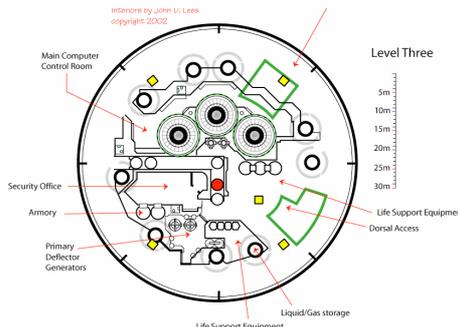# NEW PLAYER GUIDE

An introductory guide to simming, creating realistic and interesting characters and writing with others on Kepler Station.

An Introduction to Star Trek Simming

WHAT IS SIMMING?

When you join a sim you are required to create your own character. On that sim there will be a number of characters created by others and you all contribute to the ongoing shared story of that sim. You can describe the actions, reactions and thoughts of your character, along with their interactions with others on the sim and how they contribute to the developing plot. This is done by working together, through collaborative storytelling. With your character you play a part in this sim's story, you become actively involved in the progression of Task Force 47 and its canon.

There are three main types of sim websites:
- **Play by Forum (PBF):** mission posts and community chatter are made on a forum <-- Kepler is a forum sim
- **Play by Email (PBEM):** mission posts and community chatter are sent and received through a mailing group like yahoogroups or google groups
- **Play by Sim Management System (SMS / NOVA):** mission posts are made and viewed on the sim's website (posts might be received via email).

PLAYER CHARACTERS, SECONDARY PLAYER CHARACTERS & NON-PLAYER CHARACTERS

There are three types of characters in simming, they are:
- **Player Character (PC):** This is your main character that you have created and write for. They will have a bio and only you (and sometimes the CO) can write for them
- **Secondary Player Character (SPC):** This is a second character that you have created and write for. They will have a bio but may not be as detailed as your PC, that also needs to be approved by the command team. They will not be used by you as often as your PC, but only you (and sometimes the CO) can write for them. They may also be known as PNPCs.
- **Non-Player Character (NPC):** This is a character that generally has no bio and can be used by anyone. They are like a background extra in a TV show and may not even have a full name. No one owns them and they can be used in any way, within reason. Regarding rank they will be a low level enlisted personnel or a civilian.

DEPARTMENTS AND WHAT THEY DO

Command

The Command department is usually comprised of the Commanding Officer, Executive Officer, Second Officer and Chief of the Boat (Yeomen are sometimes considered part of this department). As a member of this department, your job is to lead, communicate, delegate, assign and make sure your orders are carried out in order to keep a starship or starbase operating at peak proficiency. Reporting and admin are also important but time intensive tasks. Every other department on the ship or starbase answers to the Command Department, who issues all general orders on board.

Flight Control

Originally known as helm or CONN, Flight Control Officer incorporates two jobs, navigation and flight control. A Flight Control Officer must always be present on the bridge of a starship. They plot courses, supervise the computers piloting, correct any flight deviations and pilot the ship / shuttle / runabout manually when needed.

Engineering

The Engineering Department maintains the physical functionality of the ship or station through routine monitoring and repair of the engines, thrusters, computer, tractor beams, transporters, weapons, deflector array, sensors and probes, the hull, life support and anything else that a hyperspanner and some elbow grease can fix. Some engineering specialties include: ship / station subsystems, warpcore / reactors / impulse engines, computer, holographics, communications, auxiliary crafts, sanitation systems, etc.

Operations

The Operations Department is responsible for prioritising resource allocation among all departments and station functions. It also serves as Quartermaster, requisitioning hardware and supplies, ordering large-scale repairs, and ensuring that the crew has the correct equipment to do their jobs. The Department also manages repair and cleanup. During emergency situations, the department itself provides Damage Control services.

Note: Kepler Station has a combined Engineering / Operations department.

