

Characters

This is a general guide for characters.

- Character directories are linked near the bottom of this page.
- To create a new character, see [Creating a Character](#).
- For wanted characters, see [Characters Wanted](#)
- For character adoption information, see [Character Adoption](#).

Character Directories

Any player character and any named characters that appear in the roleplay are considered notable and should be included on the wiki so that their information can be used for future appearances and for historical purposes.

The character directory is split into sub-pages for each of the major factions due to the sheer number of characters in Star Army (over 1,200). Please choose a faction-specific character list from the pages below.

1. [Abwehran Characters](#)
2. [Azorean Commonwealth Characters](#)
3. [Freespacer Characters](#)
4. [Poku Degonjo Saeruo Characters](#)
5. [List of Independent and Civilian Characters](#) (no faction)
6. [Iromakuanhe Characters](#)
7. [Neo Kohana characters](#)
8. [Lorath Matriarchy Characters](#)
9. [Mishhuvurthyar Characters](#)
10. [Neshaten Characters](#)
11. [Nepleslian Characters](#)
12. [Sourcian Characters](#)
13. [Yamataian Characters \(Yamatai Star Empire\)](#)
 1. [Star Army of Yamatai Characters](#)
 2. [Elysian Characters](#)
 3. [United Outer Colonies Characters](#)

For all characters, see [Character Directory](#)

Types of Characters

There are two primary types of characters that appear in the roleplay: player characters (PCs) and non-player characters (NPCs).

Player character bio pages should go in the **character:** name space. Non-player characters should go in the **character:NPC:** namespace.

Player Characters

Player characters (PCs) are the characters whose speech and actions are controlled by players instead of by the GM. They're the "main characters" of the story. Maybe even the heroes. The storyline will follow them.

[Role-Players](#) put themselves in the role of player characters characters adventuring in the Star Army universe. Quite simply, a player character (PC) is a character that any player primarily controls in any sort of game setting. Usually, these are the characters you spend the most time developing in a roleplay setting because they are the ones that the story will revolve around.

Characters not played by role-players are non-player characters (NPCs); NPCs are controlled by a plot's [Game Master](#).

Non-Player Characters

In contrast, non-player characters (NPCs) are controlled by a plot's [Game Master](#) (typical), a faction manager, or the creator of the roleplaying thread. They're are part of the imaginary environment in which the player characters are adventuring. Control of NPCs can be shared in some cases.

Create NPCs articles in the **Character:NPC:** namespace using the [NPC Template](#). There are [random generators](#) for NPCs available.

Non-Player Characters (NPCs) are characters that are part of the imaginary environment that the characters are adventuring in. They are controlled by a plot's [Game Master](#).

NPC Tools

- [NPC Template](#)
- [Random Generators](#)
 - [Random Character Personality Generator](#) (offsite link)
 - [Random Flaws and Weaknesses Generator](#) (offsite link)
 - [Random Character Interests Generator](#) (offsite link)
 - [Random Character Motivation Generator](#) (offsite link)
 - [Body Measurements](#)

Random NPCs

- [Elysian](#)
- [Star Army Male Soldier](#)
- [Star Army Nekoalkyrja](#)
- [Iromakuanhe](#) (male only)
- [Thug/Mercenary](#) (male only)
- [Lady](#)
- [Origin Industries employee](#)
- [Nepleslian Space Marine](#)
- [NMX Nekoalkyrja](#)

- [Qaktoro](#)

Character Creation and Review

For character creation guides, see: [Creating a Character](#)

A [Game Master](#) is responsible for evaluation and approval of characters made for his/her [plot](#).

1. Be original. No characters from other media such as movie, books, and games.
2. Put your character on the wiki. Use the provided template. Keep the page up to date.
3. Until a character is approved by a Game Master or a Character Approver, the character is limited to the Open RP and Freeform RP forums. Once approved by a GM, a character can join that GM's plot.
4. If you want your character to be related to an existing character, get permission from that character's player first.

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