



**WORKSHOP**

**“How to Play Disabled Characters”**

**HOSTED BY**

**[OF] Talla H'Rhar (Obsidian Fleet)**

**TIME**

**6pm GMT**

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

**[SB118] Groznin Smith, 11:59:38 AM**

Yeah. Being disabled IRL myself so I can help

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

Feel free

**[SB118] Groznin Smith, 12:00:04 PM**

Sweet

**Chistery, 12:00:27 PM**

I just accepted (with the CO's consent) a really good app for a disabled character on the Revenant! Really well thought out and unique.

**(BF) Skoll, 12:00:30 PM**

I play disabled characters... not in star trek but I do.

**[SB118] Groznin Smith, 12:00:40 PM**

nods

**[OF] Talla H'Rhar, 12:00:48 PM**

Hello and welcome to the disabled character workshop. Please excuse typos as my phone occasionally decides to switch language as I type fast

**[SB118] Groznin Smith, 12:00:57 PM**

Haha. That's cool

**(BF) Skoll, 12:00:58 PM**

lol

**[OF] Talla H'Rhar, 12:01:32 PM**

This workshop is to tell you a little about disabled characters, what to keep in mind and to answer questions

**[SB118] Groznin Smith, 12:01:47 PM**

Can I ask that we keep this a safe place. And if anything is said it isn't taken from here and people respect when people talk about disabilities. It's a sensitive subject and all that.

**[BF] BlackWolf, 12:01:52 PM**

== ^ == ^ == ^ == EVENT: HOW TO PLAY DISABLED CHARACTERS == ^ == ^ == ^ ==

**[OF] Talla H'Rhar, 12:01:57 PM**

Of course

That is a given

**Mecha meme, 12:02:27 PM**

This is an interesting subject to talk about, especially given how many kinds of disabilities there are

**[OF] Talla H'Rhar, 12:02:28 PM**

I am partially deaf on one side in real life.

**[SB118] Groznin Smith, 12:02:49 PM**

I am Part time wheelchair user. With other varied problems

**[OF] Talla H'Rhar, 12:03:07 PM**

I realize that in star trek, the first question you might get is "why didn't he get it fixed" so you have to consider why they didnt

**Chythar Skyfire, 12:03:18 PM**

i have gaping holes in my memory caused by brain damage via truck accident.

**(BF) Skoll, 12:03:23 PM**

Living with and looking after my father who has COPD want nightmares go look it up if you are a smoker may just be what you need to quit

**[OF] Talla H'Rhar, 12:03:54 PM**

I do ask that we try to keep this to the character and not real life disability discussion of possible

**[SB118] Groznin Smith, 12:03:59 PM**

Indeed

I may refer to real life situations though to help those.

**Mecha meme, 12:04:26 PM**

I think a lot of us have experience with disabilities, and putting that onto characters might make it easier for us to identify with them, which is why we do it sometimes

**[OF] Talla H'Rhar, 12:04:34 PM**

True

**[BF] BlackWolf, 12:04:34 PM**

That is a very good question @Talla as I made my character, whom lost her speech, I really had to consider the how factor. And I used the element of torture in her intelligence history to build and get her to use sign language as her foundation to actually speak.

**[SB118] Groznin Smith, 12:04:52 PM**

That's quite interesting

**[OF] Talla H'Rhar, 12:04:57 PM**

I have a deaf character who chose to stay that way because he feels it defines who he is

**Mecha meme, 12:04:59 PM**

Of course, in super advanced societies, why it wasn't fixed is the dominant question to be sure

**(BF) Skoll, 12:05:15 PM**

I actually think that real life living with disabilities and learning to live with people who have them make you a better writer when you come to writing for disabled characters, you understand the limitations your character is likely to have. That being said however what ever ailment or injury you are giving your character research is a must.

**Marty, 12:05:16 PM**

considering Gene Therapy and medical technologies of the Star Trek universe, I think it's great to have not so perfect characters. Even healthy ones turn disabled during a mission realistic.

