

Zeitgeist

A Steam Punk Live Role-Playing System

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Contacts

All enquiries, character submissions and downtime submissions should be sent to zeitgeistgame@googlemail.com.

For more information on the game and up-to-date news please see our website;

<http://zeitgeiststeampunk.aqxs.net>.

Zeitgeist

A Steam Punk Live Role-Playing System

Background

The divided nation is one and all of Europe has fallen under its might. The German Reich reaches from England to Poland, with only the vassal nations of the Church, Italy and Turkey, remaining independent. Science and technology is now the benchmark by which the progress of nations is measured, despite the Church's open opposition.

Bismarck, the Father of the German nation, succeeded in uniting the disparate nations of the German Principalities and unleashing their full economic and military strength on an unprepared Europe. The German army, aided by the power of steam technology, swept across Europe with little or no opposition, forming the Second Reich.

The crucial status of technology in creating and securing the Empire has led to an increase in the number, and eminence of, scientists. It has also led to the practice and direction of science being rigidly controlled by the state. The practice of private science is considered treasonous and is punishable by death.

The Church guards the spiritual health of the Empire, much to the chagrin of the German Government. The average prole is devoutly religious, ensuring an outwardly amicable if not entirely friendly relationship between Church and State. The Church's authority is divided between the Eastern and Western Holy Empires, based in Turkey and Italy respectively.

Proles are the bread and butter of the Empire, called upon to celebrate, commiserate and contribute as required by the State. The majority are quite happy to be part of the German Empire, seeing little difference between being oppressed by them and being oppressed by a government of their own nationality.

Lords act as Governors as well as arbiters of fashion and taste in the Empire. They also provide the funding that allows the Government directed scientists to do their work in exchange for the great amount of respect and esteem gained by acting as patrons to the scientific process. Those with high enough influence may also be invited to take a role within the German Government itself.

As far as the Government is concerned, the Kaiser still has power in theory, but in reality he is a senile imbecile who occasionally proclaims a National Day of Thanksgiving for Aubergines, or grants pardons for everyone accused of stealing undergarments. Everyone save the staunchest monarchists within proles treats these occasional outbursts of noise with the contempt and laughter they deserve. The Kaiser, naturally, believes that he runs the entire Empire almost single-handedly. In truth, power lies with Chancellor, although rumours abound that it is the Deputy, Shyloche, who in fact pulls the strings...

So where do you come in?

At this point within the Zeitgeist world, the German Empire has decided that there ought to be an open forum on technology within the Empire, a place where Lords can gather to discuss ideas and Scientists can freely exhibit their new discoveries, where the finest minds of the generation can gather for the mutual enrichment of each other and the Empire.

The Catholic Church has taken a far more conservative approach to these gatherings, which are at best a hopeless dream and at worst, a nightmare gathering of heretics and the sinful. The church has therefore seen fit to dispatch Templar to these gatherings, to ensure that proper morality is observed and that any heretics seeking to curry favour are brought swiftly to justice.

As for the Proles, the more enterprising amongst them see a gathering of the rich and powerful, a place where the future can be made and opportunities lie in abundance.

They who understand the spirit of this new age of technology will surely grow in stature, whilst others will inevitably fall by the wayside- your actions will determine which of these paths you will follow.

Character Generation

Introduction

Characters within Zeitgeist can be defined by three characteristics, Class, Nationality and Religion.

Your class determines which social strata your character is from, namely upper (Lord), middle (Scientist), lower (Prole) or a member of the religious orders (Templar). Throughout the Zeitgeist campaign more types of character class will become available as the campaign progresses.

Your nationality determines which area of the world your character hails from. As the game is set predominantly in Germany, most of the characters you will meet will be of German extraction. As the campaign progresses, different nationalities will become available.

Finally, your character must have a religious view. The vast majority of Germans follow the faith according to the precepts of the Catholic Church, although the Orthodox Church is also well respected.

Primary and Secondary characters

Every player in the Zeitgeist campaign may have a primary character and up to two secondary characters. However, you may never have two characters of the same class and your secondary characters can in no way aid your primary – these characters are intended to provide players with more options in game (i.e. if a Mad Scientist hosts an event and your Templar character would likely be killed on sight, you can still attend but as another class).

Primary characters are a far more potent force in the Zeitgeist world than secondary characters; see the section on downtime for more details.

