



SESSION

“Avoiding Batman Syndrome”

LOCATION

Room One

HOSTED BY

[PF] CorCordale (Pegasus Fleet)

TIME

10pm GMT

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

[PF] CorCordale, 4:01:08 PM

== ^ == ^ == ^ == EVENT: AVOIDING BATMAN SYNDROME == ^ == ^ == ^ ==

Hellow everyone, my name is Cordale, and today we're here to talk about everyone's favorite subject of ridicule: The Batman Character.

A Little bit about myself. Up until very recently I was the director of Resources for Pegasus Fleet. Every new racial submission, ship spec, or weapon design came across my desk. Prior to my appointment I designed and added two races to the Pegasus Fleet Canon: The binary Dalacari and the enigmatic Ts'usugi.

Now, you may be asking... what IS a Batman character? Named after the character himself, a Batman character would be described as someone who can literally do anything, has a casual answer to everything, and can do anything better than the next.

We've all seen characters like this. The 10 year old super genius, the Klingon-Betazoid hybrid super-psychic, the dropout from Starfleet academy who learned how to fight on the streets and knows thirteen forms of martial arts and can still out-engineer the brightest and the best while making waffles out of neutronium. We've all seen characters like this, we've all talked about characters like this.

As many Batman Characters as I've seen in my time, I've seen just as many Batman designs for races and specifications cross my desk, and the reasoning is simple in my opinion: People want to somehow WIN at a collaberative Role-Playing Experience.

Now let's see about not falling into the trap of playing someone who is only aboard a spaceship because they need a place to keep their trophies.

Yuna [PF], 4:02:13 PM

Oh my gods this panel gonna be good

[OF/RPG Discord] Phoenix Lalor, 4:02:19 PM

rubs hands together

[PF] CorCordale, 4:02:20 PM

The first step in avoiding Batman Syndrome is recognizing it. Is someone constantly hitting on their attacks? Are they always missed when someone throws a punch at them? Are they borderline Godmoding? Do they always have the answers?

Now, while it may seem like fun to play a character like this, the truth is it only really might be fun for the player of such a character. It actually would drain the fun from the rest of the sim, since at that point why should the rest of the crew really need to do anything?

[SB118] Groznin Smith, 4:04:09 PM

Playing a god character sounds boring tbh

[BF][118] Kylindra, 4:04:25 PM

Playing a god character is.. not actually all that boring. For you.

[SB118] Groznin Smith, 4:04:30 PM

Why do you want to be good at everything takes the fun away from learning

[PF] CorCordale, 4:04:41 PM

Oh, you'd be absolutely correct. That's the trick though, some people feel the need to kinda WIN at a roleplaying experience.

[BF][118] Kylindra, 4:04:44 PM

(My misspent youth comes back to haunt me.) That said, it's .. going to tear a sim apart.

[PF] CorCordale, 4:04:53 PM

So the trick is, what to do about it?

Ultimately the only way to 'solve' the problem of a Batman character is either to deny the character at conception, and inform the player that such a character needs to be toned down, or if it's already too late and they're already aboard, to sit down with them and have a chat.

[SB118] Groznin Smith, 4:06:08 PM

Well. My character is a security officer. He also took a course in astronomy at the academy as it interested him. And Neuroscience for some reason (he liked a girl) that's not "god character" is it?

[BF][118] Kylindra, 4:06:13 PM

No..?

[PF] CorCordale, 4:06:29 PM

I mean, I'm certain there are other solutions.

[BF][118] Kylindra, 4:07:05 PM

The thing is, with Star Trek, I feel. Characters should be well-rounded, and able to shine in multiple areas. The difficulty is that you need to then find the line of 'they're OK at X, but not GOOD at X.', so that, for example, your marine engineer can in fact build a shuttle, but he may not be able to build a Delta Flyer.

[PF] Zerine Rolfe, 4:07:18 PM (edited)

How do you explain to a person that their character IS a god character? I feel like some people just don't recognize they've crossed that line.

