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Creating a Character

This guide will help you create a character to play in the SARP.

Our goal is to help you get into the RP quickly and smoothly. Although you should read through the character creation guides and linked articles, much of the background and history presented in this wiki is not strictly necessary for creating a character. If the Star Army universe seems too big, just remember that *you don't have to know everything* to get started. Skip the intricate details as necessary and just *focus on making a great character that you like* and that makes sense. Don't stress the fine points too much; you can pick them up along the way as you roleplay. If there are some specifics you want to include, do so, but know that you might have to correct them if there's a clash with the established setting (historic events, etc).

It's okay to submit an imperfect bio so don't stress out trying to know everything. Since all characters are reviewed before approval, other members will get to see your bio and help you tweak your character if needed.

Tip: Make sure your faction has [active plots](#) running! Try to figure out what plot you're aiming for and build a character that fits.

Start with the [Character Template](#) open in a separate tab or window and fill it in as you go.

Specific Guides








These are creation guides written specifically for given races.

Main Species



Recommended for new players because these races have a wide playerbase and a variety of plots to choose from

	Creation Guide	Species	Faction	Description
	Create a Nekovalkyrja	Nekovalkyrja NH-33	 Star Army of Yamatai (Yamatai Star Empire)	Exclusive to Yamatai, the Nekovalkyrja (pronounced Nay-ko-wul-ku-ree) are an artificial all-female race of cat-eared gynoid warriors that make up the bulk of the Yamatai's military, the Star Army of Yamatai.

	Creation Guide	Species	Faction	Description
	Create a Yamataian Create a Minkan (new version of Yamataians)	Yamataian	 Yamatai Star Empire	Another artificial race (and cousins to the Nekovalkyrja), Yamataians make up most of the civilian populace but are also common in Yamatai's military.
	Create a Nepleslian	Nepleslian or ID-SOL	 Star Military (Democratic Imperium of Nepleslia)	Nepleslians are mostly human, but might have mutant, alien, or ID-SOL DNA mixed in, as well as cybernetics. Mostly male, Nepleslians are known for their love of guns, alcohol, and pretty much vice in general.
	Create an Elysian	Elysian	  Elysians may now join the Star Army of Yamatai or Nepleslian military	Winged and cultured, Elysians live within Yamatai and its neighbors.

Most species also have the option of joining [origin_industries](#) or being [independent](#).

Alternate Species



Recommended for veteran players only because opportunities to use these characters are limited

- [Create an Azorean](#)
- [Create an Abwehran](#)
- [Create a Freespacer](#) (Freespacers can join the [Nepleslian military](#))
- [Create a Gartagen](#) (Gartagens may join the [Nepleslian military](#))
- [Create an Iromakuanhe](#)
- [Create a Kohanian](#)
- [Create a Lorath](#)
- [Create a Separa'Shan](#)
- [Create a Neshaten](#)

General Guides

- [choosing_your_character_s_personality](#)
- [writing_your_character_s_skills](#)
- Appendix A: [example_character_sheets](#)
- Appendix B: [Female Body Measurements](#)

Character Templates

- [Character Template](#) for wiki (with links)
- [NPC Template](#)
- [standard_wiki_biography_template](#) (manual formatting)
- [npc_template](#) (manual formatting)
- [anonymous_character_art](#)

List of Common Occupations

If you prefer to start by choosing your character's profession, here's the links to the major occupational pages:

- [Occupations in the Star Army of Yamatai](#)
- [Occupations of the Nepleslian Star Military](#)
- [astral vanguard occupations](#)

Choosing a Species

Ready to create a character? Select from the list of species below to go to their full description. If you have any questions, contact the relevant GM.

See also [International Relations in SARP](#).

Species Descriptions

Abwehran Clade

The [Abwehran](#) are a humanoid species which evolved on a high-gravity world. Created by [matthew](#).

Abwehran Subspecies
surfacers The more aesthetically inclined and hedonistic majority of the Abwehran that traditionally live on the homeworld's surface.
nightwalkers They are firm advocates of ascetic virtues. They are subterranean in nature, and possess an extreme sensitivity to light.

