



SESSION TITLE

“New CO’s Survival Guide”

LOCATION

Room One

HOSTED BY

[BF] TheeFlamehead (Bravo Fleet)

TIME

7pm GMT

(all times presented in CST [UTC-6])

[BF] TheeFlamehead, 1:01:05 PM

== ^ == ^ == ^ == EVENT: New CO's Survival Guide == ^ == ^ == ^ ==

[SB118] Pholin Duyzer, 1:01:26 PM

Oooh, that is totally not relevant to me any time soon but I'm interested! 😊

Capt_G_Shepherd STF, 1:01:51 PM

I could have used this 5 years ago.

[BF] Hackhand, 1:01:54 PM

Quite relevant in my case.

Captain Graecen 16th Fleet, 1:01:57 PM

NOD

[USF] Lt. Mahrek, 1:02:06 PM

I still can

[BF] RachH, 1:02:13 PM

Not entirely new, but could still be useful as my sim is still young!

[BF] TheeFlamehead, 1:02:23 PM

Welcome to this 7PM GMT/2PM EST session entitled "New CO's Survival Guide". Subtitled, if Ned grew up to be a starship captain.

Captain Graecen 16th Fleet, 1:02:40 PM

LOL

[BF] TheeFlamehead, 1:02:43 PM

I'm TheeFlamehead, and despite 15 years of experience with creative writing and simming, I'm a relative newcomer to the big fleets, having joined Bravo a year ago, and Alpha waaaaay back in the day. Today's panel is going to be a crash course in leading your own simm, whether you're thinking about starting your own, or are neck deep in it.

Mecha meme, 1:02:47 PM

Ned, lol.

Fluffy Killer, 1:02:52 PM

Not a new CO but i'll be in and out to check on things

Mecha meme, 1:03:05 PM

I'm a fairly new GM, so this might be useful

[BF] TheeFlamehead, 1:03:15 PM

I'll be breaking this down into three parts: concept, beginning stages, and in the thick of it. Now, many fleets or groups have player and command courses available, and I encourage you to seek out every resource that you can. This should just help supplement that.

[BF] BlackWolf, 1:03:19 PM

Always refreshing to get this :3

[USF] Lt. Mahrek, 1:03:29 PM

old GM but still new to the Sim Hierarchy

Capt_G_Shepherd STF, 1:03:54 PM

It's always good to get others perspective on this.

[BF] TheeFlamehead, 1:04:12 PM

I've been both blessed and challenged by the simms I've helped to command, and I'll be sharing some of those insights today, as well. I'll save the last 10-15 minutes for questions and comments from the gallery, so feel free to share at that point.

So, you want to lead your own simm? Or maybe you're like me, an unassuming XO who got thrust into the center chair.

Either way, the first thing you want to tackle is the simm concept. Big picture.

What do you want to accomplish? What role are you trying to fill? What are you wanting your players to experience?

((You'll notice that I'll be asking a lot of open ended questions. Each person's answers will be unique, that's what makes our community so great.))

Sketch out and breakdown every detail. What year is it? What class of ship will you be commanding? What role will the ship be playing?

Capt_G_Shepherd STF, 1:08:01 PM

In Star-fleet we have a Game Master who develops the sim with collaboration with the COs.

WiseOwlSTF, 1:08:14 PM

nods

We are in charge of one ship and run the entire sim for that ship

Sorry, BJ was typing at same time:)

[BF] TheeFlamehead, 1:09:07 PM

Right. Many fleets have something similar. Whether it be part of the CO application process, or a workshop you must attend, a lot have that. But many don't either. Hence why it's important to ask these questions of yourself

[BF] BlackWolf, 1:09:23 PM

In bravo fleet, it is pretty loose (at least that is how I experience it and love it). You get the support you require. From basic support in setting something up till involvement with Task Force stories. But a GM is pretty loose in its own choices

[BF/PF] ConfusedFire, 1:09:23 PM

It is also best to figure out exactly what you want in a concept before choosing a ship class. Most classes will fit well with almost any concept, but some classes are incredibly more difficult than others. If the challenge doesn't bother you then class doesn't really matter, but in most cases it will. So I always choose class after concept.

