

Project Khitomer 2020

Character Creation

Host: [Amethyst \(Pegasus Fleet\)](#)

Room One • Session 5

[PF] Amethyst 2/22/2020, 2:01:49 PM

Good Morning/Afternoon/Evening!!!

For those of you that don't know me, my name is Amethyst and I'm part of Pegasus Fleet. I have been simming for about 20 years and have had first hand experience at most all aspects of simming, whether it is as a player, an XO, CO, TFCO or FCO. Currently I am the Commanding Officer of a sweet Akira class Starship, USS Astraea, and I also hold the Admiralty position of Academy Commandant within Pegasus Fleet. I am also a player on a number of games, many more than my CFOps is happy with.



I'm going to apologise in advance to anyone who attended FallFest as this panel has ended up being largely recycled. I have a dozen pages of notes that was meant to be transformed into a new panel, but unfortunately real life got in the way and my boss expected me to actually do the work he pays me for. LOL

So, Welcome to Character Creation!

This panel has been written primarily from a Star Trek perspective, but many of the same basics of this can be applied across almost any genre of writing.

First impressions count. Think about it. When you show up for a job interview, you're going to be judged on the impression that you put forward. If you are applying for a corporate job and you show up wearing a ratty old t-shirt, shorts and a pair of flip flops, chances are they aren't going to care how qualified you are.

It's much the same when you apply to join a sim. The application you submit is the first impression and that will determine how favorably both the CO and the rest of the crew will look upon you.

You might be an amazing writer and a dedicated player, but if your character application isn't up to par then chances are you won't even get through the application process, and that's going to come down to your character.

Your character biography is going to create the foundations for all of your interactions on the sim, with everything from how your character looks to how they react in situations.

So what makes a good character?

There's no straightforward answer to that. It will always come down to personal opinion, but there are definitely some things to keep in mind while you're creating your character. Personally, I think the three biggest things to take into consideration would be;

Premise, Balance and Believability.

Premise

Premise is the building blocks of your character, the very fundamentals that will determine everything your character does, on and off duty. So, what makes your character tick? What is their story? What makes them stand out from everyone else? How do they behave? What are their quirks?

Where did your character grow up? Have they spent their lives on a Starship or a Starbase? Are they a typical Fleet Brat? Or do you have a good old fashioned corn fed Iowa boy? Maybe she grew up in a small village, sheltered from technology and modern conveniences?

What's their family structure like? Mom and Dad? Siblings? Are they an only child or are they the baby in a family of twelve? Were they orphaned and left with no idea of their family history?

Why did they want to join Starfleet? What drives them? What makes them get out of bed every morning, aside from the universal need for coffee?

Why did they decide to go into Security or Medicine or Engineering?

Another important part of premise is good fit. Is your character right for the position you are applying for, or are you trying to fit a square peg into a round hole? An Emancipated Borg is likely not going to be very good as a counselor, but they'd be a great engineer. Much in the same way a Brikarian probably wouldn't be your first choice as a Medical/Surgical Officer but their solid form makes them perfect for Security. Remember, the more niche you make your character the harder it will be for them to fit into a position.

So, think about your favourite character for a moment. where did you draw their premise from? What do you use for inspiration for the premise of a character?

Personally, one of my favourites was inspired by the M. Night Shyamalan movie "The Village"

[USS Mayhew] Tom Rake 2/22/2020, 2:08:04 PM

I always find that hard. Try to start with a general trait ... like easy going, but chips away to be as good as they can.

[SB118] LTCmmd. Quentin Collins.2/22/2020, 2:08:42 PM

This is all absolutely stuff I thought about creating Quentin.

[PF] Amethyst 2/22/2020, 2:09:19 PM

Once you've got your premise nailed, I find things start to fall into place pretty easily after that.

[OF] Paul - CO USS Athena 2/22/2020, 2:11:24 PM

I start with an actor/character I like. Think about why I like them. Think about their flaws, too. Then I build from there, usually with the addition of a key defining moment in their life for their backstory.

Shatner's Hair 2/22/2020, 2:11:27 PM

For one of mine, I started with the Next Gen episode Cause & Effect, which ends with a ship getting stuck almost a century in the future. I started thinking about what that

would be like, and how it would affect someone. Then I looked at how much time had passed between that and the year the sim was set

[PF] Amethyst 2/22/2020, 2:11:41 PM

nice 😊

So, once you've got your basic premise nailed down, you need to also think about balance.