Azorean Clade

The [Azoreans](#) are a race of aquatic humanoid mechanics. Their GM is [fay](#).

Azorean Subspecies
Azoreans A peaceful aquatic humanoid species with an affinity for engineering.
Forgotten A subterranean, not-so-peaceful version of the Azoreans that have an affinity for medicine.

Elysian Clade

The [Elysians](#) are a race of religiously oriented angel-like humanoids. Their GM is [Orion](#).

Elysian Subspecies
Patrician The ruler and intellectuals of the Elysian Empire. Capable of limited flight, telepathy, and extensive longevity.
Caelisolan A newly engineered 'middle class' race/body awarded to Plebeians who accomplish great things. Expected to replace Plebeians entirely by YE 32 .
Plebeian The result of the dysgenics and being the underclass of Elysian society. They are weaker than their Patrician kin, but possess the potential for equal intellectual status, if given proper education.

Freespacer Clade

The [Freespacers](#) are a race of anarcho-liberal nomads that spend their entire lives in wandering through space. They have a great affinity for all things cybernetic, and have pushed the boundaries of flesh and machine beyond that any race before them has achieved. Most 'Spacers are pacifists by nature, but there are also many who would take up the role of ideological crusaders and fight for the sake of equal rights. Their GM is [Miss Strangelove](#).

Freespacer Subspecies
Type Twos They are the working class of the The Free State. They are indoctrinated from birth to be selfless, loyal, and hard-working; the ideal workers. A side effect of this process is that they tend to be relatively naïve and innocent for their age.
Type Threes They compose the majority citizens and specialists in the Free State, encouraged to think creatively and question everything around them – even their own leaders. Type Threes are usually quite outspoken in comparison to those from other races.

Freespacer Subspecies

Type Four Hybrots and the Automata

The cyborg creations and sentient machines of the Freespacers respectively, which are both produced from the minds of the dead. Both are self-aware and still capable of the full array of human emotion, but due to their radically altered intellectual capacities they experience emotions in much different ways. Nearly all are prone to odd behavior or neurosis at one time or another.

Iromakuanhe Clade

The [people](#) are a race of humanoids with advanced biotechnology who join their bodies to living machines, including great organic starships and the powerful VANDR biomecha. Newcomers to the galactic scene, they find themselves splintered and fractious compared to the great empires of the Core Systems. Created by [Exhack](#).

Traditional Cultures	Metropolitan Cultures
eyr_ranr Nomads of the sky, they have a natural affinity for the winds, aircraft and high speeds.	Maekardanii Cosmopolitan, wealthy and educated, the Maekardanii embody all the best and worst qualities of the Iromakuanhe.
sund_wakir Serious, loyal and devout, they are among the finest fighters among the Iromakuanhe, and capable of surviving in all but the most inhospitable places.	Hlaraian The easygoing and freedom-loving Hlaraians are naive, but always tireless in artistic pursuits and the realization of their ideals.
ivuori Scholars living in great towering enclaves, they are leaders in affairs of culture and science.	Mazerinii As the settlers of a frozen prison world, the Mazerinii are cold and stubborn, but possessed of a great sense of charity and devotion to family.
curdatl Strong, hardy and jovial, they commonly find work in all fields of endeavor, but are best known as great builders and the tenders of the farms that feed the Iromakuanhe.	Cohronl Frontiersmen and enterprising space colonists, the Cohronl form cosmopolitan societies on the fringes of space.

Kohanian Clade

The [kohanians](#) are a race anthromorphic humanoids that now dwell on Neo-Kohana. Their technology level is not much past that of the medieval era, but by manipulating PANTHEON certain individuals can access magic-like abilities. Their GM is [Avatar of Kohana](#).

Kohanaian Subspecies

Kee'Awloo

The anthromorphic canine race of Neo Kohana, who commonly take up duties as spiritual guides and historians.

Kohanaian Subspecies

Dy'Unnar

The anthromorphic feline race of Neo Kohana. They are the leaders of technological advancement for the clade. Heightened smell and eyesight, poor hearing, and retractable claws are the hallmarks of this species.

To'Yaree

The anthromorphic equine race of Neo Kohana. They are often employed as metalworkers and engineers on their homeworld. Their large builds and strength makes them well-suited as laborers.