Class

Lord

The landed gentry, Lords act as provincial Governors in the world of Zeitgeist. In order to maintain loyalty and prevent potential trouble-makers from building up too great a power base in their home nations, all non-Germanic Lords must spend two out of every ten years serving the German Government in the Motherland. Lords also sponsor the scientific research that is sanctioned by the Government. Some Lords also choose to fund research that matches their own personal interests. As long as this does not conflict with the Government's goals such action tends to turn a blind eye. However, the patience of the German Empire is not limitless.

As a Lord you **must** take at least one point of influence and one point of income at generation. You may also spend up to five points on scientific knowledge.

Scientist

The workhorses of the German military-scientific complex, Scientists use their intellect and skill to further the understanding of their chosen disciplines and combine elements from diverse fields in attempts to discover new and better technologies. The research is of course, always in a direction approved by the German Government.

As a Scientist you **must** spend at least five points on Scientific Knowledge at character generation, with the option of spending your full quota on such abilities.

Templar

Chivalric Knights of Constantinople and the Vatican, Templars protect and defend the Christian realm from the armies of atheism, cultists and foreign invaders. Massively well armoured and equipped, the Templars' blind obedience to their masters makes them the ultimate shock troops.

Templars **must** spend at least one point in zeal and divine mandate at character generation.

Prole

Hardy, chirpy and common-as-muck, Proles are the common man for whom everyone supposedly fights. The vast majority are incredibly pious, something which is a continual source of aggravation to the German Government.

Nationality

German

Proud citizens of the all-powerful Motherland, Germans have the straight back and superior posture of those born to rule. Even proles wake up in the morning with a sense of smugness and thankfulness that God made them German.

French

One of the first previously sovereign nations to come under the German thumb, the French have had the longest to get used to their occupied status. This, and their geographical proximity to the Motherland, tends to make rebellion rare, although the odd citizen does harbour mutinous thoughts.

British

The latest nation to come under German control some 20 years ago, the British are largely outwardly accepting of their status, but inside many harbour resentment that their once proud nation has been humbled.

Turkish

Along with Vatican-controlled Italy, the only other nation in the German sphere of influence that is not under its control due to the strength of the Orthodox Church that has its centre in Constantinople. Turks very rarely leave their homeland, and due to this, are seen as being exotic and often dangerous by citizens of the German Reich, particularly proles.

Religion

Everyone in the world of Zeitgeist is born and raised following the teachings of the church in some way. Failing to give the Priests and their missionaries their due will get you in trouble. All that remains is to decide exactly how you pay your respects to the One God.

Orthodox Christian

The Orthodox Church is greatly revered across the Eastern half of the Germanic Reich. Based in Turkey, this church focuses upon the good in people, its priests bringing healing and joy to all who need it.

Orthodox Christians take a metaphorical interpretation to the events of the Bible, seeking always to improve themselves and the communities around them, bringing peace and harmony.

Whilst the majority of proles will respect Orthodox Christians, it is uncommon for Germanic proles to hold such beliefs.

Catholic

The One Church, under the guidance of the infallible Pope, whose authority comes directly from the Messiah Himself. The influence of this church has spread far and wide, until it has covered all of Western Europe and large swathes of Africa. With its focus on tradition and the purging of weakness and sin from its faithful, the Catholic Church enjoys enormous support from the proles. Their hard-line approach to scientific discoveries has thus far kept the sciences in check, with the execution of heretics including the infamous Gregor Mendel being pivotal in keeping such dangerous concepts under wraps.

Atheism

The faith that dare not speak its name, atheism is looked upon with abhorrence by all right thinking individuals of the establishment. Generally this base, nihilistic view will only be held by decadent fools within the nobility, although some Scientists have been tried and found guilty of atheism in the past, most notably the biologist Gregor Mendel. His death should be a lesson to all who would question the wisdom of the churches.

Skills

With each character in the Zeitgeist world hailing from different social strata they each have very different abilities with which to tackle the new technological age. Note that these skills represent your abilities before the start of the campaign and can best be thought of as your 'natural' strengths. Throughout the campaign you can acquire any abilities you are capable of obtaining. At character generation each character has ten points to spend on skills. As you go up levels in a skill, the points cost also increases. So a level one skill i.e. Influence 1 – Baron costs one point. Influence three meanwhile would cost six points – three for Earl, two for viscount and one for baron. All skills in Zeitgeist adhere to this levelling scheme unless specifically stated.