(BF) Skoll, 4:08:17 PM

You have the write to reject all players or ask them to rewrite their characters and give an explanation for that rewrite

[PF] CorCordale, 4:08:39 PM

Honestly, I'd say that half of the people out there playing super batman monsters might not actually realize it. No, let's call that 30%.

70% know it and relish it. They play super psychic hybrid characters and have long detailed backstories supporting their characters.

Beautiful Night, 4:09:06 PM

I have a mental rule of thumb that all pc's should have some sort of goal

[BF][118] Kylindra, 4:09:08 PM

30-50% yeah. I didn't realize I had one until years later.

[PF] Zerine Rolfe, 4:09:15 PM

Because I feel like part of the core of us writing together is helping each other, and trying to explain to the person they are a Batman and help them improve.

Beautiful Night, 4:09:22 PM

and that goal cannot be achieved through the use of whatever skill set they are good at.

[PF] CorCordale, 4:09:38 PM

In my belief, characters with positive "Advantages" should also have some "Disadvantages"

[BF][118] Kylindra, 4:09:53 PM

eeeh. I really disagree with that kind of character building.

Beautiful Night, 4:09:55 PM

eg data - super strong, super intelligent. super ough, but he wanted to be a real boy, and all the super strong super smart in the world couldn't give him that

[PF] CorCordale, 4:10:03 PM

Balance and such. And yeah, as Kylindra stated sometimes, they just don't know they're playing someone super

It's a general rule of personal thumb, not a hard limit to impose.

[SB118] Groznin Smith, 4:10:21 PM

I hope my character isn't a super character 🤖

Beautiful Night, 4:10:52 PM

Worf is the same. He's a combat bad ass, but his goal is trying to find a way to live in both worlds, and all the klingon calisthenics and kung fu in the galaxy can't magically make that happen

[PF] CorCordale, 4:11:23 PM

Worf was originally the one they used to show how awesome everyone else was. "Hey look, that guy just tossed a klingon"...

Beautiful Night, 4:11:47 PM

that can tone down a lot of munchkins, because they can't use what they've gone in hard on to get them out of their existential problem

[SB118] Groznin Smith, 4:12:00 PM

Worf was bought down by his human nature tho that he had from growing up on earth

And the Barrel

[BF][118] Kylindra, 4:12:29 PM

I find that if you don't want a god character, there are multiple avenues to reduce it, and ways to explain it. You can say: Hey, everyone needs their moment to shine, so can you deemphasize <x>? Or, hey, "I get you like your psychic superkinetic anime girl in Star Trek. I do too. But, we really want to emphasize character interactions, and someone who's already perfect can't have that. Maybe consider removing the kinetic powers, and adopting a character issue that forces you to not be perfect."

[PF] CorCordale, 4:12:50 PM



Excellent points Kylindra

☆

[BF][118] Kylindra, 4:13:12 PM

"Like the fact that your parents were killed in-"(joke) "Like, for example, you live in a xenophobic isonaltionist race. How do you take being in a multistellar xenophallic federation?"

[SB118] Groznin Smith, 4:13:19 PM

Why would there be an anime girl in starfleet  

[BF][118] Kylindra, 4:13:23 PM

Why not?

[SB118] Groznin Smith, 4:13:31 PM

It makes 0 sense

[PF] CorCordale, 4:13:34 PM

Reasons. See, check out my extensive backstory.....

[BF][118] Kylindra, 4:13:49 PM

I mean, I say that seriously. I've almost submitted a character based off of an anime before. I just thought better of it.

[SB118] Groznin Smith, 4:14:20 PM

We're role playing Star Trek not Sailor moon  

[BF][118] Kylindra, 4:14:21 PM

Yeah.. "Extensive backstory" is .. I've played with people like that. I had a 4 paragraph bio. They had 34 pages

[PF] CorCordale, 4:14:53 PM

But building a rapport with the player and explaining what's going on to them is the better approach. Mostly because it establishes that you recognize that they put a lot of work into their character, but at the same time their character needs to just not.