[BF] TheeFlamehead, 1:10:01 PM

In my mind, those go hand in hand. It's not one after another, but a joint decision

From there, you can flesh it out further. What kind of role will you be playing? Are you the grizzled veteran? The hotshot with their first command? The unexpected captain? Or my personal favorite, the probing counselor. It's so much fun to get your players into character by analyzing them, in-character 😊

When thinking about a ship concept, I've used a google doc to sketch everything out. Just as important to the ship itself is how you are going to interact with it, both in and out of character.

At this point, it's important to note, know your character, and their strengths and weaknesses, and be consistent! You've got to set the example for your players

If you're the grizzled veteran, there is going to be some trauma associated with that. If you're the newcomer, you're going to flounder before (or maybe while) you succeed. Building these threads now will allow your players to pick up on them, and build them into your shared story.

Capt_G_Shepherd STF, 1:13:15 PM

That's where having a good character profile comes in handy.

[BF] TheeFlamehead, 1:13:40 PM

An excellent resource for this is TV Tropes. Search your favorite characters, see what makes them tick. Are they a casanova? Do they have a type that irks them?

I'll say this many times: What you do will be modeled by your players. If you are getting to know your players, they'll want to get to know those around them.

There are a ton of sessions on species and world building today. Take advantage of them while you can!

But let's keep this big picture for now. We can spend hours talking about those world building stages.

You've got your simm design down, your CO character is pretty much set. Now what?

This is normally the place where, if in a big fleet, you'd apply for a command. However, it's important to note that not all of us are intertwined with those organizations.

So, what would your next steps be? It's time to get the word out. An ad is the best place to start. Whether sharing the remarkable adventures you're about to embark on, or the crazy scenario your officers will find themselves in, you've got to write a post that will encapsulate what you're trying to do.

[BF/PF] ConfusedFire, 1:20:35 PM

What's the best way to word the ad?

Capt_G_Shepherd STF, 1:20:58 PM

recruitment is a large part of the CO position.

[BF] TheeFlamehead, 1:21:00 PM

For example, I've got a Starfleet Intel simm I wrote an ad for. I wrote it as a sample post. A scenario of a mysterious message appearing on your character

Whoops. It appears on your character's PADD.

Each group has their own way of doing things. Discords, forums, yahoo groups.

Capt_G_Shepherd STF, 1:22:08 PM

internally as well.

[BF] TheeFlamehead, 1:22:27 PM

Big keys are to list what and who you are, what positions are open, and a sample of what your players can expect.

[SB118] Pholin Duyzer, 1:23:01 PM

Hmm, in SB118 recruitment never seems to be a problem. People who like the concept change ships and new ensigns come rolling in from the academy too.

Capt_G_Shepherd STF, 1:23:24 PM

Ours too.

[BF] TheeFlamehead, 1:24:30 PM

Don't forget about other locations as well. Facebook groups, recruitment discords (I won't mention names now, check the resources section for the links later), as well as your writing friends!

[BF] RachH, 1:24:38 PM

Recruitment can be a pain. My own experience leads me to wonder if I've done a poor job on my ad. Sent it out to a lot of places and got little to no response.

[TF] Kaede Kayano, 1:25:27 PM

I have found that recruitment, even for Veteran CO's such as myself can be very hard to do. Especially in recent years. Even I struggle to find new people.

[BF] TheeFlamehead, 1:25:38 PM

To be honest, the first person I tapped when I took over my first simm was my CO on another simm, @[BF/PF] Kalo. At this point, when you're starting out, quantity is good, quality is better

[NDF] Cael Maz, 1:25:42 PM

Recruitment is hard due to the theme and rating of my sims. But I stick to it and offer what most sims do not so there is that.

Chistery, 1:25:43 PM

I think a large part of recruitment is both being willing to set standards and stick to them, and also being willing to work with applicants. I recently had an app in which the application didn't show the kind of writer that could handle the position he was applying for and neither could the character. The bio was thin and needed improvement. I contacted him, politely shared my thoughts and said that there would be no hard feeling if he decided to move on, but if he wanted to, I would work with him to create a character that would have a better chance of being accepted. We talked, and it turned out a different position would be a better fit. He's going to reapply this weekend or early next week. He gets to play on a sim he feels he will enjoy being a part of, and I didn't have to lower my standards or take on a character that didn't fit with the rest of the crew.

