

Project Khitomer 2020

Clicking in a Clique

Hosts: [PF] Amethyst ([Pegasus Fleet](#))

Room One • Session 7

[PF] Amethyst 2/22/2020, 4:00:25 PM

right... here we go.

Welcome Everyone to Clicking in the Clique.

For those of you that weren't sitting in on my Character Creation panel, 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'm going to be honest. This panel is going to be run on a wing and a prayer, and hopefully a lot of discussion from all of you. Up until about 45 minutes ago the actual concept of this panel was going to be involving new players into existing games... then I saw @Confusedfire run his panel and realised they were basically the exact same topic...

I had been intending to talk about successfully involving new players in existing/long term games.

So, instead, I did what any CO does when someone throws a curve ball you weren't expecting, I poured a strong drink, silently cursed his name and decided to improvise.

So here we are. Clicking in a Clique - take two.

[PF] Capt. Franklin Johnson 2/22/2020, 4:02:39 PM



Mimi 2/22/2020, 4:02:40 PM

haha

[22] Confusedfire [VFY|CO] 2/22/2020, 4:02:42 PM

mutters several apologies under his breath

[PF] Amethyst 2/22/2020, 4:02:45 PM

I'd like to talk about the importance of building an Inclusive Clique among Commanding Officers.

Regardless of what fleet we belong to, era we sim in, what type of sim we have or what missions we run, we are all Commanding Officers, and we are all in this great big story telling tangle together.

Anyone who has ever taken a command, regardless of whether it is a ship, a starbase, a colony or any kind of interactive game, you know it's a lot of hard work. Between juggling your crew, coming up with story ideas, keeping plots on track and moving forward, it can all be an incredibly overwhelming and daunting prospect.

Things can, and absolutely WILL go to pooki when you least expect it.

jeff 2/22/2020, 4:03:54 PM

Amen!

[PF] Amethyst 2/22/2020, 4:03:54 PM

There's an expression I've heard a lot in regards to parenting and raising healthy children. "It takes a village."

Lia 2/22/2020, 4:03:56 PM

I'm not a CO, just a lowly Security Chief. So I may bow out of this talk.

[PF] Amethyst 2/22/2020, 4:04:13 PM

@Lia you're than welcome to stay and take part!

You may have input that is valuable.

jeff 2/22/2020, 4:04:24 PM

You are not a lowly security chief Lia

[PF] Amethyst 2/22/2020, 4:04:30 PM

And the same stuff can apply to any crew member

There's an expression I've heard a lot in regards to parenting and raising healthy children. "It takes a village."

The same can be said for being a CO. And, let's be honest. Some days we all feel like we're dealing with a ship full of toddlers or teenagers anyway! As CO's we need our village. We need our Clique.

Fellow CO's are the first ones we should be able to turn to and ask for help when we're stuck. Fellow CO's are the first ones we should be able to turn to act as sounding boards if we're unsure about a situation and our fellow CO's should be the first ones we share our excitement with.

Talking to CO's from all over, it seems we often feel isolated from each other, not wanting to reach out and not wanting to share, for various reasons.

and that's about all I had managed to pre-write... so I figured I'd use this panel as an open discussion to talk about ALL aspects of command, or even just writing in general.

Lia 2/22/2020, 4:06:06 PM

I know I'm no CO, I intended to be one day, but things turned out differently.

[PF] Amethyst 2/22/2020, 4:06:25 PM

Ask questions, ask advice, use this as an open forum to talk about simming in general or command specifically.

[PF]Kai1701E 2/22/2020, 4:06:28 PM

(There is always time @Lia)

So, yeah! Ask away, seek advice.

Seek answers to burning questions.

jeff 2/22/2020, 4:07:16 PM

Darn right! Lia is an outstanding and creative writer.

[22][118][SARP] Kylindra 2/22/2020, 4:07:24 PM

mm. So, 118 has ship staff to act as a sounding board depending on the ship, or mini managers. But many CO's/FO's also talk to each other, which I understand helps.

[PF]Kai1701E 2/22/2020, 4:07:40 PM

Yep!

[22][118][SARP] Kylindra 2/22/2020, 4:07:46 PM

(I speak from the rarefied position of being ship staff twice. <_<). An that sounding board is pretty useful to getting feedback. It.. also can become a problem

[22] Confusedfire [VFY|CO] 2/22/2020, 4:08:16 PM

I often go to other CO's when I have questions especially for things that are gray areas before I allow my players to include them, or before I include them myself.

[PF] Amethyst 2/22/2020, 4:08:43 PM

What kinds of things would you consider 'grey areas' @Confusedfire ??