[BF][118] Kylindra, 4:15:43 PM

But yeah, I strongly agree. Emphasizing with them gets you farther. Explaining that what you did will benefit them, and hey, you'll probably enjoy it more, and either way i'm here to talk to you and help you will get you points to all but the people who! MUST! be! the best!

[PF] CorCordale, 4:17:08 PM

Absolutely. Throwing an impossible situation at them will only force them to stretch disbelief even further to solve it because they... must... win...

[SB118] Groznin Smith, 4:17:33 PM

Tell them then that their character is too overpowered

[PF] CorCordale, 4:18:04 PM

Plus at that point, the Non-Batman characters in the crew will wonder, even further, why they should bother.

Yes. The greatest chance to really have change and a beneficial solution is to build a dialogue, and talk.

[SB118] Groznin Smith, 4:18:41 PM

Just say look dude or dudette your character is too much time it down a little

[BF][118] Kylindra, 4:18:52 PM

I wouldn't start there. It puts people on the defensive. (Also, variantly, sometimes that isn't the problem with the god character. There's too underpowered, and my personal favorite. "You're playing a really nice gundam character, a person brainwashed to be the living CPU of a computer. Very interesting concept. ... This is Star Trek.")

[PF] CorCordale, 4:18:56 PM

This panel is going GREAT, by the way. You're all a wonderful and very participatory audience.

[BF] Camila, 4:20:23 PM

quietly sings I'm the Batman to I'm the Scatman in a corner

[BF][118] Kylindra, 4:20:36 PM(edited)

(yes, I've seen that concept before.)

[PF] CorCordale, 4:21:22 PM

I'm certain everyone in this room has seen some "INTERESTING" character concepts

[BF] Camila, 4:21:25 PM

But have you ever seen a blind Betazoid/Romulan that used telepathic echolocation and never, ever missed?

[BF][118] Kylindra, 4:21:31 PM

That character isn't a true god character... except once.. or twice.. when it matters.

[PF] CorCordale, 4:21:38 PM

As a matter of fact, Camila.....

[BF][118] Kylindra, 4:21:58 PM

which is how they can get in sometimes - you have to actually think about 'how can they use this power to become one with computers', or 'wait, they do WHAT?' because it's not obvious.

[SB118] Groznin Smith, 4:22:01 PM

Having that is waaay over powered and shouldn't be a thing

[PF] CorCordale, 4:22:43 PM

Saw a concept. Psychic, more powerful than a full blood, full trained Betazoid. Specialized in literally EVERYTHING (Including Non-Weapon Weapon Construction). Was an instructor. Had 27 kids, 16 dogs, a husband, and could telekinetically control a starship.

So yeah. Discuss. :)

Please don't.

[BF] Camila, 4:23:04 PM

dies a little inside

[BF] TheeFlamehead, 4:23:20 PM

I don't think I could stop laughing long enough to deny it

Deemotan, 4:23:37 PM

So what would you say is the difference between a Batman and a Mary Sue?

[PF] CorCordale, 4:23:48 PM

Gender.

[SB118] Groznin Smith, 4:23:53 PM

Whyyyy

[BF] Camila, 4:23:54 PM

Rock and a hard place

[BF][118] Kylindra, 4:23:56 PM

eh..