[BF] BlackWolf, 1:25:56 PM

In recruitment you are depended on what your group is about, is your group appealing? I mean you got a great advert, but if your site s*cks then you wont get new players. Plus you are depended on the shows that are being aired

[BF] TheeFlamehead, 1:26:45 PM

@Chistery, exactly. Once players apply, once thing I do is try to talk with them. Get them in a discord, or start emailing. You get to know them as players, and can work out any kinks that you may see.

Helps to avoid powergaming, too.

[BF/PF] ConfusedFire, 1:27:45 PM

Newer CO's also might find it wise to find a friend or someone who has CO experience to tap as their XO or 2XO. @[BF/PF] Kalo and I both joined a sim to help the CO out with his development SB Tuiq where she is the XO and I'm the 2XO

[NDF] Cael Maz, 1:27:51 PM

shudders at power gaming

Chistery, 1:28:13 PM

And sometimes you have to be willing to say "This just doesn't seem like it's going to work out." Wasting your time, the recruits time, your players time, and possibly causing negative feelings is worse than possibly pissing off an applicant.

You might get a rep for being 'nitpicky' or something, but maybe you get a rep for being the sim to work hard to get on.

Capt_G_Shepherd STF, 1:29:00 PM

I was tapped as CO of my old sim because of internal issue with the previous CO. I had good people to sim with but was stuck with the previous XO.

[BF] TheeFlamehead, 1:29:11 PM

True, that's an important lesson, as well. You gotta be willing to say no, as well, for the safety of the simm.

Capt_G_Shepherd STF, 1:29:22 PM

Done that before

[BF] TheeFlamehead, 1:29:25 PM

But for now, let's focus on the big picture.

[NDF] Cael Maz, 1:29:32 PM

At what point in working with a player that does not seem to be getting an understanding of the standards your sim has set forth before you 'call it quits' or say that the connection between player and sim is just not there?

[TF] Kaede Kayano, 1:30:05 PM

Quick question. It's probably the same thing that I'm thinking of, but whats "Powergaming" in your Lingo?

[BF] TheeFlamehead, 1:30:16 PM

That's a tough question. It's a judgement call. Trust your gut, and if you don't feel confident, get more eyes on it.

Chistery, 1:30:37 PM

That's hard to judge, but if you've gone back and forth several times and it's no longer fun, that's a good sign that it's not going to work out.

[NDF] Cael Maz, 1:30:50 PM

Thank gods for my command team helping me review applications every day. 😊

[SB118] Groznin Smith, 1:30:54 PM

Hi

[BF] TheeFlamehead, 1:31:20 PM

@[TF] Kaede Kayano In this case, I refer to players who try to do everything, characters without a lot of weaknesses, or ones that can be easily overlooked.

They have the answer for everything, the solution to every problem.

It can be truly toxic, and can ruin the experience for other players.

Capt_G_Shepherd STF, 1:32:22 PM

I always have asked previous COs or XOs if they were in our fleet what they thought. Especially for XO or DH positions.

[BF] TheeFlamehead, 1:32:26 PM

Which leads me into my next steps, often the hardest for new simms. Getting off the ground.

[SB118] Groznin Smith, 1:32:45 PM

I think it'll be extremely difficult

[TF] Kaede Kayano, 1:32:52 PM

Oh, I know exactly what you mean. Basically "God like" Characters. I've had a few of them in the past. Some people might know this one... if I said. Robot Dog. 😊

[BF] TheeFlamehead, 1:32:57 PM

Exactly.

Chistery, 1:33:03 PM

I have an "at will" policy on the sim I CO, similar to an "at will" employment policy or an "at will" tenancy. In other words, if either of us doesn't feel like the relationship is going to work out, or, that it isn't working out after they join, either of us can decide to call it quits. All I say is "This doesn't seem to be working out. Thank you for your time. We've decided to go in a different direction with the position your character is currently filling. Best of luck"