[PF]Kai1701E 2/22/2020, 4:09:05 PM

I'm interested in that too.

Saskbertan81 2/22/2020, 4:09:17 PM

Its certainly good to go to other COs or folks you know have CO'd in the past. Though sometimes if I find an active person as well, i might see what they think as well, as it also usually lets me see if they might be fit for other roles

[SB118] Melody Delri'ise 2/22/2020, 4:09:46 PM

I always go to my CO's and stuff when things like power simming or character interactions come to mind. I reckon it's good to check in when you're not sure about something

[22] Confusedfire [VFY|CO] 2/22/2020, 4:10:05 PM

Example time: The USS Onnar had a situation where several female children characters were kidnapped age range 6-14 and the players writing them had ideas that were really borderline.

[PF] Amethyst 2/22/2020, 4:10:27 PM

Yikes!

[22][118][SARP] Kylindra 2/22/2020, 4:10:44 PM

(as an example, to give the context: 118 requires each player to sim 12 times a month. So a ship has a set number it needs to stay active. So, you may need to target a minimum of 144 sims. One month, 80% of these sims *was the ship staff* rather than the ship crew.)

also: critical yikes!

Saskbertan81 2/22/2020, 4:10:57 PM

Oh man... yeah that would be a hard no from me

[22] Confusedfire [VFY|CO] 2/22/2020, 4:10:59 PM

Using my GM abilities I set it up so that those posts had to be approved before publication

Lots of limitations and restrictions were put into place

[22][118][SARP] Kylindra 2/22/2020, 4:11:51 PM

One member had 35 sims that month, and I was worried (it turns out potentially correctly, considering following events) that the clique basically caused others to not sim. When three people drive the plot..

well.

[PF]Kai1701E 2/22/2020, 4:12:33 PM

It happens @Confusedfire . That is the kind of stuff I would go to GM's about too.

People will have suggestions galore about how to handle that stuff.

[22][118][SARP] Kylindra 2/22/2020, 4:12:47 PM

yeah, agreed. I'd have definitely reached out to fellow GMs to get their feedback on

[22] Confusedfire [VFY|CO] 2/22/2020, 4:12:55 PM

And, I had warnings plastered all over the front page during the episode and all over the episode pages

Saskbertan81 2/22/2020, 4:12:55 PM

Yeah, I had that issue a long time ago on my game. The plot drivers in question ended up leaving because it got to the point nobody could stand how they sucked the life out of the plot

[PF] AlexM 2/22/2020, 4:13:40 PM

I had something similar happen on 332 once, except the clique was mostly just one person. Actually, it happened a couple of times with different people, but the first time I was thinking of the player made so many posts, most of them following a questionable plot line, in such a short amount of time, it was making long time members lose interest because they didn't know what was going on anymore.

I asked the player to tone things down, and they instead rage quit and left. Admittedly, that did solve the problem.

[PF] Amethyst 2/22/2020, 4:14:19 PM

LOL

[22] Confusedfire [VFY|CO] 2/22/2020, 4:14:19 PM

Were they solo posts @AlexM ?

[PF] AlexM 2/22/2020, 4:14:28 PM

Mostly

[PF]Kai1701E 2/22/2020, 4:14:48 PM(edited 2/22/2020, 4:15:01 PM)

LOL. They solved the problem for you. How kind!

[PF] AlexM 2/22/2020, 4:14:51 PM

But there were so many of them they were overshadowing everything else happening on the sim.

[PF]Kai1701E 2/22/2020, 4:15:21 PM

Ok, I have a question all.

If that's ok @Amethyst ?

[PF] Amethyst 2/22/2020, 4:15:32 PM

Sure, shoot

go for it 😊

[PF]Kai1701E 2/22/2020, 4:16:54 PM

How do I keep my Counsellor and my CMO involved at times when others are busy with mission stuff.

[22][118][SARP] Kylindra 2/22/2020, 4:17:24 PM

I.. mm

[PF]Kai1701E 2/22/2020, 4:17:28 PM

Or any crewmember really where the mission might not be tailored to them. I know this is age old, but people always have good suggestions.

[PF] AlexM 2/22/2020, 4:17:49 PM

That's why I like having concurrent missions...

[PF] Amethyst 2/22/2020, 4:17:52 PM

I love using mission specific NPC's to help involve people

[22][118][SARP] Kylindra 2/22/2020, 4:18:03 PM

1) Suggest they develop a second speciality that comes into play more often. In some cases, I've seen people discontinue the role of counsellors as PCs, and they're a secondary role of a PC.

