



WORKSHOP
“Creating Characters”

HOSTED BY
[PF] Doug (Pegasus Fleet)

TIME
5pm GMT
(all times presented in CST [UTC-6])

[PF] Doug, 11:00:00 AM

== ^ == ^ == ^ == WORKSHOP: CREATING CHARACTERS WORKSHOP == ^ == ^ == ^ ==

Greetings, everyone! Welcome to "Character Creation". My name is Doug and I will be your facilitator for the next hour.

[PF] James Stewart, 11:00:29 AM

hey doug

[BF] Kai1701E, 11:00:36 AM

Looking forward to this too @[PF] Doug

[PF] Doug, 11:00:50 AM

A little bit about my background: I've been involved with simming in one way or another for going on 12 years now. Started, as most of us probably did, with a single character aboard a relatively small sim. Since then, I've been a player, a commanding officer, and a community staff member.

I am currently a member of Pegasus Fleet write aboard a Stardock-class station, lead a Norway-class starship, and serve as the Director of Resources.

[PF] James Stewart, 11:00:53 AM

I have always wanted to do another race but got stuck

[PF] Doug, 11:01:11 AM

Then you're in the right place, @[PF] James Stewart

Today, we are going to walk through some of what it takes to create and develop a character for simming. We'll spend about 30-40 minutes on that and then we'll have about 10-20 minutes of open Q&A.

I want to be respectful of everyone's time, so we will wrap things up at about 10 'til so that you all have a chance to stretch, use the bathroom, grab a snack, etc. before the next session starts.

First thing's first... free resource coming at you!

[Download ProjectKhitomer_CharacterCreationWorkshop_SampleForm.docx](#)

If you open the document I just shared, you'll find a template for character creation. This is mostly a guide to help you bring together some of what you'll need to create and develop your characters.

Yuna [PF], 11:03:40 AM

I'd approve that character.

Marty, 11:03:48 AM

hehe

Yuna [PF], 11:03:52 AM

Wow. That's pretty decent.

[PF] Doug, 11:04:38 AM

As we get started here, let's take a moment to introduce ourselves. Tell us:

- your name (or the name you go by)
- your simming community
- the first thing you think of when starting a new character

[SB118] CSO Lt. German Galven, 11:05:01 AM

here's my recent work lol



[BF] Kai1701E, 11:05:17 AM

Kai, BF, and the first thing I think of is a character image. It helps to shape my entire character if I know what they look like.

(BF) Skoll, 11:05:24 AM

Skoll, a proud member of bravofleet and when creating a character I look for a face first.

[BF] RachH, 11:05:28 AM

👏 RachH, Bravo Fleet, and I think of their personality first.

[PF] Doug, 11:05:47 AM

My name is Doug. I'm a member of Pegasus Fleet. It depends on why I'm creating the character, but I usually start with a picture I saw or a core concept (i.e. personality/position).

Angel, 11:05:52 AM

I'm Angel; i prefer looking at their personality first. as for community, i'm here to learn

[PF] Ironjawa, 11:06:13 AM

Ironjawa, Pegasus Fleet, character's hook

Shatner's Hair, 11:06:25 AM

Hi, I'm Luke. I mostly write in OF.

I tend to think about the kind of character I want to build, whether that's the department, or what sort of person they'll be. Then I think about what drives someone into that career path and I try to expand out from there.

Yuna [PF], 11:06:26 AM

Yuna, aka 13 Troy, Executive Officer, SB 832, Pegasus Fleet.

I start by browsing avatar resources. There's a Twitter account called "faceclaim help" and scifiavatars.net. I get the department I'm looking for, and go looking for an appearance, because describing appearance is my hardest, without a reference picture or 5

[PF] James Stewart, 11:06:48 AM

James Stewart, Pegasus fleet I always go for the family history first

Teix, 11:06:48 AM(edited)

I'm Teix.

I'm with Bravo Fleet for 4 years now.

The first thing I think of with a new character is position. Beyond that, species and gender.

Chythar Skyfire, 11:07:10 AM

I'm Zephyr, currently simming for Chythar Skyfire, CMO of USS Montreal UFOP: Starbase 118. I usually go for physical description/avatars first.

[OF] Talla H'Rhar, 11:07:19 AM

Talla, obsidian fleet and th3 first thing I consider is species

[SB118] CSO Lt. German Galven, 11:07:21 AM

I'm German Galven. I'm a member of UFOP StarBase 118. With my first character I had a general idea what I wanted to do with him. Then through 7 months of character development I was able to expand more of a personality and background.

https://wiki.starbase118.net/wiki/index.php?title=German_Galven

[MFU]Col. Ellie Ijaan, 11:07:29 AM

Giangie, MFU, OF, BF and TFP. I write a variety of characters, usually image or personality

Wolf626, 11:07:44 AM(edited)

Wolf626

SARP

Why they do what they do.

[PF] Doug, 11:08:01 AM

One more minute to introduce yourself and tell us what you think of first when creating a new character...

[BF] aio, 11:08:15 AM

aio, Bravo Fleet, How to fit them into my collective universe.

Billy, 11:08:17 AM

My name is Will

I'm with Bravo Fleet

Simming since 04

First thing I think of when creating my character is family back ground

Yuna [PF], 11:08:59 AM

@[BF] aio do you try and have characters on different Sims tangentially related, too(ie; family, or survivors of a previous event)?

[STF] BusyBeaver, 11:09:00 AM

Linds from STF (Star-fleet) and I either am planning something around the position I intend them to be in or I'm figuring out something intriguing to build them up from.

[BF] greenfelt22, 11:09:07 AM

Green felt. Bravo Fleet. Position and image.