**[OF] Talla H'Rhar, 12:05:42 PM**

It is very easy to forget them though, it's a pitfall in writing

**[SB118] Groznin Smith, 12:05:51 PM**

They may have become disabled such as general Martok. He chose to keep only one eye to show a battle scar

**[BF] BlackWolf, 12:06:02 PM**

Yes, the sign languages gets picked up by her modified combadge that translate her sign languages into actual words. So the famous "talking sign" is replaced by [computer sign] @[SB118] Groznin Smith

**(BF) Skoll, 12:06:08 PM**

Damn Klingons

**[OF] Talla H'Rhar, 12:06:11 PM**

Yes but that fits the character design as a klingon

**[SB118] Groznin Smith, 12:06:19 PM**

True

**Marty, 12:06:29 PM**

it's still a disadvantage

**[OF] Talla H'Rhar, 12:06:39 PM**

True that.

But how do you avoid the pitfalls?

**Chythar Skyfire, 12:07:14 PM**

had multiple characters get blown up, thus resulting in hearing loss. All of them have received EARS implants [http://wiki.starbase118.net/wiki/index.php?title=External\\_Auditory\\_Receptor\\_System](http://wiki.starbase118.net/wiki/index.php?title=External_Auditory_Receptor_System). One character developed myopia after a strange drug made him have issues with his vision and opted for surgery.

**[OF] Talla H'Rhar, 12:07:22 PM**

Like responding to a commcall whendeaf, or running off when limped

**Marty, 12:07:28 PM**

but makes the glory of winning much sweeter by showing the disadvantaged can still live normally

**(BF) Skoll, 12:07:39 PM**

I think characters like Geordie show that the future has done nothing to irradiate problems such as blindness and the like... so its fair to say that things like that and probably the joys of cancer are still floating about.

**[OF] Talla H'Rhar, 12:08:03 PM**

There are still terminal illnesses

Those can disable a character too, and consider not all disabilities are physical

**(BF) Skoll, 12:08:40 PM**

You have disabled characters then you have characters with life limiting illnesses and or injuries

**[OF] Talla H'Rhar, 12:08:46 PM**

There is still PTSS

**Mecha meme, 12:08:46 PM**

It's really hard to just fix autism

In fact, you can't really do that without messing with a person's personality

**[OF] Talla H'Rhar, 12:09:15 PM**

For example @Mecha meme

**[SB118] Groznin Smith, 12:09:25 PM**

Indeed. I myself have ASD and have taken a few aspects of that and given it to my character. He doesn't have autism but has one or two tendencies

**Chythar Skyfire, 12:09:56 PM**

I have at least one character who is autistic; because it's hard for me to remove those traits from my characters.

**[OF] Talla H'Rhar, 12:09:59 PM**

I do think that all characters we write are in some form an extension of ourselves

**[SB118] Groznin Smith, 12:10:08 PM**

Agreed

There's so much of myself in Groznin

**Marty, 12:10:27 PM**

or what we want to be

**[SB118] Groznin Smith, 12:10:33 PM**

That too

**[OF] Talla H'Rhar, 12:10:48 PM**

We must be able to identify with them, so why not a character with a disability. It makes it easier for a reader to view them as real

**[SB118] Groznin Smith, 12:11:02 PM**

I can agree with that

**[BF] BlackWolf, 12:11:10 PM**

Also a bit of a side step from the general disability, is species disabilities specifically. I believe it was Enterprise or Deep Space 9. But there was a species that had issues with the gravity being abnormally heavy for her. She had to walk on adapted mechanical support

**Mecha meme, 12:11:11 PM**

I think that's why we do it

**[OF] Talla H'Rhar, 12:11:17 PM**

But I posed a question...how do you avoid pitfalls?

**[OF] Talla H'Rhar, 12:11:51 PM**

And adjust life for them?

**(BF) Skoll, 12:12:01 PM**

Has a couple of hundred personalities and histories running around my head of past characters.

**[SB118] Groznin Smith, 12:12:14 PM**

I think you can't. You have to write it into the character. If they're running from a Borg say. Have them struggling. How they're feeling and pour emotion into that scene. Then you'll have a great bit of writing

**(BF) Skoll, 12:12:35 PM**

So yes a lot of characters of mine come from within my writing psyche.

