

Gang Custom Job

What Is the Gang Custom Job?

Once unlocked at level 2, your gang gets its own unique job that appears in **F4 ? Jobs** alongside every other DarkRP job. Its console command follows the pattern `gjob_<gang id>` — the ID is assigned at creation and never changes.

Job Slots vs Member Cap

The **slot count** controls how many players can be on the gang job simultaneously. This is entirely separate from the gang's member cap. Job slots start small at unlock and grow through levelling:

Tier	Slots at Unlock (L2)	Max Slots at L25
Crew	3	5
Clique	4	10
Cartel	5	15

Customising the Job Appearance

The gang job's name, player model, skin, and bodygroups can be edited through the **Gang Job** tab in the gang menu. Access to this tab requires the **Owner**, **Co-Owner**, or a rank with the `[j]` permission flag.

- The **first customisation is free** — it is unlocked by the "Free gang job appearance edit" reward at level 12 on all tiers.
- Every subsequent appearance change costs **20 gang credits**.
- The job's **colour always matches the gang's registered colour** and cannot be set independently. If the gang colour is updated, the job colour updates automatically.

Gang Job Loadout Rewards

Several level rewards add items to the gang job's spawn loadout (armour, weapons, ammo). These accumulate — a player joining the gang job at a high-level gang will spawn with everything that has been unlocked so far. See the full reward table for your tier in the **Rewards** chapter.

Weed Grow Entities

The level 4 reward on all tiers adds weed grow entities to the gang job's F4 menu — the same set available to Gangster-type jobs.

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