Is your character well balanced? Do they have strengths? Do they have flaws to counter their strengths? No one is perfect. No one is good at everything.

Balance creates opportunities for engagement and prevents the experience from becoming too one-sided. If the character is always the very best at everything (or the very worst), that eventually becomes difficult to write for/with and eventually leads to frustration or boredom.

Saskbertan81 2/22/2020, 2:12:41 PM

Amen to that

[PF] Amethyst 2/22/2020, 2:12:41 PM

One of the biggest downfalls in balancing a character is when people try to play a character from mixed races, so, let's talk about mixing up the races and what happens when we create characters who have multiple races in their DNA.

Mixing races isn't a bad thing. One of the primary ideologies of Trek is inclusivity, but if you want to mix races, you need to understand what you're doing and how it will impact on your character.

Far too often people will pick a race like the Betazoids because they have telepathic abilities, and then cross them with another race like the Klingons to try and create an all powerful character that has super strength and intense telepathic abilities. Unfortunately, this isn't how genetics works.

Offspring from a relationship between a Betazoid and any other race will *NOT* be fully telepathic. They may be empathic, but they may also just as likely be completely neurotypical.

It's an each way bet, but rest assured they aren't going to be a full telepath, they aren't going to be reading the minds of people in the next sector, and they sure as sugar aren't going to be realigning the trajectory of an asteroid or changing the orbit of a small moon just with the power of their mind.

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 2:14:06 PM

@Amethyst awww 😊

[PF] Amethyst 2/22/2020, 2:14:09 PM

(and to clarify, I have seen characters try to do both!)

The changes aren't just mental when you introduce a character born from mixed heritage. They will be physical and physiological as well. A character who is half Klingon and half Human will likely have lesser Klingon traits in terms of physical appearance (such as ridges, teeth etc) and likely lesser strength as well. While it's probable that they would still be stronger than their average human counterpart, they won't be the same as a full blooded Klingon.

[OF] Paul - CO USS Athena 2/22/2020, 2:14:53 PM

I much prefer for mixed species to use their 'strength' as a full-blown weakness. Half Betazoid? Sorry, you lack the genetics to fully control your empathic abilities.

[Exo/SA]RaWolfe 2/22/2020, 2:15:01 PM

I use waifu labs or art reeder to create a unique character face and build on with the setting that had attracted me. I add the foreign and mother language language with voices as how the character sounds. Personality is the biggest thing that I find important, it makes and breaks the character and ofc it's linked to its history. Additional I would look to fit in the military and civilian clothing to make it more personal

[PF] Amethyst 2/22/2020, 2:15:07 PM

In some instances, if both sides of the lineage have obvious physical features or markings, such as Cardassians and Bajorans, your character is likely to have aspects of both races, and likely some rather interesting character development to go along with it! It's not all doom and gloom, there really can be a lot of fun and character development to be had with characters of mixed lineage.

[OF] Paul - CO USS Athena 2/22/2020, 2:15:38 PM

Spock is a great example of balancing a hybrid of two species; retains his emotionless logic, but it's very much a battle to do so.

[PF] Amethyst 2/22/2020, 2:15:48 PM

Exactly!

Lia 2/22/2020, 2:15:48 PM

The Ojnas can't interbreed with other species, as you say genetics works in certain ways.

Saskbertan81 2/22/2020, 2:16:22 PM

Especially in THAT scenario!

(Bajorans and Cardassians that is)

[OF] Paul - CO USS Athena 2/22/2020, 2:17:38 PM

See also: Simon Tarses. Hid his Romulan genetics out of shame/fear about what it meant for his career prospects.

Lia 2/22/2020, 2:17:43 PM

I think the old Romulan/Human mixture can work if handled correctly.

[PF] AlexM 2/22/2020, 2:17:45 PM

One of my favorite characters is of a mixed species. She's half human, half romulan. Her father was a "defector" that was still working for the Tal'Shiar. He left my character and her mother when she was around 7, and she's been dealing with the aftermath of that ever since.