**[OF] Talla H'Rhar, 12:13:08 PM**

Well a deaf person you can make adjustments for, for example. I gave mine an interpreter, and vibration alerts because he won't respond to acoustic

**[OF] Talla H'Rhar, 12:13:21 PM**

That kind of adjustment

**[SB118] Groznin Smith, 12:13:41 PM**

One character in the ship I serve on lost her arm so she now has a mechanical one

**(BF) Skoll, 12:13:52 PM**

Want to annoy a deaf person nervously tap your foot on the floor near them... after a while they are going to ask you why you need to tap.

**[OF] Talla H'Rhar, 12:14:42 PM**

But he would not hear the tap, you'd have to explain how he is annoyed by it

For a reader to understand

**[MFU]Col. Ellie Ijaan, 12:14:55 PM**

So if a character got disabled during an accident, but get like prosthetics, would they leave the ship or taken off duty to adjust? Like Worf and Nog?

**(BF) Skoll, 12:14:58 PM**

I think something like that has to be played out in game Groznin if you are going to disable a character in game aka make them lose an arm, then that's a recovery rate of months to learn how to use a prosthetic for instance.

**[SB118] Groznin Smith, 12:15:14 PM**

They did that

**[OF] Talla H'Rhar, 12:15:23 PM**

I think that is up to the character. And the severity of the injury and how they cope with it

**Ahrijast2/23/2019, 12:15:47 PM**

I play disabled characters quite a bit, and I've run into one thing a lot, and it's that a lot of people will immediately try to 'fix' your character, what is your suggestions on how to address this both IC and OOC?

**[SB118] Groznin Smith, 12:16:22 PM**

In character explain to the other character you don't want to be "fixed" or send them a message OOC saying you don't want it

**[OF] Talla H'Rhar, 12:16:25 PM**

Icily that can be played out. The character can explain why, or together you can develop on why he didn't get it done

**(BF) Skoll, 12:16:45 PM**

I think a lot of people do that in real life... oh your deaf "If I SHOUT CAN YOU HEAR ME NOW"

**[OF] Talla H'Rhar, 12:16:54 PM**

And oocly you can ask them to stop trying to fix your character if they persist even if icily it so explained

**Ahrijast2/23/2019, 12:17:33 PM**

One big issue I've run into is that a lot of settings have such high tech or magic that there really isn't much room to have a character that's disabled without it being a literal choice by the character, which pretty heavily limits their personality among other things.

**[OF] Talla H'Rhar, 12:18:12 PM**

I believe that also depends on the writer. Will they be swayed or will they fit their character in as he is

And can he get others to accept him as he is

That is a challenge

**[STF] BusyBeaver, 12:19:41 PM**

I think there's an element of needing to make appropriate choices when character designing about what issues your character deals with. They have to make sense in the context of the Universe you're RPing in. Which was already touched on earlier.

**[SB118] Groznin Smith, 12:19:50 PM**

At the end of the day it's the writer's choice. If they want to have their character be blind or use a wheelchair. Let them. It let's for more interesting character development on all sides. Perhaps someone else's character becomes your helper. Such a close friend you tell them how it happened. Perhaps someone doesn't like you for it Because you get more attention.

**[OF] Talla H'Rhar, 12:20:31 PM**

Both Ic and ooc yes

But that's an angle that may develop naturally too

**[SB118] Groznin Smith, 12:20:59 PM**

Exactly. Things should happen naturally

**[OF] Talla H'Rhar, 12:21:07 PM**

Definitely.

**[SB118] Groznin Smith, 12:21:11 PM**

It's not fun if it's forced.

**[OF] Talla H'Rhar, 12:21:46 PM**

Oryou start with an NPC helper and along the way a friendship with another pic is formed and the helper function transitions

**[SB118] Groznin Smith, 12:21:57 PM**

That works too!

**[OF] Talla H'Rhar, 12:22:03 PM**

Pc (autocorrect sorry)

**[MFU]Col. Ellie Ijaan, 12:22:43 PM**



Anyone familiar with the Service dogs? I currently have a writer on my sims that has a character with service dogs. The other writers seem alright with it but what if I get an applicant that seems to have a problem with it?

**[SB118] Groznin Smith, 12:23:08 PM**

They'll need to deal with it in short

The dog is a member of the crew already along with you.

