
Kadanzer Weyr Guide to Role-Playing Online

developed by Meg King; updated by Lynne Brigant & Whitney Ware • April, 2002

One of the most enjoyable parts of belonging to the Kadanzer Weyr is getting together with other members for some role playing (RP). We have three types of RP opportunities to our club members: our chat room, our message boards, and RP through our email lists.

RP makes our Pern come alive, and it lets you show everyone else what your character is like. At first, RPing can be very intimidating if you've never done it before.. You may not know anyone else, you might not know quite what to say or how to say it, and there seems to be so much going on around you! Well, with these suggestions, you'll have fun and fit right in, so read on!

RP GUIDELINES

One big difference between Kadanzer Weyr and many other clubs is that events which occur in RP sessions, online or email, are not formally considered "real" events. Or, in other words, dialogue and actions taken by your characters in RP are not considered "real" events in the timeline and continuity of the overall club. This is in part because many of our members are not able to attend RP's for various reasons (mostly technical or time-zone-related). Also, RP's are used for springboards for stories which are written for the Kadanzer club, and often these stories differ dramatically in final form from the original RP. So in order to be fair to all members and to avoid continuity problems, we consider printed stories as well as events listed in the timeline and clutch charts to be the only "official" events in the fictional lives of the inhabitants of the Weyr. However, this is not to imply that you can get away with murder in an RP. All RP actions are expected to have logical consequences. For example – if your weyrling is stupid enough to leap into a cauldron of boiling numweed, don't expect for everyone to pretend that it's merely a hot tub experience. Your persona will be hideously burned and die, and the BOD may well honor that as an official event. (For more – see our "logic" section below.)

CHAT ROOM

The chat room is held regularly for online RP events, as well as for chat sessions. The chat room is open 24 hours a day, seven days a week, and members can arrange to meet with one another and chat or RP at any time.

There are two permanent chat rooms: Kadanzer Chat and Kadanzer RP. Their functions are as implied – one is primarily to serve for social chatting, and the other primarily

for RP. Other rooms will be opened and closed as necessary, to host specific events.

Currently regularly scheduled events include

- FireStorm Wing chats: Tuesday nights, 6-7 p.m. Pacific/9-10 p.m. EST.
- Wednesday Welcome Wagon Wednesday nights, 6-8 p.m. Pacific/9-11 p.m. EST

To reach the chat room, first log onto the website. From the Members page, click on "web-based chatroom." This will send you to the chat-room sign-in screen. If you're a first-time user, you'll need to create a new chatroom account. (Note – this account is separate from your general club account which you established when you first joined Kadanzer!) Sign on with your nickname and password (we recommend that you use your real name for a nickname, instead of a persona name – this will help other club members get to know *you* better!).

MESSAGE BOARD

Our forum hosts a RP message board, where often multiple RP threads are ongoing. Members visit the message boards and participate as time and interest allows. Our forum site is available to members only, and are password-protected. The current password for our message board site is: Yoseth.

EMAIL LISTS

Several email lists (elists) exist as a communication service for club members. Each weyring class has its own elist, and many of the Wings do as well. Often, these elists are used for RP threads specifically for elist members. (If you have a candidate, weyring, or combat rider and think you've been overlooked for one of our elists, please contact webmaster@kadanzer.org.)

RP SHORTHAND FOR CHATROOM USE:

It takes a little while to get used to chatroom RP. There are shorthands we all use to make things a little clearer. These include:

If your nickname and the persona your are playing differ, please indicate who is talking(which will show up after your screenname like this):

*Tom: Pansa> I didn't think dragons liked eggplant
::looks confused::*

If you are playing more than one character, always indicate who is talking (which will show up after your screenname like this):

*Tom: Pansa> I didn't think dragons liked eggplant
::looks confused::*

Tom:: M'nute> They don't. They usually prefer red meat. ::grins::

Sometimes you will also need to show who your character is talking to, especially if there are a lot of people playing:

*Tom: Pansa to M'nute> Are you sure we are alone?
::teasing smile::*

*Tom: ::M'nute takes Pansa by the hand:: Quite sure.
::kisses her hand::*

To show action, use double colons :: ::

Tom: Snorth> ::looks down at his rider with a wicked grin::

If your dragon addresses another dragon, make it clear who is speaking and to whom:

*Tom: Snorth to Fith: **Well, I never said I liked to swim in ice water!***

*To indicate dragon speech, use double stars ** ***

*Tom: Snorth: **It's about time you came to feed me, G'lump.***

*To respond to your dragon, use double stars ** ***

*Tom: G'lump: **You big oaf! You just ate yesterday!***

If you need to make an Out of Character comment (OOC) on screen, surround it with double brackets:

Tom: ((Ack! I have to go. Lightning storm! Bye all!))

