

ADAPTABLE APPLICATIONS

What can and cannot be changed after approval

Last updated: 4th November 2021

Character growth is a natural and expected part of any RPG! But there are some crucial details that should not be edited. Remember that once something is committed to canon, be it in a biography or in game, that is cemented in place. You can adapt the details surrounding it, or assign NPC roles to active characters where it is appropriate to do so, but you cannot fundamentally change events or insert relationships or events where they did not previously exist.

This document works through the entire character application, explaining in which areas adaptations are acceptable, in which areas they are not, and in which areas you must notify or seek approval.

NAME

- Ok to change, provided there is a canon reason for doing so, and appropriate submissions which show the story leading to the change of name.
- Must notify staff of change.

AGE

- Ok to change as characters age.
- No need to notify.

GENDER

- Ok to change if the character explores and comes to identify with a different gender identity. Designated sex at birth cannot be changed and must be shown.
- No need to notify.

HEIGHT AND WEIGHT

- Height cannot be changed. Even the applications of pups and juveniles must show their adult height. Weight is okay to change, where canon events require it: for example losing weight if starving, gaining weight if training and developing muscle.
- No need to notify.

TERRITORY

- Ok to change if the character's story has led them to a new pack.
- Must notify staff of change - but this is done by the pack transfer purchase anyway.

MOONPHASE

- Cannot be changed.

RANKING

- Ok to change and does so during game progress.
- Must notify staff of change - but this is done by the rank purchase process anyway

ABILITIES

- Ok to change as and when abilities are earned, progressed, and/or lost
- Must notify staff of change - but this is done by purchase processes anyway

PERSONALITY

- Ok to change. Characters develop organically during the progress of the game, and growth and change is expected. Players are welcome to rewrite personality sections as they see fit.
- No need to notify.

HISTORY

Here is where things become more complex. The overall rule is that no life altering events or relationships should be added, changed or removed once the application has been vetted and approved. However, we permit flexibility to offer previously NPC parts in biographies to active characters, provided it is appropriate to do so.

- Families
 - ◆ Any immediate family (parents, full and half siblings, and offspring) outlined in the biography, whether NPC or player character, are considered canon. They cannot be removed, swapped out or changed.
 - ◆ The status of any NPC family cannot be retconned - dead means dead.
 - If you assign an NPC position to a player character, it must fit into the established canon of both characters. For example:
 - Dave is a new character in Taika. His biography states that he has two brothers.
 - Steve is an existing player character in Taika. His biography also states that he has two brothers. They are in the same pack, are the same age, and neither named their parents. It is plausible and creates no problems to consider Dave and Steve to be brothers.
 - Alan is an existing player character in Taika. Alan would like to become the third brother. However, Alan's biography clearly states that he was born an only child, in Kol, to a mother who died in childbirth. It is therefore impossible for Alan to be the brother of Dave and Steve.
 - ◆ You cannot edit Alan's bio and change his backstory to suit this new idea. This would be misconduct and may result in removal from the group.
 - ◆ Extended family (aunts, uncles, cousins, nephews, nieces, grandparents, relations by marriage) are generally not mentioned in biographies and therefore these relations can more easily be offered to other active characters without creating confusion.

- However, if an extended relative is explicitly mentioned or given a particular storyline, this is confirmed canon and cannot be changed. If said significant role is offered to active characters, it must be appropriate to both accepted biographies.
- ◆ In all cases of creating and expanding families, players should ALWAYS defer to the head of the family before accepting a new relation. The head of the family is defined as the player who created the family initially. When you insert your character into the defined canon of another player's family, you accept that primary control of that family belongs to the player who created it.
 - When a player notifies us of a change, staff will seek confirmation from the head of the family to ensure this change is acceptable and they have also been notified. If they do not agree, the change will not be approved.
- ◆ In all cases of assigning NPC roles to player characters, adding extended relations, or making any edits to a character's family, **the player must note the group and await approval** before confirming the change.
- ◆ Once a change or relationship between two characters is approved, it cannot be removed. Henceforth, no players can retcon family members of any kind.

→ Relationships

- ◆ Players should apply the same logic from the family section to other important relationships in their characters' pasts. Most pre-established relationships are fine to set up after approval, provided they are not so significant that they change aspects of the established canon entirely.
 - For example, it is acceptable to retroactively agree that a wolf had a number of crushes upon which they may or may not have acted. It is not acceptable to retroactively insert that a wolf had a mate and children, who were previously never mentioned.
 - If you wish to leave your application open to the possibility of future offspring, then you should make at least some reference to this in their past, be that by establishing a previous mate and children, or by suggesting promiscuity.

→ Important events

- ◆ Under no circumstances should players add, remove, or change any life-altering events in an accepted biography.
 - It is not possible to give a comprehensive list of life-altering events. Think of them as any moment in their application that would have a ripple effect, and change the direction of their lives, challenge a strongly held belief, or change how others around them responded to them during those events. Some examples include: a significant death in their past; their location during any number of main plot points; the means by which they join or leave a pack. E.g.:
 - Davina is a new character who has joined Skydas. Her biography stated a normal upbringing, a move to Kol after the first split,

and then a recent transfer to Skydas, with no notable other important events, and was approved.

- A month after approval, the player changes Davina's biography to say that she murdered Posie and presented her dead body to her father Lennart at the time of joining Skydas.
 - This fundamentally changes events in canon. Lennart obviously would not welcome a wolf who presented him with the body of his deceased daughter.
 - Furthermore, this action hugely changes the overall dynamic between Skydas and Kol. In Svajone, the decisions you make do not only affect you. This is something our group is proud of, but it does mean we require more communication and compromise from you than your average sandbox.
- ◆ Events in character histories are still subject to the same rules and laws as any active character. Use the AP guidance for your pack to ascertain if an event you are hoping to include would have resulted in punishment.
 - If in doubt or hoping to craft a complex backstory, contact the admin of your pack, and/or staff. The best way to do this is to raise a support ticket on Discord.