[SB118] CSO Lt. German Galven, 11:09:17 AM

First thing I thought of was family background and personality. Plus with added science and what baddie to choose. Got Klingons and the Borg

Chistery, 11:10:07 AM

@[PF] Doug If it's okay with you and people are interested, I have a 'blank character sheet' document that I'm happy to share and that I often give to applicants so they can organize their thoughts prior to applying.

[PF] Doug, 11:10:26 AM

A lot of great starting places people use to build new characters. It's exciting!

No matter where we choose to begin our character's journey, there are certain things we're always going to need to figure out. Having a good character biography form or character sheet is key.

[BF] aio, 11:10:33 AM

@Yuna [PF] I usually link them all through history. They maybe served on one ship together at some time, or they were in the same academy class. All my characters are basically equivalent to the different movies in the MCU. It's basically why I call it my ACU, aio's Collective Universe.

Yuna [PF], 11:10:36 AM

@Chistery THIS IS A FANTASTIC IDEA 👍

[PF] Doug, 11:10:39 AM

@Chistery Add it to the pile.

[SB118] CSO Lt. German Galven, 11:11:15 AM(edited)

Also it's good to leave it vague enough to develop character development throughout your journey. There were many things that I didn't expect from my character until it happened

Yuna [PF], 11:11:53 AM

@[BF] aio I see you are also a person of fine taste. high fives!

[OF] Talla H'Rhar, 11:11:56 AM

And keeping it up to date by adding to them as they develop 😊

Shatner's Hair, 11:11:59 AM

I've got something similar in that a bunch of characters served on the same ship previously, then others build around that

Chistery, 11:12:01 AM

I think this is blank. If it's not, feel free to delete any character specific info in there. It's not perfect, and some of the categories are on some sims and not others, but I think it covers a lot of common ground.

[Download BASIC_BLANK_CHARACTER_SHEET.docx](#)

[SB118] CSO Lt. German Galven, 11:12:11 AM

very true! @Talla

[BF] aio, 11:12:28 AM

@Yuna [PF] Might I PM you? I don't want to clog up the channel with other stuff I want to share lol

Yuna [PF], 11:12:34 AM

A+ @Chistery

[PF] Doug, 11:12:37 AM

Thanks, @Chistery ! You all are lucky today...two resources for the price of one!

[OF] Talla H'Rhar, 11:12:41 AM

Often if something significant happens, add it to the list

Yuna [PF], 11:12:46 AM

@[BF] aio absolutely!

Angel, 11:12:49 AM

@Chistery tyvm

Chistery, 11:12:54 AM

Everyone: yur welcome

[PF] James Stewart, 11:13:09 AM

one of my other chars had a crash and lost his arm

[SB118] CSO Lt. German Galven, 11:13:15 AM

yeah I have a sim archive of memorable moments

https://wiki.starbase118.net/wiki/index.php?title=German_Galven/Notable_Sims_Archive

[SB118] CSO Lt. German Galven, 11:13:43 AM

speaking of which I need to add more lol

Yuna [PF], 11:13:54 AM

I get confused by characters on Sims without a tragic background. Ngl. The dominion war/borg stuff is pretty fresh.

(BF) Skoll, 11:14:10 AM

I've got characters I have been developing for years... most of them are in my head. But when I am writing for a sim if something significant happens I'll add it to the bio. Its something I would expect players of mine to do, so their are no surprises when people meet the characters they play.

[PF] Doug, 11:14:15 AM

If everyone can open the document I shared at the beginning, just so that we're all looking at the same thing...

As those of you who were in the session on departments learned, not everything applies to every sim in every situation.

[OF] Talla H'Rhar, 11:14:16 AM

Not everyone has experienced tragedy though

Billy, 11:14:22 AM

Also another thing I look at when I do pick a species is I try not to limit them to what we see in cannon about that species

[PF] Doug, 11:14:55 AM

There are, however, a few key things you'll want to take note of (several of which people have already mentioned).

[SB118] CSO Lt. German Galven, 11:14:58 AM

German's family history is tragic. His sister was abducted by the Borg and he has been trying to find a way to get her back.

Among other things like his family being xenophobic towards Klingons since his great great grandfather was killed by a Klingon

Yuna [PF], 11:16:12 AM

. . . the dominion war shattered half the quadrant. I find it difficult to believe that they didn't know SOMEONE affected.

Liam, 11:16:45 AM

Well, we're not all in the same timeline.

[PF] Doug, 11:16:51 AM

project-khitomer.com

Species is important to consider because it can really affect your character, both in their physical abilities/health as well as their past experiences. Case-and-point: Bajorans (on the whole) suffered some pretty traumatic things as a species during the Cardassian Occupation. It's unlikely that you could have a Bajoran character who isn't at least somehow affected by that.

[SB118] CSO Lt. German Galven, 11:16:57 AM

What year is everyone in?

Yuna [PF], 11:17:13 AM

2019, I'm pretty sure. :P

(BF) Skoll, 11:17:15 AM

We are fourteen years on from the dominion war in BF so you have adults who were young enough to be protected from the horrors of the dominion war.

[SB118] CSO Lt. German Galven, 11:17:25 AM

thanks Yuna

118 is in the year 2396

Yuna [PF], 11:17:49 AM

. . . I'll just set that aside because no need to start fights.

[STF] BusyBeaver, 11:17:50 AM

We're in 2395, but we have an ENT era ship and a Kelvin ALt timeline ship

[PF] Doug, 11:17:52 AM

As @Liam pointed out, timing is also an important thing to consider. Along with that, I would also add timeline or universe (since some sims do operate in alternate timelines and/or universes).

[SB118] Groznin Smith, 11:17:55 AM

Were 2396 right Dane?

[SB118] CSO Lt. German Galven, 11:18:02 AM

yep!

[BF] aio, 11:18:04 AM

2389

[SB118] CSO Lt. German Galven, 11:18:31 AM

We're quite a few years after Voyager ended. Well we started in 94

[SB118] Groznin Smith, 11:18:42 AM

25 years baby!

