters; however, this privilege comes with responsibilities to protect roleplay quality, character separation, and fairness within the community.

Players may create a second character as long as each character is treated as a completely separate individual with their own identity, background, relationships, goals, and experiences.

Information, knowledge, resources, or connections gained by one character must not be transferred to another character. Each character exists independently within the world and must only know what they have personally learned through roleplay.

For example:

A player cannot use their criminal character to discover information about a rival organisation and then have their civilian character act on that knowledge.

A player cannot create a second character solely to benefit their first character through money transfers, item sharing, businesses, or influence.

Second characters must also have their own purpose and should not be created simply to avoid consequences, escape conflicts, or gain unfair advantages.

Players should ensure that having multiple characters does not negatively impact their ability to provide quality roleplay or meet their responsibilities within the city.

Staff may review, approve, or restrict additional characters if they believe they are being used to bypass rules, damage roleplay, or create an unfair advantage.

Multiple characters are encouraged when they help expand storytelling and allow players to explore different experiences within HelixRP.

17. Combat Logging & F8 Quitting

Leaving the server to avoid consequences, escape a roleplay situation, or prevent another player from completing an interaction is strictly prohibited.

This includes using **F8 quit**, closing FiveM, disconnecting your internet, or intentionally crashing your game during an active roleplay situation.

Players must remain in the city and allow scenes to naturally conclude, regardless of whether the outcome is favourable or unfavourable for their character.

Examples of unacceptable behaviour:

- F8 quitting during a police chase to avoid being arrested.
- Disconnecting during a robbery, kidnapping, or conflict to avoid consequences.
- Leaving the server after being injured or downed to avoid medical roleplay.
- Logging out to prevent another player from accessing your character or property.

If you experience a genuine technical issue, you should attempt to reconnect as soon as possible and, where appropriate, inform the involved players or staff of what happened.

Technical problems are understandable; intentionally leaving to avoid roleplay consequences is not.

Players are expected to respect the time and effort of others by allowing stories to reach their natural conclusion. Losing a situation is still part of roleplay, and consequences are what create meaningful stories.

17.1 CFX Crashes, Head Pops & Technical Issues

Technical issues such as CFX crashes, head pops, game crashes, or internet disconnections can happen and are understandable. If you are disconnected during an active roleplay scene, you should make every reasonable effort to reconnect as soon as possible and continue the roleplay where appropriate.

Players must not use genuine or intentional disconnections to avoid roleplay, escape consequences, or gain an unfair advantage. Repeatedly claiming crashes to avoid situations may be investigated by staff.

If a player headpops or disconnects during an active scene, all involved players should use common sense. Where possible, allow a reasonable amount of time for them to reconnect before continuing the roleplay. If they do not return within a reasonable timeframe, the remaining players may continue the scene in a realistic manner.

Technical problems are an unfortunate part of FiveM, but players are expected to act honestly, communicate when possible, and prioritise fair roleplay over personal advantage.

18. Robbing Law Enforcement Officers

Robbing law enforcement officers is permitted when it is supported by meaningful roleplay and fits the circumstances of the situation. Criminals may search officers and take equipment that would realistically

be of value, such as body armour, evidence, confiscated items, documents, radios (where applicable), or other roleplay-related equipment.

However, **standard-issue police weapons, tasers, and other department-issued firearms or restricted equipment may not be stolen or kept by players.** These items are considered government property and are not intended to enter the civilian or criminal economy.

The purpose of robbing officers should be to create engaging roleplay rather than to gain access to police-exclusive equipment. Criminals should also avoid unnecessarily prolonging scenes or repeatedly targeting officers solely to farm equipment or supplies.

Any robbery involving law enforcement should create meaningful interactions and consequences for everyone involved, rather than focusing purely on material gain.

19. Heists & Police Response

Heists are intended to create engaging roleplay between criminals and law enforcement, not simply to generate money or rewards.

