Running a Starbase Sim
*Host: **Beautiful Night** (Theta Fleet)*

Room One • Session 4

Beautiful Night 2/22/2020, 1:01:04 PM

Hi

[16th] Kate, CO Langley Station 2/22/2020, 1:01:15 PM

Hi

Beautiful Night 2/22/2020, 1:01:27 PM

I'm Notty and I'm the current CO of Deep Space Five. DS5 is a long running sim that has been around in some form or another since at least 2005, and I am just the latest is a line of COs. I've been running RPGs in one form or another for over twenty years, and simming for more than 10 years. I've been on the Command Team for DS5 for some time, and took it over fully in 2017. Someone thinks I know what I'm doing, as we've been Theta Fleets Sim of the year two year running now.

So I'm going to talk a little bit about running Starbases, as opposed to Ships

This panel was inspired by last years panel on Bases vs Ships, which is an excellent place to start.

So I know my audience. how many people here are currently running a sim, or thinking about running a sim, based on a static location, like a starbase or colony?

[22] Confusedfire [VFY|CO] 2/22/2020, 1:03:25 PM

I presently run Vidal Fleet Yards and am looking at the possibility of a second Starbase simulation

[16th] Kate, CO Langley Station 2/22/2020, 1:03:39 PM

I'm running a Starbase with a colony on the planet below

[SB118] LTCmmd. Quentin Collins.2/22/2020, 1:03:55 PM

I'm just ship's crew now but I have absolutely wanted to pitch missions based in a static locale

[PF] AlexM 2/22/2020, 1:04:13 PM

I have been running a starbase for a little over seven years, though the sim has been around a few years longer than that.

[SB118] LTCmmd. Quentin Collins.2/22/2020, 1:04:16 PM

(Hi I'm Justin/Quentin from SB118 so happy to be included here)

Beautiful Night 2/22/2020, 1:04:45 PM

Okie dokie. Well, this might be preaching to converted a little bit, but here we go.

The points I want to cover as the essential things to bare in mind when running a Starbase sim are the following:

1) Know the Base's background, at least the basics, if not in detail

2) Think Bigger. Like lots bigger

3) Proactive players

4) No such things as too many NPCs

5) Adventures and plots need to be laid on with a trowel

[16th] Kate, CO Langley Station 2/22/2020, 1:07:34 PM

Already loving this!! 🙂

[SB118] LTCmmd. Quentin Collins.2/22/2020, 1:07:52 PM

takes notes

Beautiful Night 2/22/2020, 1:08:36 PM

A starbase is no different from a ship in that it is essnetially a silent PC. She is going to have a massive influence on all the other characters - who they are, what they can do, and the stories you will find yourself telling

IF you're starting a Starbase sim, or even taking one over, you need to get a good idea of you station's background. The What, Where, Why, When Who & how of it

These things are all interrelated and often developed together, tweaking one as you decide more about another. Breaking it down, you need to establish Why you star base exists, they're not just built anywhere. E.g. Terok nor was to help harvest the resources of Bajor. That established the what it is - Ore processing facility; the when of it - built during the Occupation; the where - it has to be Bajor; the who - built by Cardassaians.

The how is how does it come to be in my story - for DS9 it was abandoned to the federation at the end of occupation, so that had impications for the state it was in, and the things that could possibly go wrong

Sorting out those things alone helps you build in lots of plot hooks, ready to use as needed

So thinking about your Starbase itself. Are there areas of the character you haven't fleshed out, or think doesn't really work?

[22] Confusedfire [VFY|CO] 2/22/2020, 1:10:36 PM

When you say character do you mean the character of the station and/or simm? Or, the actual characters on the simm?

Beautiful Night 2/22/2020, 1:10:50 PM

the Starbase as a Character

[PF] AlexM 2/22/2020, 1:11:38 PM

One thing that I'd really like to develop more is the station as a city in the stars.

And like a terrestrial city, what does that mean for the people living and working there.

Beautiful Night 2/22/2020, 1:12:16 PM

@AlexM I@m just coming to that.

[22] Confusedfire [VFY|CO] 2/22/2020, 1:12:17 PM

When Vidal Fleet Yards first started out it was meant to be an engineering simm... We'd deal with engineering problems, build new ships, that sort of thing. As time went on the crew and I realized this wasn't working so we started incorporating other things and made the fleet yard as more of a background feature. The simm ignited from there. And, over time instead of having Chief of this or that department I transformed the departments so that they had directors and sub departments embedded

[SB118] LTCmmd. Quentin Collins.2/22/2020, 1:12:21 PM

Yeah I would agree with that. We have a generic SB on the edge of our play area for resupply and repairs but I would love to inject more flavors and character I to it.