A note on skill descriptions

Rather than the dry description of a character's abilities that exists in other systems, once a character achieves a certain level of ability they will acquire a 'description' of themselves.

For instance, a lord with influence two, income one, ability to call single with a steam pistol, level 1 biology, level 2 alchemy and who wears tailored light armour would have the following description.

Viscount Arthur Noah Other is a fine fellow of noble blood. That he is a rich man is beyond doubt, his keen taste in clothes marking him as a dedicated follower of fashion. He also spent some time on a bought commission as part of the German army where he learned the skills of a steam pistolier. He also has a basic grasp of Biology, but his true interest lies in the field of alchemy where he is well-read.

Note that having a higher level of ability supersedes that of a previous description. For example, a *dualist* would not also describe themselves as a *pistolier*- their skill has surpassed that level.

In such a way a character can describe their abilities without breaking immersion in the game world.

Lords

- ❖ Influence
 - 1:Baron
 - 2:Count/Viscount
 - 3:Earl

If you are born Noble you will have one of these ranks. With the recent expansion of the Empire, it has become necessary for the higher ranks of *Marquis* and *Duke* to be created in order to bring stable governance to the Empire. These ranks will be bestowed by the Kaiser upon those whose actions are deemed worthy.

- ❖ Wealth:
 - 1:Rich
 - 2:Filthy Rich
 - 3:Stinking Rich

The income generated from your lordly estate. One level of wealth equates to an income of 100,000 Reichmark per annum.

- ❖ Scientific knowledge: 1-2 in a selected discipline(s). A maximum of five points can be spent on scientific knowledge.
 - Alchemy; the study of extraction and purification of chemicals.
 - Physiology; the study of the functionality of living creatures.
 - Physics; the study and application of natural forces.
 - Biology; the study of the nature of life.
 - Mechanics; the study of the practical application of steam technology and other industrial technology.

Rank 1 in scientific knowledge is identified as *basic* knowledge. Rank 2 is identified as being *well read*.

- ❖ Sword use: 1 *Rake* (male) *Femme fatale* (female)

This allows you to use a sword and call “single”

- ❖ Steam powered weapons: 1 *Pistolier*

This allows you to call “single” when using a ref sanctioned steam pistol phys-rep. You are also capable of reloading a steam based weapon in fifteen seconds.

- ❖ Steam powered weapons: 2 *Dualist* (pre-requisite. *Pistolier*)

This allows you to call “double” when using a ref sanctioned steam pistol phys-rep.

- ❖ Light Armour use : 1 *Dedicated Follower of Fashion*

The most skilled Tailors can incorporate armour into the most stylish of jackets. The true skill is in making it look good. This skill gives the character the ability to wear light armour. This skill allows the use of armour which reduces the impact of steam-powered bullets. At generation, this reduces pistol damage by 1 point.

- ❖ Economic Knowledge

- 1:*Investor*
- 2:*Broker*
- 3:*Financier*

Economic knowledge represents your character’s skill at managing their economic resources. Business ventures run by characters with good economic knowledge are more likely to become profitable. Characters with this skill are also less likely to be on the bad end of a business deal.

Scientist

- ❖ Research knowledge: I-IV in a selected discipline(s). Minimum of 5 points must be spent on research knowledge, but these can be distributed across all five disciplines.

- Alchemy; the study of extraction and purification of chemicals.

1: *Student*, 2: *Researcher*, 3: *Alchemist*, 4: *Professor*

- Physiology; the study of the functionality of living creatures.

1: *Student*, 2: *Researcher*, 3: *Physiologist*, 4: *Professor*

- Physics; the study and application of natural forces.

1: *Student*, 2: *Researcher*, 3: *Physicist*, 4: *Professor*

- Biology; the study of the nature of life.

1: *Student*, 2: *Researcher*, 3: *Biologist*, 4: *Professor*

- Mechanics; the study of the practical application of steam technology and other industrial technology.

1: *Student*, 2: *Researcher*, 3: *Machinist*, 4: *Professor*

Your research level denotes your level of knowledge in a particular field. This has an impact on what your character knows, the research that your character can perform and the types of technology your character can understand. For example, a *Biologist* would not understand advanced technology from a *Machinist* or vice-versa. They would however be able to understand biological components of a piece of advanced technology.

In addition to scientific knowledge, scientists also gain renown. A character with level 4 research will automatically start with renown 2, *investigator* as their scientific works are generally recognised. Meanwhile a character with level 3 research in a discipline will start with renown 1, *lab-monkey*. As the campaign progresses, those scientists who publish novel research regularly will soon find their opinions in demand.