[SB118] Groznin Smith, 1:33:14 PM

I haven't encountered a "God" character yet

WiseOwlSTF, 1:33:15 PM

We call it god modding

[BF] TheeFlamehead, 1:33:21 PM

Same concept, WiseOwl

[BF] BlackWolf, 1:33:31 PM

God syndrom

[NDF] Cael Maz, 1:33:43 PM

OPers

Chistery, 1:33:44 PM

Buckaroo Banzai

WiseOwlSTF, 1:34:18 PM

nods

[SB118] Groznin Smith, 1:34:26 PM

Why do people play God characters what's the fun in that

[BF] TheeFlamehead, 1:34:27 PM

Now, I'm sure that between the lot of us, we've all written a lot of intro posts. Walked into the corridors of a lot of new ships and stations

[BF] BlackWolf, 1:34:27 PM

Quite annoying to deal with, but in my fair opinion...those players most of the time have no idea that they are actually doing God modding

[BF] TheeFlamehead, 1:34:43 PM

Hey all, let's move on for now, so that we don't get bogged down.

[TF] Kaede Kayano, 1:34:56 PM

"You're asleep in your quarters, the ship shakes and goes to red alert. What do you do..." Scenario?

[NDF] Cael Maz, 1:35:06 PM

Indeed, many a corridors.

[BF] TheeFlamehead, 1:35:16 PM

Beyond that, the "I just came aboard, I've got to report in to the CO"

Many simms live or die based on this stage. Getting through the introduction, getting through the launch and into the first mission.

[TF] Kaede Kayano, 1:36:01 PM

You should always make a unique introduction. I had a new Ensign who suffers from Social Anxiety, on her first assignment the Ships AI transported her directly to the Captain. Who was in his bath tub at the time. He did ask her to pass the shampoo however...

Mecha meme, 1:36:30 PM

Oh my

[SB118] Pholin Duyzer, 1:36:36 PM

Oh my

[BF] RachH, 1:36:41 PM

That is... quite unique...

[SB118] Groznin Smith, 1:36:46 PM

Ummm

Mecha meme, 1:36:56 PM

Unique is one word

Capt_G_Shepherd STF, 1:36:57 PM

I have a few game masters who would do that.

[BF] TheeFlamehead, 1:36:59 PM

The key here is to be the example of what you want to see in your players. If you want them to move past the introductions, you have to.

[BF/PF] ConfusedFire, 1:36:59 PM

Uhhh

[SB118] Groznin Smith, 1:37:02 PM

I just sim them as they've been on the ship the whole time if they're a new PNPC

[TF] Kaede Kayano, 1:37:13 PM

There were plenty of bubbles, don't worry.

[SB118] Groznin Smith, 1:37:41 PM

That's just weird

[BF] TheeFlamehead, 1:37:56 PM

Folks, let's focus.

For me, I turned my character introductions into psychological examinations. My CO character is a counselor, and so each player got an opportunity to flesh out their character, face a challenge immediately,

[SB118] Groznin Smith, 1:38:38 PM

What's this panel even on

[BF] Hackhand, 1:38:52 PM

Being a new CO.

[BF] TheeFlamehead, 1:38:53 PM

New CO's Survival Guide.

[SB118] Groznin Smith, 1:39:02 PM

Ahh

[BF] TheeFlamehead, 1:39:37 PM

In my experience, you need to get your ship out of spacedock, and out doing something. To get bogged down is to let it crash and burn.

And again, model what you want to see in your simmers. Have them see your character outside of the command chair or ready room

Chistery, 1:40:43 PM

Yes. You have to get moving. Inactivity causes people to lose interest.

[TF] Kaede Kayano, 1:40:53 PM

I've found something going wrong right out of spacedock is a good way to keep people interested. On one new sim, the CO was on LOA, so the Chief Engineer and the Helmsman 'borrowed' his ship to test its engines. He turned up to the docking port to find his ship not there. Keeps things fresh in my opinion 😊

Yep, it's a trope for a reason. It works

Get your players working on JPs and character development. And to do that, give them something to do that's not just a "yes sir" or "no ma'am" situation. Give them a serious problem, a challenge

[BF/PF] ConfusedFire, 1:42:14 PM

Some of the players on the Onnar decided to write their children characters as having gotten inside of the jefferies tubes of the ship and pulling out the isolinear chips from the main power supply thus shutting down the entire ship.

it was a very interesting roadblock

[SB118] Groznin Smith, 1:43:05 PM(edited)

Why did they have access to the Jeffries tubes

[BF] TheeFlamehead, 1:43:09 PM

Right. Blown power conduits happen all the time in the shows, right? What will be your first big challenge?