**[OF] Talla H'Rhar, 12:23:31 PM**

Yes. I know someone who has his character use one because of ptsd. Iirc the dog chose the character too

**[SB118] Groznin Smith, 12:23:48 PM**

I don't get rid of my son in game because Ensign Newbie doesn't like him

Works the same with. Service animal

**[OF] Talla H'Rhar, 12:24:04 PM**

If an applicant has an issue then they may not be a good fit for your simm

**[SB118] Groznin Smith, 12:24:13 PM**

Exactly

**[OF] Talla H'Rhar, 12:24:28 PM**

Or they learn to deal with it

**[MFU]Col. Ellie Ijaan, 12:24:31 PM**

That's true, should I be telling upfront there is a character with service dogs?

**[SB118] Groznin Smith, 12:24:34 PM**

That too.

**[OF] Talla H'Rhar, 12:24:40 PM**

No

**[SB118] Groznin Smith, 12:24:46 PM**

I don't think so.

**[OF] Talla H'Rhar, 12:24:52 PM**

Why should you

**[MFU]Col. Ellie Ijaan, 12:24:58 PM**

True

**Ensign Chloe Waters (ND, SB118), 12:25:09 PM**



**[SB118] Groznin Smith, 12:25:13 PM**

Chloe!

**[OF] Talla H'Rhar, 12:25:17 PM**

It's your simm your rules

**[MFU]Col. Ellie Ijaan, 12:25:18 PM(edited)**

I just want to be certain, I am very open About out it

**[SB118] Groznin Smith, 12:25:31 PM**

You're perfect for this. You have a device dog in sim right?

**[SB118] Pholin Duyzer, 12:25:43 PM**

Chloe and Groz! There you are!

**[OF] Talla H'Rhar, 12:25:48 PM**

If someone has an issue...do talk to them about it and see why it is an issue

**Ensign Chloe Waters (ND, SB118), 12:25:52 PM**

Hello everyone.. Sorry I'm late

**[SB118] Groznin Smith, 12:25:53 PM**

Hey Pholin

**[OF] Talla H'Rhar, 12:26:01 PM(edited)**

Perhaps there are prejudices that can be cleared up

Welcome. No such thing as late here

**[MFU]Col. Ellie Ijaan, 12:26:13 PM**

Good point

I personally have nothing against service dog, and haven't come across it

**[OF] Talla H'Rhar, 12:27:36 PM**

I have. And if played well it can be a great character development

**[SB118] Groznin Smith, 12:27:45 PM**

It's a cool addition to the crew I think!

**(BF) Skoll, 12:27:46 PM**

Its going to be someone who is afraid of dogs and lets that play out in game.

**[OF] Talla H'Rhar, 12:27:56 PM**

This particular character is a andorian marine

A fear of dogs could actually be great character development on both sides

In such case

**Ensign Chloe Waters (ND, SB118), 12:29:06 PM**

Chloe has a service dog of sorts, unofficially. I think it's interesting how she uses it as an emotional lean to help her break out of her shell.

**[OF] Talla H'Rhar, 12:29:23 PM**

Exactly

**[MFU]Col. Ellie Ijaan, 12:29:28 PM**

Someone said allergies to me, but I dismissed it immediately as even in rl today they have medications for that

**Ensign Chloe Waters (ND, SB118), 12:29:36 PM**

Because she's isolated right now because of what she sees as a disability.

**[OF] Talla H'Rhar, 12:29:44 PM**

And the dog can interact with others to achieve that

Allergies are still feasible. Think of medication allergy

**[MFU]Col. Ellie Ijaan, 12:31:16 PM**

There is always a way around it.

**[OF] Talla H'Rhar, 12:31:22 PM**

Or exotic alien Flora or even fauna

**Capt Kate "Collie" O'Neill, 12:31:49 PM**

hello all. Just joining

**[OF] Talla H'Rhar, 12:31:54 PM**

Welcome

**[MFU]Col. Ellie Ijaan, 12:31:56 PM**

Welcome

**Ensign Chloe Waters (ND, SB118), 12:32:05 PM**



**Capt Kate "Collie" O'Neill, 12:32:10 PM**

this is the disability workshop correct

**[SB118] Groznin Smith, 12:32:17 PM**

Yep!

**[OF] Talla H'Rhar, 12:32:17 PM**

Correct

**Ensign Chloe Waters (ND, SB118), 12:32:22 PM**

Yepper.

**[SB118] Groznin Smith, 12:33:04 PM**

Any other questions?