Security

The Security Department is entrusted with enforcing Starfleet Regulations to all Starfleet personnel. They are responsible for ensuring the safety of the crew and Federation citizens, both on-ship (or station) and during away missions. Ground combat and small unit training is common for Security Officers. They also operate the Brig and are responsible for guard duty, prisoner transport, the training of all personnel in basic use of weaponry and conduct regular drills.

Tactical

The Tactical Department is responsible for maintaining and operating the ship / station's offensive and defensive capabilities. They provide tactical advice and operate the tactical station during combat situations, and is required to keep current with the latest technological capabilities of all known alien races, be they friend or foe.

Note: Kepler Station has a combined Security and Tactical department.

Sciences

The Sciences Department is responsible for the collection and analysis of scientific data. This could be collected during missions, dropped off by other vessels or from research and independent studies. Specialisations could include: stellar cartography, biology, social sciences, physics, chemistry, temporal sciences.

Medical

The Medical Department is responsible for the complete well-being of the crew and the station's civilian population. It provides physical and mental health advice to any individual who requests it, or as appropriate. Preventative Medicine is the primary focus of the Medical Department. Medical Officers seek to prevent illness or injury by monitoring the crew's health and conditioning, via regular checkups and physicals. When deaths occur, the Medical Department is also responsible for performing autopsies, determining cause of death. A sub-department of Medical is Counseling, which tends to the mental health of the crew and civilian population.

Intelligence

The Intelligence Department is responsible for gathering and deciphering information and presenting it in a way that a Commanding Officer can understand. The information can come from a variety of sources including starship and station logs. The Intelligence Department is part of Starfleet Intelligence (SFI) and is under the jurisdiction of the Head of SFI and Starfleet Command. They offer advice on species and governments in the area of operations, especially in times of conflict or when facing the unknown. They are responsible for briefing any away teams of any information pertinent to their destination.

Civilians

Civilians play an important role in Starfleet. There are many civilian specialists across a number of fields work on occasion with Starfleet personnel as a Mission Specialist. In other cases, extra ship and station duties, such as running the ship's lounge, are outsourced to a civilian contract. Additionally, a number of civilians of many backgrounds call Federation Starbases home and while they do not work for Starfleet, they do play an important role. These roles can include: bartender, waiter, chaplain, chef / cook, ambassador, contracted scientist, etc.

INTRODUCTION TO BASIC TREKNOLOGY

This is a brief explanation of a few commonly used every day gadgets, that your character might encounter. It is by no means a complete list.

Bio-Bed

The Bio-Beds provide full sensor readouts of a being's vital information as well as serving for rest areas, and surgical areas.

Combadge

Your commmbadge is one of the most important pieces of equipment available to Starfleet personnel. Combadges contain a linkup to the ship or starbase at all times, allowing you to communicate with any other crewmember with a combadge, any department or room on the ship or starbase, and the main computer itself. The ships sensors and transporter can lock on to its signal, allowing quick transport and location of personnel, and also serves as a universal translator.

Emergency Medical Hologram (EMH)

In cases where a Doctor cannot be present, the Emergency Medical Hologram can be used to provide emergency medical assistance, or services. In some rare cases, the EMH can be used to completely replace a Doctor.

Holodeck

The holodeck combines transporter and replicator technology to create a holographic environment with amazing realism. It can be used for both recreational and training purposes, and the possibility of situation and environment displayed is only limited by programming skill.

Hypo-Spray

An ingenious medical device. The Hypo-Spray administers any liquefied medicine to a patient without the need to puncture the skin. Administering medicine in this way delivers it directly into the bloodstream. This significantly decreases the amount of time it takes for medicines to take their effects.

Isolinear Chips

Isolinear chips are the primary storage medium for Federation computers. They are used to store memory or programs in computers or PADDs, and almost all consoles or replicators have a slot for transferring data to them.

LCARS

LCARS stands for Library Access and Retrieval System. It is the standard computer interface for Federation computers. It is on every console or computer system or PADD. The interesting thing about the LCARS interface is it's customisability. Using the touch screen on PADDs and consoles, one can drag around the controls and viewing windows to your own personal preference.