Chythar Skyfire, 11:19:17 AM

I describe it as "post nemesis" @[SB118] CSO Lt. German Galven

[PF] Doug, 11:19:53 AM (edited)

A lot of our sims and/or communities are "Post-Nemesis" (i.e. after 2379), but I know some are not. Either way, it affects the experience of character creation.

[SB118] CSO Lt. German Galven, 11:19:59 AM

With the new Picard series it's going to be interesting what there. I believe it's set in 2398?

(BF) Skoll, 11:20:02 AM

My point is that unless your characters were on planets like Betazed and Bolarus... its quite possible that young officers (Not the old guard) would have missed much of the horrors of the Dominion war. Unless of course you are suggesting in a normal family you make kids watch war news.

Yuna [PF], 11:20:37 AM



Yuna [PF] Today at 9:17 AM

... I'll just set that aside because no need to start fights.

[SB118] Groznin Smith, 11:20:37 AM

Groznin was not Born during the dominion war

Chistery, 11:20:42 AM

the sims I XO: Valiant (2395/6), Revenant (2409), Stargate New Dawn (2019) and the BF sims I'm on are 2389 I think

Yuna [PF], 11:20:49 AM

Carrying on, yeah?

[SB118] Groznin Smith, 11:21:09 AM

How do you manage all of them @Chistery

Chistery, 11:21:24 AM

Well, I'm only XO of two and CO of one

[PF] Doug, 11:21:24 AM

Discussion Question: What has been people's experience coming up with age/rank for characters?

Chistery, 11:21:56 AM

Age/Rank/Education/Training/Experience is always hard for me to get applicants to understand.

[SB118] CSO Lt. German Galven, 11:21:59 AM

Right after the Academy, we start at ensigns

(BF) Skoll, 11:21:59 AM

It grates on my nerves something chronic when I read an app and someone assumes their rights.

Liam, 11:22:05 AM

I do 18 for enlisted, 22 for officer, 24-26 for a doctor as a general rule.

[PF] James Stewart, 11:22:13 AM

well i start my chars as ensign at 21

(BF) Skoll, 11:22:21 AM

Rank even

Billy, 11:22:23 AM

I usually will base my age on the rank of my character to give them more clearance as to why they reached that rank...and creates a deeper backstory in my opinion

[SB118] Groznin Smith, 11:22:31 AM

As an Ensign so usually early 20's

Chistery, 11:22:41 AM

Val and Rev start Dept Heads at Lieutenant.

[STF] BusyBeaver, 11:22:41 AM

I think it depends on background. I've had characters attend the Academy a bit later, rather than a fresh out of school recruit

[PF] Ironjawa, 11:22:43 AM

Given all the sim's I've played in recently have rank assigned by the CO it's not been possible to marry those things up

[STF] BusyBeaver, 11:23:06 AM

I've also tried to keep my med character doing a realistic training program

[SB118] Groznin Smith, 11:23:06 AM

All my characters will start off as ensigns unless it's a parent or child etc

Chythar Skyfire, 11:23:11 AM

I try to put my characters as close to the faceclaim's age as possible. If I can't, then I adapt it based on the events that are listed in our IC timeline.

Chistery, 11:23:17 AM

While I understand that there are super geniuses out there, I tend to avoid accepting them

[STF] BusyBeaver, 11:23:20 AM

it takes time to become a full doctor

[BF] TheeFlamehead, 11:23:42 AM

@[PF] Ironjawa made an excellent point. It's always good to, once a sketch is created, talk to the CO you intend the character to join

Yuna [PF], 11:23:45 AM

@[PF] Doug I usually presume they started Academy in the 17-19 range, and work from there. I usually ask COs if they have a "maximum rank for position I'm applying for", otherwise guessing a max of Lieutenant. Some characters may start Academy later, or earlier based on species. (Eea-Va-Redlilly was 490-something.)

[PF] Doug, 11:23:53 AM

Interesting. It sounds like most of us tend to follow the basic pattern of 18 (or equivalent) for enlisted and 22 (or equivalent) for officers with extra years tacked on for those going through the Medical Academy.

Shatner's Hair, 11:24:17 AM

I tend to try to find out what rank a CO is likely to be willing to assign before I write the bio. I'm fine with writing an ensign or lieutenant jg and I'm not precious about rank at all, but I want to be able to write that bio properly. I tend to write characters a little older, so I like to be able to account for age/rank.

Chistery, 11:24:20 AM

One of the issues with Physician characters is the difference between US and UK systems of medical education, and a fundamental misunderstanding of the time it takes to actually complete your training as a physician

[BF] RachH, 11:24:40 AM

I generally have 8 years education/experience for my Doctors, some start later in life, some earlier, but they all have 8 years, but I never know what rank they start off as. Some people say Ensign, some say they graduate as Lt. JG.

[SB118] Groznin Smith, 11:24:44 AM

My current characters are 15 (child) 23 (main character) 23 (PNPC ENSIGN) 22 (PNPC ENSIGN)

Chistery, 11:24:46 AM

And then we have players who think life ends at thirty

or 40

[PF] Doug, 11:25:05 AM

@Shatner's Hair : That is an excellent approach. Sometimes we make these amazing characters, only to find out the commanding officer isn't open to accepting them higher (or lower) than a certain rank.

Yuna [PF], 11:25:22 AM

@Chistery there are people who write characters who only have a 40 year life span, tho.

(BF) Skoll, 11:25:23 AM

Life does end at thirty who ever told you it doesn't was lying (Turns 37 in a couple of weeks)

Chistery, 11:25:28 AM

I'm 47 so I can assure that continues beyond both of those years.