Once a heist has been started, the involved players must remain on scene and allow law enforcement a reasonable opportunity to respond. Criminals are required to wait **5 minutes** from the start of the heist before leaving the area. If no police units have arrived within that time, the heist may be completed and the players are free to leave the scene.

To ensure a fair balance between criminal and police roleplay, there must be a **30-minute cooldown** between completing one heist and starting another. This cooldown applies regardless of the outcome of the previous heist and is intended to prevent repetitive farming while giving both criminals and law enforcement time to engage in other roleplay throughout the city.

Heists should always prioritise creating meaningful interactions over simply completing the objective as quickly as possible.

Heists **may not be started within 30 minutes before or 30 minutes after a scheduled server restart ("storm")**. This is to ensure heists have sufficient time to develop naturally and are not interrupted by server restarts or used to avoid roleplay consequences.

To ensure fair and balanced roleplay, criminal groups and organisations must follow strict limits on the number of participants involved in active scenarios.

A maximum of **6 members** may participate in any criminal activity, robbery, hostile interaction with law enforcement, or other organised conflict. This limit applies to the entire scenario and includes all involved members, regardless of whether they are standing, injured, or downed.

For example:

If 6 members of a group are involved in a shootout and 2 players are downed, the remaining members cannot call in 2 additional people to replace them. The maximum number of participants remains 6 for the duration of that scenario.

Gang conflicts or organised rivalries follow the same rule, with hostile encounters limited to a maximum of **6 versus 6 (6v6)**.

Players may not exceed these limits by bringing in additional members, replacing downed players, or using other methods to gain an unfair advantage. These limits exist to maintain balanced encounters, encourage better roleplay, and ensure that all sides have a fair opportunity to participate.

Use of Motorbikes During Criminal Activity

To maintain fair and realistic roleplay, motorbikes may only be used for drug-related activities and as part of a Stage 2 getaway where appropriate. They may not be used to gain an unfair tactical advantage during heists.

For example, if a heist is initiated using a car or other vehicle, players may not have a motorbike hidden nearby or parked around the back solely to escape once police arrive. The primary escape vehicle should be the one used to arrive at the scene unless roleplay naturally progresses into a legitimate Stage 2 getaway.

Deliberately staging hidden bikes or swapping to a motorbike purely to avoid police pursuit or circumvent the intended risk of a heist is not permitted.

Shooting From Vehicles

Players are **not permitted to fire any weapon above class 1 (pistols) from a vehicle**, whether they are the driver or a passenger.

- Shooting from inside or from a vehicle is permitted but only with class 1 weapons
- Players must exit the vehicle before firing a class 2 or above weapon.

Failure to follow this rule may result in disciplinary action.

20. Use of Third-Party Software & Unfair Advantages

The use of any third-party software, modifications, files, or tools that provide an unfair advantage within HelixRP is strictly prohibited.

Players must not use, install, modify, or run any software intended to alter gameplay, gain information they would not normally have, improve combat ability unfairly, or bypass normal game mechanics. Any use of these tools may result in immediate disciplinary action, including a permanent ban.

This includes, but is not limited to:

- Cheats, trainers, or exploits.
- Aimbots or automated aiming tools.
- Tracers, wallhacks, ESP, or any software that reveals hidden information.
- Modified game files that provide a tactical advantage.
- Unapproved visual modifications that impact gameplay or provide an advantage.
- Exploits, automation tools, or scripts designed to bypass normal gameplay.
- Any external application used to gain an advantage over other players.

Players are responsible for maintaining a fair environment. If you are aware that someone in your group, organisation, or party is using prohibited software or modifications and fail to report it, you may also face disciplinary action.

Changing, adding, or removing game files specifically to gain a competitive advantage is considered a serious violation of server rules and may result in a permanent ban that cannot be appealed.

HelixRP operates on trust, fairness, and immersive roleplay. Any attempt to gain an unfair advantage undermines the experience for the entire community.