[BF/PF] ConfusedFire, 1:43:11 PM

On that side I have found it is usually good practice to give your players plenty of freedom

Engineer left the panel open while their teacher was touring them through engineering

[BF] TheeFlamehead, 1:43:33 PM

And give your players a chance to solve it, don't prescribe them a treatment

[BF/PF] ConfusedFire, 1:44:02 PM

4 of the children snuck away and crawled inside

[NDF] Cael Maz, 1:44:02 PM

Diversity is key to keeping inspiration flowing. Never be afraid to change up from the status quo.

Capt_G_Shepherd STF, 1:44:27 PM

Or change your game master.

[SB118] Groznin Smith, 1:44:40 PM

That seems silly in my book. The panel shouldn't be left open that's just standard procedure to close it when you're done

But fair enough

[BF] TheeFlamehead, 1:45:11 PM

Keep in mind your players and their positions. Make sure that each player has something to do, either big picture, or a smaller task that pushes their character development

[TF] Kaede Kayano, 1:45:17 PM

Get out of spacedock, and go to warp, then have the engines stall. Always a good one.

[BF] RachH, 1:45:19 PM

Not everything happens logically, silly things happen all the time.

[BF/PF] ConfusedFire, 1:45:20 PM

Typically yes, but mistakes do happen... Also the engineer had only come out of the junction temporarily, but it was long enough for kids to get inside

Exactly what RachH said

[SB118] Groznin Smith, 1:45:45 PM

Yes but the children shouldn't be able to shut down an entire ship 😊

[BF] BlackWolf, 1:45:53 PM

It is the trick to adapt onto it and keep going

[BF/PF] ConfusedFire, 1:45:56 PM

allowing your players to give their characters "human" problems it makes it more realistic

[TF] Kaede Kayano, 1:45:58 PM (edited)

Wesley did it in TNG...

[BF] TheeFlamehead, 1:45:59 PM

Once launched, start working with your players! Figure out what they want, have them suggest missions

[BF] RachH, 1:46:00 PM

Getting off topic.

[BF] TheeFlamehead, 1:47:16 PM

Yes, we are. The overriding theme I'm sensing here, though, is that once you get launched, you can allow your players to give more energy and input into your story

[BF/PF] ConfusedFire, 1:47:48 PM

^ That

[BF] TheeFlamehead, 1:47:58 PM

And once you get your first mission completed, the second gets easier, and the third after that. Your crew will begin to bond, so long as you continue to foster those relationships

Now, we've got just a few minutes left. Let's open it up to some questions.

[NDF] Cael Maz, 1:48:40 PM

Give them a platform to write out mission suggestions. I use Gdocs and Google Drive with special permissions so players can suggest missions via a gdoc.

[BF] BlackWolf, 1:49:29 PM

What I do, not saying that is the solution to anything, but it works great. Is to let your players be free in the stories.....my goal in a post for example is to get point B how we get there...I really dont care. I go with my players write. Of course anything extreme will be corrected, but I am very open to story telling that my players bring in.

[BF/PF] ConfusedFire, 1:49:32 PM

How do you give your players freedom, but not so much that the mission or episode completely unravels?

[SB118] Groznin Smith, 1:49:55 PM

Give them set instructions on what's happening and an end goal to work towards

[BF] TheeFlamehead, 1:50:26 PM

That's an excellent question, Confusedfire. Keep an eye on the mission posts, and give them a big picture idea of what's going on. Don't be afraid to redirect them if you need to, though

Capt_G_Shepherd STF, 1:50:53 PM

How do you as XO deal with a CO who is away more than in sim so you're defacto CO.

[SB118] Groznin Smith, 1:51:18 PM

Talk to the superiors in the group to become the permanent CO

[BF] Hackhand, 1:51:19 PM

With regard to player freedom, in D&D you can "move the goal posts," shifting plot elements around behind the scenes, to keep things moving while allowing players to shape the flow of events.

[TF] Kaede Kayano, 1:51:31 PM

I have my own way of making sure things run smoothly. I use the Mission Notes.

