

Creating a Hidden Sun Clan Character

This page provides you with all of the instructions needed for making a character from the [Poku Saeruo Degonjo](#).



By following these instructions you will have enough details to create a unique background for your character as well.

Name

To start the creating you need to first come up with a name for your character. Take a look at other character names to get an idea for what yours could look like. Read over random words in their language, [Takavona](#), to get a sense for how their language ought to sound.

- *View more details on [Bâna'te \(Naming\)](#) Hidden Sun Clan characters.*

Create a Character Sheet

1. Create a new page by typing or copying the following url into your browser (but don't hit enter to go to that url until after Step 2!).

```
http://stararmy.com/wiki/doku.php?id=characters:hidden_sun_clan:<your_character_name>
```

2. Change <your_character_name> in the url to your character's name, placing Underscores '_' between first and last name. NOW hit enter to navigate to the blank page you just 'made'. 3. Click Create Page on the right hand side. 4. In a new tab or window, open the following page for the template for a Hidden Sun Clan character sheet. 5. [Character sheet for a Hidden Sun Clan Character](#) 6. Edit that page (don't actually make changes!) and copy the code section from the Character Sheet page. 7. Paste the code from the Character Sheet page into your new page that you created in Step 3. 8. Cancel the edit of the Character Sheet page and close that tab. 9. Start working on your character! Remember to save periodically so you don't lose progress.

Species

Now that you have your character sheet, you need to decide which of the four species found within the clan you wish to play. The [Qaktoro](#) are the most common within the clan, followed by the [Tula](#). However, you can play any one of the species. Each of the species has specific attributes and expectations. You can use the links to review the different species, once you choose which one you want to play, you may proceed with character creation.



Clan Species

- [Qaktoro](#)
- [Tula](#)
- [Qakla](#)
- [Tuoro](#)

Gender

Gender within the clan has no significance in the clan's culture. Males and females can hold any position within the clan, and have all of the same rights and privileges.

Physical Attributes

You need to determine the following physical attributes and put them on the character sheet. These will help give you mental image of your character. Are they short and so often feel the need to prove themselves? Or are they at the other end of the spectrum and prefer to intimidate those who are shorter? You can find the information appropriate for your character in the Physiology link below (all four species' information is in on the same page).

- [Jodau'lynuâ \(Physiology\)](#)

Height

You must choose a height for your character within the ranges listed for your chosen species. If you want your character to be taller or shorter than the norm, you will need to clear it with the Faction Manager and provide an explanation.

Weight

You can choose a weight for your character within the ranges listed for your chosen species. The weights are normal, common weights, and there is enough flexibility for you to create a desired appearance. If you want your character to be thinner than usual choose a lower weight with a taller height. Also, consider writing down how much weight they can lift as indicated. For ideas on high levels of weights that a humanoid can lift, look at statistics for real-world weightlifting competitions.

Build and Skin Color

Build is up to you although most Clan characters are going to be physically fit, but there is still plenty of room for you to be creative. Choose a skin color from those listed for your species.

Eyes and ears

Ears have specific details depending upon the species. This is also true with the shape and alignment of the eyes. Also note the differences in the visual aspects.

Fur Color and Fur Accents

Choose a fur color from those listed, and decide what accents (if any) you want. They can have spots, stripes, or patches of color. List what color the accents are.

Distinguishing Features

Put the length of the tail, and any other unique features. Include scars from any accidents or fights. Also list, for your reference and for others, the type of hand your character has.

Background

There are many factors in your character's life that can mold them and form their personality and ambitions. You may also want to look at the [Kyn'ka \(History\)](#) for events that could have affected your character's family. For example if your character comes from a smaller House, their house may have suffered during the [Usonori Sate \(Lean Times\)](#). Their parents living through that may have instilled certain views into their children. You can also look at the [Jyaonjodau \(Paradigms\)](#) to find information that might help you flesh out your character, or to use as events that happened caused by others.



These are some of the specific things you need to consider for your character.

Family

The smallest social group within the [Poku Saeruo Degonjo](#) is a [Punla \(Family\)](#). A Punla consists of the spouses, children, and [retainers](#). The size, composition, and status of the family are all things to consider. If they came from a large wealthy family, your character's view on life would be different than if they came from a small poor family. Think about the family structure, number of adults, siblings, etc. along with what their parents did for an [Kâbo'kai \(Occupations\)](#). After all, if their parents were gatherers, then they would have been away a lot of the time, so did your character travel with them, or stay home with other relatives?

- [View more details on Punla \(Family\)](#).

House

The largest social group in the [Poku Saeruo Degonjo](#) is a [Ruoka \(House\)](#). They are groups of families which tend to hold common beliefs. Some of the Clan Houses can trace their history back to the pre-history. Depending on the size of the house your character belongs to, they may have a more privileged life.

- [View more details on Ruoka \(House\)](#).