[PF] Amethyst 2/22/2020, 4:18:04 PM

And I also try and find small ways to include everyone

Saskbertan81 2/22/2020, 4:18:21 PM

Same! Get them to throw an NPC together and maybe do a backstory with the counsellor or CMO

[22] Confusedfire [VFY|CO] 2/22/2020, 4:18:27 PM

I often try to find some way to include a medical element... And, you can always fall back on the good old "annual this or that" routine too

[SA] Wes of Star Army 2/22/2020, 4:18:34 PM

I have a random catgirl soldier generator I built and use for making instant NPCs. 😊

[PF] Amethyst 2/22/2020, 4:18:40 PM

hahahaha

[PF] AlexM 2/22/2020, 4:18:54 PM

It's a bit easier with a starbase, but I always encourage secondary characters for exactly that reason. Maybe your counselor doesn't really have a good role in the mission. But your science officer might.

[22][118][SARP] Kylindra 2/22/2020, 4:19:14 PM

that said, 118 is far different here, so I can't offer a lot of suggestions. (118 splits it's missions and shore leave into distinct phases, so for us we're actually worse off than a lot of NOVA sims.)

[PF]Kai1701E 2/22/2020, 4:19:17 PM

Ahh, yes, the NPC. But what about keeping the Counsellor character active.

[22] Confusedfire [VFY|CO] 2/22/2020, 4:19:20 PM

Also... Trying to think of how the crew would be affected mentally can help push the counselor to find ways to interact after the fact

[22][118][SARP] Kylindra 2/22/2020, 4:19:28 PM

(since during mission time you CAN'T just do side plots as easily.)

[PF]Kai1701E 2/22/2020, 4:19:42 PM

Sometimes, people struggle with a character, create an NPC, and then the NPC takes over

[SB118] Melody Delri'ise 2/22/2020, 4:19:44 PM

Counsellors I feel can struggle with stuff to do, like I sometimes feel like they're difficult to occupy time with

[SA] Wes of Star Army 2/22/2020, 4:19:48 PM

You think I'm joking lol



STAR ARMY®
SCI-FI ROLEPLAY FORUMS

Random Nekovalkyrja Generator

Personnel Required: Request Soldiers

Reporting for Duty:

Itto Hei Skuld Nakajima was a beefy blue-skinned Type 33 Nekovalkyrja armorer with round violet eyes and buzz cut dark red hair. She was equipped with a Type 33 Rifle, a Type 33 NSP, and a Type 31C Medical Kit and wearing a crisp-looking Duty Uniform with coat. She was hungry.

[Return to the List of Generators](#)

Special thanks to Seventh Sanctum for the code used to build this generator.

[Exo/SA]RaWolfe 2/22/2020, 4:20:05 PM

I Actually use that a lot

[16th] NX-1701-G 2/22/2020, 4:20:26 PM

I usually have my CMO or Counselor have a double duty. If not I send them on a side mission.

[SA] Wes of Star Army 2/22/2020, 4:20:29 PM

I just used it for a thread where I needed a random customs officer lol

[22][118][SARP] Kylindra 2/22/2020, 4:20:36 PM

It actually lead to a hilarious problem on a few ships

The counsellor had barely anything to do for 2 months

[PF] Amethyst 2/22/2020, 4:20:45 PM

Counselor, we tend to involve a lot in an 'off duty' way...

[22][118][SARP] Kylindra 2/22/2020, 4:20:51 PM

And suddently has 25 JP requests in the 3 week shore leave period.

(hilariousin the "*facepalm*" way.)

[22] Confusedfire [VFY|CO] 2/22/2020, 4:21:20 PM

The two players doing counselors on VFY at the moment deal with a lot of the aftermath of things that have happened... Like one of the NPC ships had a fire so the counselors had to deal with the psychological fallout of that

[22][118][SARP] Kylindra 2/22/2020, 4:21:42 PM

Since then, we've.. made the counsellor a command officer which means they 're doing bridge things. This helps *a lot*.

[PF] Amethyst 2/22/2020, 4:21:52 PM

My counselor is Vulcan... he's on down time right now because we're in the middle of fire fight...

[22][118][SARP] Kylindra 2/22/2020, 4:22:05 PM

and works really well, I feel, in giving them something to do every mission, and less overloaded

Ben Garcia 2/22/2020, 4:22:05 PM

Maybe counsellors could be involved more with tactical ... profiling the antagonists etc

[PF] Amethyst 2/22/2020, 4:22:11 PM

but when that's all done, the crew is going to get him drunk and have him watch b grade horror movies

Ben Garcia 2/22/2020, 4:22:11 PM

different way of using their skills

[PF]Kai1701E 2/22/2020, 4:22:17 PM

@Ben Garcia - nice!