Liam, 11:25:33 AM

I believe there's some flexibility in medical officer age since there are likely junior medical officers and senior/chief positions and it doesn't have to marry up perfectly with our current educational system.

[BF] Kai1701E, 11:25:39 AM

I always approach a CO before hand, to see what position they need most, if I will fit in and then discuss character ideas, including ranks

[SB118] Groznin Smith, 11:25:40 AM

I'm 18!

[PF] Doug, 11:25:50 AM(edited)

@Chistery : Also an excellent point, though we do have it pretty well-established as canon that Starfleet Medical Academy is 4 years beyond the usual 4 years for Starfleet Academy.

This means they come out of their training as Lieutenant JG instead of Ensigns.

Yuna [PF], 11:25:59 AM

I'm not as old as Skoll, but I feel old.

(BF) Skoll, 11:26:03 AM

A doctor is given the rank of LT JR GD upon graduation...

[BF] TheeFlamehead, 11:26:23 AM

@(BF) Skoll not always. Depends on the simm

[SB118] Groznin Smith, 11:26:29 AM(edited)

We don't do that.

(BF) Skoll, 11:26:30 AM

Because of the extra training time they partake in

Chistery, 11:26:39 AM

Yes, then a residency before being CMO, at which point they're full lieutenants and almost thirty

Yuna [PF], 11:26:56 AM

I've accepted that as loosely canon, too, @(BF) Skoll

[OF] Talla H'Rhar, 11:26:58 AM

As far as age/rank goes that also depends on the character. Did they enlist at age 18? Did they decide to join at a later age?

Chistery, 11:27:06 AM

I hate bios where someone "went to the academy and majored in medical" what does that even mean??

[SB118] Groznin Smith, 11:27:23 AM



(BF) Skoll, 11:27:23 AM

Bashir was ridiculously young and inexperienced in season 1 of DS9

Billy, 11:27:27 AM

For instance when I joined the Magellan I was a LT but given the rank of LT.CMDR...and what I did is I went back into my character's bio and modified it and the age to reflect it...that way when I write my character I can show that he has experience and time in his rank if that makes any sense

Yuna [PF], 11:27:50 AM

I wrote a character who didn't join Academy until he was 35. Chaplain who saw the horrors of the Dominion war, and "found a new calling" in the marines.

[OF] Talla H'Rhar, 11:27:52 AM

But Bashir is a different case

Billy, 11:28:01 AM

How so?

[PF] Doug, 11:28:02 AM

Something that might be helpful to everyone:

If you look at the document I shared with you all earlier, you'll notice a link in the note underneath the rank section. This will take you to a chart I've been using to help guide me in lining up those ranks and ages.

It's not perfect, though, since there are a lot of species whose lifespans are longer or shorter than humans. The ages in the chart are for human (or similarly aging) species.

[SB118] Groznin Smith, 11:28:09 AM

This is my characters academy transcript

https://wiki.starbase118.net/wiki/index.php?title=Groznin_Smith/Academy_Transcript

[TF] Kaede Kayano, 11:28:27 AM

Technically, if you're writing a Medical Officer, they should have attended Medical School before even looking at Starfleet Academy?

Thats what McCoy and Crusher did.

[PF] Doug, 11:29:15 AM(edited)

@[TF] Kaede Kayano : That is one option -OR- they could choose to attend the Starfleet Medical Academy which is a 4 year program that comes after the standard Starfleet Academy program, which is what Bashir did.

Billy, 11:29:33 AM

So question? If a specific species has a long life span like Vulcan's would it reasonable to show them as a lieutenant for fifteen years before being promoted?

[TF] Kaede Kayano, 11:30:05 AM

I'll use my CO Character as a reference for one route as Chief Medical Officer etc for those interested:
<http://yamato.sim-metry.net/index.php/personnel/character/1>

[PF] Doug, 11:30:14 AM

@Billy: That is a question that, honestly, I still struggle with. There aren't a lot of resources out there about how to handle longer-lived species with that sort of thing.

[SB118] Groznin Smith, 11:30:16 AM

Not sure on that one Billy

(BF) Skoll, 11:30:22 AM

Starfleet medical training is seven years which I believe is mentioned in canon.... which is about the amount of time it takes to train as a doctor unless I am missing something

[STF] BusyBeaver, 11:30:22 AM

Wouldn't rank progression depends entirely on service and not age?

What are they doing? How well do they do their jobs?

What positions open up that might lead them to a promotion?

[MFU]Col. Ellie Ijaan, 11:30:54 AM

Didn't Tuvok have like 2 careers or somethinh?

[OF] Talla H'Rhar, 11:30:57 AM

Rank is service based yes

[PF] Doug, 11:31:04 AM

@Billy : I would think it's definitely a possibility that they could linger a little longer at certain levels. Alternatively, they could progress farther and develop more along the way.

Shatner's Hair, 11:31:13 AM

Depends. They might be a scientist on a research project for years with less chance for progression

(BF) Skoll, 11:31:32 AM

He resigned after the Khitomer incident I believe as a science officer and returned to the service fifty years later

Shatner's Hair, 11:31:34 AM

Bear in mind that not everyone in a rank based structure actively goes for promotion

PD, 11:31:35 AM

Starfleet medical training is 4 years in the academy and then two years on Starfleet medical or as a resident. Typically it's as a resident and you do four 6months blocks in different areas to decide what area you'll major in

[STF] BusyBeaver, 11:31:58 AM

I think it also depends on their values? Are they ambitious and want to achieve the next level or do they not care so much?

Personality will drive that a lot

Yuna [PF], 11:32:11 AM

@BusyBeaver a good point. I write an SCE engineer whose cavalier attitude towards chains of command has kept them below Lt. Commander for almost a decade.

[SB118] Groznin Smith, 11:32:44 AM

Did he start off as an Ensign?