Beautiful Night 2/22/2020, 1:12:26 PM

it was infact the original title of my panel

[22] Confusedfire [VFY|CO] 2/22/2020, 1:12:51 PM

For example... Engineering is made up of Refit, Repair, Construction, Fabrication, & Design departments. R&D falls under science

Beautiful Night 2/22/2020, 1:13:15 PM

@Confusedfire those are really good points

The thing most people forget about Starbases is that they are bigger. so much bigger, than ships

Deep Space Five is a Star Dock II, Celestial Class. Its 5 miles long, and tucks sovreigh class ships *Inside* it.

[SB118] LTCmmd. Quentin Collins.2/22/2020, 1:14:42 PM

Yowza.

Beautiful Night 2/22/2020, 1:15:03 PM

At this scale, it becomes easy to forget that when we use terms we see on ships that it doesn't come close to describing things

Sick Bay is a classic. Deep Space Five has a population of 100k residents and 10 to 20K transients.

SIck Bay isn't going to be a couple of rooms. Its a city hospital

[16th] Kate, CO Langley Station 2/22/2020, 1:15:57 PM

I'm also working with sub-departments. But instead of having all of them on the manifest I created position that show which department some is from. Like a Damage Control Specialist, who is part of the Damage Control sub department of Station Operations. Or a Customs officer who is part of the Customs subdepartment of Security.

Beautiful Night 2/22/2020, 1:16:01 PM

WHole TV series are based inside of city hospitals

[22] Confusedfire [VFY|CO] 2/22/2020, 1:16:09 PM

VFY doesn't even really have a sickbay anymore... We have a clinic on the station and we built a Medical Center (hospital) on the planet

[22][118][SARP] Kylindra 2/22/2020, 1:16:24 PM

Yeah, 118 has a starbase that effectively is the size of a small city as a sim because of sizes like that

[SB118] LTCmmd. Quentin Collins.2/22/2020, 1:16:50 PM

See that is actually how I was picturing it. Like narratively and theoretically, you could do whatever you wanted within the space of a SB or largish station.

Beautiful Night 2/22/2020, 1:17:04 PM

@Kate   exactly. Breaking up departments is going to be essential to conveying scale, but it also gives more room for players. Not just medical officers, but GPs, Surgeons, Pathologists, Nurses, Orderlies, admin, the whole nine yards

[16th] Kate, CO Langley Station 2/22/2020, 1:17:10 PM

I have a main hospital, and two smaller ones. And a clinic on the promenade. And a doctor on the colony.

Beautiful Night 2/22/2020, 1:17:20 PM

You can even treat departments like mini sims if you have enough players

[PF] AlexM 2/22/2020, 1:18:09 PM

If I had the interested players, I'd really like to set up stories within the medical and security departments. There is so much potential there.

Beautiful Night 2/22/2020, 1:18:46 PM

Security is the same. Whilst this is somewhat trickier, there's room for farm more roles than just "Security officer"

In the world of Trek, human beings, and many other species have removed the key causes of crime - poverty, disenfranchisement and drugs, but there is still a need for security to oversee safety, make sure the people who party a little too hard get home, and make sure the more boisterous species don't cause trouble. Also, in a large station, more considered and organised crime becomes an options, the Orion syndicate or others can set up home, maybe even compete for space. Whilst open warfare and violence isn't going to happen - Trek isn't like that, they can trade blows in much more subtle ways that could tangle the innocent up

This gives room for more investigative based characers, infiltration/uner cover work, scene of crime specialists etc

[16th] Kate, CO Langley Station 2/22/2020, 1:19:29 PM

One thing I did notice with my crew when I was setting this up, was that they were afraid assigning their character to a sub department was that it would limit their writing. So I did make it a "rule" that we can always come up with some creative writing of why a character would be involved even if the position didn't allow for it.

[22] Confusedfire [VFY|CO] 2/22/2020, 1:20:39 PM(edited 2/22/2020, 1:20:54 PM)

To get around that I made bigger departments into their own crew manifests and instead of having subdepartments under them each has it's own departments.