**Capt Kate "Collie" O'Neill, 12:33:24 PM**

so i have run into disability issues a lot and created a document that i am slowly rolling out to help people. It cross references med, treatment illness and recovery times

**[SB118] Groznin Smith, 12:33:35 PM**

Ok?

Sorry that sounded rude

**Capt Kate "Collie" O'Neill, 12:33:59 PM**

hopefully it will help people to scan lists of things that star trek treats and what can't be treated and if they want a flu how long it would last

**[SB118] Groznin Smith, 12:34:13 PM**

That's not a disability

**Capt Kate "Collie" O'Neill, 12:34:19 PM**

hahaah no problem

no but things like needing a cane and why would you

**[OF] Talla H'Rhar, 12:34:40 PM**

The thing is though that some characters come from a background where it might not be an option to treat

**[SB118] Groznin Smith, 12:34:53 PM**

That's true. I meant the Flu isn't a disability

**Ensign Chloe Waters (ND, SB118), 12:35:02 PM**

Or they may have something untreatable.

**[OF] Talla H'Rhar, 12:35:02 PM**

And they are so used to it that perhaps they might not want treatment because it changes who they are

@Capt Kate "Collie" O'Neill because the injury is of such nature that treatment might be such a breach into character habits or because they choose to

Some treatments take time so a cane might be needed

**Capt Kate "Collie" O'Neill, 12:36:15 PM**

no but i have had people come in with a heart condition that would either ill them on the spot or severely debilitate them. i think the more they have of conditions like neurological ones it helps every know how to react to it

**[OF] Talla H'Rhar, 12:36:49 PM**

24th century medicine may look like magic but I have no doubt treatment takes longer than depicted in a 45min episode

**Capt Kate "Collie" O'Neill, 12:37:01 PM**

well we have an amazing RP who wants a cane and does a freaking awesome job using it.. I used flu but i did mean more of the neurological stuff

agreed

**[SB118] Groznin Smith, 12:37:22 PM**

What is the user of the Cane Blind?

**Capt Kate "Collie" O'Neill, 12:37:31 PM**

no

**[SB118] Groznin Smith, 12:37:39 PM**

Oh a walking stick then

**[OF] Talla H'Rhar, 12:37:39 PM**

I have an NPC who for the moment walks with a cane due to severe injury/infection. It's that or not be up and about at all

**[SB118] Groznin Smith, 12:37:56 PM**

Be careful. Blind people use Canes. It's a walking aid otherwise

**Ensign Chloe Waters (ND, SB118), 12:38:18 PM**

I use one... and I'm not afraid to turn it into a sword at a moment's notice. 😊

**[OF] Talla H'Rhar, 12:38:20 PM**

I think that depends on your primary language and how you translate it

**[SB118] Groznin Smith, 12:38:31 PM**

My younger brother is blind so that's how I know.

**Capt Kate "Collie" O'Neill, 12:38:32 PM**

that is what my CMO does lol.

**Ahrijast, 12:38:33 PM**

A common thing that can be said about not being able to get proper treatment is say, an allergy to the specific treatment, or the treatment, depending on what it is, is simply ineffective.

**[OF] Talla H'Rhar, 12:38:44 PM**

Like kirk

Allergic to vision correction medication

**Ensign Chloe Waters (ND, SB118), 12:39:24 PM**

Retnox.

**[SB118] Groznin Smith, 12:39:24 PM**

You'd have surgery not vision correction medicine

**[OF] Talla H'Rhar, 12:39:35 PM**

And, what works for one species might not work for another

As treatment

**Ahrijast, 12:40:04 PM**

If the issue is refractory for whatever reason, then treatment may simply not work.

**[OF] Talla H'Rhar, 12:40:17 PM**

Refractory?

I'm afraid I'm not familiar with that term, apologies

**Ahrijast, 12:41:13 PM**

Refractory is a term used to describe something that is "stubborn or unmanageable"

**[OF] Talla H'Rhar, 12:41:19 PM**

Ah

Thank you

**Ahrijast, 12:41:40 PM**

For example refractory anemia is anemia that doesn't respond to treatment

**[OF] Talla H'Rhar, 12:42:15 PM(edited)**

A disability also doesn't have to be psychological or even physical. What if due to circumstances, your character cannot read or write?