More from the Psych perspective

Saskbertan81 2/22/2020, 4:22:29 PM

@Ben Garcia I like that idea

[PF] Amethyst 2/22/2020, 4:22:30 PM

@Ben Garcia that is an awesome suggestion!

Ben Garcia 2/22/2020, 4:22:43 PM

Almost want to be a counsellor now ha :p

[PF]Kai1701E 2/22/2020, 4:23:00 PM

I may go quite while I go and bombard my Counsellor with ideas
LOL

[PF] Amethyst 2/22/2020, 4:23:04 PM

hahahaha

[22][118][SARP] Kylindra 2/22/2020, 4:23:05 PM

Another idea is that they could fill lesser known roles too

Like also be part of the strategic operations room, or doing fleet stuff

Ben Garcia 2/22/2020, 4:23:37 PM

@Kai1701E Haha - they can go all criminal minds

[SB118] Melody Delri'ise 2/22/2020, 4:23:38 PM

also possibly intel

[PF] Amethyst 2/22/2020, 4:23:57 PM

Personally I find Intel one of the hardest roles to fill

[22][118][SARP] Kylindra 2/22/2020, 4:23:58 PM

It's a matter of finding roles the character can do that the player is comfortable with.

[PF] Amethyst 2/22/2020, 4:24:15 PM

everyone that's applied to be intel has been very 'James Bond'

Ben Garcia 2/22/2020, 4:24:16 PM

Yea, I think that overlaps nice - anything where they are using psychology etc @Dee

[PF] AlexM 2/22/2020, 4:24:18 PM

There are two ways to play Intel. The right way, and the superhero way.

[22][118][SARP] Kylindra 2/22/2020, 4:24:32 PM

I know 118 has a lot of people who go

[SB118] Melody Delri'ise 2/22/2020, 4:24:36 PM

from experience, counselling, intel and tactical are hard roles to fill, sheerly because they can be covered by stuff like security and whatnon

Saskbertan81 2/22/2020, 4:24:38 PM

Man I have never NOT had Intel played the superhero way...

[22][118][SARP] Kylindra 2/22/2020, 4:24:42 PM

"Oh, cool, I want to be SECTION 3-" **no**

[SB118] Melody Delri'ise 2/22/2020, 4:25:03 PM

i say that while playing a tactical officer oop-

[22][118][SARP] Kylindra 2/22/2020, 4:25:05 PM

It's hard to have a dedicated intel role as more S2 than what people see as secret agents.

[PF] Amethyst 2/22/2020, 4:25:17 PM

@_ I literally had someone say that to me just yesterday!

[PF]Kai1701E 2/22/2020, 4:25:23 PM

I actually merge Strategic Ops, Tactical and Security into the new **Tactical Operations** department on Ulysses.

[22][118][SARP] Kylindra 2/22/2020, 4:25:24 PM

I'm very sorry.

[PF] Amethyst 2/22/2020, 4:25:27 PM

"I can do intel! I love playing Section 31!"

[22][118][SARP] Kylindra 2/22/2020, 4:25:40 PM

I proposed an intel agent once

[PF] AlexM 2/22/2020, 4:25:46 PM

I had an intel officer many years ago. Loved the character. She was an operative, and had spent time behind enemy lines during the dominion war. She still worked some undercover missions after that, and was even undercover when she joined the last sim she was on. But most of her time was spent reading reports and providing information to the CO when needed.

[22][118][SARP] Kylindra 2/22/2020, 4:25:47 PM

"Section 3-" "No, she's just a data analyst."

Mimi 2/22/2020, 4:25:51 PM

intel is a hard position in general

[22][118][SARP] Kylindra 2/22/2020, 4:26:27 PM

Yeah. I usually think of them as great NPC targets, poor PC targets.

[SB118] Melody Delri'ise 2/22/2020, 4:26:32 PM

we had a whole intel department years ago on a starbase, it was alot of secondary PCs, but i think it imploded quickly

Mimi 2/22/2020, 4:26:34 PM

imo it should on be a position on flag ships and stations etc. they're usually stationary enough to develop an intel network

[22][118][SARP] Kylindra 2/22/2020, 4:26:42 PM

urk. Let us not talk about that..

Mimi 2/22/2020, 4:26:42 PM

like with Strat ops

Saskbertan81 2/22/2020, 4:26:55 PM

I usually take the StratOps position with one of my secondary characters

[PF] Amethyst 2/22/2020, 4:27:03 PM

I do love @Kai1701E 's idea of Tactical Operations

[PF]Kai1701E 2/22/2020, 4:27:12 PM



[22][118][SARP] Kylindra 2/22/2020, 4:27:16 PM

I mean, I've played exactly 'secret agent woman' intel agent

but that was her metaplot. Her day to day was being a normal data analyst.