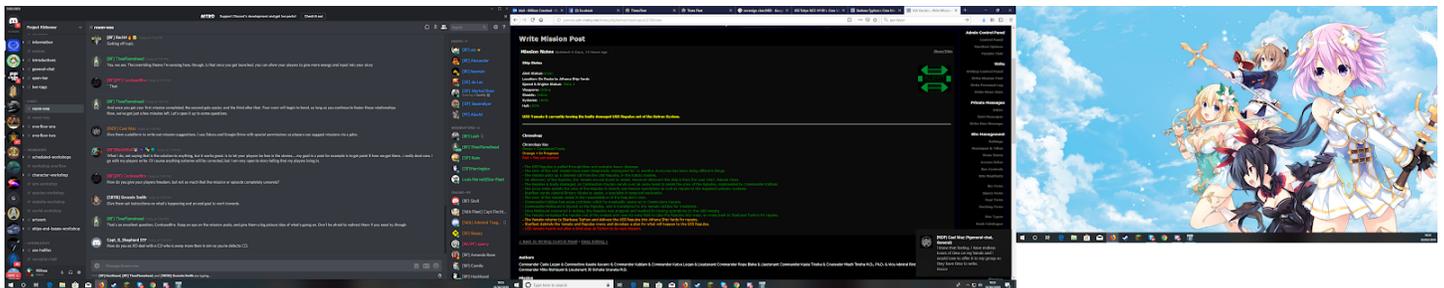
That comes with Nova.

[BF] TheeFlamehead, 1:51:46 PM

Haha, very good question! I was one, after all. Honestly, you try and have a conversation about it with the CO, and if they're not willing to talk, then you go to your leadership.

[TF] Kaede Kayano, 1:52:09 PM

I add stuff that players want to do etc.



Capt_G_Shepherd STF, 1:52:49 PM

I was a rookie XO. I learned that lesson hard. That's why I asked.

[OF] Harrington, 1:52:59 PM

8 Minute warning folks

[SB118] Groznin Smith, 1:53:06 PM

What is Nova exactly

[NDF] Cael Maz, 1:53:10 PM

I so need to learn how to do colors. Just saying

[BF] Camila, 1:53:22 PM(edited)

As an experienced CO who has let players design and even assist in running their mission, I've found it's best to do it side by side with them and communicate often if the mission is going off track or they become fixated on one unimportant aspect of it. If this happens, it can stall the mission, cause friction between the CO and the player, and ultimately lead to a player being intractable and quitting your sim

[TF] Kaede Kayano, 1:53:23 PM

(You'll have to open the image full to see how I do it, especially with colour coding)

[BF] TheeFlamehead, 1:53:32 PM

Absolutely. It's never easy. Why don't we move this to Overflow One, since it's not currently in use, so that we can keep the discussion going?

#overflow-one

[BF] BlackWolf, 1:54:21 PM

Agreed @[BF] Camila

[BF] TheeFlamehead, 1:56:39 PM

As you can see, there's a lot to this! Hopefully this crash course gave you all some things to think about, and hopefully help anyone who might want to step into the Captain's chair

[USF] USFArzie, 1:56:40 PM

Heh. I had the issue with a CO/XO team being absent while I was 2O. I brought it up and got kicked out because the Host Team was 🙌 with the High Command.

Chistery, 1:59:49 PM

yeah, that's no fun

[BF] TheeFlamehead, 1:54:46 PM

The New CO's Survival Guide can continue here

[BF] RachH, 1:56:25 PM

I find it hard to get my players to open up and give ideas, any suggestions on how to encourage that creativity?

[BF] Camila, 1:56:55 PM

Present them with a list of vague outlines as suggestions on what they could do

[NDF] Cael Maz, 1:57:51 PM

Guide them when they are out of ideas, let them share when they have ideas, never be afraid to say yes or no to things.

[BF] RachH, 1:57:53 PM

nods That's a good idea. I'll have to work on coming up with vague mission ideas and make a document of them.

[SB118] Groznin Smith, 1:58:48 PM

Ask them what they'd like in a mission

[BF] Camila, 1:58:49 PM

Explain the hook, line and sinker concept clearly. Why is the ship going here? What really gets the players involved? And who will end up in the net?