Security and Ops I didn't do it there, but I don't have the player base for those two like I do in science, medical, and engineering

[PF] AlexM 2/22/2020, 1:21:13 PM

I've done something similar.

[22] Confusedfire [VFY|CO] 2/22/2020, 1:21:34 PM

Instead of Medical and Counseling I have Department of Medicine that's broken up into Administrative Department, Medical, Counseling, & Psychology

Psychology deals with the harder side of things like mental illness and stuff that still exist

Beautiful Night 2/22/2020, 1:21:53 PM

I also split departments between Station Ops and Strategic OPs. The XO takes Station Ops, and the 2XO takes Strat Ops

Traditional Departments largely go under Station OPs, and Strat OPs take the non canon ones - intel (which can need a larger prescence in a static place), marines, fighter corp etc.

And the CO isn't just a commander. Its almost a policitcal position. Mayor to civilians as well as leader to starfleet officers

[16th] Kate, CO Langley Station 2/22/2020, 1:23:44 PM

I put tactical and intelligence under strat ops. Although we haven't really used that since I don't have any active PC for that whole bunch.

[22] Confusedfire [VFY|CO] 2/22/2020, 1:24:16 PM

I put the Chief Strat Ops officer in the command department

Beautiful Night 2/22/2020, 1:24:34 PM

If you count NPCS, which I'm also coming to, the Biggest department is actually Civlians on most Starbases

[16th] Kate, CO Langley Station 2/22/2020, 1:24:49 PM

I had that at first, but that was before I moved tactical and intel together with strat ops.

Beautiful Night 2/22/2020, 1:25:08 PM

I use Strat OPs and Station Ops as Divisions, with the departments under them

[22] Confusedfire [VFY|CO] 2/22/2020, 1:25:45 PM

The thing I struggle with is finding players who can do a good civilian PC and have something for them to do. I have a solid core group of players who are playing civilians as NPC's but even they sometimes struggle finding ways to include them

Beautiful Night 2/22/2020, 1:26:33 PM

@Confusedfire thankyou for that timely segway to point 2

You absolutely have to recruit for proactive self starting players.

[22] Confusedfire [VFY|CO] 2/22/2020, 1:26:49 PM

I swear I didn't look at your notes 😛

Beautiful Night 2/22/2020, 1:27:27 PM

Starbases have the potential to get much bigger than ship sims. And you need players who can keep the writing momentum on their own without being directly involved.

[22][118][SARP] Kylindra 2/22/2020, 1:27:43 PM

Yeah, that's the problem I have with starbase sims.

Beautiful Night 2/22/2020, 1:27:45 PM

On DS9, you rarely saw all the main characters in the same episode.

[22][118][SARP] Kylindra 2/22/2020, 1:27:58 PM

I've tried to join a few but.... I have momentum issues when not directly involved.

Beautiful Night 2/22/2020, 1:28:12 PM

And you have to screen applications carefully, and underline multple times that players are expected to be self starting

look for strong backgrounds with clear ambitions, especially ones that aren't just "becomes captain".

those ambitions should have plots of their own

[16th] Kate, CO Langley Station 2/22/2020, 1:28:45 PM

Exactly. Make it clear you won't hold their hand and that they would need to be proactive in their writing.

[OF] Jared Rosado - SB 621 2/22/2020, 1:28:48 PM

What I'm doing to sort of give the civilian PCs and NPCs something to do is to run "missions" for each subset of groups in my station. They may not be full missions like saving a conference from blowing up or anything, but something that works for civilians would be something like setting up a school for the children or to try to get a civilian council together that could help find housing or set up various services.

[16th] Kate, CO Langley Station 2/22/2020, 1:29:18 PM

And warn them about your size. I've actually had a few who dropped down after a few weeks because we were to big for them.

Beautiful Night 2/22/2020, 1:29:25 PM

A strong civilian side plot is useful. Currently on DS5 we have a meta arc about pro-human activision and anti-alien sentiment

[22] Confusedfire [VFY|CO] 2/22/2020, 1:29:46 PM

Ironically @Kate that's what my panel is about

Beautiful Night 2/22/2020, 1:29:57 PM

that is the main civilian plot. We also ecourage diplomatic characters - alien ambassadors with their own agendas to help and hinder DS5 to build the civilian game

[22] Confusedfire [VFY|CO] 2/22/2020, 1:30:12 PM

VFY is building up a cult for a future arc

[16th] Kate, CO Langley Station 2/22/2020, 1:30:21 PM

Please don't tell me you're at 9PM GMT? @Confusedfire Because I'd love to see that.