[SB118] Groznin Smith, 4:24:15 PM

Some people hurt me. No one can control a starship from their mind

Yuna [PF], 4:24:18 PM

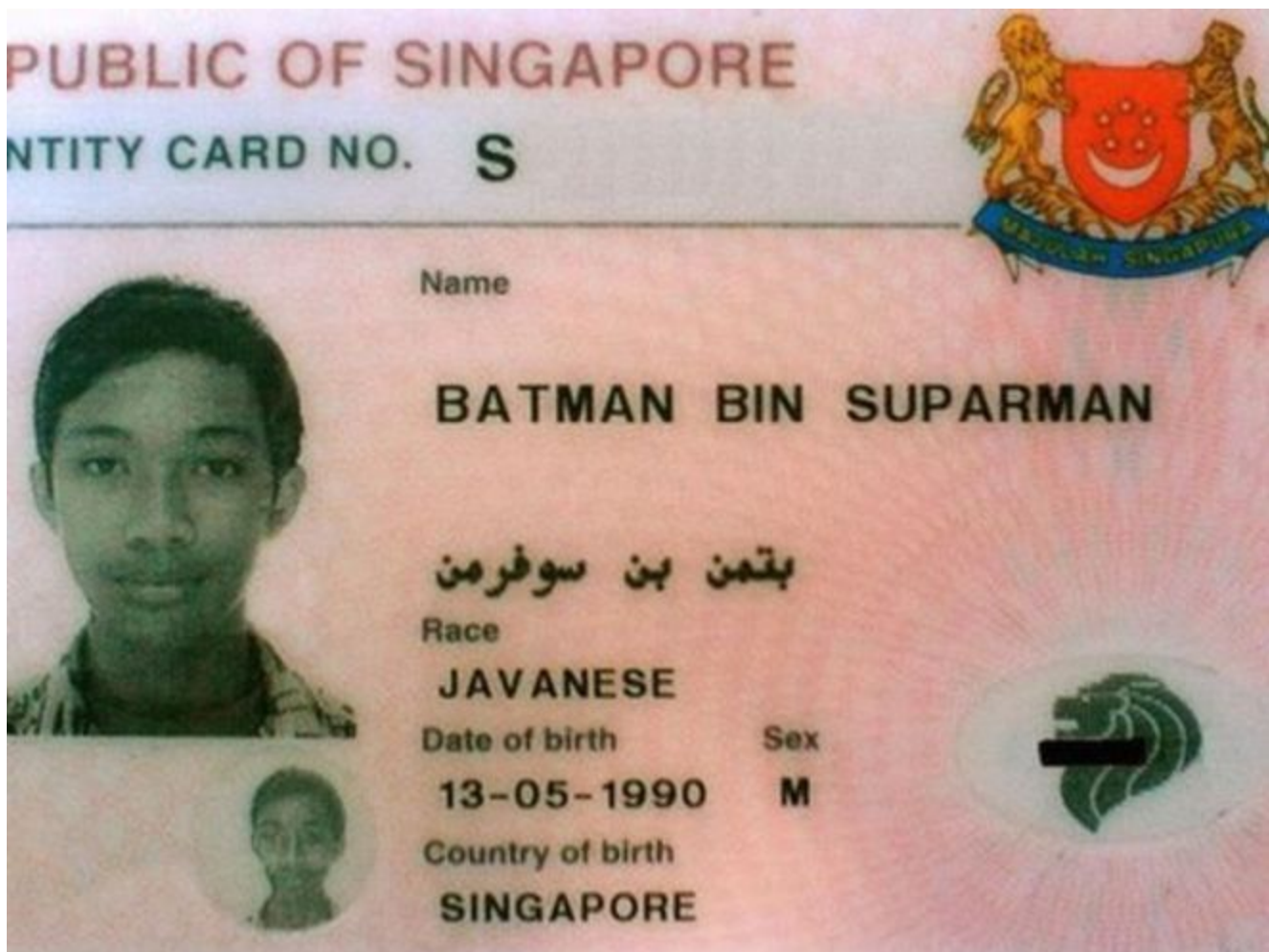
Also Mary Sues tend to be much more dramatic than the batman action-hero type

[PF] CorCordale, 4:24:18 PM

I'm teasing. Honestly, a Batman and a Mary Sue are close enough together to essentially be the same trope.

There's differences in delivery and drama, but you're dealing with the root issue.