Sha'Nai

The anthromorphic lapine and ermine races of Neo Kohana. They specialize in assassination and intelligence-gathering.

Lor Clade

NOTE: The Lorath wiki article is very lacking the moment, so there's currently nil description available on their society. Hence this section is incomplete. Their GM is [DocTomoe](#).

Lorath Subspecies

Lorath

The dominant species on the planet.

Helashio

A sub-species of the Lorath conquered and enslaved hundreds of years ago.

Nepleslian Clade

The [Nepleslians](#) are descendants of an Americanized society; free-market trade, crime, and gun-toting are the hallmarks of this nation. Many Nepleslian regions follow the age old tradition of dog-eat-dog, as gangs and criminals war between one another. This race is heavily (60%) male; females are fewer here. Their GM is [The Essential Moon Man](#).

Nepleslian Subspecies

Nepeslians

These are humans of relatively uncorrupted genetic stock, which make up most of the population of Nepleslia, especially its upper class.

ID-SOL

Originally bred to be super-soldiers before the advent of Nekovalkyrja. Due to a super-Y chromosome, ID-SOLs and their descendants are all males. Although made for war, many of them joined the Nepleslian populace, where they make up a fair bulk of the working class. They are still a massive presence in the [military](#), however.

Yamataian Clade

The Yamataians are derived from a mixed Japanese and English culture, which is apparent in many aspects of their society. Their society itself is very wealthy, and poverty is high unheard of. However, they still tend to draw spite from many species due to their long and bloody history of conquering smaller nations. Their GM is [Wes](#).

Yamataian Subspecies

geshrin

The now obsolete predecessor to the Yamataian. Humans with slight genetic enhancements.

Yamataian

Genetically enhanced citizens of the Yamataian Empire, with physical abilities superior to the Geshrin. Traditionally this species is used as civilian and support roles in Yamataian interests.

jiyuuian

Yamataians living in the [United Outer Colonies](#).

Nekovalkyrja

The cousins of the Yamataian. Genetically enhanced cat-girls possessing superior metabolism and endurance, designed for use as soldiers by the Yamataian military. Having a virtual monopoly over the Yamataian military, they have considerable influence in Yamataian society as a whole. ONLY ALLOWED IN THE [YAMATAI STAR EMPIRE](#)

Writing Your Character's History

New characters will not have much of a history. Your character's history should be a starting point that sets up your character in the story, usually a significant event. For instance, you could be a newly-created [Nekovalkyrja](#) born onto a [Star Army of Yamatai](#) starship (and that would pretty much be the extent of your character history), or perhaps your character's history is pretty normal, and you start off the story as your character runs out of cash, or tries to start a business.

Please don't abuse the history part of your character's bio by using it to engineer your character's skills. What we mean by this is we don't want characters coming into the SARP with years of intense training as an assassin or with scars from a battle that you weren't around for. You're starting at the low end of the rank scale so making your character a veteran don't make much sense.

Here's some resources to help you keep your character's history in sync with the rest of the universe. After you're done writing your character's history. Remember, don't be afraid to post an unfinished product on the [Your Questions Answered forum](#) and ask for help if you think you could use some.

Resources for for filling these years pages in:

- [Timeline](#)

Due to the different calender and length of year compared to the rest of the known galaxy, the Abwehrans have their own timelines:

- [Abwehran Pre-RPG Timeline](#)
- [Abwehran RPG Timeline](#)

Inventory

If you haven't already, you will want to figure out what your character owns. To be fair to all players, each of their characters initially starts with three-thousand KS (or equiv lent) on his/her electronic money card, minus the cost of items the character starts with. Military characters are also usually loaned a

predetermined bundle of standard-issue equipment such as uniforms for no cost. The equipment varies by faction. Ask your GM if you need help finding it.

If you want more than three-thousand KS of items to start with, your character can go up to seven-thousand KS in debt, although this is not recommended. You might also save money by buying used items, which usually are around fifty to seventy percent the original cost of the item (I pity you if you buy used soap, though). To make things easy, for things that aren't found on the price lists, one KS is about equal to one US dollar. See: [prestige_system](#).

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