

# Interludes

FORTUNE RECOVERY	
NORMALLY	5 + Level Fortune per interlude
<u>RECOVERING OR FAVORED ACTIVITY</u>	10 + Level Fortune per 8 hours

## Interlude Activities

ACTIVITY	REQUIREMENTS / RESOLUTION
ADVANCEMENT	<i>During the interlude, you spend time consolidating an advancement within an organization.</i>
	<b>REQUIREMENTS:</b> You must have received an advancement in <b>Membership</b> as reward prior to the start of the interlude.
	<b>RESOLUTION:</b> You gain a rank in the organization you are advancing in. This may require a test, if the GM feels it is needed to close the deal. This should be an <b>advanced test</b> in <b>Communication</b> , unless the organization prizes some other ability you can use to demonstrate your worthiness. The test should have a fairly low <b>success threshold, between 5 and 10</b> , reflecting your already existing value in the organization.
MAINTENANCE	<i>You make sure things are functioning properly.</i>
	<b>REQUIREMENTS:</b> You need the necessary tools, parts and equipment. If you're lacking them, or they are of poor quality, the GM may say your maintenance work takes longer or is less effective. If you need to acquire them, then an <b>Income test</b> is needed, with a Cost set by the GM.
	<b>RESOLUTION:</b> Usually, <b>no test</b> is required, but you may need to have the appropriate <b>focus</b> , like <b>Intelligence (Engineering / Technology)</b> , as well as sufficient time and resources.
MAKING OR FIXING	<i>You spend time making or fixing something.</i>
	<b>REQUIREMENTS:</b> You need the necessary materials (which can be acquired with an <b>Income test</b> with a <b>TN</b> equal to the <b>item's value - 5</b> ) and necessary tools and equipment. If you are lacking equipment, the GM may apply a <b>penalty</b> to the <b>advanced test</b> . If you are fixing rather than building something, <b>subtract</b> an additional <b>2</b> from the <b>TN</b> of the <b>Income test</b> .
	<b>RESOLUTION:</b> Make an <b>advanced test</b> using the appropriate <b>focus</b> , such as <b>Dexterity (Crafting)</b> , <b>Intelligence (Engineering)</b> or <b>Intelligence (Chemistry)</b> with a <b>TN</b> equal to the <b>item's cost - 2</b> . The GM determines the <b>success threshold</b> based on the item's complexity: <b>5</b> for a simple item; <b>10 to 15</b> for more complex ones; up to <b>20 to 25</b> for truly complex works or pieces of equipment. Lower the <b>success threshold</b> by as much as half for fixing something rather than building it from scratch. The GM can adjust this based on the extent of the repairs needed. Each roll represents <b>6 hours</b> of work. When you reach the <b>threshold</b> , the item is complete.

RECOVERING	<i>Sometimes, you need to spend an interlude, perhaps even several, recovering from the results of your prior encounters.</i>
	<b>REQUIREMENTS:</b> While recovering, the character needs to engage in only light activity: resting, reading, conversation, and so forth. No other activities can be undertaken during the same interlude while recovering.
	<b>RESOLUTION:</b> Make and advanced <b>TN 11 Constitution (Stamina)</b> test every <b>24 hours</b> . If you are under medical care, your physician (or auto-doc) can make an <b>Intelligence (Medicine)</b> test against the same <b>TN</b> and you can use the better of the two rolls. At a <b>success threshold of 5</b> , you can remove an <b>injured</b> condition. At a <b>success threshold of 15</b> , you can remove a <b>wounded</b> condition. For recovering additional <b>conditions</b> due to hazards, the GM sets the necessary <b>success threshold</b> . If recovery conditions are less than ideal – like trying to recover in the wilderness with little shelter or food, or on a ship low on supplies with minimal life support – the GM may increase the <b>TN</b> of the test.
RELATING	<i>You take time to get to know someone better, or to change the nature of your relationship.</i>
	<b>REQUIREMENTS:</b> Relating only requires time and someone willing to relate to you, or given no choice but to do so by circumstances. At the GM's discretion, you might need to at least get someone else to an <b>attitude</b> of <b>Neutral</b> toward you in a social encounter before you can really relate to them during an interlude.
	<b>RESOLUTION:</b> <b>No test</b> is required (except perhaps to improve the other person's initial <b>attitude</b> ). You just take time to either change your <b>relationship</b> with someone else, or to establish or strengthen a <b>Bond</b> . The GM determines how long this take: it might be anywhere from a heartfelt conversation for an hour or two, to spending days or even longer together.
REPUTATION	<i>You live up to your reputation, or create a new one for yourself.</i>
	<b>REQUIREMENTS:</b> Either an existing reputation to maintain or a new one you are aiming for.
	<b>RESOLUTION:</b> You spend time doing things in accordance with your <b>reputation</b> in order to maintain it; reputations and fame can be fleeting, and a known pattern of behavior can reinforce them. Exactly what depends on your <b>reputation</b> , but during an interlude it is often making your actions known in some way, whether it is giving an interview or broadcasting a video or a piece of writing out to the system. In some cases, the GM may require a <b>test</b> , such as <b>Communication (Expression / Performing)</b> to measure the effectiveness of your efforts. You can likewise do things counter to a current <b>reputation</b> in order to try and rid yourself of it, or something new in order to gain a new <b>reputation</b> . The GM decides when it is appropriate to drop an old <b>reputation</b> or to award you a new one.

