



WORKSHOP

“Exploration: The Non-Starfleet Side”

HOSTED BY

[BF] Blackwolf (Bravo Fleet)

TIME

9pm GMT

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

[BF] Blackwolf, 3:00:44 PM

== ^ == ^ == ^ == EVENT: EXPLORATION THE NON-STARFLEET SIDE == ^ == ^ == ^ ==

Welcome to this workshop of exploration the Non-Starfleet side! I am your host for this panel and I will leave the long introduction out of the way as it is already in #introductions . But I do have experience in the non-starfleet species out there. I have been proudly part of a Romulan sim for 3 years and recently joined a Romulan Imperial Senate sim. I have been part of Cardassian and Klingon sims over the years that I am in this wonderful RPG universe.

Now I am more the discussion type of person, but seeing this is a workshop I will balance it between interaction and questions to get more depth into the topic, so go easy on me ;). I do advice to keep it fleet neutral, I don't mind that it is used as foundation to explain something. But lets focus on the in-depth topic of it.

What I would like to know first is what kind of species do you find appealing to play? Did you ever try playing it, if not, why not? What held you back?

[BF] Kris, 3:02:45 PM

Probably Vulcan, but I never have played one. I wear my emotions on my sleeve to much to play a character that shows no emotions.

[BF] RachH, 3:03:01 PM

I think most species are interesting, but I tend to shy away from those with not very much detail to them. Or species like Klingons or Vulcans because I fear my personal character just won't match to the established canon.

[BF] Blackwolf, 3:04:12 PM

Vulcan is of character Starfleet, just saying 😊 But there is a vast amount of information regarding Klingons, is the amount of loaded information overwhelming @[BF] RachH ?

[OF] Kate, 3:04:31 PM

Cardassians. my station is located near Cardassian space and the colony has a history with them. It made sense to play a few and I got intrequed while researching them

[BF] Kris, 3:05:11 PM

Yes yes 😊 Still stands, and Klingons I'm there too because I can't play angry characters like that. Never tried.

[BF] Blackwolf, 3:05:25 PM

A very interesting view @[OF] Kate in my own fair opinion is that the Cardassians are place in a bad light due the shows, while their history states something totally different


[MFU]Col. Ellie Ijaan, 3:05:45 PM

Klingons aren't always angry

[BF] RachH, 3:05:51 PM

Yes, the amount of information about them and their nature is overwhelming.

[BF] Kris, 3:05:56 PM

 True, but I'm horrible at angry

In any sense

[MFU]Col. Ellie Ijaan, 3:06:21 PM

Aggressive is something I use with Klingons

[BF] RachH, 3:06:24 PM

Romulans are also intriguing but a hold back for me.

[BF] Blackwolf, 3:06:37 PM

Klingons are, as @[MFU]Col. Ellie Ijaan stated, not always angry, they are a pride warrior culture and what we consider as anger, is normal for them?

[OF] Kate, 3:07:14 PM

I haven't seen DS9, but have read relevant information. And what I like about Cardassians is the other side of their story. Those people who also were victims of the war. A lot of Cardassians died during the war. Home planet devastated.

Beautiful Night, 3:07:24 PM

I don't really have a preference. Though I have a soft spot for Romulan's I've never played one, only NPC'd

[BF] Blackwolf, 3:07:50 PM

What is holding you back from playing one? @Beautiful Night

@[OF] Kate their culture is actually even more interesting

[OF] Kate, 3:08:40 PM

I'm just beginning to learn about them.

[MFU]Col. Ellie Ijaan, 3:08:44 PM

I never played a Romulan, I am currently playing a Klingon

Beautiful Night, 3:09:17 PM

Just haven't got the right story. Plus I play on Starfleet based sims. Even when I used to play on a Klingon sim, I played a trill (long story) I just can't seem to find enough about them to make a PC. They make terrific antagonists though, all of them, for different plots

[BF] RachH, 3:10:03 PM

You can have non-Starfleet on Starfleet sims.

[BF] Kris, 3:10:17 PM

And bring in non-Starfleet into a Starfleet sim too.

[MFU]Col. Ellie Ijaan, 3:10:31 PM

Agreed

[BF] Blackwolf, 3:11:09 PM

Sadly discord doesnt allow me to share the file, but I used the sourcebook to get to know the Cardassians better @[OF] Kate

[OF] Kate, 3:11:34 PM

I'd definitely be interested in that.