- ❖ Steam powered weapons: 1 *Pistolier*

This allows you to call “single” when using a ref sanctioned steam pistol phys-rep.

- ❖ Steam powered weapons: 2 (pre-requisite. *Pistolier*) *Dualist*

This allows you to call “double” when using a ref sanctioned steam pistol phys-rep.

- ❖ Economic Knowledge: 1-2
 - 1: *Miser*
 - 2: *Moneygrubber*

Your research money goes a long way... too long in the opinion of your research assistants.

- ❖ Paraphernalia 1: *Name dependant upon in-game effect*

Let your imagination run riot! *Zeitgeist* is a game where anything you can imagine you can make in game. Scientist paraphernalia allows the player to make a ridiculous ‘thing’, be it a ray-gun, elaborate breathing apparatus or robotic assistant. This represents your scientists ‘pet project’ which they have lavished both time and their genius upon. Precise in game effects will vary but we will seek to reward those who bring phys-reps that have taken lots of time to produce. Note that paraphernalia is an item unique to your Scientist – these items by their very nature are a one off!

Templar

- ❖ Melee Use: 1 *Divine Mandate*

This skill gives your character the ability to call single when using a melee weapon.

- ❖ Knightly Orders:
 - 0: *Warrior* (Grants no additional abilities)
 - 1: *Knight* (Grants the ability to hit a limb and cripple it with a melee weapon)
 - 2: *Crusader* (Grants the ability to call double with a melee weapon)

The knightly order of your character represents their level of martial skill as decided by the Orders Militant of the Church. As the combat skill of the templar increases so too will their standing within the armies of the righteous.

- ❖ Knightly Virtue 1: Each Templar can only have a single virtue. If a virtue is chosen then the character must add to their title ‘the pure’ or similar. Only a single level in a virtue may be purchased at character generation.
 - Virtue of Adamant ‘*the adamant*’. Character can completely ignore the first blow received once per hour.
 - Virtue of Purity ‘*the pure*’. Character has a reputation for acting in the best interests of the Church and the Empire. This character is likely to receive more lee-way from the Empire in their dealings.
 - Blessed ‘*the blessed*’. Indeterminate game effect. In papal records, no blessing has ever been awarded to two different templar.

- ❖ Shield Use: 1 *Steadfast*

This skill grants the templar the ability to use a shield effectively in combat.

- ❖ Dual-wield: 2 (Pre-requisite, *Divine Mandate*) *Skilful*

This skill allows the character in question to effectively wield two melee weapons at once.

- ❖ Extra Body Hits: 1-3
 - 1: *Pious*
 - 2: *Zealous*
 - 3: *Flagellant*

This ability represents how many blows the Templar can take in the name of their faith.

❖ Light Armour Use: 1 *Strong*

This skill allows the use of light armour.

❖ Plate Armour Use: 2 (Pre requisite *Strong*) *Mighty*

This skill allows the use of heavy/plate armour.

❖ Zeal

- 1: *Deacon*
- 2: *Priest*
- 3: *Monsignor*

This skill shows your character's level of influence within the church and their rank in the hierarchy. Higher levels of zeal lead to more influence, resources and knowledge.

❖ Scientific Theory:

- 1: *Neophyte*
- 2: *Adept*
- 3: *Inquisitor*

This skill allows the Templar in question to understand technology of a given level, in so far as it incorporates heretical devices. In addition the Templar gains a working knowledge of the Empire's legal system.

❖ Holy Relic: 2 (Pre-requisite *Deacon*)

Holy relics represent the most sacred artefacts of the faith, each item typically fortifying the bearer. Game effect dependant on the phys-rep employed.

Prole Based Skills

❖ Pistol Use: 1 *Tooled*

This allows you to call "single" when using a ref sanctioned steam pistol phys-rep.

❖ Sword Use: 1 *Handy*

This allows you to call "single" with a sword.

❖ Connections

- Confectionary: Everyone has bad habits.
1: *Barrow boy*, 2: *Dealer*, 3: *Confectioner*, 4: *Supplier*.
- Toys: Everyone likes toys.
1: *Barrow boy*, 2: *Dealer*, 3: *Toy maker*, 4: *Supplier*.
- Gossip: Some people just can't help but talk.
1: *Barrow boy*, 2: *Dealer*, 3: *Gossip*, 4: *Supplier*.
- Odds n' sods: Does a bit of everything.
1: *Barrow boy*, 2: *Dealer*, 3: *Odd-job man/woman*, 4: *Supplier*.