[PF] Amethyst 2/22/2020, 2:18:32 PM

One of my newest characters is what I have come to affectionately call 'the mutt' because she's human/betazoid/vulcan.

The extend of her vulcan heritage is slightly pointed ears. She has no logic or self control at all, especially around chocolate

and her betazoid heritage gives her enough empathy that if you're really really angry at her, she might realise when you punch her in the nose.

but it makes for interesting character development at times.

As important as it is to keep your character balanced, it's also important to keep them believable, and to me, this is possibly the single most important aspect!

Make sure you keep your character believable. That is something I cannot stress enough. Your bio may be wonderfully crafted, highly detailed and the length of a Jules Verne novel, but that doesn't make it believable. Believability is more about how realistic your character is going to appear, you know, for a completely fictional individual.

So, how do you keep your character believable? Here's a few examples of what NOT to do, all taken from real applications.

[22/OF] Kasterborous 2/22/2020, 2:21:26 PM

hahaha

[PF] Amethyst 2/22/2020, 2:21:30 PM

Your character won't be an expert on everything. If you're a medical officer, stick with medical. You won't be an expert engineer as well and you won't know how to defuse active tricobalt explosive devices. Stick to what you know.

[22/OF] Kasterborous 2/22/2020, 2:21:42 PM

sounds like a fun creation tbh

[PF] Amethyst 2/22/2020, 2:21:44 PM

Your character is not the offspring of a daring dalliance between the Borg Queen and a Changeling. Just, no.

Wolverine's great, great, great, great, great, great, great, great, great, great granddaughter did not mate with a Caitian and have a child who went on to join Starfleet. Not going to happen. Give up before you try.

Opposites attract, yes, but Species 8472 and a Borg Drone are not going to have a romantic relationship that brings offspring who then join Starfleet.

Make sure your age reflects your experience.

Your brand new fresh faced, green as the spring grass Ensign is not going to be a Chief of Department.

Your character cannot be an Admiral at the age of 18. Not possible. Just don't try. They're not going to be a Lieutenant Commander either.

Environment does not affect physiology. A human raised by Klingons will not suddenly take on Klingon physical attributes, they will still be human. In the same way a Klingon raised by humans will not physically appear more human, they will remain Klingon, ridges, teeth and all.

[22/OF] Kasterborous 2/22/2020, 2:22:51 PM

i have a character who majored in sec/tact but had gone back to learn his minor in engineering due to his background - doesn't have a great indepth knowledge on engineering but knows how to herd tribbles well

Shatner's Hair 2/22/2020, 2:23:01 PM

We've all seen people try these things. Funny as it is, it needs to be said

[PF] Amethyst 2/22/2020, 2:23:28 PM

You can have it all, just not all at once. Once you've got your character's history sketched out, make sure you double check your time lines. Look for caveats or gotchas that may trip you up. Remember, you don't enter the Academy until you're 18, so you're not going to graduate at 20.

A medical officer does 8 years in total before graduation, which is why they usually graduate with the rank of Lieutenant Junior Grade, not Ensign.

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 2:24:01 PM

Thought the academy was from 16 up...my bad

[PF] Amethyst 2/22/2020, 2:24:06 PM

Even if a character rises through the ranks quickly, they chances of them reaching Captaincy before 40 is not high. A rough guide for Rank to Age is below:

Captain	40 - 50
Commander	34 - 40
Lieutenant Commander	32 - 34
Lieutenant	28 - 32
Lieutenant JG	24 - 28
Ensign	22 - 24

Lia 2/22/2020, 2:24:21 PM

Yeah, I thought that also.

[22][118][SARP] Kylindra 2/22/2020, 2:24:26 PM

Hey, look. I can totally be an Admiral at 18.

[22][118][SARP] Kylindra 2/22/2020, 2:24:33 PM

Admiral of the good ship SS Lollipop.

[PF] Amethyst 2/22/2020, 2:24:38 PM

(not this does not apply to war time field promotions but just general service times)

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 2:24:40 PM

@Kylinda in dreams?

[22][118][SARP] Kylindra 2/22/2020, 2:24:48 PM

Yes,. that was the joke. I was trying to insert some levity. >_>

[PF] Amethyst 2/22/2020, 2:24:59 PM

Some races have their own catches as well. A Trill who undergoes symbiosis generally isn't joined until their early to mid 20's, so a character who attends the

academy AFTER being joined isn't going to graduate until mid to late 20's at the earliest.