[22] Confusedfire [VFY|CO] 2/22/2020, 1:30:41 PM

Yep 🙁

[22][118][SARP] Kylindra 2/22/2020, 1:30:58 PM

Speaking as someone who tries to read starbase sims to join, I find that often the meta arcs can be the most confusing though if you join midstream.

[16th] Kate, CO Langley Station 2/22/2020, 1:31:03 PM

Me too... To bad. Guess I'll have to read the transcript

Beautiful Night 2/22/2020, 1:31:03 PM

For DS5, the dipomatic angle creates a nice triangle between Fleet and "true" civilians as they then interact with each other on different things

[22][118][SARP] Kylindra 2/22/2020, 1:31:16 PM

I agree, though, that you need a strong fleet and civilian plots for both groups

[22] Confusedfire [VFY|CO] 2/22/2020, 1:31:25 PM

So how do you come up with good and strong civilian plotlines for the civilian characters? I mean do you utilize modern ideas, or...?

Beautiful Night 2/22/2020, 1:31:30 PM

@Kylindra I actually have a new player briefing for just that problem

[OF] Jared Rosado - SB 621 2/22/2020, 1:31:36 PM

On 621, our current mega-plot involves an extremist group that is trying to get the Federation to turn more isolationist. I've sort of poked some people into turning their characters into supporters or targets so to speak. Once we get done with our current crisis, I'm going to turn the heat up on the civvies.

[22] Confusedfire [VFY|CO] 2/22/2020, 1:31:37 PM

Other than DS9 and Picard there's not much civilian stuff

Beautiful Night 2/22/2020, 1:32:36 PM

@Confusedfire All of the above. The pro-human stuff is very much doing what the original trek writers did, and looked at the pressing issues of the day. For us, its reflecting whats going on in the US and around the world with the rise of populism, and the growth of the alt-wrong

the negative side of the march of progress and those left behind

Shatner's Hair 2/22/2020, 1:33:10 PM

Civilians are I think very suited to NPCs, secondary characters, so you can duck in and out when there's a logical entry point for them

[OF] Jared Rosado - SB 621 2/22/2020, 1:33:42 PM

I adapt a lot of real life into my sim, sort of in a way to get people to relate to what we are playing. The Federation is t a golden garden everywhere, and we're trying to express that.

Beautiful Night 2/22/2020, 1:33:46 PM

I'm going to disagree with @shatners_hair we have several primary PCs on DS5 who get involved

[OF]Harrington 2/22/2020, 1:33:54 PM

man, I am making lots of notes from this panel.. all great stuff

[22] Confusedfire [VFY|CO] 2/22/2020, 1:33:56 PM

I would love to include the political side of things with the colony leadership and several of my players are writing children characters (including myself) so we use them to focus on things that a child would take interest in... Several are older so we have a solid inter-relationship story going

Beautiful Night 2/22/2020, 1:34:22 PM

@Confusedfire I steal blatenetly from Terry Pratchett when he was designing Ankh-Morpork,

he said start with where the shit goes. who is the person who deals with the shit. what happens to the shit. how does it get out?

[OF] Jared Rosado - SB 621 2/22/2020, 1:34:46 PM

I think that most civilians are probably going to be NPCs, but PC civvies are definitely needed and can help push stories and be drivers for certain elements of the game

Beautiful Night 2/22/2020, 1:35:09 PM

Its the same with CIvilians on a station. What effects from politics are they going to see? how does it impact their day to day life

For us, its protests and inters pecies violence, demagogues and rabble rousing

its now threatening to break into a outright riot

Shatner's Hair 2/22/2020, 1:35:38 PM

I'm not saying they should only be NPCs, but it's often a good way of incorporating them into more starfleety sims

And for players who haven't written civvies before

[22] Confusedfire [VFY|CO] 2/22/2020, 1:36:38 PM

The other civilian problem I find myself having, and some of my players even, is coming up with shops, restaurants, other jobs that they may do outside of Starfleet

But, I'm really liking a lot of these suggestions it's very helpful 🙂

Beautiful Night 2/22/2020, 1:36:56 PM

This is where real life also helps

Looks at your town. I live in a place asimilar sixe to DS5.