Prole connections represent the many opportunities available for legitimate business people in the world. Each level of connections represents increasing resources, influence, wealth and power within the prole world. A prole with a high level of connections is a powerful individual, easily the match of a low-ranked noble.

- ❖ Extra Body Hits
 - 1: *Tough*
 - 2: *Hard*
 - 3: *Rock Hard*
 - 4: *Nails*

How many extra body hits your prole possesses.

- ❖ Melee Double: 2 (Pre-requisite *handy*) *Beefy*

This skill allows your prole to call “double” with a suitable melee weapon.

- ❖ Economic Knowledge
 - 1: *Numerate*
 - 2: *Bean counter*
 - 3: *Trader*
 - 4: *Rogue Trader*

Economic knowledge makes your character less likely to get ripped off. It also makes them better at ripping off others.

- ❖ Literacy: 1 *I can read me a book!*

You can read and write letters and perhaps, with practice, understand more challenging texts.

- ❖ Light Armour: 1 point *Value their life*

This skill allows the character to wear light armour.

- ❖ Backstab: 2 points *Knife in the dark*

You can put someone on their death-count but they will react, indefinitely, because being stabbed hurts. Your victim must be caught unawares.

- ❖ Cut-throat: 3 points *Cut-throat*

Your victim can only scream for ten seconds before blood fills their lungs. The blow must be from behind, with a call of “cut-throat” whispered towards the unsuspecting individual.

- ❖ Assassinate: 5 points *Assassin*

This skill allows you to drop your victim instantly, without a sound, as long as the attack is unexpected. The call cannot be used if you are engaged in melee with your victim. The call “assassinate” must be used.

For all sneaky combat skills a relevant phys-rep must be used.

- ❖ Rumour-mill: 1 *In the know*

The character hears rumours that abound the world.

Once you have decided

When submitting your character, please do so in the following format;

Name

Nationality

Class

Religion

Skills (including point breakdown i.e. Influence 3 = 6 points etc)

Back Story (1,000 words or less)

Please email the completed document to:-

Zeigeistgame@googlemail.com

The ref team will then contact you with any extra class, nationality or religious briefings/options that your character has access to.

Game Mechanics

Events

Zeitgeist is intended to be a monthly LARP based in and around the Coventry area, with an intended life-span of approximately two years.

Basics

Starting Statistics

All characters start with 2 basic, global hits and a 100 second death count.

Damage calls

Damage in this system is global. Damage will be called upon striking/firing on a target by calling an amount of damage and where appropriate preceding this with a role play effect call. For example, a call of “*single*” from a player wielding a sword would do one point of damage, “*double*” does two points of damage etc. A call of “*Acid triple*” would require the target to role play being hit by acid and taking three points of damage.

Pistol damage will be done on a calls based system. Although painted Nerf guns do make excellent phys-reps, we will not be using any of their ammunition in game.

Phys-reps

Weapons

Any weapon you wish to use in game must be safety checked by a ref before the game starts. If you want to create some new and amazing kind of sword you must do so by first creating a phys-rep which will do no real life damage to other players.

Pharmaceuticals/contraband/relics/paraphernalia

If your character has created anything under these heading, the relevant phys-reps should be shown to the ref. In the case of pharmaceuticals/contraband the description of what you’re making should give you a clear idea of how to create a good phys-rep. In the case of relics and paraphernalia, they must be shown for the refs to confirm their in game effect and have the relevant lammie produced.

Lammies

All weapon, armour, pharmaceuticals, contraband and special items will be awarded a lammie. Lammies do not need to be attached to the phys-rep, but all players must keep the lammies for items they are using or planning to use on their person at all times. A ref may ask you at any time to produce the lammie for the item you are carrying. Failure to do so will result in the ref relieving you of the item.

You cannot steal lammies. If you do, you have stolen exactly that, a lammie. Players can, however steal phys-reps and bring them to the ref desk to receive the relevant lammie for the item. All stolen phys-reps must be returned to their player at the end of the event.

Downtime

Characters within the Zeitgeist world have two types of downtime action, *passive* downtime and *active* downtime. All characters are eligible for passive downtime actions, but only active primary characters are eligible for active downtime.