Billy, 11:32:45 AM

@Shatner's Hair That's a good observation that I did not take into account

Chistery, 11:32:52 AM

When I create any character, I do research. I look up what it takes to have that character's job (education, training, experience, etc) in RL and then translate that into Star Trek if that's what I'm simming in, or in the case of my SG sim, that stuff usually just works as is.

I then write a detailed, but not ridiculously long (if I can help it) bio in that Blank Character Sheet. Then if I like what I've got, I put it in the app form.

As a CO/XO, I don't need an applicant to verbally vomit all over their app, but I do like them to do more than just sneeze on it in passing. Clear, Concise, Well Written, Well Thought Out.

[PF] Doug, 11:32:54 AM

@BusyBeaver : It's a both/and in many situations, though as @Shatner's Hair points out, there are some mitigating factors.

Most systems currently used today are designed to keep people moving and advancing up the chain. Performance is a significant factor, but they also don't want people lingering too long at one level as that can create issues. The higher up you get (i.e. CO and admiralty), the more it will depend on position availability.

Yuna [PF], 11:34:04 AM

@[SB118] Groznin Smith she got promoted from ensign to Lieutenant Junior Grade and stewed there for 5 years. Was briefly a Lieutenant before an incident, and is now one again.

(BF) Skoll, 11:34:04 AM

No matter how good a player the player may be, if you play a character in a certain way, promotion no matter what your writing is like isn't going to happen. Your out of character stuff and your in character behaviour play a part in promotion so if your playing a jack ass who goes against the rules and regs, your not going to get very far.

[PF] Doug, 11:34:08 AM

Again, a good guideline for me as to roughly what a character's age might be compared to their rank has been this chart:

<https://thames.pegasusfleet.net/index.php/wiki/view/page/14>

[OF] Talla H'Rhar, 11:34:10 AM

I'll admit I never research a char. Either they pan out as I write them or they don't. Char writes itself

[SB118] Groznin Smith, 11:34:25 AM

We have a system in place where to be a CO you need to be the best of the best. For example I've been Lt Jg for around half a yearish I joined last January but for me that's cool

[OF] Talla H'Rhar, 11:34:36 AM

Writing a character simply for promotion is a bad starting point though

[SB118] Groznin Smith, 11:34:43 AM

Moving slow isn't always bad

Billy, 11:34:59 AM

Now question? Does a character have to take the Bridge Officer's exam in order to reach the rank of commander?

[STF] BusyBeaver, 11:35:21 AM

depends if they work on the bridge?

(BF) Skoll, 11:35:21 AM

It definitely is but certain types get promoted faster and that's because they are model officers, people who get written up aren't going to get the same effect

[STF] BusyBeaver, 11:35:47 AM

You could have a scientist who earns promotions for experimental work but isn't a bridge officer

[SB118] Groznin Smith, 11:36:14 AM

To reach commander with us you have to have been with the fleet for over a year. And do an exam I think

[PF] Doug, 11:36:24 AM

@Billy : It's not exactly clear from the show how that works. As @BusyBeaver pointed out, it does depend on whether or not they're working on the bridge (or seeking to move into command at some point). If you're a researcher or an engineer or something like that, you wouldn't necessarily need it.

[SB118] Groznin Smith, 11:36:25 AM

Don't hold me to that

(BF) Skoll, 11:36:33 AM

So when you are making a character you are making a decision on what kind of career path you want that character to go, is he forever going to be a Lt... or is he one day going to be an admiral.

Yuna [PF], 11:36:37 AM

@Billy most characters over the rank of Lieutenant are expected to take officer courses for promotion, in the event of an emergency, should they need to take command, or so I've been lead to believe.

[SB118] Groznin Smith, 11:36:47 AM

No way of knowing Skoll

Chistery, 11:37:02 AM

well, see, to me Character Bios are the Ambassadors for your sim. A potential player is (if they're like me or others I know) will look at the bios to determine what kind of people they'll be writing with. Those bios indicate what kind of standards the CO has set, the kind of attention he/she pays, what kind of writers/storytellers/roleplayers the potential recruit will be writing with. So bios need to represent my sims in their best light.

[SB118] Groznin Smith, 11:37:05 AM

Let what happens happen. In the words of the Beatles. Let it be

[STF] BusyBeaver, 11:37:23 AM

Also, IC vs OOC ranks for us are two different things. Your character rank can never be higher than you club rank.

Shatner's Hair, 11:37:33 AM

Trying too hard to write a promotable character often means they're not that interesting, which isn't fun for that player on the ones around them. I think rank can an obstacle to good writing

Billy, 11:37:45 AM

Okay that makes sense,

[PF] Doug, 11:37:50 AM(edited)

I'm hearing a few people mention that rank where they are is more often tied to a player and their real-world performance/time served. How many of you find that to be the case?

[OF] Talla H'Rhar, 11:37:55 AM

In my experience...I could decide on a career path for my char all I please but if my character has a different idea my plan doesn't fly

Yuna [PF], 11:38:27 AM

@Shatner's Hair first off, fantastic username. Secondly, this is legit why I like writing characters who frequently get in to issues, intentional or not.

(BF) Skoll, 11:38:38 AM

I don't write for promotions I write to have fun I was explaining the thought process I would be looking at if someone was writing to an exceptional level and may be in line with a promotion.

[STF] BusyBeaver, 11:38:45 AM

It's a toss up for me. I'm high ranking OOC because of club service, but I have plenty of junior officer characters who are lower ranking and won't promote quickly for one reason or another

Billy, 11:38:47 AM

when I was in ACTD it took 3 years for me to become a CO and Capt...

[SB118] Groznin Smith, 11:38:57 AM

No for 118 Rank is very much based on how you do in character (till the later stages when you may become an admiral etc) if you do well and sim your department correctly you'll get promoted. Would you say that's right @[SB118] CSO Lt. German Galven

(BF) Skoll, 11:39:12 AM

I'm also someone who writes more outside of bravofleet than I do in it... where rank has zero meaning mainly because it doesn't apply to the games I play.

