

Roleplaying

Contributed by Administrator
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The House of Mercury was formed to establish a haven for industrialists, focusing on the pursuit of profit and wealth. Claiming to be independent of factions and alliances, the House seeks to gain concessions for members, encouraging ruthless market activities and monopolistic behavior. There are some unconfirmed rumors of a mystery cult operating within the House, though if true it is kept well hidden from the public.

Introduction

It is our belief that all players engage in roleplaying in EVE to some level just by simply playing the game. You take on a role in this game and you play it. Some people take this to levels where they will not say anything that their alter-ego would not say, while others will happily discuss about real life issues such as family and study.

The House of Mercury ideals of neutrality and cross border trading should all be seen as in-character, and thus members can engage with other roleplaying corporations and alliances appropriately. However, we do not require that members roleplay beyond the general levels dictated already.