Lia 2/22/2020, 2:25:29 PM

@Kylindra I think you managed that.

[PF] Amethyst 2/22/2020, 2:26:06 PM

So, what happens when character creation goes wrong? Well, take a look. This is a condensed and slightly modified version of a real application received. I would really like to say that I modified it to make it worse, but alas, any modifications I made in order to abbreviate the application actually made it better.

Character One:

Position: Operations Officer

Character Name: Katie Kat

Gender: Female

Species: Genetically Altered Half-Caitian

Age: 29

Height: 5'9

Weight: 134

Strengths & Weaknesses

Strengths: Being a bitch.

Weaknesses: Stubborn, sometimes volatile and dangerous.

General:

Genetically birthed with unusual enhancements. Katie's entire skeletal structure is encased in diamonds. Including the oddity of having three long claws of bone, encased as well, that she may extend at will out of her hands. Subject has shown the ability to regenerate much faster than most beings as well as telepathic abilities. Her sight, smell, hearing, and strength are enhanced as well.

Shatner's Hair 2/22/2020, 2:26:44 PM

Oh no, I hate it already

[22/OF] Kasterborous 2/22/2020, 2:27:24 PM

encased in diamonds??

dear me

[22][118][SARP] Kylindra 2/22/2020, 2:27:33 PM

.. encased in damonds.

Lia 2/22/2020, 2:27:37 PM

Looks like one of mine from several years ago when I first started.

[22/OF] Kasterborous 2/22/2020, 2:27:41 PM

its a perfect app 😊

Saskbertan81 2/22/2020, 2:27:41 PM

Oh look, the red alert klaxons just went off!

[22][118][SARP] Kylindra 2/22/2020, 2:27:41 PM

Well. I mean, I suppose.

[PF] Amethyst 2/22/2020, 2:27:46 PM

LOL

[22][118][SARP] Kylindra 2/22/2020, 2:28:02 PM

.. taht strength and weakness bit

[PF] Amethyst 2/22/2020, 2:28:11 PM

I keep telling @AlexM that he needs to start providing brain bleach if he wants me to keep reviewing this stuff.

You'll see why with the next app I'll share.

[22][118][SARP] Kylindra 2/22/2020, 2:28:30 PM

Honestly, it's a good example of "I don't have any weaknesses or strengths, but I'm a superheroine!")

Shatner's Hair 2/22/2020, 2:28:47 PM

What's wrong with having a violent, diamond encrusted cat running your ops position?

[22][118][SARP] Kylindra 2/22/2020, 2:29:08 PM

Well, if she gets flung into the wall, she's going to damage the bridge itself.

[SB118] Melody Delri'ise 2/22/2020, 2:29:15 PM

^

Saskbertan81 2/22/2020, 2:29:22 PM

It's all fun and games until the Ops officer coughs up a hairball

[Exo/SA]RaWolfe 2/22/2020, 2:29:22 PM

I smell a plot twist

Shatner's Hair 2/22/2020, 2:29:37 PM

A diamond hairball @Saskbertan81!

[22][118][SARP] Kylindra 2/22/2020, 2:29:58 PM

Actually, taht would be hilarious "we would have phasers, but <charname> cut through the tactical station and the bridge controls behind her when we got hit by a phaser blast."

[PF] Amethyst 2/22/2020, 2:30:04 PM

So.... I'm going to ask that y'all hold comments for just a few moments so that I can post the next app completely without it being broken up.

[22/OF] Kasterborous 2/22/2020, 2:30:22 PM

i keep thinking about spock's 'I don't think it will fit' line, having seen that app

[PF] Amethyst 2/22/2020, 2:30:39 PM

Preface... I *wish* I was making this up... but this was another REAL application. The CO that received it is here today.

Character Two:

.

Position: Medical Officer & Hostile Situation Rectifier

.

Name Mary Sue

.

Age: 39

.

Race: Vulcan/Betazoid

.

Married: Yes

.

Kids: x28 (yes, twenty eight)

.

