

Age of Essence

How to Write a Downtime!

In Age of Essence, after every event you can write a downtime, this will aid you in your character and plot development (you can write a downtime even if you did not attend the event). There are several ways you can write a downtime, it really depends what you want to achieve, but all downtimes follow the same basic format. In length, a downtime is usually three to four short paragraphs, no longer than $\frac{3}{4}$ of a page and your wording is very important. Short and precise description is key to creating a successful downtime; the more the refs know about what you want to do and how you are doing it, then the more likely you are going to succeed.

Including your skills and spells that you can perform will also allow the refs to understand what you can use to achieve your goals. You can also use your guild resources and contacts during your downtime, use them wisely and the more reputation and position of power within your guilds, the more resources you will have access to. Political positions of power will also give you access to resources and contacts you can use, but don't overuse them, remember in this world they have their own responsibilities to attend to. As an important note if you are not apart of the guild, you will not gain access to them (for example, you cannot gain access to the Scroll's library if you are not a member).

Making your downtime enjoyable to read, this includes correct spelling and grammar will aid the refs in developing your story in the background and make their job easier. Remember, they have several downtimes to read and respond to.

Here is an example downtime written by Morello:

Downtime 2 - Extended downtime continued

Before Morello continues upon her pilgrimage, she will go back to Trillion and talk to the matron about joining the Church of Amora. She will hand over the fee of 50 silver [already given] and then ask what is expected of her in order to join. Whilst she stays here, she will obtain a world map from the scrolls guild to take on her journeys, where she will mark the towers, cities, villages and the locations of the Amora shrines she has been to.

Morello will then continue on her pilgrimage, following the Matrons words a month ago, suggesting her to travel to the shrines on the way to the primary Church of Hope's Light, situated on a small island to the west. Morello will continue her research on Priestess's, their powers, their duties and training as she visits every church and shrine. Ensuring that she helps all she can along the way and also collecting information upon the undead, not just where they are, but the best way to defeat specific undead and the types of undead too.

Morello will also be keeping an eye out for Peace-lilies during her travels. If she comes across one, she will take a seed and keep it with her during her journey, imbuing Amora's light and love into the seed.

[Skills: heal, shield, faith 1]