[BF] Camila, 4:24:54 PM



Yuna [PF], 4:25:02 PM

Lolol

[PF] CorCordale, 4:25:53 PM

I suppose, in an attempt to turn this into more of a panel. Does anyone have any questions before we return to the free-form dialogue?

[BF] Camila, 4:27:15 PM

How do you really stop them short of moderating their posts and taking an axe to it before allowing it to be posted? Cut off their head while they sleep with a titanium spork?

Yuna [PF], 4:27:34 PM

Absolutely. Post moderation can help a lot!

[BF][118] Kylindra, 4:27:46 PM

you moderate their posts and/or (I've never seen this in anything recent), revoke the post.

[PF] James Stewart, 4:27:59 PM

i have

[BF][118] Kylindra, 4:28:01 PM

PBeM sims really don't like doing the last because.. well, it's an email.

[PF] CorCordale, 4:28:15 PM

Honestly the best way to stop them is to deny the character if you feel that it doesn't fit the possibility of the sim. Post moderation is a possibility. Otherwise, you have to sit down and have "the chat" with them

[PF] James Stewart, 4:28:27 PM

i have had it done to me a lot when I was in OF

[BF][118] Kylindra, 4:29:16 PM

Yeah. 118 does this by basically having you divert through an academy, where they teach you how to sim, basics of our formatting (we use a modified script style there), etc, and the academy staff approves/disapproves your character

[PF] James Stewart, 4:29:27 PM

nearly every sim I was on I had my posts moderated

[SB118] Groznin Smith, 4:29:38 PM

Why?

[BF][118] Kylindra, 4:29:51 PM

Well, there are usually three reasons.

[SB118] Groznin Smith, 4:29:55 PM

118 is very good

[PF] James Stewart, 4:29:55 PM

they hated how i write

[SB118] Groznin Smith, 4:30:12 PM

I meant that why to James kylindra

I know how 118 works.

[PF] James Stewart, 4:30:26 PM

then 2 weeks later kicked

[SB118] Groznin Smith, 4:30:44 PM

That's unfortunate Janes

[BF][118] Kylindra, 4:30:46 PM

Well.. yes. I'm saying that 118 moderates similarly to a lot of other groups out there

[BF] TheeFlamehead, 4:31:05 PM

Hey friends, let's try not to get bogged down in specifics, and instead focus on the bigger picture.

[PF] James Stewart, 4:31:35 PM

hence why I joined PF

[SB118] Groznin Smith, 4:31:45 PM

Is that better?

[PF] CorCordale, 4:31:52 PM

It's unfortunate, but that is a point. The FINAL option, if nothing else has worked. If none of the moderation works, if no dialogues work, the FINAL option may be to simply remove the problem player.

[BF][118] Kylindra, 4:31:55 PM

I mean, the tools to deal with god characters are - moderation, denying them before they get in (which is ideal, even if it doesn't actually work 100%), and effective mentorship and oversight to avoid hitting the first bit

[PF] James Stewart, 4:32:23 PM

mine wernt god chars

[SB118] Groznin Smith, 4:32:41 PM

Why didn't they like your writing then? I'm intrigued

[PF] CorCordale, 4:32:46 PM

Let's not focus on that at the moment. We'll stick to the topic at hand.

[BF][118] Kylindra, 4:33:07 PM

I'm talking in general, rather than in specific. Specific cases are rather tricky, and this isn't a panel on that kind of thing. =/ Sorry if I inadvertently called your characters god characters.

[BF] Camila, 4:33:08 PM

Getting back to the subject, with moderating taking up a great deal of time, and revoking posts that everyone has seen, or mentoring/denying the applications, what are some other ways?

[PF] CorCordale, 4:33:18 PM

If you want to discuss why someone lost a character, that isn't pertaining to this moment in this room. You can take it to general chat or PM's, please.