RESEARCHING	<i>You spend time looking up (or digging for) information.</i>
	<b>REQUIREMENTS:</b> You need access to sources of information, usually your hand terminal and a network, although some research might also require specific sources of data or even subjects of study, such as biological or material samples.
	<b>RESOLUTION:</b> Make an <b>advanced Intelligence (Research) test</b> with a <b>TN</b> based on how obscure or difficult to find the information you're looking for is. Each test represents <b>4 hours</b> of work. The GM sets the <b>success threshold</b> for when you find what you're looking for. Optionally, the GM can set <b>multiple thresholds</b> , each revealing a particular piece of information about the subject, until you have found out everything there is to know about it.
TRAINING	<i>Practice makes perfect, or at least secures progress.</i>
	<b>REQUIREMENTS:</b> You need the time and the right conditions to train with whatever <b>focus</b> or <b>talent</b> you're practicing. This may also call for certain equipment, at the GM's discretion, such as a shooting range (or at least a virtual simulator) to train with guns, for example.
	<b>RESOLUTION:</b> <b>No test</b> is needed, but you need a <b>hundred hours</b> of training (cumulative) to acquire a <b>new focus</b> or <b>new degree in a talent</b> , or to advance an <b>ability</b> after gaining a level. The GM is free to reduce or even waive this time as best suits the overall story. Otherwise, interludes after characters gain a level can be assumed to be taken up with at least some training time.
UPKEEP	<i>You put time and Income into maintaining a lifestyle.</i>
	<b>REQUIREMENTS:</b> The necessary <b>Income</b> .
	<b>RESOLUTION:</b> <b>No test</b> is required, unless the characters is trying to live above their means and enjoy a higher lifestyle than their <b>Income</b> would normally allow. In that case, <b>reduce</b> the character's <b>Income</b> by <b>1</b> per additional class or lifestyle, just like overextending Income on a purchase. Naturally, this makes this sort of living quite unsustainable.
WORKING	<i>A prime way to handle upkeep is by working to get paid.</i>
	<b>REQUIREMENTS:</b> A paying job the character can perform.
	<b>RESOLUTION:</b> Characters can spend interludes working a job, either for a particular employer or a freelance gig approach of getting paid for certain tasks. The default is that the character maintains their <b>Income</b> score, and may recover from any reduction in <b>Income</b> from expenses prior to the interlude, at the GM's discretion. Alternately, the character can take a riskier approach, making a <b>test</b> with a suitable <b>focus</b> for the work against <b>TN 13</b> . If successful, the character scores a temporary windfall, a <b>+1 to Income</b> that lasts until after the next purchase requiring an <b>Income test</b> . However, if the test fails, the character suffers a reversal: a <b>-1 penalty to Income</b> that lasts until the character's next opportunity to increase or restore <b>Income</b> by reward, leveling, or interlude.