Strengths: Telepathic with other races and animals, Able to track people's locations Precognition, Telekinesis, Psychokinesis, Psychic, Clairvoyance, Extrasensory Perception abilities, and IQ of 185

.

Weaknesses: Sometimes Socially Awkward

.

Hobbies: Making love to her husband

.

Education/History: Entered medical school at the age of 10. Qualified as a General Practitioner at 14. Qualified as a Trauma Surgeon at 17.

.

Entered Starfleet. Graduated as Master Instructor able to teach the following: Non Energy Weapon Creation, Rescue Retrieval & Recovery, Wet Dry Damage Control Engineering, Space Dock Operations, Survival, Species Information, Trauma Surgery & Medicine along with Medicine in general, use of weaponry, Sniping, Paramedics, Field Medicine. Diving Medicine, Clearance Diving, Epidemics, Pandemics & Contagious Diseases along with Toxic & infectious substances. Epidemiology, Forensic Epidemiology, Forensic Science, Poisons, Venoms, Contagions, Death, Diving Medicine, Diving Medicine in connection to Dry, Wet and Dead. Burns, Physical Therapy, Athletic Trainer, Parkour, Martial Arts, Survival, Neurectomy, Hostile Situation Rectification, Non Energy Weapon Loads, Hydrobiology, Hydrography, Euthanize, Toxicology, Hemicorporechomy, Amygdalohippocampectomy, Pediatric Surgery, Damage Control Surgery, Borg, IEDS, Explosives, Weapon Creation, Non Weapon Weapon Creation, Poisonous Substances, Creatures, Plants etc, Neurodegeneration, Diseases & Conditions, Infectious Diseases, Ancient and Extinct Diseases, Disaster Medicine, Disaster Management, Emergency Medicine, Emergency Management, Oral Maxillofacial Surgery, 13D Diamond Painting, Singing, Escape Pods, Evacuation Procedures, Children's Education, Holosimulations for education, amusement, survival, instructors, visitors, new crew, rehabilitation and Pacific Ocean Topics.

[Exo/SA]RaWolfe 2/22/2020, 2:31:19 PM

Busy woman

[TF] Kaede Kayano 2/22/2020, 2:31:36 PM

How?

Lia 2/22/2020, 2:31:45 PM

Now that's not one of mine, I'm not that good.

[TF] Kaede Kayano 2/22/2020, 2:31:46 PM

Like seriously, does this character not sleep?

[16th] Kate, CO Langley Station 2/22/2020, 2:31:58 PM

Her hobby... 😊

[22][118][SARP] Kylindra 2/22/2020, 2:32:03 PM

So uh..

[TF] Kaede Kayano 2/22/2020, 2:32:09 PM

Hey, thats important!

[PF] Amethyst 2/22/2020, 2:32:17 PM

the hobby explains the 28 kids

Shatner's Hair 2/22/2020, 2:32:20 PM

BRB, updating my resume to say my job is Hostile Situation Rectifier

Saskbertan81 2/22/2020, 2:32:20 PM

"So never mind the bridge, random Mary Sue... You just have the whole bloody ship.
We're off to Risa! Bye!"

[22][118][SARP] Kylindra 2/22/2020, 2:32:34 PM

I'm just reading the courses..

Saskbertan81 2/22/2020, 2:32:56 PM

That was a fun application!

Shatner's Hair 2/22/2020, 2:33:02 PM

Wanna apply for the Wet And Dead course

[SB118] Melody Delri'ise 2/22/2020, 2:33:10 PM

And she's *only* 39??

[TF] Kaede Kayano 2/22/2020, 2:33:14 PM

28 kids, at 39 years old.... so she had her first at 11? At least?

Someones going to jail....

[OF] Paul - CO USS Athena 2/22/2020, 2:33:34 PM

What was wrong with my application? Looked perfectly reasonable at the time...

[22][118][SARP] Kylindra 2/22/2020, 2:33:42 PM

I.. I simply can't explain that one

[PF] Amethyst 2/22/2020, 2:33:51 PM

from memory there was several sets of twins, triplets, quads etc

[22][118][SARP] Kylindra 2/22/2020, 2:34:02 PM

My only joke is "Oh, so you're really an android disguised as a Vulcan/Betazoid?"

"Why didn't you just say so?"