[BF] Blackwolf, 3:11:54 PM

@Beautiful Night fair point, but what if the ROMulan is a civilian? or a refugee to Starfleet. There are always windows to open

Beautiful Night, 3:13:39 PM

Oh, I know, I just haven't got the right story yet

[BF] Blackwolf, 3:13:42 PM

Okay there are more roads to Rome so here you go : <https://we.tl/t-RgAKivp9eX> 😊

@Beautiful Night fair enough, but if you have questions regarding interaction of such, do ask 😊

Beautiful Night, 3:14:26 PM

it will come eventually. Part of the reason i'm here, all inspiration helps

[BF] Blackwolf, 3:14:47 PM

Some facts in my experience and if you all have something that I missed be sure to add it!

- 1) Don't assume that the image of a species is what the species is about. For example, I prejudge the Cardassian Union as the villain and bad guy that always wanted to backstab someone. But when diving into the information regarding the Union, I found out that they are actually a very service dedicated and loyal people that actually do anything for their family.
- 2) Limited information should not be the reason to stop you. There a species out there that have not a lot of information open in the public. But it is for you an open window to explore or even create your own addition to that species. Most importantly work with other players to flesh it out.
- 3) The image of a species is reflected by the history of its content manager. In other words the Romulan Empire is different in other communities by their history. The best you can do, use the official canon information and when done, build further on with the history of the community you are part of.

[OF] Kate, 3:14:49 PM

Thank you @[BF] Blackwolf

[BF] Blackwolf, 3:16:06 PM(edited)

What kind of species do you dislike, why would you not play it and what would appeal you to try it?

[BF] RachH, 3:16:32 PM

Q.... enough said?

[BF] Kris, 3:16:36 PM

Agree!

Beautiful Night, 3:16:43 PM

Q aren't considered PCs in most fleets though

[BF] RachH, 3:17:05 PM

Q are still a species.

[BF] Blackwolf, 3:17:09 PM

That is correct, Q and the Borg are in most fleets a no go

[MFU]Col. Ellie Ijaan, 3:17:25 PM

What about Former Borg?

[BF] Kris, 3:17:42 PM

Even those tend to be not allowed for the most part from what I've seen.

[BF] Blackwolf, 3:17:43 PM

thought does it not tempt you to try it? Being a NPC Q or like @[MFU]Col. Ellie Ijaan said a former borg, does it change then?

[BF] Kris, 3:18:59 PM

A lot of what I don't like playing are ones that I just don't know enough about, it's not that I dislike them by any means.

[BF] RachH, 3:19:21 PM

I just feel that Q tend to be too OP. As for former Borg, I find they're hard to get right. Like how much does their former experience shape who they are, and is it believable?

[BF] Blackwolf, 3:19:54 PM

@Kris K totally understandable, but the species you dont know are worth investigating ?

[MFU]Col. Ellie Ijaan, 3:20:22 PM

I think like 7 of 9. You become a whole new person than you were before simulation

[BF] Blackwolf, 3:20:40 PM

@[BF] RachH if a former borg drone is reintroduced into the social community like Seven of Nine was, I think it is possible

[MFU]Col. Ellie Ijaan, 3:20:48 PM

Like for 7 of 9, she saw herself as 7 npt Annika

[BF] Blackwolf, 3:21:06 PM

The development is the most interesting thing to see the struggle getting from drone to actually self thinking person

What about Dominion species? Are they approachable?

[BF] Kris, 3:22:50 PM

I honestly know very little about the Dominion.

[MFU]Col. Ellie Ijaan, 3:23:06 PM

Would be interesting to play a founder

Or a Vor'ta

[BF] Blackwolf, 3:23:42 PM

I am in the same area as @Kris K on this, but I would also be tweaked to play a dominion species

[MFU]Col. Ellie Ijaan, 3:24:13 PM

What about Delta Quadrant species?

[BF] Blackwolf, 3:24:35 PM

The Delta Quadrant has lots of possibilities to offer, such as the Kazon for example

[BF] Kris, 3:24:50 PM

I'm always up for playing anything but I need to know the how to play them, and research and such on how they would act.

[MFU]Col. Ellie Ijaan, 3:25:46 PM

What about Kess's species. What are they called again?