[Exo/SA]RaWolfe 2/22/2020, 4:27:38 PM

I actually ran a intel undercover team for a year it was great fun and totally different approach

[22][118][SARP] Kylindra 2/22/2020, 4:28:01 PM

I feel its' easier to get away with outside of Trek, though. Trek kinda .. puts some constraints on it

[16th] NX-1701-G 2/22/2020, 4:28:24 PM

I tried that @Kai1701E and I hope it goes well for you. My players found it confusing.

[PF] AlexM 2/22/2020, 4:28:28 PM

At least when mine was 'secret agent woman', she was mostly observing. Sure, she could shoot if she needed to, but she wasn't really any better than any security officer in that regard.

Saskbertan81 2/22/2020, 4:28:46 PM

When I've done it, I've had StratOps be the analytical/research role, and Intel be the more investigative role

problem is that usually paralyzes the Tactical/Security officer

My last 2 CSecs got very bored. Fast 😞

[PF]Kai1701E 2/22/2020, 4:29:27 PM

@nx1701g what did they find confusing? Might help me pre-empt any issue...

[16th] NX-1701-G 2/22/2020, 4:29:49 PM

Oddly enough that I put them back in red was one...

[PF]Kai1701E 2/22/2020, 4:30:23 PM

@Saskbertan81 that's why I make recruiting an Assistant for that department top of my list after any vacant DH roles. So that the department keeps flowing

[PF]Kai1701E 2/22/2020, 4:30:39 PM

And @nx1701g I keep them yellow, like Operations

Lia 2/22/2020, 4:30:57 PM

Security/Tactical can be fun, if your prepared to work at it. I've been moved three times, but guess what. I'm back as the Chief Security Officer, and loving it.

[PF]Kai1701E 2/22/2020, 4:31:00 PM

Kinda serves as a reminder that Tactical (and thus, security) remains the priority

[16th] NX-1701-G 2/22/2020, 4:31:00 PM

That may help.

They started to have issues with who had which responsibility. I respect canon a great deal and looked carefully at worfs responsibilities

Saskbertan81 2/22/2020, 4:32:18 PM

One of my oldest characters was a security officer when I started him. Then CSec, I had him as XO on a few ships and then I made him my first CO character. Now I just keep him around as an NPC commodore. I'm independent though so I can do that and I dont have admiralty being all "Dude... WTF?"

[Mystic Knights] James Stewart/22/2020, 4:32:22 PM

i play a security officer who is rather a pissed off mood

[PF]Kai1701E 2/22/2020, 4:32:37 PM(edited 2/22/2020, 4:32:48 PM)

I only did it to prevent boredom one day, so that the not required tactical officer had something to do. I've done it on every sim since.

[SB118] Melody Delri'ise 2/22/2020, 4:32:57 PM

Tactical can be alot of fun I've found if you put a spin on the character. My current character has a background in stellar cartography and whatnot just to kind of keep things fresh. It also gives me more of an angle when it comes to problem solving

Saskbertan81 2/22/2020, 4:33:10 PM

I liked him more than my Ops character lol

[22][118][SARP] Kylindra 2/22/2020, 4:33:13 PM

and you get to fluculate between red and yellow

actually, wait, I'm thinking of helm

[PF]Kai1701E 2/22/2020, 4:33:30 PM

I often actually offer Tactical out to other characters for transfers, like Worf did

So players add another string to their bow if you like.

So... any other questions you guys have? We're all here to offer solutions and guidance.

[Mystic Knights] James Stewart/22/2020, 4:34:57 PM

he was a CAG before that

[16th] NX-1701-G 2/22/2020, 4:35:06 PM

I will also add I've merged Helm/Ops/Communications as well in the past

[SB118] Melody Delri'ise 2/22/2020, 4:35:26 PM

We do that in 118

But we do also have individual ops officers too

[PF] Amethyst 2/22/2020, 4:36:02 PM

I have a helm officer, but he's kind of niche...

Mimi 2/22/2020, 4:36:13 PM

merging ops and communications makes sense but merging helm into that too seems odd to me

[Mystic Knights] James Stewart/22/2020, 4:36:19 PM

i do have one question, with sec, setting up the security teams, how many in the section

[PF]Kai1701E 2/22/2020, 4:36:20 PM

I think it takes a special kind of player to make Helm interesting...

Lia 2/22/2020, 4:36:33 PM

My character has argued with the First Officer, and had a mental breakdown. But still she wouldn't give up Security, its way to much fun.