[TF] Kaede Kayano 2/22/2020, 2:34:17 PM

Wait.... this wasn't a real app was it?"

Shatner's Hair 2/22/2020, 2:34:18 PM

Well that makes 28 perfectly sensible

[PF] Amethyst 2/22/2020, 2:34:24 PM

This was a very very real app

as I said, the CO is here today

Lia 2/22/2020, 2:34:28 PM

If she had her first at 11, then at 10?????? Yep call the cops.

Saskbertan81 2/22/2020, 2:34:33 PM

@Willvoy Yes... it was! 😞

[TF] Kaede Kayano 2/22/2020, 2:34:36 PM

Ok, who dun it. Admit it if you're in here!

[22][118][SARP] Kylindra 2/22/2020, 2:34:47 PM

..actually, she couldn't be an android. Right,. the 28 kids

(I think my brain just refused to process that.)

but I shouldn't throw stones. I made a character like the first when I started.

[TF] Kaede Kayano 2/22/2020, 2:35:30 PM

Can I ask a question...

[PF] Amethyst 2/22/2020, 2:35:37 PM

sure

[16th] Kate, CO Langley Station 2/22/2020, 2:36:00 PM

Those 28 kids weren't though of someone that went through childbirth.

As a mother I mean.

[22/OF] Kasterborous 2/22/2020, 2:36:24 PM

Entered medical school at the age of 10. Qualified as a General Practitioner at 14. Qualified as a Trauma Surgeon at 17.

wut

[22][118][SARP] Kylindra 2/22/2020, 2:36:39 PM

I mean, there are people who do that

They are vanishingly rare.

[22/OF] Kasterborous 2/22/2020, 2:36:48 PM

true

[16th] Kate, CO Langley Station 2/22/2020, 2:36:58 PM

So she became pregnant for the first time and also joined medical school that year.

Wow

[22/OF] Kasterborous 2/22/2020, 2:37:11 PM

i mean, would you trust someone who's 17 and about to perform surgery?

[TF] Kaede Kayano 2/22/2020, 2:37:20 PM

So, I'm a sucker for having a realistic timeframe for characters. What would you do as a CO to stop or help other players who have not as much experience with character creation. For example, my CO Character qualified as a doctor before Starfleet, and I researched how that would affect her rank etc like it does in real life military service.

[PF] Amethyst 2/22/2020, 2:37:22 PM

all her kids were born when she was legally old enough, there were lots of multiple births

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 2:37:22 PM

@Kasterborous nope

[PF] AlexM 2/22/2020, 2:37:40 PM

Maybe, but only after she's made sure she was caught up on Insta.

[16th] Kate, CO Langley Station 2/22/2020, 2:38:01 PM

Ok, but still. Having 28 kids and a medical career.

[22][118][SARP] Kylindra 2/22/2020, 2:38:10 PM

118 in general has feedback about minimum ages.

Lia 2/22/2020, 2:38:20 PM

@Phoenix Lalor Is my characters anything like this????

[TF] Kaede Kayano 2/22/2020, 2:38:24 PM

ALso, question 2. How much detail would is enough, and is there such a thing as too much detail especially in the history section?

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 2:38:32 PM

@Lia nope

[PF] Amethyst 2/22/2020, 2:38:36 PM

@Willvoy I've worked with lots of players on character creation. I actually tried to work extensively with the player that wrote that application.

[22][118][SARP] Kylindra 2/22/2020, 2:38:53 PM

but my advise is something like "Hey, I see you want to be a doctor who joined Starfleet. That's great! Bear in mind, most doctors graduate when they're 24, and you'll still need a few years of officer school, so you'll be a minimum of 28. "

(these numbers are somewaht random, though, but you get the drift.)

Lia 2/22/2020, 2:39:07 PM

Oh good, I was kinda getting worried here.

[16th] Kate, CO Langley Station 2/22/2020, 2:39:35 PM

I have my CO character wrong when it comes to age, but I started her on a fleet where ranks were given OOC, so she went from Cadet to Lt Cmdr in about a year. Managed to rectify that a bit, but she's still only 33ish.

[PF] Amethyst 2/22/2020, 2:39:40 PM

As far as history goes, I don't think there is any such thing as too much history, so long as it's relevant history.