[BF] Kris, 3:25:51 PM

Ocampa

[MFU]Col. Ellie Ijaan, 3:26:13 PM

Yea, they don't live so long

[OF] Kate, 3:26:25 PM

7 years

[BF] Kris, 3:26:28 PM

I run a sim going into the Delta Quadrant, so many of these species could appear and playing them could come up. I will admit being nervous about that

[BF] Blackwolf, 3:26:30 PM

They are also very interesting to play, especially their life short range

[MFU]Col. Ellie Ijaan, 3:27:19 PM

Although there were a group of Ocampa Voyager encountered that exceeded the 7 years

[BF] Blackwolf, 3:28:25 PM

That is the beauty if it, if you as a player can explain how the heck an Ocampa could have expand their life (Well it is now legit from Voyager but still) then you gave your own twist to it

[MFU]Col. Ellie Ijaan, 3:28:39 PM

Yea

[BF] Kris, 3:29:08 PM

It's really that way with any species though that wasn't encountered for long and doesn't have much description written up.

[MFU]Col. Ellie Ijaan, 3:29:59 PM

If we go back to the more advanced species, what about the caretaker race.

[BF] Blackwolf, 3:30:58 PM

Caretaker can be a difficult race to incorporate, you are actually playing an ancient race that was dying out. Kinda like reviving the Iconions or at least one of them.

[MFU]Col. Ellie Ijaan, 3:31:17 PM

True

Ok back to the DQ races

[BF] Kris, 3:31:41 PM

Or really any races that aren't done much

[BF] Blackwolf, 3:31:53 PM

Well I got some more facts 😊

4) An exchange officer within Starfleet does exist. While this is a bit out of topic, it is worth mentioning. When creating a character from a non basic federation species, it does not exclude that said species from joining Starfleet. Romulan refugee, Klingon deserter or civilians stepping over the borders. This fact is mostly seen in RPG world as the federation sticks as a safe zone that is known to most people.

- Pro tip, keep the background friction between the species and Starfleet noticeable. In character development workshop it was mentioned that if you create a Cardassian you need to keep the Dominion war grudge in the back of your head.

5) Invest time in it. When using a Cardassian, Romulan, Kazon or Breen. It is important to know what the species is. You need to research about the species you are going to use. For example, you can't walk around in an uniform as a Breen on a ship that is not modified to the Breen climate. The Breen biological needs a low temperature to survive and thus mostly using a modified battle armor.

[MFU]Col. Ellie Ijaan, 3:33:04 PM

That is actually helpful

[BF] Kris, 3:33:24 PM

4 fits quite well with one I have going for my sim. A Vorta mission advisor

[BF] Blackwolf, 3:33:44 PM

And how is that interaction panning out for your sim

[BF] Kris, 3:34:30 PM

So far it's working very well, he's getting along with the crew, interacting with everyone, and even had security looking at him oddly as he boarded during our intro post.

[MFU]Col. Ellie Ijaan, 3:35:51 PM

Its also interesting to see how the Dominion species faired after the war. We don't see that as the female Founder took everything on her.

[BF] RachH, 3:35:52 PM

And now he's interacting with your Bajoran CMO!

[BF] Blackwolf, 3:35:56 PM

But that makes it fun, I have a Romulan Refugee that joined Starfleet because she is wanted in the Empire. Now she has a career in starfleet to be looked upon by Security and everyone doubting her motivities

[BF] Kris, 3:36:37 PM

I forgot he's doing that @[BF] RachH !

[BF] Blackwolf, 3:36:40 PM

Now we do have spoken greatly about larger species, Klingons, Romulans and Cardassians. But what about independent planets or colonies that have no link or direct link with the Federation. Would you consider playing one of those characters. Hell would you even consider creating a sim based on that?

[MFU]Col. Ellie Ijaan, 3:37:01 PM

Like Risa?

[BF] RachH, 3:37:10 PM

I never thought about it before, but it could be a fun idea!

[BF] Blackwolf, 3:37:14 PM

I believe Risa is a member of the Federation

[BF] Kris, 3:37:17 PM

I like that idea!

[MFU]Col. Ellie Ijaan, 3:37:31 PM

I do like the idea

[OF] Kate, 3:37:43 PM

Or you mean a colony that's been on their own for several generations.