[16th] Kate, CO Langley Station 2/22/2020, 1:37:24 PM

I'm just creating custom positions. That creates to most deverse population on a station.

[PF] AlexM 2/22/2020, 1:37:26 PM

I personally have a very open policy when it comes to secondary characters and linked NPCs. I've found that having a lot of secondary characters helps engage players even if not all of their characters can be be involved.

[OF] Jared Rosado - SB 621 2/22/2020, 1:37:28 PM

Also with Picard and some of the elements being introduced in new Trek, we are drawing from RL. I've actually started creating some Romulans as refugees, real life has given us plenty of examples about what kind of story elements to throw at them.

Beautiful Night 2/22/2020, 1:37:38 PM

Not only are there shops, and and restaurants

but other services, clothing, libraries,

DS5 has an AmDram and Opera Society

[OF] B 2/22/2020, 1:38:19 PM

My favourite character is actually a wellbeing owner from a base so civies on a base are fun to play

Beautiful Night 2/22/2020, 1:38:23 PM

there are craftsmen and small business people, like Kassidy Yates

Importers, exporters, artists, journalists

social workers and carers

[22] Confusedfire [VFY|CO] 2/22/2020, 1:38:59 PM

One thing we do have is a mining corporation

[SB118] LTCmmd. Quentin Collins.2/22/2020, 1:39:08 PM

Okay! I was actually about to ask about that. How feasible would it be to make like a "drama guild" or book club on a SB?

Beautiful Night 2/22/2020, 1:39:11 PM

explorers use DS5 as a base

[16th] Kate, CO Langley Station 2/22/2020, 1:39:19 PM

teachers, hairdresser,

Beautiful Night 2/22/2020, 1:39:31 PM

and its the end of civilisation. People run here, and others follow...

[OF] Jared Rosado - SB 621 2/22/2020, 1:39:44 PM

My favorite NPC is actually an alternative news reporter and some political party chairpeople.

Beautiful Night 2/22/2020, 1:39:47 PM

Yes, A large staiton will have schools, play groups, churches,

[22] Confusedfire [VFY|CO] 2/22/2020, 1:39:55 PM

Explorers outside of SF officers?

Beautiful Night 2/22/2020, 1:40:01 PM

Absolutely

we're on the frontier. people come for their own fortune and glory, not everyone is in starfleet

[16th] Kate, CO Langley Station 2/22/2020, 1:40:21 PM

Civilian archeologist. Makes sense.

[22][118][SARP] Kylindra 2/22/2020, 1:40:32 PM

mmm

Beautiful Night 2/22/2020, 1:40:41 PM

Which segues into point 4.

[22][118][SARP] Kylindra 2/22/2020, 1:40:43 PM

I.. I've got an idea for a starbase civilian NPC now.

[16th] Kate, CO Langley Station 2/22/2020, 1:40:48 PM

I think I almost have more civilian characters then starfleet.

[22][118][SARP] Kylindra 2/22/2020, 1:40:48 PM

That I can't create. 😟

Beautiful Night 2/22/2020, 1:40:49 PM

No such thing as too many NPCs

[SB118] LTCmmd. Quentin Collins.2/22/2020, 1:40:59 PM

We actually have a civilian exo-archeologist on our ship!

Beautiful Night 2/22/2020, 1:41:04 PM

Once more for those in the back. No such thing as too many

[22] Confusedfire [VFY|CO] 2/22/2020, 1:41:05 PM

So many suggestions from this panel are getting implemented I need to start taking notes

Beautiful Night 2/22/2020, 1:41:20 PM

If you have limits on NPCs, I suggest you scrap them

[OF] Jared Rosado - SB 621 2/22/2020, 1:41:34 PM

With 100,000+ people around, NPCs are needed everywhere

[22] Confusedfire [VFY|CO] 2/22/2020, 1:41:36 PM

Oh I think VFY is set at 25, but I can always increase it

linked npcs

Beautiful Night 2/22/2020, 1:41:52 PM

Encourage people to create as many NPCs as they like. the more detailed the better. @Fake Captain absoluly

[16th] Kate, CO Langley Station 2/22/2020, 1:42:04 PM

I had to move it to 50 as someone already got more then 25

Beautiful Night 2/22/2020, 1:42:05 PM

more importantly, get people to create them in other departments.

so when a main plot can't include their primary, they still have options

[16th] Kate, CO Langley Station 2/22/2020, 1:42:25 PM

I'm around 25 myself now as well.