Medical Tricorder

Medical Tricorders are a Doctor's best friend. They are a portable scanning device used to help assess and diagnose patients. They can provide the same amount of medical information as a Bio-Bed when used properly.

PADD

PADD stands for Personal Access and Display Device. It is essentially a portable computer system. They can serve any purpose from a medium on which to write reports or text files, to running equations or science experiments to anything else you could want to do on the main computer. PADDs use the LCARS interface, and when properly linked to the main computer and with the proper security codes it could do anything any other console or computer could do. Properly configured, one could run the entire ship from a PADD. Although, without the help of an expertly trained Starfleet crew and specialised control panels, this would be extremely difficult, so don't get any ideas.

Phasers

Phasers are the weapons of choice of Starfleet. They can be fired from a level one setting of Light stun, to level sixteen, with the capability to disrupt even shielded matter, and will disintegrate most humanoids. Common Starfleet phasers range from class one, a small device for emergencies and diplomatic functions, to class two, the standard sidearm for away teams, to class three, a high powered phaser rifle for security use.

Replicators

Replicators are devices that can use stored bulk matter to create new objects. Replicators are primarily used to create food or medicine, although industrial replicators can be used to create machine parts. Replicators only work on the molecular level, so the creation of complex objects like advanced technology or living tissue is difficult, as it requires quantum level imaging.

Transporters

Transporters are a very advanced piece of technology that can be used to transport a person or object nearly instantly over great distances. The Transporter works by breaking apart an object's molecules, transferring the molecules to the

target destination, and reconstructing them. The whole process is very complicated, involving pattern buffers and matter transference beams, but suffice it to say the whole process is very safe and easy. Mostly...

Tricorders

Tricorders are handheld sensor and data analysis devices. They can take detailed scans, communicate with the ship and foreign computer systems.

10 RULES FOR SIMMING

1. Creativity is key. Creative posts give life to your character.

2. Pay attention to detail. Keep up with what others write in their posts - it just might affect your character!

3. Be flexible. When you're simming anything can happen.

4. Remember the Golden Rule: Treat others in your posts the way you want to be treated in theirs - with respect. (JPs are always a good way to interact with others)

5. For every action there is a reaction. If you put a phaser to your head and fire, chances are you're dead. Don't do dumb stuff.

6. Words are powerful. Use them carefully, and write so others understand what you're doing.

7. Communicate. Talk out of character (OOC) with other crewmembers on the forum, in IM or email. It builds cohesion and can add to creativity.

8. Stay involved. You can't always be the centre of attention... but that doesn't mean your character can't do anything. It is a big station.

9. Develop your character. Make sure you use traits about your character in your posts. Don't write a BIO and then play your character completely different.

10. Be consistent. That way others know what to expect of you.

An Introduction to Kepler Station

WHAT IS KEPLER STATION?

Kepler is an online sim, a collaboratively written role-playing game that takes place on a forum. It reads like a story written by several people known as simmers or players. It has been active for over two years now.

More information on Kepler Station can be found here: http://station.jedi.net.nz/wiki/index.php/Main_Page

AREA OF OPERATIONS: SECTOR 1757: THE EXPANSE

In the Expanse, Kepler finds itself between more trouble than simply the Cardassians and Romulans; instead, the Cardassians, Tholians, Breen, Tzenkethi and Ferengi are all nearby, as are the Badlands, with the nearest Federation installation being Deep Space 9.

For more information and a map, please go here: http://station.jedi.net.nz/wiki/index.php/Location

RULES OF KEPLER STATION

Like every sim we have rules. These have been created and put in place to allow for a more fun, friendly, active and safe writing environment for all. Click the following link to read and familiarise yourself with Kepler Stations's rules: http://station.jedi.net.nz/wiki/index.php/Rules

CHAIN OF COMMAND (COC)

The chain of command works in two ways:

In character it is the level of authority or seniority. At the top is Command, below them are the Department Heads and then the Crew. Orders are handed down from the top to be carried out by those below, if there are any issues then those issues travel up the chain of command.