Points of Courtesy:

- You may not speak or act for someone else's characters without their permission. It would be very rude, and most likely confusing.
- You cannot physically affect someone else's character without their prior permission. For example – if greenriders Yasmin and Anyara are trading heated insults, Yasmin cannot slap Anyara in the face without Yasmin's owner getting prior approval from Anyara's owner for that slap to land home. (The best way to handle this sort of thing in an RP is to simply say your character is taking an action, and giving the other member the courtesy of how their persona is affected.) This same rule applies to throwing items, pulling chairs out from beneath other personas, etc. etc. etc.
- If you want to chat out of character, please take the conversation out of the RP thread. Trade emails, get one another's instant message (IM) addresses, or take the conversation to the social chatroom. Please do NOT clutter up a chat thread with a volume of out of character (OOC) disruptions.
- Many roleplay scenarios are planned well before the RP starts. Please do not introduce wild or distracting storylines during an RP without first contacting the RP manager. If you have something that's potentially distracting which you would like to have happen, consult with the RP coordinator before hand. Sometimes totally unexpected things

happen and they can throw off the entire scenario. (However, this is not to say that the RP coordinator doesn't appreciate your suggestions -- properly introduced, new scenarios can often add spice to the game!)

- Members of the Weyr come in all ages. Try to keep onscreen activities and language to PG13.
- If you have problems with dialogue or actions being taken by another player, please notify the RP coordinator, who will see that the problem is comfortably resolved.
- Please be patient if you ask a question or make a comment onscreen. Other players sometimes have many things going on at one time and might not see your comment immediately. If you think they missed it, you could have your character try the following: *::Ahem:: "Pansa? Are you distracted this evening? I said (and then repeat it)"* This is often the case when a player is handling more than one character. Some users may also be experiencing "lag" and are not receiving other people's posts until several seconds after you see it on your screen.

Logic:

One of the things that can be toughest to remember is that most of our characters act in logical fashions. There are certain behaviors that should be true down to the lowest drudge. These can include:

- When the Weyr is at meals in the Weyrhall, our dragons would be back in their wallows sunning themselves. Dragons will never in the dining hall. Other pets should not be running around near the food either. Felines and canines belong outside. Uncontrollable animals would probably be sent away from the Weyr lest they upset the dragons. Flitters might pop in and out or perch on their friend's shoulder, but not fly around the hall. Also, remember that firelizards do not speak in words. They use images to communicate with their friends.
- No dragon would ever disobey a queen dragon. This is true both of the senior queen and the junior queens. Even a weyring queen dragon is obeyed by other dragons. It is an instinctive behavior and cannot be changed.
- Only rare people can hear all dragons, and there are currently only one of these personas at the Kadanzer Weyr (Dragonhealer apprentice Deza). To hear any dragon who is not your own would be a great honor bestowed on you by that dragon, and this very, very, *very* rarely happens.. So please don't RP this as being common. In fact, we ask that you please don't RP this at all. (Yes, we know that Goldrider Lauria spoke to her brother's Asheth *all* the time. That was before there were any club standards and editing, so just because she did doesn't mean you can. Remember. Lauria was

special, and there'll never be another like her again.)

- If your character does something foolish, expect to pay a price. If you are hurt, you will need time to heal. Things on Pern follow a normal timeline since there is no magic. Recovering from broken bones or bad burns will take a long time. Work it into your character's behavior. Or better yet, be careful. Because if you do something extremely stupid, the RP manger will likely enforce the results upon you.
- Your character should address anyone of a higher rank with their proper title. A weyrling would call a full-fledged rider "Sir" or "Ma'am", or by their position "Wingleader" or "Weyrleader" unless told to do otherwise. When in doubt about someone's rank, "Sir" and "Ma'am" are always acceptable. Once they offer their name, it is a sign you may call them that. If you are uncertain of a character's name, either play it out on the screen or send the player a private message and ask. Everyone forgets sometimes!
- RP sessions encompass all the things that happen on Pern. We hold gathers, fight Thread, brew numweed salve, and many other things. Get into the spirit. Participate! Its the best way to get to know others in the Weyr, and it'll give you ideas if you want to write about your character.
- Be respectful of what's presented as player-only knowledge. If Kuroi is in the stables, hidden in the last stall, with a towering draft horse between her and the distant barn doors as she steals something from Lord Andlin's saddlebags, it's extremely rude to have Wingleader L'rian come striding through the door and see immediately what she's doing. No one on Pern has X-ray vision, and if a member is taking care to have their personas behave in stealthy activities, respect that. And likewise – just because your dragon is telepathic doesn't mean your dragon is going to read someone's mind just so that you can be in possession of another character's unspoken knowledge. Dragons will not read anyone's mind except for their rider's.

WALLFLOWERS

Please remember that wallflowers get ignored. If you introduce your persona as sitting around in a corner and moping, don't expect other members to immediately rally to your persona and shower them with attention. Chances are far more likely that your persona will simply sit alone in their corner while other players continue with what they were already in engaged in.

When entering an RP, be sure to give yourself "hooks" that will help other members approach your character. [::Luka sat at the table and gazed mournfully into her cider cup::](#) just means that Luka is a wallflower. However, posting [::Luka stepped through the Weyrhall door and](#)

[looked around for familiar faces and an empty seat::](#) gives other members a chance to have their personas wave Luka over and offer her a cup of cider.

Finally – don't hesitate to actively involve a character in on-going events, but also be courteous and don't interfere. For example: If Luka and Coralia are playing a game of keeping-the-dinner-roll-away-from K'nis, don't post that [::G'tin stands up and snatches the roll out of midair::](#) Instead, give polite hooks to let other participants know you're ready and interested in joining in. [::G'tin stands and waves at Coralia::](#) "Toss it over here!"