

A Brief Guide to Outcast Downtime

What is Downtime for ?

Downtime is there to enhance the uptime game, progress the story and develop the world we are playing in.

Who gets a Downtime ?

The players with the 4 highest fealty in your Kingdom will be emailed to ask what their Downtime request is.

What can I do in Downtime ?

Outcast Downtimes are very free form in their structure you may submit any action you can conceive of in downtime however there is no guarantee that they will work or have the desired result.

- Make a Magic weapon / item
- Research all we can find out about X
- Send scouts to investigate Y
- Commit forces to war against Z
- Visit N and talk to them
- Give 'some guy' extra XP for their RP at the event

This is by no means an exhaustive list, please feel free to put your requests in and see what results you get. If you aren't sure you can ask the Story team whether something is within the boundaries of what is possible in Downtime (this may be different for different characters dependant on skills etc).

What should I include in my Downtime submission ?

As much information as possible about what you are trying to do, how you are trying to do it, what you know (or think you know) already, any relevant points from an approved background, items you are choosing to use, results from previous downtimes that you want to expand on, who is involved.

What should I expect from my Downtime results ?

Downtime will result in a response from the Story Team. It will be based on the submission you have made and may be in the form of :

- A lammied item
- A Downtime Report
- A or more encounters at an event
- An effect on the campaign world reflected in the information available prior to or at the event.