I mean, talking about family, growing up, school, academy, previous assignments etc, are all good things.

[OF] Paul - CO USS Athena 2/22/2020, 2:40:28 PM

@Amethyst I disagree, actually. Show, don't tell. Let backstory evolve as it becomes relevant.

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 2:40:30 PM

Hmmm mine was all ic promotions to captain before 25... kinda crazy

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

I tend to create older characters. I had an ensign character at 36. :V

[PF] Amethyst 2/22/2020, 2:40:43 PM

but if you're going into information like the first time discovered masturbation, that's a little TMI

[22][118][SARP] Kylindra 2/22/2020, 2:40:51 PM

(she joined after her first career ended in her lovers death, and decided to join Starfleet, for context.)

[TF] Kaede Kayano 2/22/2020, 2:41:11 PM

Ah I get it. You see, I recently re-wrote my CO character's backstory and history to reflect what had happened in character that I had built up over 4 years.

[OF] Paul - CO USS Athena 2/22/2020, 2:41:52 PM

I personally dont give everything in the bio so that I can be more flexible during play - adapting to the situation for whatever is useful for the story

[22][118][SARP] Kylindra 2/22/2020, 2:42:18 PM

I know one CO I had actually kept continually moving his age and birthyear as he got promoted so it made sense. But yeah, I agree, you need to strike a balance between detailed and filling in details as you go.

[PF] Amethyst 2/22/2020, 2:42:41 PM

@Paul I'm much the same, largely because I'm lazy.... and partly because I like to see where teh character goes before I write everything, but I do vague history and important events that may have shaped characters

[22] Confusedfire [VFY|CO] 2/22/2020, 2:42:44 PM

The mistake I made with my Captain for VFY was I flopped on the years for her career and she technically would have been eleven when she went to Starfleet Academy

That was a fun mistake to spot

[PF] Amethyst 2/22/2020, 2:43:33 PM

but I have seen people that do crazy extensive histories... some of which have left me shaking my head and asking WTAF over and over.

[22] Confusedfire [VFY|CO] 2/22/2020, 2:43:58 PM

I messed up the year she went to the academy and didn't notice... And, somehow the character was accepted in the fleet where the simm was at when I noticed the error

[OF] Paul - CO USS Athena 2/22/2020, 2:44:03 PM

Example: I know the next mission I run, we will run into an old flame of my character. Her nature, personality, history, etc doesn't exist yet - I can create that on the fly to suit the situation

Saskbertan81 2/22/2020, 2:44:19 PM

What I've also seen that can be frustrating is when people present a character that's clearly been used multiple times over in multiple sims but are patchworks of each incarnation and the whole character is just disjointed.

"Great start! But... something seems really off about the way you put this character's backstory and experience together"

ReminderBot 2/22/2020, 2:45:04 PM

15-Minute Warning

[PF] Amethyst 2/22/2020, 2:45:04 PM

And history is where believability is especially important.

[22][118][SARP] Kylindra 2/22/2020, 2:45:09 PM

Oh.

I have A Story there

Names will be withheld to protect .. well.. everyone involved

[PF] Amethyst 2/22/2020, 2:45:31 PM

LOL

[22][118][SARP] Kylindra 2/22/2020, 2:45:40 PM

Someone joined 118 with a character bio that was .. wonderfully detailed.

Like 20-40 pages. Okay, whatever, I've seen people write a 57 page backstory for a fantasy roleplay. Great, you like your character.

.. there was an oddity about it though. One part of it added a very detailed timeline that seemed like it had been fleshed out over multiple passes

Because, it turns out, that's what happened. I found the character on a google search with the same backstory, with individual fleet elements subbed in

And from reading the other bio? Yep, played the EXACT SAME on both fleets

[TF] Kaede Kayano 2/22/2020, 2:47:21 PM

I really want to link my bio and see if you think it's over-detailed lol

[PF] Amethyst 2/22/2020, 2:47:32 PM

Feel free to DM it to me if you want

I'm happy to take a look 😊

[SB118] Melody Delri'ise 2/22/2020, 2:47:53 PM

Alternate universes and time travel the likes... it was funny to read tbh

[22][118][SARP] Kylindra 2/22/2020, 2:48:33 PM

And, of course, most of the red flags listed here, sadly.