[PF] Amethyst 2/22/2020, 4:36:39 PM

I looooooove my helm officer! He's awesome! LOL

[16th] NX-1701-G 2/22/2020, 4:36:45 PM(edited 2/22/2020, 4:37:13 PM)

Believe it or not several RPG Manuals merge Helm/Ops. I think it's because of Defiant

Mimi 2/22/2020, 4:36:47 PM

helm often has enough on their plate without having to do Ops job too

[PF] AlexM 2/22/2020, 4:36:55 PM

You need a character with personality for the helm.

Mimi 2/22/2020, 4:37:03 PM

i know what you mean there, helm is a hard one

[PF]Kai1701E 2/22/2020, 4:37:41 PM

I tried it and it was so... blah

[PF] Amethyst 2/22/2020, 4:37:51 PM

Okay so... how do you deal with 'strong' players?

[PF]Kai1701E 2/22/2020, 4:38:00 PM

Like?

Mimi 2/22/2020, 4:38:02 PM(edited 2/22/2020, 4:38:12 PM)

i tried to make part of my current mission involve the helm officer, set things up so he'd need to do some fancy ass flying. he completely ignored everything i'd mentioned about the planets atmosphere and all that

Mimi 2/22/2020, 4:38:29 PM

and simply landed on the planet with no issues at all

[PF] Amethyst 2/22/2020, 4:38:47 PM

players who monopolize things, who demand the spotlight, who want everything to be about them, regardless of how ludicrous it seems?

Lia 2/22/2020, 4:38:48 PM

You could pair them up with a weaker player, that could benefit both.

[22][118][SARP] Kylindra 2/22/2020, 4:39:18 PM

118 variably does HCO or not

Beautiful Night 2/22/2020, 4:39:24 PM

I@m not sure it would/ they'd just run over the weaker player

[22][118][SARP] Kylindra 2/22/2020, 4:39:24 PM

lol,scrolled up

[Mystic Knights] James Stewart/22/2020, 4:39:30 PM

i had a player once on my sim that wanted the mission about her char

[22][118][SARP] Kylindra 2/22/2020, 4:39:48 PM

Uh.. Honestly, you need to as CO start leaning on those players. And letting them know other players need the spotlight too

[22][118][SARP] Kylindra 2/22/2020, 4:40:40 PM

because..

[PF] Amethyst 2/22/2020, 4:40:43 PM

Oh, I have reigned in plenty of people who have done that... but I'm also always looking for words of wisdom I can pass on to other CO's...

[22][118][SARP] Kylindra 2/22/2020, 4:40:50 PM

Oh. Uh..

[PF] Amethyst 2/22/2020, 4:41:00 PM

as @Timelord said, he has had a player like that.

[PF]Kai1701E 2/22/2020, 4:41:15 PM

I don't know if reigning in always has to be the answer here.

You need to get them to channel that

Like pairing them with others, like leading things, like giving them an opportunity to step up.

Okay Mister Big Pants. You want to be the big shot. Do something useful and lead this next away mission will you

[22][118][SARP] Kylindra 2/22/2020, 4:42:26 PM

yeah.. I've seen that before, and I've seen it backfire.

If you can manage it, I agree, t hat is a far more preferable change

[PF]Kai1701E 2/22/2020, 4:42:49 PM

It's about knowing your players.

[22][118][SARP] Kylindra 2/22/2020, 4:42:54 PM

it's one of those 'takes skill' answers. I'm, not sure I could walk someone through it..

Yeah, true

Ben Garcia 2/22/2020, 4:43:15 PM

> and simply landed on the planet with no issues at all

@Mimi Haha ... maybe they are just a good pilot (jokes :P)

Mimi 2/22/2020, 4:43:31 PM



Ben Garcia 2/22/2020, 4:43:41 PM

Did make me chuckle when I read that
As a Helm officer haha

Ranlei 2/22/2020, 4:44:10 PM

You have to give helm back the tactical to make it interesting again. I stter the boat and shoot the weapons.

[PF] AlexM 2/22/2020, 4:44:25 PM

Just point and shoot.

Ranlei 2/22/2020, 4:44:29 PM

Steer

[PF] AlexM 2/22/2020, 4:44:36 PM

Just point and steer?

[PF] Amethyst 2/22/2020, 4:44:47 PM

steer the boat... LOL

ReminderBot 2/22/2020, 4:45:01 PM

15-Minute Warning

Lia 2/22/2020, 4:45:12 PM

ITS A SHIP!!

Not a boat.

Sheila Bailey [SB118] 2/22/2020, 4:45:36 PM

A boat can go on a ship but a ship can't go on a boat

Ranlei 2/22/2020, 4:45:43 PM

Barrol roll immelman split S evasive zig zag torpedos loss Sir.