Out of character it is a support structure. You the player are supported by your Department Head who is supported by the Command Staff. The Command Staff might set the mission and dish out things for players to work on, but if you need help, want someone to write with, need a hug, or anything at all, then your Department Head and / or the Command Staff are there to make sure you get what you need in order for you to be a happy and contributing member of the sim. If you aren't happy, then we aren't happy. Let us know and we'll see what can be done about it.

Officers / Enlisted / Civilians

The players who write for Officers and Enlisted personnel, as well as civilians, are responsible for posting to the sim at least four times a week), developing your character, communicating with other players, contributing to any departmental subplots and the main plot.

Department Head

A Department Head is responsible for their department and everyone in it. They help move the main plot along, devise and run subplots and help players that are in their department.

Executive Officer (XO)

The Executive Officer is the assistant game master on the sim. Their role is to assist the Commanding Officer, communicate with players, help move the plot along and also run the sim when the CO is on LOA. They are also a CO in training.

Commanding Officer (CO)

The Commanding Officer is the game master of the sim. Their role is to provide a place for the players (community) of the sim to write collaboratively and interact. They also provide support to you to enable you to actively contribute to the sim. They communicate regularly to players, recruit new players to the sim, create plots and move it along.

Character Creation and Development

YOUR CHARACTER'S BIOGRAPHY

Who is this new character that you are creating? That's a really good question. You have to know your character very well if you are going to write about them.

A good way to find out what we're looking for is to check out the characters we already have. That should give you an idea of what information to include in your character's bio, what kind of characters we're after and what personality types we're lacking.

Now ask yourself does your character have a solid background? What did they study, where did they grow up, what kind of childhood did they have, what are they interested in? What kind of personality do they have? These are very important questions because all of the answers will help define your character. And remember your character will need to live up to what you have written in that bio. They will act and react to any situation based on what kind of person their bio says they are.

Imagine two characters. One had a happy sheltered childhood and the other came from a violent and lonely one. These are two extremes but how do you think they will behave and act when they meet a new person or when they aren't having a good day? Will one be more trusting of people and optimistic about their life while the other is distrusting of strangers and spiral into depression? What about your character, what would they do?

Remember that your character has a life of their own. They are their own person. They might have started out with some traits, habits, interests or even family background as you but I know you realise that they are not you. Anything can happen to them and you're not exactly in outer space right now like they will be. So you'll need to use your imagination and turn them into an individual. Someone who has slightly (or wildly) different ideas and opinions from you. Who knows where they'll end up - they might even surprise you!

After you have been accepted on the sim, your character will experience their fictional lives, be affected by the sim's plot, maybe fall in love, get married, injured or lose a loved one. After these things happen you should update your character's bio to record this information so other players can better understand your character and how they have grown - especially any new players that join up after you.

Please note: Your character's initial start rank will be determined based in part on their age and experience and what is available on the sim (complement limitations), as well as the quality of your sample post and bio. Please consider realism (or whatever passes for it in Star Trek) when first creating your character.

ORIGINAL SPECIES

We welcome original species, but a detailed description of the culture and abilities is required and accepting the player's character is at the discretion of the Commanding Officer. An original species is not something that should be entered into lightly, as it involves the creation of a complete culture. But they can be quite fun!

Don't forget to include weaknesses. Too many strengths and super human abilities are boring and unrealistic.

HOW TO GET YOUR CHARACTER NOTICED - MAKE THEM MEMORABLE

You might have noticed that there are a quite a few characters already on board Kepler. Sometimes it's hard to get your character noticed or even for people to remember what your character looks like or that whenever your character thinks he has a tendency to stroke their chin. Stuff like that. Here's some suggestions on how to get through to everyone what your character is really like:

