

# New Players' Guide

Welcome to Star Army! This article has the basic steps and info you'll need to participate. Please read it thoroughly.



## Registration

You must be **16 or older** to join Star Army.

The wiki login system is separate from the forum one, so you will need to register for both.

1. [Register an account on the forums](#)
  - You're invited to introduce yourself in the [Introductions Forum](#).
2. [Register an account for the wiki](#)
  - You'll need a wiki account to create an article for your character page.
  - No wiki knowledge is required to post your character; We have a form that automatically adds the wiki code for you.

## Creating a Character

The [Character Creation Guide](#) (CCG) is your primary resource for making your character. Note that there are several **species-specific character creation guides** to help you. Before you make your character, if possible, do a little background reading on the role-play and get an idea of the plot you want to join. Once you're somewhat familiar with the role-play setting, you'll want to get started with the CCG. It should give you vital information for your character, based on your choices.

- [Create a Character](#)

## Submitting Your Character

When you're done [Creating Your Character](#), you'll need to:

1. Add your bio to the wiki (if you're not sure how, see the steps below)
  1. Go the [list\\_of\\_notable\\_characters](#), follow the link to your faction, and then click "Edit this page" and add a link to your your character.
  2. Save the page and then click the (red) link you just made. It'll take you to a page that says "This page hasn't been created."

3. Click "Create This Page" and insert your character biography code you made using the [Character Template](#).
4. Make any final adjustments needed and then save your Wiki bio. After saving it, copy its URL.
2. Go to the [new biography forum](#) and create a topic containing a link to the bio page you just created.

## Review and Approval

If there are no problems, approval will usually be quick and painless. If there are issues with your biography, the game master will do his best to help you adjust it so that it makes sense or fits in the role-play. The most common sources of problems are overpowered, glorious histories and skills, story continuity issues (things that wouldn't make sense, like joining the Star Army before it was founded), and lack of detail.

**NOTE: If you update/edit your bio, post a reply to its thread so the reviewers will know to look at it again!**

A character forum moderator will post approval of your character in the forum thread you posted. The topic will then be moved to the [APPROVED forum](#) (so if your character thread seems missing, check there!). The character forum moderator will should also send a private message to the GM of the plot you listed as your first preference. We encourage you to also send your own private message to the plot GM introducing yourself.

In the unlikely event your character is approved but cannot be accepted, the GM (or if he is not available, the Faction Manager or Setting Manager) will post a notice in the approved character thread and then contact your second choice plot GM on your behalf. If your character is in the military, you will also get an orders thread in the appropriate communications forum. It will tell your character where to go and serves as a record of his/her military service including transfers, awards, and promotions.

Once you're accepted into the plot, edit the [plot's page](#) so your character is on their crew roster (or ask your GM to).

## Questions and Assistance

There are many ways to get help:

1. The [Your Questions Answered forum](#) allows you to get your questions answered by the community. You will need a forum login.
2. You can [Connect to the Chatroom](#) for live assistance ([IRC Guide](#))
3. You can email the admin at [stararmy@gmail.com](mailto:stararmy@gmail.com)
4. You can call or text message the admin, [Wes](#), at (209) STAR-ARMY (+12097827276).

## Start Roleplaying

Once you're in a plot, start role-playing! If it's a single-post plot you can start right away (or as soon as it

makes sense in the plot). If it's a [joint\\_post](#) plot, then find out when the next chat session is (most plots have a scheduling thread in their forum).

## Basic Rules

- Respect other players' [player\\_rights](#).
  - Do not control other people's characters.
- Write well. Your posts should be easy to read. Please use proper spelling and grammar and post in third person.
- Communicate with your [game\\_master](#).
- Don't disappear on us. Don't vanish and leave people waiting on a post that will never come.
  - Absences are fine as long as you give advance warning in your plot's OOC thread.
  - If you need to leave a plot, follow the instructions here: [Leaving a Plot or The Community](#)

Full rules are available here: [Site Rules](#)

## Play-by-Post Roleplaying

Most Star Army roleplay is done by posting directly onto a thread (or start a new one), which is called a [Single Post](#). Sometimes single posts are consolidated into compilations.

## Joint Posts Roleplaying

For JPs, we usually arrange a meeting time or just spontaneously start role-playing with whoever is online that fits into a plot. These RP sessions usually last about an hour or two and when we're done, one of the people in the RP session saves, edits, and posts the transcript (then referred to as a [joint\\_post](#)) onto the boards. The above methods of RP are why some parts of the board tend to have big, long posts with multiple characters and few replies—so don't let them intimidate you, they're just giant edited transcripts.

For more information on JPs, read the [Guide to Joint Posts](#).

## Other helpful pages

- [Character Creation Guide](#)
- [glossary\\_of\\_sarp\\_terminology](#)
- [frequently\\_asked\\_questions](#)

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