Moderation does take up a TON of time, and essentially requires admin staff to put in time and resources into one character. Mentoring requires the player to actually want to change, rather than simply just telling you "Yeah yeah I change." and then not.

Ultimately, the final option may be to inform the player that the character doesn't fit the motif, and they'll have to no longer play that character.

[BF][118] Kylindra, 4:35:18 PM

I mean, you could just stick the god character on their own thing, and let them sim away. It's .. probably more cruel than just talking to them. Also, they'll figure it out really quickly. Removing the character (and usually, the player, with characters like that) is kinder to most people involved

[PF] CorCordale, 4:35:57 PM

Stick them in a pocket universe

[BF] Camila, 4:36:01 PM

I had a tabletop GM that said "Sure, you can have whatever you want. Just remember, your enemies can, too."

[SB118] Groznin Smith, 4:36:49 PM

In 118 at least having someone do their own thing wouldn't work I don't think.

[BF][118] Kylindra, 4:37:15 PM

No, it wouldn't, but it's theoretically possible in some fleets.

[SB118] Groznin Smith, 4:37:28 PM

How? That would be real boring

[PF] CorCordale, 4:37:37 PM

That's a temporary solution at best, though. Letting slip the dogs of war may present a situation where ONLY the super godmod character can solve the issue because the other characters may simply give up.

[BF] Camila, 4:37:47 PM

Lock them in a room with a Q, a Douwd and a honey badger

Marty, 4:37:48 PM

Won't Batman characters try to do everything themselves and quick fix it or is that godmoding?

[PF] CorCordale, 4:37:55 PM

The trick to that is to present a situation where the crew's talents shine.

[PF] James Stewart, 4:38:37 PM

that is what SHS is

[PF] CorCordale, 4:38:39 PM

Yeah, they really would. They'd try to make the plot about themselves. The trick to good storytelling is to try to involve the crew, and possibly limit or underplay the batman's character's capacity or contributions.

This won't earn you any good will from Batman, but it will at least get the plot moving

Marty, 4:39:58 PM

Player's impatience is a good sign of potential Batman/metagamer and godmoder

[BF] Camila, 4:40:12 PM

Have them get in a transporter accident and locked in the buffer. The crew can labor to get them out for six or seven missions

[SB118] Groznin Smith, 4:40:21 PM

I honestly don't see the fun in being a god character

[PF] James Stewart, 4:40:26 PM

i have had that some times

[SB118] Groznin Smith, 4:40:57 PM

SIX OR SEVEN MISSION!

Marty, 4:41:06 PM

or just plain attention-seeking players maybe

[SB118] Groznin Smith, 4:41:08 PM

How long do missions take in your fleet?

[PF] James Stewart, 4:41:11 PM

i have been in a jp with a player who wants everything about them not the story

[BF][118] Kylindra, 4:41:14 PM

Groznin: The fun is . . .subjective.. but it's mostly this: You, through your avatar, can vicariously win at life! You can do amazing things! Save the day! Be the one that people depend on! And not have to deal with your terrible real life.

[PF] CorCordale, 4:41:16 PM

Well, we've pretty much reached the end of what I officially prepared for. I do want thank you all for attending, and being involved and interactive.

[BF] Camila, 4:41:17 PM

3-5 months each

[BF][118] Kylindra, 4:41:29 PM

So it's "fun." But probably not a good idea.

[SB118] Groznin Smith, 4:41:47 PM

Same here but like having them trapped for like 2 years doesn't seem fair

[BF] Camila, 4:42:14 PM

Is it fair to everyone else to let Batman steal the thunder constantly?

[BF][118] Kylindra, 4:42:15 PM

(some people, though, just want attention.)

[SB118] Groznin Smith, 4:42:34 PM(edited)

No but having them trapped somewhere they cant interact with anyone isn't fair either

[PF] CorCordale, 4:42:35 PM

No, it certainly is not.