- When you post try to describe one aspect of your character's appearance
- If they are tall mention that they tower over everyone (be sure to check other character bios to make sure they are that much taller than everyone else) or stoop under low ceilings but vary your description between posts. Constantly reminding everyone that your character is tall, for example, quickly becomes monotonous for the readers
- Regularly mention a habit they have. Perhaps when they get excited they can't keep still and fidget, or maybe they always tug the hem of their shirt when they get out of a chair (Picard)
- Post regularly both in character and out of character and take part in Joint Posts (JPs) as some people don't feel comfortable even mentioning other people's characters in their own posts
- Update your bio to include anything like allergies, fears or their favourite hobbies and mention those in your posts at the right times. Like when they are at the counsellor's office your character talks about his paralysing fear of jam / jelly or they come out in hives if they eat pineapples
- Characters often have some sort of weakness. After all, it's not interesting if they are good at everything they do. Some sort of weakness makes them relatable to the reader, whether they can't tell one end of a hydrospanner from another or if they just have a surfeit of pride that keeps them from asking for help - even when they know they need it.

These are all things that are unique and help everyone get to know more about your character. And who knows hopefully others can include that information about your character in their posts. Be careful though as they might try to slip you some pineapple!

Note: Another great way to get your character noticed is to get yourself noticed out of character (OOC). Get involved in OOC discussions on the forum and off site. Make friends with other players, it's a great way of making people *want* their characters interact with yours.

HOW DOES YOUR CHARACTER TALK?

With their mouth obviously. Stupid question. Although perhaps they have a machine or another person do it for them - this is Star Trek after all o.O

Seriously though, think about how you speak and what you say. Have a listen to people around you when they talk and their word choice. Teenagers these days seem to say '*like*' multiple times in a sentence, some people say '*sweet as*' or '*cool*'. What about how people greet each other? It ranges from '*hello*' to '*howdy*' or '*hi*' perhaps even '*sup?*' or if you're working class English you might use '*wotcher?*'. People from different regions or countries and even age groups will use different words or sayings when they communicate with each other. Take this into account when you're writing your character conversing with others, or even their internal monologues.

Have you noticed what you say changes depending on whom you are talking to or what the situation is? You're probably very informal with your friends but much more polite and formal to your grandparents, teachers or employer. The same is true for your character.

If your character is talking to someone who holds a respectable profession like an Admiral in Starfleet, that would be a formal conversation, calling him '*sir*' and being quite polite. But when your character gets to the cargo bay and hangs out with they're mates things will get pretty informal again, calling each other by nicknames or first names, joking and laughing with each other.

Think very carefully about what your character would say and their choice of words (how they would say it) to different characters on the sim.

SAY WHAT YOUR CHARACTER MEANS

It's very easy to tell when watching a TV show what the speaker is feeling. If they're happy they will be smiling, sad maybe frowning. And if they're being sarcastic? Well we'll know because of the exaggerated way they will say something.

When writing it's much more difficult to get across what your character is feeling through speech alone. One way is to describe the expression on their face as they are talking, or the situation they are in makes it obvious what they are feeling. Another way to show us how your character is feeling is to just tell us, this is especially good if they are being sarcastic.

Some examples of both are:

- "Finding tribbles on my chair always makes me feel warm inside," he said sarcastically.

- Aedan laughed, "That was a good show. We should perform together again some time."

- "Get out! Get out now!" he yelled.

- Her eyes widened as a giant robot loomed before her. "Help!"

- Tears slowly rolled down her cheeks. "He was a good man," she said.
Or
- "He was a good man," she remembered fondly.
Or
- "He was a good man?" she asked [incredulously](#).

All of these let us know how the person is feeling by what they say, what their expressions are, the situation and how they say something. It paints us a much richer and vivid picture of what is happening to the character than just saying he said, she said, all of the time. But don't go overboard, she said, he said is still good to use.

So take into account how your character is feeling at any given moment and try to show us that. In fact, show us how they are feeling in your next post. It'll be good practice.

Posts & the Art of Proofreading

POSTS

There are three kinds of posts that you can write:

- Single Post
- Joint Post
- Personal Log

The Single Post is a post that you write on your own. It's about your character and what they are doing and thinking. It may also contain some NPCs. They are written in the third person (she, he, they), past tense (jumped, died, laughed) and in prose (like you would read in a novel).

