Risk Levels

Risk Levels provide information on the general level that a place or plot has to the player characters in them. These risk levels form guidelines of the type of RP that can be held there. The idea is to kind of keep everyone on the same page of what is expected.

This helps help avoid fiascos like the time characters went out for a social night for drinks wearing cocktail dresses and ended up fighting xenomorph-like giant cockroaches, which wasn't what players signed up for! If you discuss things in advance, that's cool, but set some OOC expectations first. In the absence of that, these are some default guidelines.

Risk levels could are noted in struct as part of the Places Schema, so they're visible on the bottom of articles in the struct info box.

Safe

Places and plots marked as safe are social zones of SARP where players aren't generally going to get attacked, such as holiday celebration threads and other casual/social RP threads.

Social hubs like Kyoto and Pisces Station are safe zones.

If you cause violence in a safe zone and it's not agreed on in advance, a staff member may remove the post.

Low Risk

There's some risk in these areas but it's minimal if the players are well-equipped.

Game Masters should avoid killing or seriously injuring characters in low risk zones.

Friendly worlds are typically low risk.

Moderate Risk

In medium risk areas there's danger to player characters and some likelihood of running into enemies.

Characters could get seriously injured if they get into battles.

Unexplored worlds, and most of the setting, tend to be moderate risk.

High Risk

In high risk areas it's inevitable that enemy forces who pose a serious or superior threat will attack the PCs who enter them, and the characters might die.

Active war zones and actively controlled or patrolled by enemy forces are typically high risk.

In an area is marked as high risk, Game Masters or the thread OP should be playing some hostile enemy forces.

Notes

Wes created this article on 2023/12/28 08:41 based on this implemented suggestion thread: Suggestion: Create Risk Levels and Zones

From:
https://wiki.stararmy.com/ - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=guide:risk_levels

Last update: **2023/12/28 16:00**