[MFU]Col. Ellie Ijaan, 3:37:55 PM

Yes Risa is part of the Federation

[BF] Blackwolf, 3:38:03 PM

What is normal for the Federation/Starfleet, is not normal or accepted by the colony that is not member of it.

@**[OF] Kate** yes

[OF] Kate, 3:38:39 PM

I have that on my sim. Still in the early stages, we're still developing it.

[MFU]Col. Ellie Ijaan, 3:38:44 PM

What about like non canon species, newly created species?

[OF] Kate, 3:38:53 PM

That's where my cardassian npc lives.

Got stuck after the war. Cardassians took over during the war.

[BF] Blackwolf, 3:39:57 PM

@**[OF] Kate** sounds interesting to see develop over time @**[MFU]Col. Ellie Ijaan** yes that is also an option. The beauty of that is that you can develop the direction of it. Now I don't do it often, but my community does have that element very much in it. Species were made by former or current members.

[16th] Admiral Teagarden, 3:40:54 PM

I have always found the interspecies exchange program as an amazing program and we have used it

[OF] Kate, 3:40:55 PM (edited)

I'm a bit scared of custom species, but that's because of bad experiences. People who used the privilege of having a custom species to get what they wanted

[BF] Kris, 3:41:26 PM

Custom species take a lot of work. I know someone who does it, and he's done very well at it. But he's taken years and is still working on a back history for them.

Fluffy Killer, 3:41:33 PM

I don't mind custom species as long as they are realistic. Not overly powered

[16th] Admiral Teagarden, 3:41:34 PM

I dont blame you @[OF] Kate and I have been a victim of it

[MFU] Col. Ellie Ijaan, 3:41:53 PM

@Fluffy Killer I agree with that

[BF] Blackwolf, 3:42:41 PM

Interspecies exchange program is indeed a beauty, I totally agree with you. Thought it also reflects greatly on how they are build in reflection of their surrounding. A romulan for example that is raise in Federation space is totally different the the value and traditions from the Empire stand point

Fluffy Killer, 3:42:50 PM

I've seen some PCs that were custom species really well written and then I have seen some that were basicly a Wolverine rip-off

[16th] Admiral Teagarden, 3:42:51 PM

With any custom species in a game make sure that the player 'locks' what their abilities are before starting. I had one one time where the character was telepathic. Ut morphed into telekinetic

[BF] Blackwolf, 3:43:23 PM

Yes the realistic is important when creating a custom species, it is something I carefully look into when a new character comes to play. To avoid godlike or cross-over types

[BF] Kris, 3:43:55 PM

If someone wanted one for me, I'd need a lot of background information before I even consider it

[OF] Kate, 3:44:07 PM

Same here

[16th] Admiral Teagarden, 3:44:36 PM

One word of advice to anyone playing an alien race: please know their race history. Memory Alpha is an amazing resource as is Memory Beta. Know the personality, know some of the species history

[OF] Kate, 3:45:15 PM

Just a reminder that we've got 15 minutes left for this session

[BF] Blackwolf, 3:45:20 PM

But in a way is that normal @Kris K as a GM you have always a fall back to your own resources of canon species. But new species need lot of effort or a reference point to check up.

[BF] Kris, 3:45:32 PM

Exactly

Fluffy Killer, 3:45:44 PM

I personally love playing minor species. Everyone and their second cousin seems to be a trill or betazoid but I like characters that we saw in one or maybe two Star Trek episodes

[BF] Blackwolf, 3:45:55 PM

I agree with @[16th] Admiral Teagarden reflection on the topic, I said it early a few times. But do research on the species you wish to play.

6) A final fact or more of an advice from my side, never let an idea go to waste with the thought that it might not work. Try it and tweak it so you can see results to build upon it. I tried a Cardassian sim, I loved it, but it failed and I learned from it to only put it on my list to try it again later. If I did not try, I never knew about the Cardassian Union, the setup or the results. So my advice, go out your own comfort zone and try it!

Are there any questions left that you eagerly would like to know before we wrap it up?

[MFU]Col. Ellie Ijaan, 3:46:45 PM

I think like with character creation to the strengths there should be weakness to the character. Like I created an adversing species. Their mental abilities, telepathy and telekentic, but they were genetically altered that way, when their powers are suppressed they are as powerful as humans. Also they are sensitive to sunlight, as their planet has not much sunlight, which is blocked.