[PF] Doug, 11:39:23 AM

I want to be respectful of people's time, so we are going to move into the Q&A portion, which seems to have started already...

Marty, 11:39:32 AM

What about characters you wanted to have entered to academy late in life late 20s early 30s as a character gimmik?

[OF] Talla H'Rhar, 11:39:42 AM

The only time I'll argue for my character rank is if he's been around a long time and earned it through play and I transfer my char

[SB118] Groznin Smith, 11:39:53 AM

That's fine. Just make sure you have believable reasons @Marty

(BF) Skoll, 11:39:58 AM

I am sure there is a mature student faculty in the academy especially in times of war

[OF] Talla H'Rhar, 11:40:01 AM

I have one @Marty

Marty, 11:40:03 AM

personal choice?

[PF] Doug, 11:40:24 AM

Any questions about characters or character creation (beyond character rank) that people would like to lift up?

[OF] Talla H'Rhar, 11:40:24 AM

Was a doctor for decades before joining Starfleet

[STF] BusyBeaver, 11:40:26 AM

I think late entry can be a great thing if you have a character background that supports it and you're willing to write a character with that life experience

[SB118] Groznin Smith, 11:40:37 AM

True or you could make it more interesting perhaps they were enlisted but then decided later on they wanted to become a full Officer

Yuna [PF], 11:40:40 AM

@Marty I've done that before. It's quite fun.

Billy, 11:41:04 AM

Yes...how do you create a character when it comes to out of the ordinary combinations of two different species

[OF] Talla H'Rhar, 11:41:10 AM

I also have one who first joined the academy, then decided he preferred to learn on the job

Marty, 11:41:14 AM

Not every character has to conform to age standards of starfleet academy like a flock of sheep

[SB118] Groznin Smith, 11:41:21 AM

Ah! I'm a hybrid. Can I help with that Billy?

Yuna [PF], 11:41:27 AM

@Billy by hoping and praying the avatar gods help me

[STF] BusyBeaver, 11:41:28 AM

Mixed species characters can be great fun

[OF] Talla H'Rhar, 11:41:33 AM

Yup

Billy, 11:41:34 AM

LOL

Marty, 11:41:40 AM

Nog entered early I think

[STF] BusyBeaver, 11:41:41 AM

I love writing them and have several

[PF] Doug, 11:41:43 AM

@Billy : Could you say more about that? What do you mean by "out-of-the-ordinary combinations"?

(BF) Skoll, 11:42:00 AM

Nog entered on time he was pushed through training quickly because of the war

Yuna [PF], 11:42:07 AM

Throw this one out there. Klingon/Andorian

Billy, 11:42:09 AM

For instance...years ago I remember seeing a character that was Half Cardassian and Half Romulan

Marty, 11:42:21 AM

Nog had to take the preentrance exam though

Chythar Skyfire, 11:42:26 AM

A buddy of mine was talking about trying a Klingon Ferengi once.

Yuna [PF], 11:42:30 AM

Which im pretty sure is chemically improbable given blood type differences

[SB118] Groznin Smith, 11:42:33 AM

I'm a 3/4 Human 1/4 Denobulan. I take aspects of Denobulan culture and merge that in with my characters human heritage too make a interesting mix. For instance he is proud of his denobulan background but doesn't have some features Denobulans have.

[STF] BusyBeaver, 11:42:38 AM

Background story becomes really important in a situation like that @Billy

(BF) Skoll, 11:42:42 AM

Given the reproductive problems of Andorians I doubt that would be feasible.

Marty, 11:43:08 AM

there's 2 schools of thought on Andorian reproduction

[SB118] Groznin Smith, 11:43:12 AM

Here's my wiki if anyone wants a ponder on my characters back ground

https://wiki.starbase118.net/wiki/index.php?title=Groznin_Smith

Yuna [PF], 11:43:22 AM

Thus, my comment. XD

I still need to find a place for my tellarite death metal band, "Bacon."

Marty, 11:43:31 AM

LOL

[PF] Doug, 11:43:33 AM

@Billy : Well, there are different schools of thought on that. On the one hand, there is a certain limitation to what combinations of DNA can feasibly be brought together. On the other hand, medical science is fairly advanced.

One important thing to remember is that there is strong evidence in canon to suggest that, while Humans and Vulcans can procreate, they required medical assistance to do so.

[OF] Talla H'Rhar, 11:43:37 AM

My andorian PC has a bajoran/andoria. Hybrid daughter

Billy, 11:44:03 AM

Ahhhh I didn't think of that

Shatner's Hair, 11:44:25 AM

Andorians can be massively complicated, depending on what part of canon/secondary canon you go with

[PF] Doug, 11:44:29 AM

@Billy : As with anything we do, it comes down to "what's the purpose?" and "how does this enhance the simming experience/story?"

[BF] Kai1701E, 11:44:34 AM

I notice fewer people these days write truly extensive character histories. How long is too long in your opinions?

[SB118] Groznin Smith, 11:44:44 AM

Some hybrids are silly. Xindi insectoid Klingon ain't gunna work buster. But species that are similar. Bajoran x Human for example will

[OF] Talla H'Rhar, 11:44:49 AM

There is no such thing as too long

Depending on how well developed/played

(BF) Skoll, 11:45:22 AM

Depends on my mood how much I write, I wrote a hell of a lot more for an explosives expert than I did for my chief of security.