**Capt Kate "Collie" O'Neill, 12:42:49 PM**

I think what I find hardest is RPing with someone with disability because by trade I am an SLP and work with severe to profound students. The things I see my students do in the real world amaze me day after day so when RP time comes around I do have a hard time being "sympathetic" (that sounded bad but it was not intended to). I basically mean I am always uber positive and like "Get that cane and get back in their ensign" lol. I find at times I am the one learning how to interact with someone RP disabled and not that the other party is not playing it correctly.

At times they are like "um Kate...can we tone down the motivational speech and give me ten minutes to Rp it out :rofl

**[OF] Talla H'Rhar, 12:43:51 PM**

I don't think characters have to be sympathetic

Or demand sympathy in that aspect

**[MFU]Col. Ellie Ijaan, 12:44:14 PM**

I think there are adjustments that can be made for the character, like the computer reading to them or voice dictation

**[OF] Talla H'Rhar, 12:44:46 PM**

And a character motivation to learn

**Ahrijast, 12:44:47 PM**

I think that's part of the character

Some people would naturally be more positive in the situation, and the disabled character would respond accordingly

**[OF] Talla H'Rhar, 12:45:29 PM**

It does work both ways though a disabled character may indeed not appreciate a motivational speech at times, while at another it might need it

Don't be offended if you're told.off icly speaking 😊

**Ensign Chloe Waters (ND, SB118), 12:46:03 PM**

Adjustments are everywhere. I don't think we've seen this on screen, but because of Chloe's hight, she has difficulty reaching her console. There's no reason not to believe that the chair couldn't be adjusted so she could.

**[OF] Talla H'Rhar, 12:46:24 PM**

I'm sure chairs are adjustable

**Capt Kate "Collie" O'Neill, 12:46:28 PM**

Hahaah I love the back off doc spech.

**Ensign Chloe Waters (ND, SB118), 12:46:32 PM**

Sorry for slow responses.

**[OF] Talla H'Rhar, 12:46:36 PM**

They are in present age 😊

**Ensign Chloe Waters (ND, SB118), 12:46:59 PM**

"Captain. Spare me the inspirational anecdote."

**[OF] Talla H'Rhar, 12:47:14 PM**

And it's perfectly fine to say it

**Capt Kate "Collie" O'Neill, 12:47:32 PM**

Yes lol. I do love that. It gives me a chance to self reflect which makes for far more interesting posts

**[OF] Talla H'Rhar, 12:47:59 PM**

It's our nature to relativate things

**Ensign Chloe Waters (ND, SB118), 12:48:02 PM**

Huh.

**[OF] Talla H'Rhar, 12:48:13 PM**

But we are humans. Your character might not be

Is relativate not a word?

**Ahrijast, 12:48:40 PM**

One of my characters lost her arms in an accident as a teenager, and her personality has been affected by it.

She hates people being super motivational or sympathetic because it feels like she's being looked down on.

**[OF] Talla H'Rhar, 12:48:41 PM**

I'm not sure how to explain

**Ensign Chloe Waters (ND, SB118), 12:48:41 PM**

I'm not sure how on topic this might be. But Chloe is disabled in so many ways. She's short. She can't talk without a translator. Her social skills are shot. The reason being?

**[OF] Talla H'Rhar, 12:49:10 PM**

But how does she deal with it? @Ahrijast

**Ensign Chloe Waters (ND, SB118), 12:49:25 PM**

I designed Chloe specifically the way I did, because I think it's an interesting opportunity for other characters, and other PLAYERS, to reflect on their actions, how they treat those who are different than they are.

**[OF] Talla H'Rhar, 12:49:29 PM**



@Ensign Chloe Waters (ND, SB118) extremely on topic

And I think that is exactly why we play disabled characters to see how people respond and interact and reflect on it

I believe we are hitting the 10min mark to round off

Are there any other questions?

Things you'd like to mention? Anything you missed?

### **Ahrijast, 12:51:27 PM**

@Talla she's an adult, and in essence what really motivated her to move on is the same feeling, she hated being cared for because to her, losing her arms didn't directly mean she was incapable of caring for herself. She knew that not having arms disabled her, but she didn't feel like she was disabled, if that makes sense, because of the stigma of the word.