[OF] Paul - CO USS Athena 2/22/2020, 2:48:46 PM

I am all for recycling an old character, but gotta be reasonable with it. And certainly don't play them at the same time...

[22][118][SARP] Kylindra 2/22/2020, 2:48:58 PM

I know someone who was up to <charname> XVI.

[PF] Amethyst 2/22/2020, 2:49:05 PM

LOL

[22][118][SARP] Kylindra 2/22/2020, 2:49:29 PM

(I'm terrible about it, but I've only gone up to IV before I finally felt the character got to retire on a grace note.)

[PF] Amethyst 2/22/2020, 2:50:03 PM

I'll admit, I've recycled character histories and biographies... I usually shake it up a bit and add a new name or something.

Lia 2/22/2020, 2:50:20 PM

I have an old character I've never used, she looks fantastic, but she's placed in the TOS era and I don't play TOS any more.

[PF] Amethyst 2/22/2020, 2:51:17 PM

The one thing ALL of my characters have in common is that they all have some aspect of me...

some quirk or trait or something I can relate to personally.

I find it helps me connect with my characters easier

Lia 2/22/2020, 2:51:51 PM

And that's not a bad thing @Amethyst

[OF-TGCO/ZF-Academy] Kristi 2/22/2020, 2:51:56 PM

nope

I don't think I can create a character without putting some of me in them

[PF] Amethyst 2/22/2020, 2:52:35 PM

And honestly I think most people are the same. Most people I've spoken to have said that their character has some element of themselves

[22/OF] Kasterborous 2/22/2020, 2:52:45 PM

i think people would do that subconsciously or consciously tbh

Lia 2/22/2020, 2:53:07 PM

My character Lia has so much of me, its almost frightening.

[22][118][SARP] Kylindra 2/22/2020, 2:53:48 PM

Yeah.. I recently realized I've internalized a lot of my issues into my characters. (They ALL seem incapable of making connections, let alone relationships. I don't know how I feel about this.)

[Exo/SA]RaWolfe 2/22/2020, 2:54:34 PM(edited 2/22/2020, 2:55:02 PM)

Wait did i miss that in your fox @Kylindra ?

Lia 2/22/2020, 2:54:46 PM

Lia has trust issues, just like me. Say's a lot really, I live through my character.

Saskbertan81 2/22/2020, 2:55:02 PM

My favourite and longest running character is totally a clone of me in some ways.

Well, minus a few things

ReminderBot 2/22/2020, 2:55:03 PM

5-Minute Warning

[PF] Amethyst 2/22/2020, 2:55:08 PM

@Lia I often say I live vicariously through my characters!

[22][118][SARP] Kylindra 2/22/2020, 2:55:12 PM

No, uh..

I'm *seriously* trying with Kishi'ko to not play my self.

[OF-TGCO/ZF-Academy] Kristi 2/22/2020, 2:55:24 PM

me too, lol

[22][118][SARP] Kylindra 2/22/2020, 2:55:31 PM

I worry I'll fail.

Lia 2/22/2020, 2:55:38 PM

Lia has the fun, I just get to write about it.

[Exo/SA]RaWolfe 2/22/2020, 2:55:53 PM

Vivaldo will Just hug then 😊

[22][118][SARP] Kylindra 2/22/2020, 2:56:24 PM

(I'd actually be happy if Kishi'ko *got* into a relationship, lol. I'd be happy about that with all of my characters. I just don't expect it to happen anymore.)

Lia 2/22/2020, 2:57:27 PM

Well somehow I've managed to get Lia into the situation of being about to get married, we're both confused as to how we got there.

[PF] Amethyst 2/22/2020, 2:57:34 PM

You never know what's going to happen 😊

that's the good thing about the future. We haven't written it yet. 😊

Lia 2/22/2020, 2:58:01 PM



[PF] Amethyst 2/22/2020, 2:58:46 PM

So I think we're just about out of time.

Thank you everyone for joining me for this panel, I hope you enjoyed it and got something out of it!

I will jump over to #overflow-one if anyone wants to keep chatting about characters



And please come back in an hour for my next panel! I don't want to be lonely! 😞

Lia 2/22/2020, 2:59:53 PM

Thanks @Amethyst for a great panel.