[OF] Talla H'Rhar, 11:45:24 AM

A long existing character is more likely to have an extensive bio than a fairly new one

Yuna [PF], 11:45:40 AM

@[BF] Kai1701E no such thing as too long

[SB118] Groznin Smith, 11:45:56 AM

My wiki is really long but that's just because I enjoy writing it up

[NDF] Cael Maz, 11:45:57 AM

I honestly think that the longer the history, the more the player understands the character they are playing. I have always supported longer backgrounds even though I am hardly capable of thinking in such greater detail myself.

[PF] Doug, 11:46:03 AM

@[BF] Kai1701E : I think it really depends on the commanding officer. What I've found when writing for myself is that I am more satisfied when I create a character history that shows how the character developed as a person, rather than just being an account of all the markers along the journey (i.e. service record).

(BF) Skoll, 11:46:17 AM

Oh their is definitely such a thing as to long, if you are just going round in circles.

Shatner's Hair, 11:46:22 AM

A character bio should inform other players of the important stuff and give ideas how they'll interact. I've seen some that are epic to the point where it's hard to read.

[SB118] Groznin Smith, 11:46:32 AM

Like if you read my wiki you'd see my characters background is really complicated but let's people know about him

[PF] Ironjawa, 11:46:47 AM

For me it depends on how out of the ordinary the character is and if I'm needing to justify things not fully explained in canon

[PF] Doug, 11:47:08 AM

In the case of longer character bios, it can be helpful to include headings so that people can more easily navigate it and know what they're looking at.

Billy, 11:47:17 AM

AGREED!

[SB118] Groznin Smith, 11:47:17 AM

If you can't guess I'm hinting you should read my wiki 😊😊

Yuna [PF], 11:47:34 AM

Allow me to amend. There is no such thing as too long, so long as the information is of use, or interesting, to the character.

[SB118] Groznin Smith, 11:47:34 AM

I have headings on my wiki 😊😊

[PF] Doug, 11:47:39 AM

Three minutes left before break time.

[STF] BusyBeaver, 11:47:42 AM

I often have a deeper character history/details then I will always post.

(BF) Skoll, 11:47:44 AM

As a co I couldn't give two hoots how long your bio is, as long as its interesting and it all makes sense. I'll take new players and old hands. What i'd expect from someone who has been doing this for two decades and someone who has been doing this for a year is entirely different.

[OF] Talla H'Rhar, 11:47:47 AM

Nova has a heading "general information"

[STF] BusyBeaver, 11:47:57 AM

I like some things to be allowed to be expressed through the RP

Shatner's Hair, 11:48:01 AM

Some players will bang out a massive, detailed history right off the bat, but others tend to build the history as they write the character, so it's good to bear that in mind

[SB118] Groznin Smith, 11:48:31 AM

This is the bio bit if my characters wiki



Before joining Starfleet

Born in London, England too StarFleet officers Raymond & Frexal Smith, Groznin a 3/4 human 1/4 denoublan never really fit in. He grew up moving from planet to planet as his parents got re assigned but spent most of his adolescence on DS9. While on DS9 he grew to know A Klingon Family well especially Upex son of T'Kula. He gained Upex's trust and entered a blood oath to protect Upex's son if anything was ever to happen to him and his wife. Sadly this became a reality, The rival Klingon House Of Morik killed Upex and his wife Apoll while they were travelling back to DS9 after a diplomatic mission for the federation.

Groznin's parents didn't like the fact that he had agreed to take Jang in, harbouring a deep-seated distrust and dislike of Klingons, after they lost close friends during the Klingon-Federation War of 2372-2373. Seeing their son's embrace of Klingon culture through the Blood Oath as a betrayal of their friends' sacrifice and memories, they disowned him. Despite this, Groznin held true, knowing that his friend Upex was respectable and honourable, such as many aboard DS9 thought of General Martok.

Groznin fulfilled his blood oath by adopting Jang, they moved back to earth, and lived with Groznins Denobulan great-grandparents. They realised what this meant to Groznin and what a blood oath meant, they wanted to help Groznin fulfil this oath he had took part in. Jang was enrolled in the Klingon school of honour on earth so he could still learn the ways of a Klingon as his parents would have wanted so when he's old enough if he wishes he can join the KDF or StarFleet such as his adoptive father.

Billy, 11:48:31 AM

When I write out my bio...I'll write (Starfleet Academy: 2367-2370) and then if war happens I'll write (Klingon Federation war) and then write the bio under that...to keep everything from clashing together

[SB118] Groznin Smith, 11:48:59 AM

After that it goes into what he's done in starfleet

[PF] Doug, 11:49:07 AM

@BusyBeaver & @Ensign Chloe Waters (ND, SB118) : Both good points. I would agree the bio should not be so long and detailed so as to make it difficult or impossible to develop the character in our writing.

One minute left before break time.

Shatner's Hair, 11:49:44 AM

@[SB118] Groznin Smith hate to be that guy, but there's a typo in your first sentence

Ensign Chloe Waters (ND, SB118), 11:50:01 AM

?

[SB118] Groznin Smith, 11:50:03 AM

Which bit 😂😂

Oh hey Chloe. I'm showing them my Wiki

[PF] Doug, 11:50:21 AM

Whatever we do with our characters, it's important to remember why we're here in the first place.

Each of our sims and our communities may articulate the reason differently or put the emphasis in a different place, but I suspect it comes down to this: we want to have fun creating and telling stories with other people in a universe we've come to love.

Making that happen should be the guiding principle.

Shatner's Hair, 11:50:22 AM

Should be to not too

Yuna [PF], 11:50:28 AM

Dont be that guy if you can read it, and still understand. Some people have writing/learning concerns.

[SB118] Groznin Smith, 11:50:29 AM

I'll change that later

(BF) Skoll, 11:50:33 AM

If you are going to nit pick on simple spelling mistakes hitting the wrong key.... then you likely don't have the patients for starter players and should state that in your advertising.

[PF] Doug, 11:50:45 AM

Break time officially begins now. Thank you all for coming and participating in the workshop.

