

Onboarding

What is Onboarding?

If you have larped for any length of time, you have likely experienced the problem of creating a Character that simply does not fit within the gameworld, or if even it does, you never quite find an angle that lets you fully integrate into the gameworld in a way that you find satisfying. Onboarding seeks to correct this by helping you create a Character that has an immediate place within the world. When you start the game, either as a New Player, or as a New Character, you will have various options that will help you narrow down the interests of that Character, and provide you with a solid foundation. From there you will receive continued guidance if you so choose, or you may choose to forge your own path. Onboarding provides a starting point, not a destination.

Onboarding is intended to serve as guide, to either help you build a character from the ground up, or provide you with the final pieces of the puzzle. For instance, some of you may choose to build your character via the Rulebook, then take that character through Onboarding. Others may reverse this process by searching for what is possible via Onboarding then build their character to fit. However you choose to do it, Onboarding is here to help you make the most of your Doomsday experience.

World Info

- 10 years have passed since the May finale. During that time the gameworld has made the final transition from frontier to (mostly) stable society. It is the year 227NA.

- The core of the game centers around the capital city of Sanctum on the continent sized Exile spaceship Mag Mel. The Exile has just finished a decade long conversion process called "The Withering" and has taken on an entirely new form. You have come to the capital city of Sanctum to be part of the something bigger than yourself.

- The main thrust of the game is the formation and expansion of The Perpetuum, a new galactic federation devoted to fighting the forces of Entropy, and saving our universe from complete annihilation.

- The first season of the Next Cycle will take place in the Bard System (where Doomsday began 5 years ago). Themes include "leaving home", "settling old scores", "learning about what is out there", and "preparing for the unknown". This season will run from August until November/December, and will end with Mag Mel jumping to a new system. This season is intended to serve as a primer for the future of Doomsday.

The Divisions

There are 5 Divisions. As part of Onboarding you will join one of these 5 Divisions and find a role or Occupation within that Division. Most of the Occupations in these various Divisions have connections with one of the other Divisions. So, if you were interested in playing a military Character who wanted to do science stuff on the side, the system allows for that.

The below section provides a brief overview of the Divisions. Further information can be found later in the article.

Mag Mel Defense Force (M3) - You are part of the military or security forces. This Division is recommended for those who want combat to be the primary thrust of their character, though there are non-combat roles within the M3, particularly in the area of investigation.

The Tempest Foundation for Higher Learning - Formed under the auspices of a university, the Foundation is intended for Characters who want their primary focus to be science and medicine, though other specializations, such as law, are available.

Intergalactic Faith Accord - If you want to play a Character who deep dives into religion and the metaphysical science that brings it to life, or if you want to learn about the Phase through which miracles are made manifest, this is the place for you.

Mag Mel Union and the Perpetuum - You are part of the political and administrative aspects of Mag Mel, and/or the growing galactic federation.

Underworld - You are a member of less than reputable groups that exist just beneath the surface of polite society. The primary way into the Underworld is through Mercenary contracts.

How to Onboard

Now that you have a basic understanding of the system, let us explain how it actually works. Within each Division are several Occupations. Simply find an Occupation that speaks to you, and submit your Character with that Occupation. When you do this, you should indicate your desired level of involvement, that is to say, some of you will want be exceptionally involved as your Character and will make it to most of not all of our Events. Some of you will attend on a more casual basis. We want to help tailor the experience as best fits your level of involvement.

Now, not all Occupations are always going to be open and available. In particular, Politics requires a higher level of Involvement for most (but not all) roles, and certain specific roles are bound to be filled. This brings us to our next subject...

Desired Occupations

We have built a system that allows for many different Character archetypes, however not all archetypes will fit within our world. This is by design. We want to make certain you are playing a Character that can be integrated in the world we have created. In short, if you want to play a Character outside of the system we have created, you are not really playing the game.

While you can play most Occupations, some are more desired than others by our Plot Team and will help you find greater engagement. For the most part the desired Occupations are those that are simply not sufficiently represented. For instance, if there are only 1 or 2 people in any given Occupation, then that would likely be a Desired Occupation.

In the case of politics, where the Occupations are more specific, there may be a larger variety of Desired Occupations. If for instance the game doesn't currently have someone to represent a Faction in the Perpetuum or MMU that would be a Desired Occupation on the political end of things.

A list of Desired Occupations will usually be available on our Website.