[BF] TheeFlamehead, 1:59:39 PM

Sometimes, you don't even need that. Sometimes, I just like giving the crew a situation, and as a CO, instruct them to find solutions. Makes them think on their feet

[SB118] Groznin Smith, 2:00:28 PM

Yes but if they're not engaged in the idea. Where's the fun

If they have a suggestion in the mission then surely they'll enjoy it more

[BF] TheeFlamehead, 2:00:47 PM

That's your job as the CO, though. Get them involved.

[SB118] Groznin Smith, 2:01:01 PM

But the crew should also be able to have input

[BF] RachH, 2:01:10 PM

@[SB118] Groznin Smith See, that's my issue, I give them room to play and ask for their input but rarely get any.

Thus why I asked for advice.

[SB118] Groznin Smith, 2:01:30 PM

Ask them more? Give them a few options?

1. Borg
2. Cardassins
3. Breen

[BF] Camila, 2:01:46 PM

Make some NPCs for them, @[BF] RachH. Have them overhear something your npcs say and get them involved based on their specializations

[BF] TheeFlamehead, 2:02:15 PM

That's a great idea, Camila. Also helps to flesh out the world you're building

[BF] Camila, 2:02:41 PM

It really does. At one point on my sim, I had almost 20 npcs strictly for the purpose of crew interaction on and off duty

[BF] RachH, 2:02:47 PM

Oooh, great idea @[BF] Camila!

[BF] Camila, 2:03:29 PM

Make a notepad with a brief bio of each npc, how they are, and what their goals are. Keep notes on what the players come up with and integrate everything IC

[SB118] Groznin Smith, 2:03:50 PM

we have PNPCs in 118 which are personal NPCs makes things fun too

[BF] TheeFlamehead, 2:04:03 PM

Absolutely. If you use Nova, you can quite literally flesh them out as you go

[SB118] Groznin Smith, 2:04:28 PM

One of my PNPCs is called Nova

[BF] Camila, 2:04:43 PM

I use a program called Treepad Lite which is free. It allows you to make folders, subfolders and text files so you can organize everything

[BF] RachH, 2:04:57 PM

Cool

[SB118] Groznin Smith, 2:04:57 PM

We play by email in 118

[BF] TheeFlamehead, 2:06:37 PM

I just keep a running Google Doc, open it up to the command team

[SB118] Groznin Smith, 2:06:52 PM

I mean our whole game is Play by Email

[BF] Camila, 2:07:05 PM

<https://www.notebook.ai/> This is a really great free resource which I'll be adding to the tools section. You can basically create your entire universe in it

[BF] RachH, 2:07:25 PM

Nice

Thanks @[BF] Camila

[BF] Camila, 2:09:06 PM

Not a problem. After seven years of being a CO, I've learned to do a lot of research and ask a lot of questions. Have an open door policy. Don't just stick to briefing department heads. Leave your ready room and talk to Ensigns and Enlisted. Encourage a Lieutenant JG to spread out if they don't seem happy where they're at. Listen if a character sounds depressed or upset. It's not always about sitting in the big chair

[BF] RachH, 2:09:29 PM

nods

[BF] TheeFlamehead, 2:09:40 PM

Love it.

Or if you're me, intentionally push and challenge the characters, almost to the point of pissing them off. Makes for great JPs

[BF] RachH, 2:10:43 PM

I've found a way to push my XO, but I need to expand and get the rest of my players into things.

[BF] Camila, 2:10:53 PM

There's a fine art of doing that and you can cross that line with ease. If the player/character isn't confrontational, they can cause mass chaos later on

[BF] Kris, 2:11:15 PM

Yes, you've pushed your XO, and your 2XO a bit too @[BF] RachH 😊

[BF] Camila, 2:11:38 PM

Have your XO and 2XO do the same thing to the players that you did to them

[BF] RachH, 2:12:00 PM

Hear that @Kris K... go push buttons! 😂

[BF] Kris, 2:12:06 PM

Haha!

On which sim? 😂

[BF] Camila, 2:12:22 PM

The XO is the CO's link to the crew. The 2XO is there to do the PADDwork for the XO while they're roaming the ship.