The Joint Post is a post that you write with one or more other players. The post is passed back and forth between those involved and each adds their character's actions and responses. It can be done in real time via IM or through email, googledocs or forum PMs. It's about your characters interacting, what they are doing and saying to each other, perhaps what they are also thinking. These can be really fun to write but may take a few days to complete. These are also usually written in the third person, past tense, prose.

The Personal Log is the personal version of what Captains Archer, Kirk, Picard, Sisko and Janeway made on TV. It's your character recording a personal log. Think of it as your character writing in a diary, but instead of writing it down, they say it out loud. This can be written in the first person (I, me, my).

POSTING - A ROUGH GUIDE

Have you noticed that when you read a story or watch a movie they seem to have the same pattern to them? At the beginning there's a hook, something to catch your attention and draw you in. That's followed by conflict. This is the main guts of the story, what it's about. It has what happens, how the characters relate to the conflict, how they act and react to it. Once all of that happens then the story needs to be resolved and we reach the climax. The conflict, the issues or problems get sorted and the story as we know it ends.

We all know that a sim is like a story. An endless collaborative story that goes on and on for as long as there are active participants and a CO to run her. So before we do anything, let's start with the basics and work our way up from there.

Your post will focus mainly on the actions of your character. But because you are in a sim your character's actions will affect those immediately around you and may have a domino affect throughout the rest of the sim - or will it? Let's look at the three parts of any good post:

Background - **Action** - **Continuation**

Let me explain...

BACKGROUND - This is where you write about what has happened or if it's the beginning of a mission some background information on what the mission is about. It sets the scene and reminds everyone what just happened (especially to your character) or provides valuable intelligence for later on. It's also an excellent place to include your

character's reactions, thoughts and feelings to events that have happened in your previous posts and the posts of others. Maybe it's a few posts into a battle against a Romulan warbird, a photon torpedo just impacted against an unshielded portion of the ship in the previous post, the inertial dampeners are offline and maybe your character was flung around, hit by debris? Someone else was hit by debris and is now in need of first aid? Basically you're expected to react!

ACTION - This is where you get to move things along a little bit. You get to have some action (not necessarily the beat someone up action), finally a chance to act! You're adding something new. It might be that you introduce a bizarre illness affecting those in engineering, asking questions in a briefing, getting drunk with that pretty redhead and doing something very un-officer-like, or possibly pissing off your Department Head... Your options are endless. But be careful that you don't do too much, just enough to move the story or subplot along a wee bit and still allows others to add their own piece. It's a difficult balancing act.

CONTINUATION - This is the really important part. Sometimes this can be the hardest part of a post as we're all tempted to do a conclusion instead of a continuation. This is where you write something that will continue the story, where you pass it along to someone else (or multiple someones) so they can pick it up and run with it or so you can continue it in your next post. You have to ask yourself '*is there something I can do that can allow others to continue on?*' Maybe it's something as little as a door opening to reveal a mysterious someone, maybe you're asking someone a question and they can answer it in their post, or possibly you've handed over an injured person to medical, or end on a nail biting cliffhanger (be careful not to overuse this though). Anything really that someone can easily pick up from and tell their part of the story.

Another very simple analogy for posting is to think of it as a relay race. You see your team mate running towards you with the baton in hand (background). You take the baton they give you and then you run like a mad thing towards your next team mate (action) who is waiting and then you hand it over to continue the race (continuation).

Like I said, it was a really simple analogy.

WHAT MAKES A POST AWESOME?

- It tells you more about the character. You see the world through the character's eyes, get a deeper understanding of their mannerisms and their philosophy
- Advances the story. Even if it's only by a little bit, the post moves forward the main plot, an approved subplot, or someone's character arc
- Creates openings for others to write. A good post goes out of its way to offer a place for others to expand on it, to engage other players
- Length doesn't matter if the point hits the spot (That sounds naughty)
- The character has a chance to develop at a realistic IC rate: a romance takes more than one IC day to blossom or solutions to problems are found over time and with the help of others.

