
DOWNTIME SUBMISSIONS

DOWNTIME'S.

The 1st thing to remember is that downtimes are done on a voluntary basis by the ref(s) involved, so sometimes due to personal real world commitments they may not have time to respond, this is particularly the case when events run very close to each other.

The main purpose of the downtimes is to give you a response to a question that you would need or would like to know before the start of the event to allow you to role-play your character.

The Refs will not always have time to answer questions personally at an event before it starts.

They also allow you to continue the background story of your character and to do things that are impossible to represent at an event.

Please get your downtime's in promptly as this will help.

If you have not submitted a downtime 2 week before the event, the chances are you will not get a response and the actions you have said you want to do will not have been done.

- **Downtimes that arrive less than 14 days before the 1st day of the next event will not be answered.**

You get a downtime by playing the system and booking and paying for events, we have plenty to do so we only answer downtimes for players booked on to events

- **You get a downtime for the event you will be attending not the one you just played. If you're not playing the next event your downtime will not be looked at and will need to be resubmitted as a new downtime.**

Players are asked to try and abide by guidance rules below, this keeps it fair for all players and keeps the refs workload to a manageable levels.

Downtimes are not storable, if you don't sent it before your next event its lost forever.

HOW TO SUBMIT A DOWNTIME.

Using the instructions below, decide on your characters downtime action/question.

You should ideally send the information in the body of an email, but will accept documents save as a file and send it as an attachment or links to writeable Google documents. As there are numerous file formats available, can you please ensure to save any files in an ".rtf" or ".txt" format.

Recently we have seen a few downtimes submitted via social messaging systems, this is not a good way to submit a downtime for us as it makes record keeping and retrieval difficult.

All downtimes go into a pool document for the refs to look at so it's important they are easy to copy and paste.

Send your Actions and ideally an up to date Character Sheet to: richardh@ascendancylrp.co.uk who will keep a master copy and forward it to appropriate ref to answer.

You may also send it directly to the ref you require a response from, but please also copy richardh in so it may be added to the pool document.

- **Please ensure a copy of all downtimes are sent to Richard H**

Please include all relevant the details, skills background etc about your character.

If you also have not submitted a character sheet with a background to the refs already, please do so on your downtime.

Make the subject/title line of your email "Character name, Downtime, Month" ie "Subject: John Little's Downtime, January".

- **You get one downtime question only, one per player not per character.**

BASIC DOWNTIMES QUESTIONS

There are many common downtimes that are easily answered, they may be simple but the still count as your one downtime question.

Samples are (**You can do one of these, one of these take all your downtime**)

- Visit a psychiatrist and get a mind point back or start the repair of sanity loss.
- Find a teacher to improve a skill level by one. NOTE raising levels in Talents or a skill to levels 2 or 3 are classed as self taught can be 'for info' need not be done as downtime. However getting a new skill (level 1) or increasing to Master Skills (levels 4 or 5) require a teacher.
- Attempt to gain a level of influence with a group (or individual representing a group).
- Raise funds, attempt to gain funds for project.
- Designing a new device/learn a new alchemy formula etc.
- Building/making a item
- Research/Looking a place/person/item/creature etc.

MORE COMPLEX QUESTIONS.

You may ask one question and one question only no matter what your skills. You should explain what skills & resources you are using and then add as much detail as you wish, but anything over 1/2 page of normal text is probably too much. Example "I would like to find out how to make Red Viper Snake antidote, so my character John Little will be going to the central library in his main town to look up snake bite antidotes, he will then ask his contacts in the Hatters Guild & visit the local medical practitioner to see what they know about the subject." Submit your downtime with a updated character sheet as this helps the refs determine what you can do.

This also will help the refs to write plot suitable for your character.

Note: Don't expect an answer just because you submit a question, you may not get a answer, or even a false answer, it may be simple 'No you find nothing' or a comprehensive report, depending what question you ask and the skills and resources at your disposal.

UPDATES OF WHAT YOUR CHARACTER IS DOING.

As well as your question you may also advise the refs what you have been and will be doing in the future or attempting to do at the next event, this is useful information, but won't be answered unless you have hit upon a topic that is very relevant. Example "John Little at the last event made friends with Mr Big and asked for his help on a future matter, he also acquired the Sword of Doom off a dead body so at the next event he wants to do a ritual with the sword

This information should be labelled as for information so it does not get confused with your actual downtime.

" SKILL 'INVESTIGATION'

The skill Investigation's downtime abilities needs to be revised because of the amount of ref resources it uses, it will no longer provide the character the ability to ask additional questions in downtime, it will simply enhance the ability to find answers. If you have bought this skill because of the ability to ask extra downtime question and wish to change it, then you can do this, but should advise the refs.

MULTIPLE CHARACTERS

Players with Multiple characters do not get a downtime per character, they may submit one downtime per event that they attended as a full player.

Note this does not have to be for the character that will attend the next event, although that will be preferable.

You may Update the refs if you wish on an another character since this is useful information for them but don't take the mickey by advising / updating the refs on the action's of all the characters you play, 2 should be enough for most.

You may always play more than 2 characters at events but don't expect them the additional characters to get personal plot.

WORKING WITH / MAKING THINGS FOR OTHER CHARACTERS

Sometimes you may wish to get help from another player character for things such as psychological healing, research, etc, if the other player does not submit a downtime committing their downtime question/action also to your action then the benefit gained will be zero.

Where their help is essential such as psychotically healing then your downtime may not happen at all although the refs may allow a limited effect such as gained if worked with a npc.

Making basic items for other PC's does not necessarily count as your downtime, however making something with abilities beyond being quality well made item does. for example a quality sharp swords will not require a downtime, but building a imbued magic ring will. Making something for NPC will also use a downtime so make sure it's worth your while. If your making a item request for another player you may use their downtime to make it, if they allow it. If unsure ask.

BATTLES

Occasionally we run table top battles Players that send a character to a battle will not get a downtime question answered, since they are considered involved in travelling, healing, organisation etc. they also may end up with other bonuses and information as result of taking part in the battle.

Note if they don't send their character to the battle they may still contribute to the battle in other ways see downtime battle rules.

ADDITIONAL NOTES

None of this prevents a player asking refs questions at events when it is appropriate to do so. Likewise if you have a question relating to game mechanics (skills, talents, heritages, character generation etc.) then please still email your questions, the above restrictions are only to IC actions.

IMPORTANT

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(Last updated 18/6/2017)