[BF] TheeFlamehead, 2:12:29 PM

Haha, yup! It helps that I started with Beeman as my guinea pig

[BF] RachH, 2:12:34 PM

Both?

[BF] Kris, 2:12:41 PM

Long as you do the same on mine 😊

[BF] Camila, 2:12:50 PM

Hey now. We covered simcest

[BF] RachH, 2:12:58 PM

But I'm not 2XO? But I can as CMO, totally!

[BF] Kris, 2:12:58 PM

LOL

I'm causing trouble while watching snow.

But what I did catch of this whole thing is helpful!

[BF] Camila, 2:14:20 PM

I know the kind of trouble you cause, @Kris K

[BF] Kris, 2:14:31 PM

Shhh!

[BF] RachH, 2:14:39 PM

causes the same trouble as @Kris K

[BF] Camila, 2:14:47 PM

cackles

[BF] Kris, 2:15:40 PM

Right now I'm giving my crew freedom because we're still docked. Even after we launch, I will do the same, I'm hoping they run with it

[BF] Camila, 2:15:45 PM

But seriously, hold Discord chat sessions for ideas, encourage players to attend. Copy everything down and put it on your wiki in an article so those who couldn't attend can read it

[BF] RachH, 2:16:09 PM

That's another thing that I need to do. Get a wiki set up for my sims.

[BF] Camila, 2:17:03 PM

As far as a wiki goes, find as much as you can for each department and lay it out in an easy to read manner

[BF] RachH, 2:17:49 PM

nods I'm relearning wiki code so that I can get it all set up nicely.

[BF] Camila, 2:18:02 PM

<http://officersmanual.startrek.acalltoduty.com/command.html> This is one of the best places I have ever found for information

[BF] RachH, 2:18:14 PM

Nice!

That should also give me ideas on how to get players involved in the storylines.

[BF] Camila, 2:19:38 PM

Put links to Memory Alpha, Daystrom Institute of Technology, Ex Astris Scientia and others you find and is allowed in your fleet canon

Make a tools/resources room like you see on this Discord or your Fleet Infobase or Discord

[BF] Kris, 2:22:11 PM

All ideas I didn't think of before!

[BF] Camila, 2:22:34 PM

Bookmark, bookmark, bookmark everything

[BF] Camila, 2:23:23 PM

@[BF] TheeFlamehead, sorry. I didn't mean to take over

[BF] RachH, 2:23:27 PM

I have a ton of bookmarks for my own reference, I don't know why I didn't think of giving that to my players for their use too. 🙄

[BF] TheeFlamehead, 2:23:33 PM

No, you're all good!

[BF] Camila, 2:23:50 PM

The more they have access to, the more they can use

[BF] TheeFlamehead, 2:24:01 PM

Right. This is a collaborative process

[BF] Camila, 2:27:05 PM

<http://planetside.firenebula.com/startrek/scenarios.php> Here's a lot of useful scenarios to show your players. A bit outdated, but useful

[BF] Kris, 2:31:22 PM

I should grab up stuff for the XO spot I have on my live sim too, especially things like that

Seeing as I randomly have to CO it

[BF] Camila, 2:32:33 PM

There's plenty of sites out there dedicated to Star Trek information

[BF] RachH, 2:32:46 PM

@Kris K I have been grabbing all of it and some other stuff, I will share with you 😊

[BF] Kris, 2:32:55 PM

Thankee @[BF] RachH

We're watching the weather and seeing if someone should go to work or not so I'm semi-distracted

[BF] Camila, 2:33:44 PM

Have an away team get snowed in

Mineral deposits prevent beam out

[BF] Kris, 2:34:30 PM

LOL

[BF] RachH, 2:34:43 PM

Haha! That would be funny, having them snowed in

[BF] Kris, 2:34:58 PM

That's great.

I'll need to add to my idea list

[BF] RachH, 2:35:54 PM

Same!

[BF] Camila, 2:37:03 PM

Have your CO get kidnapped while the XO is on an away team (snowed in)

[BF] Kris, 2:37:45 PM

Haha oh jeez

[BF] Camila, 2:38:12 PM

If Command isn't there...they'll have to work for their latinum

[BF] Kris, 2:38:19 PM



[BF] RachH, 2:48:52 PM

lol