[PF] Zerine Rolfe, 4:43:16 PM

It's not teaching or helping them, which isn't improving the sim

[BF] Camila, 4:43:17 PM

Okay. Tuvix them with another PC

[PF] CorCordale, 4:43:22 PM

But if the admins don't respond with any of the methods detailed above, then the problem never gets resolved.

Marty, 4:43:22 PM

if the missions are planned out with room for the unexpected and everyone has stuff to do then problem players wouldn't see the need to batman/mary sue/godmode. Right? I hope so.

[SB118] Quinn Reynolds, 4:43:26 PM(edited)

It's not something we would do. If a player was godmoding and spoiling everyone else's fun, we'd mentor and trying to explain/tutor them out of it. And if it still didn't improve, it might go down the discipline route resulting in expulsion.

[BF][118] Kylindra, 4:43:36 PM

No. It's.. incredibly disheartening. I've left games over a character that does everything. It saps your will, and you go 'Well, if I'm not needed here and if I can't get my character interactions with someone..' and you just leave.

[PF] James Stewart, 4:43:45 PM

what would you do if a sim co wanted to kill your npc off and you told em no

Sten Darker, 4:43:47 PM

speaking from experience, some people are just kids who don't really know how to write balanced characters

Beautiful Night, 4:44:02 PM

@Marty the problem with the munchkins is that they don't care the mission is planned out with something for everyone

[PF] CorCordale, 4:44:03 PM

James: Not the purpose of this discussion

[SB118] Groznin Smith, 4:44:12 PM

That's your NPC surely they don't have the power to do that James

Beautiful Night, 4:44:17 PM

they'll take over regardless. kill stealing and the like

Sten Darker, 4:44:20 PM(edited)

I don't think punishing them In-Character is the solution. If they don't respond to guidance and moderation, kicking them may be the most helpful to them as well as your sim

Marty, 4:44:45 PM

if you can catch them quickly and get them out of the sim, then you're good. 😊

Yuna [PF], 4:45:00 PM

Please stay on target :)

Marty, 4:45:01 PM

munchkins lol

Yuna [PF], 4:45:17 PM

Cor is a grumpy thux

Not a good thing.

[BF][118] Kylindra, 4:46:04 PM

I mean, I know a lot of munchkins that actually see it as a challenge to do it themselves, too. Ultimately, the main thing I feel with god characters/munchkins/Mary Sues is that you sometimes have to be ruthless and go 'We're very sorry to say this, but we are not a good fit for what you want to do, nor are you a good fit for our simming culture. You're no longer welcome here.' (hopefully not that wording, though!)

Beautiful Night, 4:46:15 PM

@Marty that's an old term from tabletop.

[BF][118] Kylindra, 4:46:35 PM

Because you don't enjoy writing with them, and they won't (rapidly) enjoy you yelling at them.

(that said, I feel the hope is always that they respond positively to mentorship.)

[BF] Camila, 4:48:04 PM

The bottom line sounds like booting them is the best option

[SB118] Groznin Smith, 4:48:13 PM

That solves nothing

Marty, 4:48:13 PM

sadly, yes

[BF][118] Kylindra, 4:48:16 PM

If they don't respond to any attempts to mentor/tutor them, yes

[SB118] Groznin Smith, 4:48:25 PM

They'll then go to another group and do the same thing all over again

Marty, 4:48:48 PM

if they can't be reasoned with then what can you do?

[PF] CorCordale, 4:48:53 PM

If they don't respond to a good mentoring / talking to, then removing them is the only final option. It doesn't necessarily help the player, but it potentially saves the sim.

[BF] Camila, 4:48:55 PM

Spread the word about them (without violating the GDPR) and soon, they won't have a place to write

[BF][118] Kylindra, 4:49:23 PM

From experience, it takes just one toxic player to ruin a sim. =/

[SB118] Groznin Smith, 4:49:24 PM

That isn't fair either

Spreading the word about them just seems cruel

[BF] Camila, 4:50:09 PM

You can't have both

Marty, 4:50:14 PM

you can probably spot a do-aller from how generalised their bio is?