[16th] Admiral Teagarden, 3:46:48 PM

Amazing point

[OF] Kate, 3:46:57 PM

I agree @Fluffy Killer I write a Rutian on a sim. Still need to work her out more, but its great doing.

[BF] Kris, 3:47:46 PM

Getting out of your comfort zone, one thing I am horrible at! 😊

[16th] Admiral Teagarden, 3:47:59 PM

I played an Ullian before and a Talarian, two very uncommon races. One of the first things I did was read up on them and their limits.

[MFU]Col. Ellie Ijaan, 3:48:01 PM(edited)

Yes, get out

[BF] Blackwolf, 3:48:47 PM

Maybe a plus fact, if you ever thought about creating a new species, custom or add upon already written species. I would advice to keep it balance. Create advantage of that species but also disadvantages to make sure that it does not turn into a godlike species.

[16th] Admiral Teagarden, 3:48:55 PM

But, one word of warning, when you play a member of another races military on a starfleet ship you the player may be welcome, but there may be limits on your characters access

Jamessolomon2/23/2019, 3:49:02 PM

i play a centaurian whatever there considered

and a renao from the prometheus books

[BF] Blackwolf, 3:50:11 PM

My book on species is wide open, so I am surprised to say that Centaurian are not known to me

Fluffy Killer, 3:50:27 PM

I have a Chief Engineer who is a Brekkian and I love writing her

Jamessolomon2/23/2019, 3:50:32 PM

it was in my new book i got from ebay

[BF] Blackwolf, 3:50:37 PM

Ahhh

Jamessolomon2/23/2019, 3:50:44 PM

i picked them ages ago

[BF] Kris, 3:51:00 PM

That species name seems familiar...

[16th] Admiral Teagarden, 3:51:02 PM

I played a Cardassian once that was still a Cardassian military officer. I knew I was welcome in the game, but this was a post Dominion War series so my character had in character restrictions. It was hard to differentiate the animosity from time to time.

[BF] Blackwolf, 3:51:04 PM

@Fluffy Killer awesome to hear 😊 any sit backs when introducing the character?

[16th] Admiral Teagarden, 3:51:27 PM

Centaurian are a Human descendant species aren't they?

Fluffy Killer, 3:51:36 PM

no. She can produce electrical currents but I added the downside that she can't do it too often as it drains her

[BF] Blackwolf, 3:52:45 PM

@[16th] Admiral Teagarden it is very well to keep that in the back of your head, restriction of the species is not only tied by its history, but also tied by the community setting and current events. When trying to play a character in such setting, it should not be seen as restrictions, but as character development points. You are restricted, if I would be restricted to certain things I get frustrated and I think a character would to

Fluffy Killer, 3:52:57 PM

<https://memory-alpha.fandom.com/wiki/Brekkian>

Jamessolomon2/23/2019, 3:53:30 PM

i decided i was bored of seing everyone play to death the main species so i decided to be different and play lesser nown species to mix it up on sims

[MFU]Col. Ellie Ijaan, 3:54:05 PM

Looks like James is exploring outside comfort zone

[BF] Blackwolf, 3:54:16 PM

Which is a great step to do so @Jamessolomon because that brings a new and fresh look into the group

[16th] Admiral Teagarden, 3:54:58 PM

That is a good thing though. I see the Star trek online species as the base line races. Its fun tonsee others

[OF] Kate, 3:55:16 PM

Five minutes left. Time to move this discussion to #workshop-overflow if you want to continue

[16th] Admiral Teagarden, 3:55:39 PM

I will tell you tge hardest was a Cairn

Fluffy Killer, 3:56:06 PM

Thanks for hosting this session

[16th] Admiral Teagarden, 3:56:20 PM

I apologize to @[BF] Blackwolf for being late

[BF] Blackwolf, 3:56:21 PM

My time is up in this wonderful room, but I gracefully thank you all to be part of this workshop and I shall be in #workshop-overflow for any further questions 😊

[MFU]Col. Ellie Ijaan, 3:56:24 PM

Yea thanks, was great

[16th] Admiral Teagarden, 3:56:30 PM

He did a great job

[BF] Kris, 3:57:02 PM

It was great @[BF] Blackwolf ♥

[BF] Blackwolf, 3:57:14 PM

Thanks everyone 😊