Birth

Where did your character's birth take place? And what circumstances brought about them being born there? These are the typical locations that clan members are born. The list below has them in the order from the most common to the least common.

- [Sotâka Ruomâqi \(World Station\)](#) this is the home to the Clan, but you should be more specific by

choosing one of the following for your location. If you choose to have your character born using the last three, then you need to explain why they were born there instead of one of the others. You can also choose what residential district their family lived.

However ask yourself, were there any complications with your characters birth? Did your character live but their mother die? Did both of their parents die leaving them to be raised by other members of their family or house? Did your character know this from a young age, or did they learn on their own? If the mother died, did this affect how the father treated your character? Is your character a twin, and if so were they the younger or older? What was the relationship with their twin?

Birth Locations



- One of the [Vonaieano'ka \(City State\)](#), this is the most common origin for a character as most of the clan live in one of them.
- [Galysumanâ'ai Buvoli \(Capital\)](#), this would imply that your character was somehow connected to a member of the [Tanoi \(Council\)](#). Either directly, or as a retainer.
- [Weâm Vana Movi \(Farm\)](#)
- [Poku Movi Vamâqi \(Clan Void Berth\)](#)
- On a [HS-ST3-1a Fuâmy'a Ruomâqi \(Watcher Stations\)](#)
- On a starship
- On a planet

Officially your character was not considered a person until one month after birth in the [Fofijo \(Cleansed\)](#). That is when they get their name. However this does not mean that the ritual was not without some sort

of events. For example, was your character a twin and did your sibling not pass the [Fofijo](#)?

Schooling

Clan members typically send their children to the [Ruohui Giba'te \(Academies\)](#) to receive their education but in some rare instances the child is home schooled. If you choose this option, include a reason why the family chose to do so. Was it because the parents were off station most of the time and wanted the child to be with them? Think what growing up on a ship and visiting planets would do to your character.

If you choose to go with the more conventional option, you still need to decide if they went to a public school, or if they come from a large House, a private one. Did anything significant happen there? This can be something good or bad. Were they social and have a lot of friends? Or were they a bit of a misfit who found it difficult to fit in?

Internship

Clan members during their 14th and 15th year of their life typically will participate in 2-4 [Kâbo'kai Ojme \(Internship\)](#)s. These are intended to let your character decide what they want to do, but they may be exposed to real life incidents during the course of them that can leave an impression on the person. Therefore, it pays to think about your character and their internship. Was it relatively calm, or did something happen? Did they suffer an accident or end up in a hostile encounter with an alien vessel? After deciding what may have transpired, think how your character would have reacted to the event, and its consequences.

Baqnor

The last event in 'childhood' is the [Baqnor \(move from youth\)](#). This ritual is mandatory for all [Qaktoro](#). Failure for them has serious consequences.

The other [Poku'vonai](#) such as the [Qakla](#) and [Tuoro](#) may take the ritual but with different consequences. It is rare for a [Tula](#) to choose to partake in the [Baqnor](#) but it has happened.

History



At this point you have enough information to write your character background. Make sure to include dates, names and places so that both you and the [Game Master](#) you can refer to it.

Jael and Occupation

At this point you need to decide which of the [Jaeli \(Sects\)](#) your character belongs to as well as their [Kâbo'kai \(Occupations\)](#).

A clan member normally starts out born into the same Jael as their parents. But they can choose to belong to another in the pursuit of their occupation. When you look at the [occupations](#) for your character; the pages provide information as to what Jael can be in that occupation.

All new characters start out as [Sâvyjo \(Junior Apprentice\)](#).

Personality

Okay now that you have worked out the significant events of your character's growing up it is time to work on the personality.

The first entry for the personality is your character's basic nature. Refer to events from the character's

past you have worked on. If you decided that something happened back in the academy, then the effects of that could be in their personality. A person who was betrayed is likely to be private, or distrusting of those they first meet.

Likes and dislikes are up to you. They can reflect the quality of things they like, or favorite foods, drinks past times. The same can be said for dislikes.

Goals change during a person's life. So you should probably have a short term goal, and a long term goal. eg: Qito hope to make Senior Apprentice in a year. He also has hopes of someday commanding his own starship.

[Boqatsou \(Death curse\)](#) are common among the clan, especially with the warriors. It is an optional item however. And you do not need to keep the same one.

Skills

The [character sheet template](#) is already filled with the three standard starting skills for Hidden Sun Clan characters. Additionally, each occupation has the starting skills for that profession for you to add them to your character sheet. Past that, you are allowed up to seven [skills](#) on your character sheet. You can, for example decide to take the skill for musician, or cooking as an additional skill. Try to pick skills that make sense for your character, and challenge yourself to include at least one skill that you don't expect to come up in play but adds some dimension to your character.

Possessions

On the character sheet is the standard issue for the clan. Some [Jaeli \(Sects\)](#) and occupations will give your character additional items that you need to add.

Next Steps

- Submit your character for review and possible acceptance on the Forum.

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