[PF]Kai1701E 2/22/2020, 4:45:46 PM

Okay, before we delve into a world of comparing Boats and Ships... Next question!

[PF] Amethyst 2/22/2020, 4:46:02 PM

LOL

Lia 2/22/2020, 4:46:10 PM

Oh PooP.

[PF] Amethyst 2/22/2020, 4:46:14 PM

but boats and ships is such an important distinction... apparently...

Though... just my sideways mind...

Mimi 2/22/2020, 4:46:39 PM

haha

[PF]Kai1701E 2/22/2020, 4:46:47 PM

I always used to wonder why they called it Chief of the Boat on a starSHIP

[22][118][SARP] Kylindra 2/22/2020, 4:47:02 PM

because it's from the navy role

[PF] Amethyst 2/22/2020, 4:47:10 PM

if a boat can go on a ship... and a we call big craft spaceships/starships... does that mean runabouts etc are space/star boats?

[22][118][SARP] Kylindra 2/22/2020, 4:47:10 PM

which is traditionalist+++

Lia 2/22/2020, 4:48:27 PM

From when men were men, and knot holes were knot holes.

[PF] AlexM 2/22/2020, 4:49:14 PM

Are there any other positions that anyone has found difficult?

[PF] Amethyst 2/22/2020, 4:49:21 PM

Command?

LOL

[PF]Kai1701E 2/22/2020, 4:49:23 PM

Yes. Enlisted.

Saskbertan81 2/22/2020, 4:49:35 PM

Command 😊

[PF] Amethyst 2/22/2020, 4:49:43 PM

Personally I really struggle with involving marines and fighters

Saskbertan81 2/22/2020, 4:49:51 PM

^That too!

Sheila Bailey [SB118] 2/22/2020, 4:49:54 PM

Even playing a medical officer can be difficult. Everything has its challenges

[16th] NX-1701-G 2/22/2020, 4:50:10 PM

We're talking about that in a few @Amethyst

[PF] Amethyst 2/22/2020, 4:50:12 PM

I loooooove playing medical!

Ben Garcia 2/22/2020, 4:50:15 PM

I started years ago as a Doctor ... I found it a bit boring ... which is odd, 'cos they always have stuff to do

Lia 2/22/2020, 4:50:16 PM

Petty Officer, what's with this rank?

[16th] NX-1701-G 2/22/2020, 4:50:31 PM

Its just being petty

Sheila Bailey [SB118] 2/22/2020, 4:50:38 PM

I love looking up medical stuff for my sims

[PF] Amethyst 2/22/2020, 4:50:49 PM

@Saskbertan81 can attest... I once dedicated an entire post as a medical officer doing life saving surgery on a teddy bear for a child

jeff 2/22/2020, 4:50:50 PM

or petty people

Ben Garcia 2/22/2020, 4:50:54 PM

> I love looking up medical stuff for my sims

@Aly_Tink Yea - I don't think I had the patience for it

Sheila Bailey [SB118] 2/22/2020, 4:51:14 PM

I'm a medical nerd

@Ben Garcia

Ranlei 2/22/2020, 4:51:32 PM

Ok a ship is anything that needs a crew greater than 2 to function. A boat is small craft designed to move people 7or a small cargo load to a ship. A Yaught is any boat meant to move officers of command rank or higher anywhere.

Ben Garcia 2/22/2020, 4:51:34 PM

Ah - so sometimes RL does inform the simming choices

@Aly_Tink

Saskbertan81 2/22/2020, 4:51:45 PM

@Amethyst OMG I remember that!

[16th] NX-1701-G 2/22/2020, 4:52:13 PM

That is awesome!

Lia 2/22/2020, 4:52:29 PM

@Ranlei so where does a gig fit in??

Sheila Bailey [SB118] 2/22/2020, 4:52:43 PM(edited 2/22/2020, 4:52:55 PM)

Indeed. I love learning medical stuff and putting into sims to make them more accurate @Ben Garcia

Saskbertan81 2/22/2020, 4:52:58 PM

I had a CMO who was a doctor in real life... Which was incredibly handy!

Ranlei 2/22/2020, 4:53:15 PM

A gig is a type of boat often dragged by tether behind a ship.

jeff 2/22/2020, 4:53:29 PM

it's tow boat

Shatner's Hair 2/22/2020, 4:53:31 PM

I'm a trauma medic I'm my job, and I totally use that when I get the chance

[16th] NX-1701-G 2/22/2020, 4:53:36 PM(edited 2/22/2020, 4:53:50 PM)

My CMO is a Doctor in real life too @Saskbertan81

Ranlei 2/22/2020, 4:53:49 PM

A towed boat yes.