[Note: Since we have not yet started Onboarding in full, this Desired Occupations list does not yet exist, but will be summoned from the depths after our August Premier. If you are looking for something that might be among the Desired Occupations, please reach out to our Plot Leads]

Occupations

The following is an overview for all of the available Occupations. After you have looked over the information below and have an idea of what you'd like to be involved with, take a look at the extensive Division materials available on our website for further reading. Each Division works differently.

Joining the Intergalactic Faith Accord - Religion/Culture

Joining the IFA is a single step process. Simply choose which of the 4 Arches you wish to belong to.

Luminaries - Connections to the Underworld

Phase Clerics - Connections to the M3

Researchers - Connections to The Tempest Foundation

Ambassadors - Connections to MMU and Perpetuum (primarily the Perpetuum)

Joining the Mag Mel Defense Force(M3)- Military/Security/ Investigation

Step 1 - Decide if your PC is going to be in the Military or Civilian Personnel

Step 2 - Decide which branch of the M3 you want to join

Military Branch (Must have chosen Military)

Safety and Security Branch (Must have chosen Civilian Personnel)

The Peregrine Intelligence and Investigation Agency (Can be either Military or Civilian)

Step 3 - Select the Occupation you want to do within each branch of the M3. Please see the Welcome to the M3 Document for details on the various Occupations. For the purpose of this primer each branch allows for the following options...

Purely dedicated to the M3 (No ties to other Divisions)

M3 with connections to the Tempest Foundation

M3 with connections to the IFA

M3 with connections to the MMU or Perpetuum

M3 with connections to the Underworld

Joining the Tempest Foundation - Science/Medicine/Research/Law

There are 5 departments within the Tempest Foundation for Higher Learning. You may join any of these departments.

Step 1 - Decide if you want to be a Student or Staff (both Student and Staff positions start at the Masters level).

Step 2 - Choose one of the 5 departments

Science and Engineering - For pure Science focus, no immediate ties to other Divisions.

Research - Connections with the IFA

Medicine - Connections with the M3

Law - Connections with the Underworld

Business, Administration, and Education - Connections with the MMU and Perpetuum

Joining the Perpetuum or MMU - Politics

There are several roles available for politically focused PCs. These do not correspond as neatly as those within the 3 previously mentioned Divisions. We do not entirely recommend (but do not forbid) Politics as the primary focus for a New Player as it involves a fairly strong understanding of the gameworld and a high immediate level of involvement. Occupations within the MMU do not immediately have connections to the other Divisions, being a politician is about making connections. Not all roles within the realm of politics are open.

Consul - You are part of the MMU ruling council. You represent one of the political parties that make up the MMU. This Occupation is semi-closed (some of the roles have been filled, others are open).

Ambassador - You have come from a group looking to join, do business, or test the waters with the Perpetuum and/or the MMU. This Occupations is mostly open.

Delegate - You are part of the Perpetuum ruling council. You represent one of the members states. This Occupation is closed for now.

Attache - You are at the assistant to a Consul, Ambassador, or Delegate. This Occupation is open.

Consul, Ambassador, and Delegate are all on the second Credit pay tier. Attache is on the first Credit pay tier.

Joining the Underworld

As with politics, we don't entirely recommend this as your primary focus, unless you are going full Mercenary (we'll get to that at the end). The Underworld is a more open world, less guided experience. There is a lot of Underworld content out there, but it is something you have to actively pursue, it will not find you. Choosing Underworld as your primary focus allows you to pick an Underworld Faction. You immediately have a contact and some degree of influence with that Faction. Info on the various Factions is available in the Underworld Onboarding Primer.

As for Mercenaries. It is possible to play a Mercenary Character that stays entirely within the boundaries of the law (or brushes gently against them). It is also possible to play a scum of the universe type. It is entirely up to you. A great deal of both legitimate and illegitimate Mercenary work goes through the Underworld. So, if you are playing a Merc, you are going to have to deal with the scum and villainy every so often. Pure law abiding Mercenaries can be considered adjunct members of the Underworld.

Okay So What About Me?

This document doesn't cover everything. For more info please see the various Division Primers on our website.

Under normal circumstances, the Onboarding process will be handled via a form, or by email, however as this is the beginning of the Onboarding process we will handling things more personally. We will provide methods to contact us directly, to help you through the process.

Thank you and welcome Doomsday!