21. Paycheck Farming

Paycheck farming is strictly prohibited within HelixRP. Players are expected to actively participate in roleplay and contribute to the city rather than exploiting passive income systems or remaining inactive solely to collect payments.

Any attempt to abuse the paycheck system, including leaving a character idle, using methods to avoid normal gameplay requirements, or intentionally farming money without meaningful roleplay, may result in disciplinary action.

The economy exists to support roleplay progression, not to be exploited. Players found abusing paycheck systems may face consequences, including warnings, removal of gained funds, or further disciplinary action depending on the severity of the offence.

22. Animal Ped Roleplay Rules [Not implemented yet]

23. Multiple Jobs & Employment Clarification

Players are allowed to have **multiple jobs** within the city. There is **no set limit** on how many jobs you can hold, but your employment must remain **realistic and make sense for your character**. You may own **ONE business only**. Owning a business counts as your primary business ownership and you should not own or operate multiple businesses at the same time.

When taking on multiple jobs, consider the time and commitment each role requires. Jobs that can realistically be worked around each other are permitted. **For example:**

- Full-time restaurant employee + part-time event worker — **Allowed**
- Restaurant employee + occasional stripper — **Allowed**
- Mechanic + occasional event/security work — **Allowed**
- Working full-time at two different restaurants that both require you to regularly be present and keep the business running — **Not Allowed**
- Holding multiple jobs purely to collect paychecks without actually working them — **Not Allowed**

The purpose of this rule is to prevent unrealistic job stacking while still allowing characters to have varied careers and make a living in the city. **Use common sense:** If the jobs require you to be in two places at the same time or both demand a level of commitment that one person realistically couldn't manage, you should not hold both positions. Staff reserve the right to ask you to drop a job if your employment situation is deemed unrealistic or is being abused. This keeps it fairly relaxed rather than imposing an arbitrary “3 jobs maximum” rule, while giving staff something clear to enforce when someone starts abusing multiple jobs.

24. Weaponised Vehicle Modifications

Some vehicles available in the city may have mechanic options that allow weapons or weaponised features to be added to them.

These modifications are strictly prohibited.

- Vehicles may be used as they are provided in the city.
- **Do not add, install, or equip any weapons or weaponised modifications to vehicles through a mechanic.**
- The fact that a weapon modification is available as a mechanic option does **not** mean it is permitted.
- Any vehicle found to have prohibited weapon modifications may be removed or have the modifications reversed, and further action may be taken where appropriate.

If a vehicle has a mechanic option to add a weapon, do not use it.

Final Notice

Rules, Updates & Player Agreement

Rules Are Subject To Change

The rules and guidelines within HelixRP are designed to provide a fair, enjoyable, and immersive roleplay environment for all members of the community.

As the city grows, new situations, mechanics, roleplay styles, and community needs may require adjustments to these rules. For this reason, HelixRP reserves the right to update, modify, remove, or introduce new rules at any time in order to maintain the quality and balance of the roleplay experience.

Changes may be made based on:

- Community feedback.
- New gameplay systems.
- Changes to server development.
- Emerging roleplay situations.
- Issues that negatively impact the player experience.

Players are responsible for keeping themselves informed of any updates made to the rules. Ignorance of a rule change does not remove responsibility for following the current version of the handbook.

Player Agreement

By joining HelixRP, creating a character, participating in roleplay, or remaining a member of the community, you acknowledge that you have read, understood, and agreed to follow the rules and expectations outlined within this handbook.

You also acknowledge that:

- These rules exist to protect the roleplay experience of all players.
- Staff may make decisions based on the spirit and intention of the rules, not only the exact wording.
- Rules may be updated or changed as the server develops.
- Continued participation within the city means acceptance of the current rules and any future amendments.

If a player chooses not to follow the rules or does not agree with future updates, they may choose not to participate within HelixRP.

Our goal is not to restrict creativity, but to protect a shared environment where everyone can create meaningful stories.

By entering the city, you are not just joining a server, you are becoming part of a living world created by the entire community.