Billy, 11:50:50 AM

YAY

Yuna [PF], 11:50:54 AM

@(BF) Skoll 🙌

Billy, 11:51:02 AM

this was awesome

(BF) Skoll, 11:51:12 AM

A lot of non fleet games state quite clearly whether they are for beginners or an intermediate or advanced site.

[SB118] Groznin Smith, 11:51:16 AM

Anyone else got a wiki page?

Yuna [PF], 11:51:16 AM

@[PF] Doug thanks again ❤️

[STF] BusyBeaver, 11:51:44 AM

Good chat everyone 😊

Ensign Chloe Waters (ND, SB118), 11:51:59 AM

https://wiki.starbase118.net/wiki/index.php?title=Chloe_Waters

[SB118] Groznin Smith, 11:52:11 AM

I know yours Chloe 😊

Ensign Chloe Waters (ND, SB118), 11:52:49 AM



[SB118] Groznin Smith, 11:52:53 AM

Meow

[OF] Talla H'Rhar, 11:52:59 AM

Does Nova count?

[BF] greenfelt22, 11:53:00 AM

Here's mine: https://www.ussblackhawk.com/lcars/index.php?title=Harvey_Geisler

[BF] Kai1701E, 11:53:03 AM

<http://uss-nogura.com/nova/index.php/personnel/character/87>

[SB118] Groznin Smith, 11:53:06 AM

Yeah! Send them all

I'll throw mine in too again

https://wiki.starbase118.net/wiki/index.php?title=Groznin_Smith

[BF] Kai1701E, 11:53:46 AM

I always remember the rule I have: My bio is for me. If it doesn't fit or conform to others, that's their problem (unless the CO has an issue)

[OF] Talla H'Rhar, 11:54:01 AM

<https://uss-sarek.net/index.php/personnel/character/144>

Billy, 11:54:17 AM

here is mine

<https://www.uss-magellan.com/index.php/personnel/character/18>

[OF] Talla H'Rhar, 11:54:35 AM

That's my primary. I have loads of noocs who are just as developed

Npcs

[SB118] Groznin Smith, 11:54:49 AM

If I'd have known about this I would've put forward to do a wiki forum

I have PNPCs too.

They all look excellent!

(BF) Skoll, 11:55:16 AM

The thing I've had to adjust to in BF again is when I am writing on my site a bio I use a free form app and I write first person in whatever style I wish, bravofleet requires for the most part people write in the third person. Kicking that habit has been a pain in the butt when writing a character in an application

[OF] Talla H'Rhar, 11:55:46 AM

I think most fleets do third person/narrative writing

[SB118] Groznin Smith, 11:55:57 AM

These are my other PNPCs

https://wiki.starbase118.net/wiki/index.php?title=Jang,_Son_of_Upex

https://wiki.starbase118.net/wiki/index.php?title=Nova_O%27Rien

[OF] Talla H'Rhar, 11:55:58 AM

Past tense too

Chistery, 11:56:09 AM

I totally agree that your character's bio is for you when you write it, but when you apply with it, as CO/XO, I have to decide if it fits with the sim's make up and direction.

At least on New Dawn, we have a clear stated policy:

14. Membership in the Stargate: New Dawn sim is AT WILL. That means that you are free to apply, the CO is free to accept or reject your application, you are free to stay or leave as you please. Coming back is a little more complicated, but if we parted on good terms, something may be able to be worked out. THIS PART IS IMPORTANT: the CO is free to decide that things are not working out and bid you farewell. The CO will make every effort to do so respectfully and politely. He will do his best to be fair, and where appropriate attempt to work things out with you, but he will not allow players who create a toxic environment to remain on the sim while they rack up "strikes", and if he decides that the sim's relationship with you is just not working out, he's not going to waste your time, his time, or the crew's time.

(BF) Skoll, 11:56:46 AM

No I mean application. A lot of non trek games and nova games use free form apps... to allow players to express their character in any medium they wish... in game once live third person is a must so everything makes sense

Chistery, 11:57:28 AM

So in other words, please have fun creating a bio, but ultimately its my decision whether or not to accept it.

[SB118] Groznin Smith, 11:57:38 AM

We write in 3rd person in 118

Shatner's Hair, 11:57:52 AM

I've seen people use personal log entries to express first person perspectives. It's not for me, but it can work well for some

[BF] aio, 11:58:05 AM

2 Minute Warning. Please move any discussion from the current workshop to #workshop-overflow

(BF) Skoll, 11:58:23 AM

A free form app is viewed the same way as any app submitted via NOVA.... we require a two person approval on Flames of Hope

[SB118] Groznin Smith, 11:58:29 AM

If anyone wanted to talk to me about wikis send me a message

Be happy to help 🍷

(BF) Skoll, 11:58:59 AM

This next workshop is going to be fun

[OF] Talla H'Rhar, 11:59:09 AM

Haha

Chistery, 11:59:20 AM

And that I will make that decision based on the quality of the bio + my assessment of whether the character will fit into the sim. Sometimes a really good bio is from a character who just doesn't fit the sim. I try to work it out, but if I can't, I politely thank the applicant for their time and say "we've decided to go in a different direction"

[OF] Talla H'Rhar, 11:59:21 AM

[PF] Ironjawa, 11:59:06 AM

PF is 3rd person past, which I find difficult having come off 8 years in a 3rd person present tense.

Shatner's Hair, 12:00:28 PM

It's hard to adapt to a change like that. I tried present once and could not do it. I had to think too much about perspectives and it threw me entirely

[PF] Zerine Rolfe, 12:00:29 PM

I do have to go through and correct tenses occasionally, yes.

[PF] Ironjawa, 12:05:38 PM

I end up falling back into old patterns if I'm rushing out a tag

Shatner's Hair, 12:08:33 PM

Really easy to do.