THE ART OF PROOFREADING

Here are some strategies for proofreading your posts and character's bio.

Proofreading

- Once you've written it, take a five minute break before you proofread. Putting some distance between writing and proofreading will mean that you'll find more mistakes and repeated words
- Reread it slower than you normally read something. This will give your eyes enough time to spot errors
- Read it out loud. It encourages you to read every word and will also help you know if your fullstops and commas are in the right places or if anything doesn't sound quite right
- Work out what mistakes you make the most often and look for them. If you don't know, maybe ask your CO or someone else for feedback

Spelling

Do NOT rely on your computer's spellcheck - *You've got two check you right the write words.*

- Common spelling mistakes are: there/their/they're, to/too/two, effect/affect, its/it's and your/you're
- Common misspelled Treknobabble words and phrases: Captain, Lieutenant, dilithium, impulse, anti-matter, duranium, deuterium, cryogenic, Ferengi, propulsion, transporter, shuttlecraft, Betazoid, Excelsior Class Vessel
- If you aren't sure, don't be afraid to use an online dictionary

Apostrophes

- Skim your writing and look for words that end with an '*s*'. If it's used to show possession / ownership, then it'll need an apostrophe.
- Look for where you have used contractions (two words shortened into one) - it is -> it's, you are -> you're. Make sure to include the apostrophe
- For more information on when to use apostrophes, visit this site http://theoatmeal.com/comics/apostrophe

Always proofread what you have written. It helps people understand you better.

Appendix

COMMON ACRONYMS IN SIMMING

IC - In Character

OOC - Out of Character

PC - Player Character

SPC / PNPC - Secondary Player Character / Protected Non Player Character

NPC - Non Player Character

CO - Commanding Officer

XO - Executive Officer

2O / 2XO - Second Officer

CoC - Chain of Command

TFCO - Task Force Commanding Officer

TF92 - Task Force 92

SCE - Starfleet Corps of Engineers

UFP - The United Federation of Planets

POST & SUBPLOT IDEA STARTERS

Stuck for ideas on what to post? Check below for some ideas. Check with your Department Head before you start subplots which will involve others from the Department. Check with the CO before you start subplots that will have consequences for or involve others outside of your department

Post Ideas
- Have your character reflect on their life. Are they happy with their choices? Perhaps they miss their family?
- Personal logs
- Research a problem or discovery, or fix a replicator or transporter that is malfunctioning (if engineer)
- If your character is off duty spend some time on the holodeck (remember the safeties cannot be turned off)
- Time to visit medical for a check up or the counsellor for a session!
- Make friends / lovers, lose friends / lovers

Subplot Ideas
- Socialise. Organise a get together in the lounge or for a party and meet the rest of the crew
- Shoreleave!
- Holodeck malfunctions trapping people inside
- Something is stolen or someone dies and a security investigation is conducted

HELPFUL LINKS

Below are some helpful links for writing, Star Trek stuffs and Instant Messengers.

Writing Resources:

- http://theoatmeal.com/comics/apostrophe How to use an apostrophe
- http://www.dumblittleman.com/2006/12/40-tips-to-improve-your-grammar-and.html 40+ tips to improve your grammar
- http://cedarseed.deviantart.com/art/Emotions-and-Facial-Expression-47118559 Emotions and facial expressions

Star Trek Resources:

- http://memory-alpha.org Memory Alpha
- http://www.ditl.org Daystrom Institute Technical Library
- http://www.ex-astris-scientia.org/index.htm Ex Astris Scientia
- http://copper.tripod.com The Bajoran Webpage
- http://www.klingon.org/menu.html Klingon Imperial Diplomatic Corps

Instant Messengers & Chat - Stay in Touch With Others:

- http://www.skype.com/intl/en/ Skype
- http://www.mirc.com/ Internet Relay Chat (mIRC) - for PC
- http://www.trillian.im/ Trillian
- http://www.miranda-im.org/ Miranda
- http://adium.im/ AdiumX - for Mac
- http://pidgin.im/ Pidgin - for PC