

DOWNTIME ACTIVITIES

Between scores, your crew spends time at their liberty, attending to personal needs and side projects. These are called downtime activities (see the list below). During a downtime phase, each PC has time for two downtime activities. When you're at war, each PC has time for only one.

- Long-Term Project
- Recover
- Reduce Wanted Level
- Train
- Indulge Vice

You may choose the same activity more than once. You can only attempt actions that you're in a position to accomplish. If an activity is contingent on another action, resolve that action first.

A PC can make time for more than two activities, at a cost. Each additional activity from the list costs 1 coin or 1 rep. This reflects the time and resulting resource drain while you're "off the clock" and not earning from a score. When you complete a new score, you reset and get two "free" activities again.

Activities on the downtime list are limited; normal actions are not. During downtime, you can still go places, do things, make skill checks, gather information, talk with other characters, etc. In other words, only activities that are on the list are limited.

For any downtime activity, take +1d to the roll if a friend or contact helps you. After the roll, you may spend coin after the roll to improve the result level. Increase the result level by one for each coin spent. So, a 1-3 result becomes a 4 or a 5, a 4/5 result becomes a 6, and a 6 becomes a critical.

GM: If a player can't decide which downtime activity to pick, offer them a long-term project idea. You know what the player is interested in and what they like. Suggest a project that will head in a fun direction for them.

"Remember how you had that weird vision at the altar to the forgotten gods? Yeah, do you want to get to the bottom of that? Okay, start a long-term project—six segments—called... 'Weird God Vibes.' What do you do to work on that?"

Long-term project:

When you work on a long-term project (either a brand new one, or an already existing one), describe what your character does to advance the project clock, and roll one of your actions. Mark segments on the clock according to your result: 1-3: one segment, 4/5: two segments, 6: three segments, critical: five segments.

A long-term project can cover a wide variety of activities, like doing research into an arcane ritual, investigating a mystery, establishing someone's trust, courting a new friend or contact, changing your character's vice, and so on.

Based on the goal of the project, the GM will tell you the clock(s) to create and suggest a method by which you might make progress.

In order to work on a project, you might first have to achieve the means to pursue it—which can be a project in itself. For example, you might want to make friends with a member of the City Council, but you have no connection to them. You could first work on a project to Consort in their circles so you have the opportunity to meet one of them. Once that's accomplished, you could start a new project to form a friendly relationship.

Long-term Projects in Play:

Work on a long-term project, if you have the means.

Mark segments on the clock according to your result:

Critical: Five ticks.

6: Three ticks.

4/5: Two ticks.

1-3: One tick.

Recover:

When you recover, you seek treatment and heal your harm. You might visit a physicker who can stitch your wounds and soothe your mind with anatomical science or a witch who specializes in healing charms and restorative alchemy.

Recovery is like a long-term project. Your healer skills (perhaps Tinker or Attune for a PC with a healing special ability or the quality level of an NPC) and then you mark a number of segments on your healing clock. 1-3: one segment, 4/5: two segments, 6: three segments, critical: five segments.

When you fill your healing clock, reduce each instance of harm on your sheet by one level, then clear the clock. If you have more segments to mark, they “roll over.”

Healing Project ClockCross has two injuries: a level 3 “Shattered Right Leg” and level 1 “Battered.” During downtime, he gets treatment from Quellyn, a witch friend of the crew’s Whisper. Quellyn is a competent healer, so the GM says quality 2 makes sense. The player rolls 2d to recover and gets a 6: three segments on the healing clock. He decides to spend 1 coin to improve the result to a critical to get five segments instead. Four segments fill the clock—all of Cross’s harm is reduced by one level, then he clears the clock and marks one more segment. His level 3 harm “Shattered Right Leg” is reduced to level 2 harm. His level 1 harm “Battered” is reduced to zero and goes away. Cross is left with one injury on his sheet: level 2 “Broken Leg.”

You may heal yourself, but you take 2 stress when you do so. You can also choose to simply tough it out and attempt to heal without any treatment—in this case, take 1 stress and roll 0d.

Note that it’s the recovering character that takes the recovery action. Healing someone else does not cost a downtime activity for the healer.

Whenever you suffer new harm, clear any ticks on your healing clock.

Recovery in Play:

Get treatment to tick your healing clock (like a long-term project). When you fill a clock, each harm is reduced by one level.

Reduce Stars

Say how you reduce Stars on the crew and roll your action. Reduce stars according to the result level:

Critical: Clear five stars.

6: Clear three stars.

4/5: Clear two stars.

1-3: Clear one star.

Reduce wanted level:

Say what your character does to reduce the wanted level of the crew and make a skill check. Maybe you Consort with your friend who’s an officer and she arranges for a few incriminating Watch reports to disappear. Or maybe you Command the fear of the local citizens so they’re afraid to snitch.

Reduce wanted level according to the result: 1-3: one, 4/5: two, 6: three, critical: five.

Train:

When you spend time in training, mark 1 xp in your playbook. You can train for xp only once per downtime.

Indulge vice:

Visit your vice purveyor to relieve stress. See Vice for details.

Indulging your Vice in Play:

Roll dice equal to your lowest attribute. Clear stress equal to your highest die result. If you clear more stress levels than you had marked, you overindulge (see below). If you do not or cannot indulge your vice during downtime, you take stress equal to your trauma.

Overindulge: You made a bad call because of your vice—in acquiring it or while under its influence. What did you do?

- Attract Trouble: Maybe an enemy has tracked you to your vice purveyor and you let your guard down. Select or roll an additional entanglement.
- Brag: Maybe you brag about your exploits. The crew takes +2 stars.
- Lost: Play a different character until this one returns from their bender.
- Tapped. Your current purveyor cuts you off. Find a new source for the indulgence of your vice.