[BF][118] Kylindra, 4:50:20 PM

On the flip side, having no warning that someone like that is trying to enter your group is also cruel.

Marty, 4:50:45 PM

true

[BF][118] Kylindra, 4:50:50 PM

There are no nice solutions to this problem, which is why it's one of the thornier problems. (You can train yourself through experience to spot their bios. And certain tells in writing.)

[SB118] Groznin Smith, 4:50:54 PM

If you have a good training programme you can pick them out straight away and tell them that's not how we work. Either change or leave

[PF] Zerin Rolfe, 4:51:14 PM

How can we better mentor them? Lets ignore just booting or black listing them. I've been trying to help someone recently

[PF] CorCordale, 4:51:29 PM

Reading the submitted bios is vital. If they have extensive bios then that might be a sign to look into their character a little deeper.

[SB118] Groznin Smith, 4:51:34 PM

Talk to them about why they want to god their character

[PF] CorCordale, 4:52:03 PM

Honestly, the best way is, yeah. What's been said. Have talks, be calm about it, and approach it with the air of trying to help them. Helping them helps the simm grow.

[SB118] Groznin Smith, 4:52:03 PM

Tell them they can have a traita or something only 1 that is god like. To cut down on it all.

Marty, 4:52:38 PM

personally in character monitor them, and counter their actions, nicely and explain why whatever they are doing is not realistic and offer other ways?

[BF][118] Kylindra, 4:52:51 PM

So, for mentoring: Emphasize with them. Explain you understand they just want to have fun, and do fun things, but explain that others need to shine too. Ask what they want from the character, and try to explain the joys of watching a character have major emotional moments, and that by depowering they can also have nice interactions with other characters. (You can then segway this into explaining the nuts and bolts.)

[BF][118] Kylindra, 4:53:05 PM

At least, I'd do it that way? Maybe that's not the best way

[SB118] Quinn Reynolds, 4:53:36 PM

Sometimes it is just inexperience; someone wants to be awesome and doesn't really recognise that they're going to be in a collaborative environment where there isn't a single protagonist. And some people just want to be The Most Awesomest and won't listen to a single word otherwise. When you try to mentor them, you often get a sense pretty quickly about which type they are.

[PF] CorCordale, 4:53:45 PM

I don't think there is a BEST way, since everyone will encounter this issue differently.

[BF][118] Kylindra, 4:54:20 PM

True. I've only mentored like three people before, and uh..

Beautiful Night, 4:54:21 PM

@[BF][118] Kylindra I think it depends on their motivation. sometimes its just a symptom of young/inexperienced writers trying to copy what they see in media, and they can probably be taught, but i think long term munchkins are interested in learning to be better, they just want to be them, and to hell with everyone else

[SB118] Groznin Smith, 4:54:39 PM

I agree Quinn. I mean I've never mentored anyone but still that makes sense

[BF][118] Kylindra, 4:54:49 PM

... one never responded at all to me, so I assume it was me. <_< (And yeah, inexperienced or people who think they'er doing it right but are willing to learn will listen.)

Beautiful Night, 4:55:05 PM

hmm, must look up from keyboard before posting as someone else could have said exact same thing

[PF] James Stewart, 4:55:16 PM

thats all I ever have tried to be,

[PF] CorCordale, 4:55:50 PM

Please stop making this about you. 😊

Marty, 4:56:14 PM

at least you tried to guide them, if they ignore you, then the only thing you should concern yourself with is the rest of your players as troublesome players are toxic to the sim.

[BF] greenfelt22, 4:56:22 PM

4 minutes!

[BF][118] Kylindra, 4:58:55 PM

thanks for the panel!

[PF] CorCordale, 4:59:12 PM

It's been an absolute pleasure!

Thank you all for attending and participating, and I hope this at least helped someone out in sometime!