Northern Kingdoms Downtime Guidance

After attending a Northern Kingdoms event your character will have the opportunity to carry out activities and tasks in between events.
What your character does is up to you within reason and you can involve other player characters (with their permission), money, resources, items and fate assuming you have handed in these items at the end of the event.

Now that the War-Table mechanic is in use during events we are no longer taking separate military unit downtimes. If you have led one of the Company's auxiliary units in the previous events then feel free to include interactions with them in your downtime; please bear in mind that these units travel with the Company as described in the End of Event Narrative unless you have made other arrangements with the Marshal Adam Pangrat during time-in at the event.

Section 1
Details and Desired outcome

Begin by filling in the details at the top of the downtime sheet. Some of these details will be filled in for you such as the event and end of event narrative.
The end of event narrative will give you some information as to what the next events role could be for the Free Company and will state how long you have for your downtime. Ensure that you stick to this IC timeframe as trying to accomplish too much in that time period will likely result in little outcome.

In the Desired outcome section bullet point what your character is trying to achieve in this downtime.

For each week of downtime you may personally achieve one goal. Once per week you may also purchase services using money and resources you have handed in at the end of an event these activities are marked Hireling.

We will compare this to what is written in your narrative or orders. If there is a difference we will write your downtime outcome based on your narrative.

Things you can do or pay for:

Character development or ability use: If you have a downtime ability that specifies spending time training, you are training to improve or learn a skill/ability or carrying out some kind of character development then this takes a week to perform. TO LEARN A SKILL YOU MUST HAVE AN INSTRUCTOR AND YOU MUST NOTE IN THE ASSISTING OTHER CHARACTERS SECTION THAT THEY ARE TRAINING YOU.

Train/Instruct a player: You may spend a week teaching another player or group of players a skill you know, depending on the skill this may take multiple weeks. The cost of your services must be discussed in character and those goods transferred in character. YOU MUST NOTE IN THE ASSISTING OTHER CHARACTERS SECTION WHO YOU ARE TRAINING, THOSE NOT NOTED WILL NOT BE TRAINED AND A WEEK COULD BE WASTED.

(Hireling) Find an instructor: You may spend at least 10 Crowns per week per player to hire an instructor to teach you any skill. Depending on the skill this may take multiple weeks.

Gather Information: This is a general topic for gathering information be it spying, researching, scouting etc this will take one week to perform on a single topic. However if two topics are closely related you may also gather information on it and justify it in your narrative.

(Hireling) Hire an informant: For 10 crowns per topic per week you can hire a spy, a researcher, an informant etc to gather information on your behalf.

Other/Experimentation: You may spend one week carrying out a task not specified above such as approaching an NPC in a dialogue, experimenting to make a new diagram, crash a funeral or wedding etc the results will vary depending on the resources you put in to try and achieve your goals and your narrative.

The use of Fate: Fate is a resource you may use once within a week of downtime. It maybe used on yourself or a hireling and will have unpredictable results but will always have a benefit to that activity.

Use of downtime abilities: If you have a downtime ability that does not specify a use in one of the downtime activities above then please include it into the other/experimentation activity and say how you will use it. If an ability is used in one of the above activities then specify in the bullet point and explain its use in the narrative.

Downtime outcomes: Most of the activities, bar the Other/Experimentation, have roughly fixed outcomes within a predictable time/framework unless the narrative varies from the activity. Fate can alter the outcome to your benefit such as speeding up skill development but may have additional consequences. The overall time to complete a desired outcome in the other/experimentation activity will vary if it can be completed at all. That's the risk of going outside the box.

FURTHER ACTIONS MAY BE ADDED AS THE DOWNTIME SYSTEM IMPROVES AND IN RESPONSE TO YOUR FEEDBACK BETWEEN EVENTS.

Section 2
Narrative

By far the bulk of your character downtime form will be the narrative section.
This section should be limited to 500 roughly words and needs to include the details of what your character does in order to achieve the things set down in your Desired Outcome. This should include how they work with any other characters and how they spend the time, resources, and fate at their disposal.
If your downtime narrative or orders includes assisting players then you must reference them but try not to make assumptions about what they are doing as you are not controlling that character. We will cross reference this with the relevant players narrative and see what they do, they may decide to sabotage your efforts. You may include information on what you expect the assisting characters to do.
Please ensure your downtime is based on things your character can do and knows. If you use lore from the world of The Witcher that your character does not know then your downtime is unlikely to yield a good result.
You can combine a series of downtimes from multiple events to achieve an outcome that you would not be able to do in one downtime. An example of this could be training to become a physician from a battlefield medic.

You may try and learn additional skills during downtime but this will take a long time. The skills you begin with represent your life's learning and experience up to the first event you attend so as you can imagine learning a new skill will take some time.

Well written narratives may improve your downtime outcome. You could even gain unique items and abilities.

Section 3
Assisting other player characters.

If you are assisting another player then you **MUST** reference this in your personal downtime along with what you are doing. Be aware that if you are assisting then you may not have enough time carry out any other personal actions.

If others are assisting you, these players must also be noted in the assisting characters section.

Section 4
Currency, Resources and Fate

If you have handed in any currency, resources, fate coins or any other items you may use these in your downtime. Note this usage in the relevant sections and ensure the use of these items is referenced in the narrative section or we will not know what you are doing with these items and currency.

If assisting an player and using resources etc then ensure that, along with carrying out the actions in section 3, that you reference how you are using the items and currency.

Spending money on downtime actions nearly always leads to a better or faster outcome, especially actions that involve influencing NPC's such as gathering information

**<u>Once complete please email your downtime forms to
northernkingdoms.witcher@gmail.com</u>**