Passive downtime allows your character to progress by a single exp point in a single area e.g. Bob the prole wants to increase his physical durability and so goes to the gym for three months in his spare time. Bob already has the *tough* skill. After this downtime, he has gained an exp in body hits and so is halfway towards becoming *hard*. Note that only a single action of this type can be taken in any one downtime period.

Active downtime, as the name suggests is one where characters can directly influence the game world. Attempting to poison a government Minister, or doing research are both examples of an active downtime action. Going back to Bob our prole friend, his actions in an active downtime become more interesting. Whilst he still goes to the gym in his spare time, he is actively going about trying to sell weapons to prole gangs. He therefore has both the passive downtime of gaining a skill point and also receives the financial benefits of trading. Of course, should his deals fall foul of the law, this action may not be so profitable... Another example is that Bob has entered the service of a wealthy Lord. The Lord has arranged for Bob to receive extensive training and special treatments in order to better improve his abilities. Bob is now a.) engaged in a harsh training regime and b.) is now pumped full of steroids. For this downtime Bob gains three exp points in his body hit skills, but has used both his active and passive downtime to do so. In addition, a Lord has expended resources on Bob, making this a worthwhile but expensive enterprise.

The month between Zeitgeist games will take the following format.

- You can send letters to any note worthy character in game by sending them an email. It is important to cc the Zeitgeist ref team so we are aware of your correspondence.
- You can also send letters to NPC's direct to the Zeitgeist account and putting the NPC's name in the subject line.
- In Week One you should also submit the actions you wish to pursue for your active and passive downtime.
- Week two and three will see the ref team review the submissions and decide what the results of those actions will be.
- In Week Four you will receive your downtime results and have time to send any letters you may need to in response to what has happened.

The rule is mostly the more you participate and the more we know about your character the more relevant we can make your downtime response. It won't always be exactly what you were hoping for, but trust us, it'll be fun!

Appendix 1; Science

Tech

The real currency of the Zeitgeist world, Tech is synonymous with power, wealth, fame and glory. Skill counts for nought if the other man's gun is more powerful than yours!

“Pure Science”, or, as described in Dr. Greschler's recent paper, “the folly of dwelling too long within a single discipline” has long been known to be unprofitable to all concerned. Therefore, in the current age most Scientists are trained in at least two disciplines.

The Government controls what is and what is not an acceptable avenue of research. Better weapons, armour and medical supplies are always in demand. With the needs of the State clear, why would Scientists need research anything else?

	Alchemy	Biology	Physics	Physiology	Mechanics
Alchemy	X	Combat Stimulants	Materials	Healing	Power Sources
Biology	Combat Stimulants	X	This area is not under research	This area is not under research.	This area is not under research.
Physics	Materials	This area is not under research	X	This area is not under research	Defence
Physiology	Healing	This area is not under research	This area is not under research	X	This area is not under research
Mechanics	Power Sources	This area is not under research	Defence	This area is not under research	X

Drugs

The Government does not endorse the consumption of recreational drugs, although reports have been received that a currency has developed among the Proles for substances which bend the mind and deteriorate the body. Accompanying these reports are those that certain, weak-minded individuals have developed dependencies on certain substances, with unpleasant consequences.

The refined drugs dealt by trusted Pharmacists are known to cure many maladies and leaps and bounds are being made in their research everyday. Any individuals found reproducing any Pharmaceutical material without the proper permission will suffer severe penalties.

Appendix 2; Downtime Submissions

IC letter submission

To; Joblogs@hotmail.com

CC; Zeitgeist@googlemail.com

Subject: IC letter

[Delivered by Empirical Courier]

Dear Lord Blogs,

It was charming to meet you, Old Boy, how about tea on Tuesday? I was hoping we might discuss some of the events of the past festival, and perhaps compare notes on what our research boys are up to.

Yours Sincerely,

Lord Smith.

Downtime submission

To: Zeitgeist@googlemail.com

Subject; Downtime submission

Player name; Fred Jones

Primary Character name; Lord Smith

Passive Downtime; I have been sitting in the Empirical Library studying everything I can find on the Theory of Biology.

Active Downtime; I have been canvassing opinion in my region and attempting to find out about popular legislation which I can help pass and improve my standing within Parliament. Also, by meeting up with other Lords I am gauging the current avenues of research being pursued within the Empire, most to inform my own Scientific research, but am not adverse to passing this information on should someone be willing to pay.

Secondary Character; Dr James Knotwood

Passive Downtime; ...