

Fur apartments Revamp

Things to Consider:

- too many events
 - Schedule in advance?
 - Events off site don't need to be requested
 - or if they only affect 1 to 3 people (or more if agreed on in OOC)
 - Schedule should have gaps, but not too long
 - People got impatient last time.
 - A Rotation perhaps? one event per char? and it cycles round?
 - We will need a document like this for scheduling
 - Less injuries!
 - death = death. No exceptions. feel free to try to revive a fursona though (it probably won't work)
 - One grudge: people being able to fix ANY wound/injury in a few minutes through their magic some people are able to replace arms, bring people back from the dead etc
another thing, if one person has an injury, everyone jumps on the medic bandwagon
true, but what if someone wants to be injured for a few days?
 - Limbs lost should be at least non replaceable without days of work
 - death = death. No exceptions.
 - If someone decides 'Oh, my arms being gone sucks..' then we still need a way of returning said limbs
 - No FORCING an injury on someone. ((Without OOC Agreement.))
 - if you want to be a spirit, you will need to seal your spirit in an object capable of storing a soul on death
 - if you say that your character died, they're dead. Unless you say in ooc that they are revivable
 - You can PM an admin if you want it to be secret that your char is still alive.

- If you can't see it, you don't know about it. No exceptions
 - This means no super magic sensing / hearing / sight or any other way of seeing things without using your eyes, you're fine to hear/sense some close range stuff
 - I got tired of people being able to see 'secret events' about 30 miles away
- Too much combat in the apartments - I don't mind this, but some do. (think of non combat furs)
 - This might be solved by point 1
 - 1 on 1 fights are fine as they only affect 2 people
 - Tell people in OOC not to get involved if you don't want it broken up
 - either that ^ or fight away from where people would hear / see the combat
 - ^thats better TBH. fight 1 on 1 either in a sparring area, or away from the main building.
- characters too powerful?
 - What is the power limit?
 - How do we even enforce this?
 - Upon entry, we need a spell sheet, how durable a fursona is etc
 - then just retcon anything that is overpowered - no exceptions
 - Also, in battles, all attacks should be open

<good example>

Fur1 - *punches at Fur2's knee aiming to break it*

<bad example>

Fur1 - *punches and breaks Fur2 knee.*

Another addition to this is that you have to be hit at some point, if you block attacks 24/7 and dodge everything, the other player has full right to metagame an attack.

Bosses have the right to be able to metagame some attacks, more than any fur does
- The setting will be the current apartments as they are at this present state
- Have a document listing important stuff that has happened, in order <Zarco will do this>
 - I *might* add page numbers so that people can read up on the events

- A complete re-start of the thread, nobody knows each other or what they are like.
 - This one is definitely a question... It has Pros and cons
 - it will allow people to re-jig their characters if needed and whatnot
 - ...but it will also reset character development.
 - true, but we already semi did that once with the new thread (ish - it was a bit confusing as to what we did / didn't know)
 - General consensus is 'Yes' to this
 - Ideally at least 1 'Admin' should be on most of the day
 - American hours are the issue
 - Admins should be able to retcon events and accept new people into the thread
 - If two admins disagree, the OP's word will be the final decision