Beautiful Night 2/22/2020, 1:42:28 PM

Fleet create civilians, civilians create fleeties

Medics create security, Engineers create flight controllers, or customes inspectors

If you have intel or marines or fighter corp, then use them too.

Look at things on the deck listing and see where you could slot one in. it could be humble - like the guy who operates the cleaning drones on the promenade, or the CAG, or Marine CO, depending on ehat the station needs.

ReminderBot 2/22/2020, 1:45:02 PM

15-Minute Warning

Beautiful Night 2/22/2020, 1:45:22 PM

And whilst some should be as detailed as PCs, there can be plenty of less developed non-listed NPCs too.

Like the staff of the Bar, or the nightshift in flight control

(in a starbase, flight control is effectively air-traffic control

[22] Confusedfire [VFY|CO] 2/22/2020, 1:46:28 PM

On VFY we don't have flight control we have traffic control

Beautiful Night 2/22/2020, 1:46:42 PM

@Confusedfire great minds think alike 🙂

Shatner's Hair 2/22/2020, 1:47:56 PM

If you've got character ideas that work on those positions, that's awesome. I'd struggle to write an engaging barman unless I had a story I wanted to tell with a character though. I think that's why I struggle with civvies.

[22] Confusedfire [VFY|CO] 2/22/2020, 1:49:17 PM

I try to think the mindset of what that person's interests are and go from there. For example I'm writing a 12 year old character on VFY as one of my NPC's and I really try to imagine myself in their shoes

Beautiful Night 2/22/2020, 1:49:49 PM

I have a whole other panel on that. Its about characters goals. In the immortal words of elmore lenord - Make every character want something, even if its just a glass of water

Last years panel pointed out that Starbases are fixed points, so trouble has to come to them. THis can make plots and missions difficult on the surface, but it also creates fertile ground for growing plot hooks like beanstalks out of magic beans

So on to the last point. Lay on your plot hooks with a trowel

Build them into everything. Don't worry about them being access instantly. It helps keep things going. For eveery plot point you action, you want to throw in two more to stew for later

E.g. on Deep Space Five, for largely shits and giggles, an invisible creature attacked the opening of the nearby colony

[PF] AlexM 2/22/2020, 1:52:44 PM

Stewing plots are my favorite.

Beautiful Night 2/22/2020, 1:53:18 PM

the immediate post was dealing with the aftermath, which lead to the discovery of another archeological site. that was the primary reason for the post.

[22] Confusedfire [VFY|CO] 2/22/2020, 1:53:20 PM

VFY is doing that right now with a plot arc

[SB118] LTCmmd. Quentin Collins.2/22/2020, 1:53:21 PM

Also I love Elmore Leonard.

Beautiful Night 2/22/2020, 1:53:48 PM

But the thing is still out there, ready to be used again soon, becuase they haven't gone after it yet, due to the real life limitations of players and writing time.

[22] Confusedfire [VFY|CO] 2/22/2020, 1:54:08 PM

How do you recommend doing the two more stewing for later? As in a list on the side, or actually start having it be written?

Beautiful Night 2/22/2020, 1:54:43 PM

I'm also going to plug @Kate panel on running multi threaded missions, becuase you're going to need to do that. to keep everyone involved and writing.

ReminderBot 2/22/2020, 1:55:01 PM

5-Minute Warning

Beautiful Night 2/22/2020, 1:56:19 PM

and my last last comment. If you can, find a way that characters can leave to go on adventures. DS9 had the worm hole. Deep Space Five has its transdimensional planet of doors (similar to iconian gateways). It can add both options for what PCs can actively investigate, but also ways to get plots/NPCs onto the starbase

[SB118] LTCmmd. Quentin Collins.2/22/2020, 1:56:32 PM

That's SO COOL

Beautiful Night 2/22/2020, 1:57:00 PM

and that is how you run a reasonably decent starbase sim.

with 4 minutes to go, any questions?

[22] Confusedfire [VFY|CO] 2/22/2020, 1:57:47 PM

Several, but that's okay lol

Beautiful Night 2/22/2020, 1:57:54 PM

fire at will

[PF] AlexM 2/22/2020, 1:58:13 PM

You can always keep asking questions in #overflow-one afterwards.