She learned how to live and work through a mixture of spite/need for independence, and a harsh sense of humor to deal with the uncomfortableness of it. She's still rough around the edges to others because of it.

### **Ensign Chloe Waters (ND, SB118), 12:51:37 PM**

But that being said. I do enjoy the roleplay. But my heart melts when I see someone do more than reference her in another post. I've already had a player reflect on something they did, which was try to play a joke on her, in a separate post. The player reflected and realized it may not have been the best idea because Chloe took them seriously. When people do stuff like that, and take full advantage of Chloe... using HER to develop their characters... it makes me melt. Because that is exactly what she was designed for.

### **[OF] Talla H'Rhar, 12:51:55 PM**

It makes sense yes @Ahrijast

### **Ahrijast, 12:52:35 PM**

The character was still her, but people were treating her like she wasn't, and walking on eggshells, and she hated it

### **Ensign Chloe Waters (ND, SB118), 12:52:39 PM**

The character reflected, rather. Not the player.

### **[OF] Talla H'Rhar, 12:52:46 PM**

Nods

### **[MFU]Col. Ellie Ijaan, 12:52:47 PM**

I don't have anything else, great workshop, interesting to share experience with others. I don't exactly play a disabled character, but not perfect either. I do come across them

### **[USF] Lt. Mahrek, 12:52:48 PM**

I had a charrie once that was mute and I took the time to describe the signs he used in detail in the chatroom ( NOT ST) and the leader of the guild almost thought that he was attacking him by the way the signs were described I was typing everything to another player that was translating for my charrie and we eventually got everything worked out to everyone's satisfaction

**Ensign Chloe Waters (ND, SB118), 12:53:41 PM**

If anyone wants to know more about Chloe, or needs inspiration for a blind character feel free to PM me.

**[OF] Talla H'Rhar, 12:53:43 PM**

That would be amusing to read...a char thinking he is attacked because of someone excessively signing

**Ensign Chloe Waters (ND, SB118), 12:53:58 PM**

Since I'm blind irl.

**[USF] Lt. Mahrek, 12:54:17 PM**

it was an extremely funny yet tense scenario at the time

**Ahrijast, 12:54:27 PM**

In essence what I think is one of the most important aspects of writing someone who's disabled: Your character has a disability, but your character is not their disability.

**[OF] Talla H'Rhar, 12:54:47 PM**

How do you mean that?

**(BF) Skoll, 12:54:58 PM**

Okay I am curious Chloe how does that work for writing on a sim like the ones you are involved in. Is their an application you use?

And I am curious, not asking to cause offense.

**[USF] Lt. Mahrek, 12:55:39 PM**

That character's sister was also blind and she had a favorite attack when she was fighting the males in some spars of using her cane as a pool cue... " Nut's balls, Back Pocket" I left a number of males cringing when I got her out

**Ensign Chloe Waters (ND, SB118), 12:56:41 PM**

Belatedly, I just use a screen reader. NVDA on Windows, Voiceover on IOS.

**Ahrijast, 12:56:53 PM**

What I mean is that, the character is a person with needs, wants, likes and dislikes. They live with their disability, but most issues and interactions they have in life are most likely completely unrelated to their disability. They find ways around things, and most importantly they live.

There is more to them than the fact that they are disabled, and their character is effected by it, but not dominated by it

**[OF] Talla H'Rhar, 12:57:31 PM**

Nods

I see, thanks for elaborating

**(BF) Skoll, 12:57:47 PM**

Ah okay and cool... that's actually pretty damn awesome... never really thought about blind people using computers (Naïve I know) and how they would use them.

**[BF] aio, 12:58:09 PM**

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

**Ensign Chloe Waters (ND, SB118), 12:58:16 PM**

Well if there's anything you want to know... my PM's are open 😊

**Ahrijast, 12:58:20 PM**

A good way to show what I mean in character is to, generic advice incoming, show, don't tell

**(BF) Skoll, 12:58:47 PM**

Its cool that a bit of knowledge has been added tonight... so thank you for filling that black hole of information.

**[OF] Talla H'Rhar, 12:59:02 PM**

If further discussion is desired please move to #workshop-overflow

**Ahrijast, 12:59:04 PM**

They aren't going to explain all the things that they have to do differently, chances are they probably won't know all the little things they do, because to them it's just habit.