[PF] Amethyst 2/22/2020, 4:53:53 PM

I know a lot of people who are in medical IRL and play medical

Saskbertan81 2/22/2020, 4:53:59 PM

nice!

Shatner's Hair 2/22/2020, 4:54:33 PM

It's one of the few things that feels like it can benefit writing. And people tend to be passionate about it

Lia 2/22/2020, 4:54:53 PM

I'm ex military, and play Security. So why can't a real Doctor not play a quack??

ReminderBot 2/22/2020, 4:55:04 PM

5-Minute Warning

Sheila Bailey [SB118] 2/22/2020, 4:55:27 PM

I use my experiences on the other side of the medical field, having a mental illness as well as being a medical nerd to help with my writing

[16th] Kate, CO Langley Station 2/22/2020, 4:55:42 PM

I'm also former security. But security here is way different then security in Star Trek. Not really handy at all.

Ranlei 2/22/2020, 4:55:52 PM

This is why I never play medical. I can technobabble with the best of them and gobldy gook the sciences but Medicine is another thing.

[PF] Amethyst 2/22/2020, 4:55:52 PM

LOL!

[PF]Kai1701E 2/22/2020, 4:56:00 PM

Well, with 5 minutes to go, I wonder if our illustrious panel leader @Amethyst has anything to say??

Lia 2/22/2020, 4:56:19 PM

Who dat?

Shatner's Hair 2/22/2020, 4:56:23 PM

Incorporating mental illness is a whole other huge area that I'd love to see @Aly_Tink , but it's gotta be handled with some sensitivity

[16th] NX-1701-G 2/22/2020, 4:56:40 PM

My partner in crime for the next session

[PF] Amethyst 2/22/2020, 4:56:45 PM

So... you know... all I have to say is thank you for engaging in this conversation... I have no idea how we got onto these topics, but it's been fun... and I'm really glad this panel didn't get wasted!

sets @Confusedfire on fire because she can

Ranlei 2/22/2020, 4:57:08 PM

Yeah I wish sims would just omit the councilor slot.

[16th] NX-1701-G 2/22/2020, 4:57:15 PM

raises shields

[22] Confusedfire [VFY|CO] 2/22/2020, 4:57:20 PM

What on earth

Lia 2/22/2020, 4:57:24 PM

And thanks for the fun @Amethyst once again.

[16th] Kate, CO Langley Station 2/22/2020, 4:57:25 PM

I think my counselor wouldn't agree with that idea

[22][118][SARP] Kylindra 2/22/2020, 4:57:35 PM

We've reached the fire phase of the panel

Sheila Bailey [SB118] 2/22/2020, 4:57:42 PM

Indeed. My character has some past trauma and a physical disability due to her species @shatners_hair

[16th] NX-1701-G 2/22/2020, 4:57:47 PM

My Counselor is the Assistant Chief Medical Officer @Ranlei

[22] Confusedfire [VFY|CO] 2/22/2020, 4:57:55 PM

Just because you don't like writing counselors doesn't mean others don't either @Ranlei

[PF]Kai1701E 2/22/2020, 4:59:00 PM

I believe, folks, it is time to move this to #overflow-one

Lia 2/22/2020, 4:59:07 PM

Now girls, no fighting.

[16th] NX-1701-G 2/22/2020, 4:59:29 PM

We're going to be discussing many of the same topics in a minute or so

jeff 2/22/2020, 4:59:37 PM

Unless its pay for view

OVERFLOW

Shatner's Hair 2/22/2020, 5:01:50 PM

@Aly_Tink I recently did a mental health first aid course, and, among other things, it made me realise how much I use writing to process stuff myself. I'm sure others do the same and I actually think a little more awareness within the community could be hugely beneficial to some people.

Sheila Bailey [SB118] 2/22/2020, 5:02:43 PM

Indeed. You might have been around for my panel earlier

It was all about this stuff

Shatner's Hair 2/22/2020, 5:03:39 PM

I missed it unfortunately, was putting a 3 year old to bed. Or attempting to. I'll have to look at the transcript

Sheila Bailey [SB118] 2/22/2020, 5:04:27 PM

No problem. Feel free to DM me if you want to talk more about it in the future or want to bounce around tips

@shatners_hair

Shatner's Hair 2/22/2020, 5:06:28 PM

I may well do that after I get a chance to read the transcript, thanks @Aly_Tink much appreciated

Sheila Bailey [SB118] 2/22/2020, 5:07:34 PM

Of course I got a lot of tips that come for experience but am always open for new ideas