[22] Confusedfire [VFY|CO] 2/22/2020, 1:58:59 PM

My question above

[22] Confusedfire [VFY|CO] 2/22/2020, 1:59:06 PM

About the mission plot stewing

Beautiful Night 2/22/2020, 2:00:18 PM

@Confusedfire Having multiple threads running is largely a juggling act. I'm actually going to point you at Kates panel, which I think is next, because she's taking that on in detail

[16th] Kate, CO Langley Station 2/22/2020, 2:00:41 PM

No, one hour from now.

[22] Confusedfire [VFY|CO] 2/22/2020, 2:00:45 PM

Her's is at 4 same as mine 🙄

Beautiful Night 2/22/2020, 2:00:49 PM

I tend to keep a list of every single plot that is left open. Somebody writes a side post, something gets written or a PC leaves, and it leaves a dangling plot thread. It helps keep me straight on things I need to go back to

[PF] AlexM 2/22/2020, 2:00:58 PM

We need to move on to the next panel, but please continue the discussion in the overflow room. Thanks.

[22] Confusedfire [VFY|CO] 2/22/2020, 2:01:15 PM

@Beautiful Night moving my response to here

Beautiful Night 2/22/2020, 2:01:32 PM

Hey If anyone has questions from the Starbase Sim panel, I'm here if yuou need me

[22] Confusedfire [VFY|CO] 2/22/2020, 2:01:36 PM

Yeah I have a hard time keeping track of some of the subplots my players have going

Beautiful Night 2/22/2020, 2:01:59 PM

I have a notebook dedicated toi DS5. Two actually

[16th] Kate, CO Langley Station 2/22/2020, 2:02:17 PM

I just do everything in Nova.

Beautiful Night 2/22/2020, 2:02:33 PM

And I read every single post and make notes. We've actually started using an open plot thread, that was left dangling before I even joined Ds5

[16th] Kate, CO Langley Station 2/22/2020, 2:02:55 PM

Working with Mission Groups within Mission Groups and then creating a mission for every (larger) subplot. Which people have to manage themselves

Beautiful Night 2/22/2020, 2:03:52 PM

I tend to keep everyitn in a single mission, to reflect linear time. but the general proincipal of tracking plots still works

[22] Confusedfire [VFY|CO] 2/22/2020, 2:03:55 PM

I added the link for trello and a screen capture from the bulletin board I use for VFY in the #533680761065177094 room

Beautiful Night 2/22/2020, 2:04:05 PM

I wish I could get players to use the tags option in Nova. that would help massively

[22] Confusedfire [VFY|CO] 2/22/2020, 2:04:11 PM

It was something that was brought up last year and I've been using it since it's great

[16th] Kate, CO Langley Station 2/22/2020, 2:04:11 PM

I looked into Trello, and other systems last year. But they all gave me a headacke. I just needed as most as possible in one place. Also saved me time inviting others to it.

[22] Confusedfire [VFY|CO] 2/22/2020, 2:04:19 PM

Allows for collaboration and stuff

Beautiful Night 2/22/2020, 2:04:41 PM

this is while I'm still on dead trees. Its much easier for me, because i tend tomind map plots

or my one note, as i have a stylus on my tablet

[16th] Kate, CO Langley Station 2/22/2020, 2:04:57 PM

But you would need to get everyone to participate in it. That was my issue mostly.

[22] Confusedfire [VFY|CO] 2/22/2020, 2:05:19 PM

I brainstorm on notebook still

With a pen... anything that comes to mind I put it down

Beautiful Night 2/22/2020, 2:05:50 PM

@Kate I have the same issue. I have people who aren't on google, or won't use discord, or don't have x, or y, or z

[16th] Kate, CO Langley Station 2/22/2020, 2:06:41 PM

Google isn't really a issue. I have two files, of which one is used by most of the crew (the calender). Note systems just didn't work. So I now have everything on Nova.

Beautiful Night 2/22/2020, 2:06:43 PM

brb

[16th] Kate, CO Langley Station 2/22/2020, 2:07:07 PM

Using the wiki for background info, although I'm a bit behind with updating them.

[22] Confusedfire [VFY|CO] 2/22/2020, 2:07:13 PM

I thoroughly enjoyed the panel though... It was very informative and immensely helpful for me

[16th] Kate, CO Langley Station 2/22/2020, 2:07:15 PM

A page for each mission.