

# NDS Ravenaca's Watch (Plot)

NDS Ravenaca's Watch is a [roleplaying](#) plot created December 7, 2020 by [GM Whisper](#), and is being continued by [Alex Hart](#).

NDS Ravenaca's Watch (Plot)	
	
Forum Link	<a href="#">OOC Thread</a> <a href="#">Most Recent RP Thread</a>
Type	<a href="#">Joint Post</a> <a href="#">Primarily</a>
Faction	<a href="#">New Dusk Conclave</a>
Game Master	<a href="#">Alex Hart</a>
Pacing	Once every two weeks
Number of Players	-
Accepting Players?	Yes
Joining Requirements	Member of the <a href="#">New Dusk Conclave</a> or exchange officer

**Status:** This plot is currently active, but not recruiting.

## Plot Details

The NDS Ravenaca's Watch is a new NDC-centric plot ship I've got in the works. We'll be using one of the new [Spectre-class cruisers](#) tasked with exploring systems in the NDC's corner of the sector.

**What to Expect** High-level, I intend for the ship to kick the bee hive of a new NDC enemy every so often and deal with the fallout from that. Expect a mix of combat on the ground and in space using Frames. When the ship isn't getting into trouble, we'll be focused on exploring new worlds, meeting some new alien cultures, and generally getting to know our corner of space a little better.

I'd like for this plot to be fairly character-centric, so where I can I'd like to pick up on plot threads that let the crew shine, work through their issues, and so on. This means that in some places I might have a light touch and let players drive things for a while before moving the plot along.

If all goes well, we should have a nice mix of character building, combat, and so on. I'm thinking that this plot will be somewhat episodic in nature, with elements here and there that tie it all together.

**What to Play** Despite being a large ship, the Spectre's crew requirements are fairly light. If you want to play on the bridge crew, you're welcome to do so. You can also play as a Frame/fighter pilot or infantry. Some of what the ship faces will depend on the specifics of the crew and player interest.

I'm especially interested in getting more of our players into Frame combat, so I think I'd like to see a handful of Frame pilots who can also go groundside. The Ravenaca's Watch will be doing her best to stay away from combat situations, so if you want to play on the bridge you may also want to have another character who can go out on the front lines.

Engineers, scientists, etc, should likewise be prepared to hop off the ship or get into a fight from time to time. A big part of what drives a plot like this is characters leaving the ship from time to time, even if it doesn't always make tactical sense. ;) Think Star Trek.

All that said, any characters that would make sense within the NDC are welcome. If you think a character might make sense, but aren't sure - let me know and we can figure out the details.

## Rules and Pacing

NDS Ravenaca's Watch is primarily a play-by-post Roleplay found on the Star Army boards. Joint Posts ("JPs") and/or discord RP may be used supplementally.

GM posts will be once every two weeks. Player posts should be once per every two weeks to keep up. If a character has not had a chance to respond, the GM may decide where they go or what they're doing in order to maintain continuity. Efforts will be made to avoid putting characters into undesirable situations without their player's approval.

## RPG Rating

The rating on this plot is:



- Swearing is generally permitted, with some limitations.
- Mild sexual innuendo and references permitted.
- Explicit violence is permitted.

<http://rpgrating.com>

Joint Posts and/or Discord RP may not conform to this rating, but primary plot content will.

## New Automated Character List

Nothing found

## Open Positions

The plot is primarily focused on frame and fighter combat, with occasional ground-side exploration. Characters well suited to the former will fit in well in the plot. Bridge or ship crew positions are available but will receive less attention.

## History

- In late [YE 42](#), the Ravenaca's Watch embarked on its shakedown cruise. The ship's green complement of [Frame](#) Pilots, including [V115](#), [Mikael Harris](#), [Eva 751](#) and Fighter pilot [Arye Firewalker](#) engaged with a bevy of target drones while the ship's Ghost, [Gale](#), engaged target ships. Following the live-fire test, energy signals were detected on a nearby large asteroid and the ship's away team was sent to investigate. They found a pirate hideout, seemingly having been located there since shortly before the NDC's arrival in the system years prior. Ancient alien constructs were accidentally activated, and the away team fought their way out of the asteroid base with pirate prisoners in tow while the Frame team went about disabling a large construct outside of the asteroid.
- Following many other shakedown and patrol activities, the ship was assigned to assist local forces in [DX-01 "Newhaven"](#), meeting the duke firsthand.

## OOC

Here's some stuff that goes well with the plot:

OOC	
OOC Manager	<a href="#">Alex Hart</a>
OOC Thread	<a href="#">OOC Thread</a>
Last Checked	2023/02/22
plots	
Characters Wanted	The plot is primarily focused on frame and fighter combat, with occasional ground-side exploration. Characters well suited to the former will fit in well in the plot. Bridge or ship crew positions are available but will receive less attention.
RP Thread	<a href="#">stararmy.com/...</a>

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