

Downtime Activities

Each player may choose *one* of the following:

Culture Journey

Players can choose to book passage to go to land where they have **Reputation** in order to carry out various tasks, or to interact with a faction where they have **Rank**. The journey is assumed to be by either sailing ship or airship, and may have a small Tahle fee associated with it, as it is handled by a powerful NPC faction and is essentially danger free. Once arriving, a player may:

- Trade with merchants using your **Reputation**. Cultures will have goods that are specific to their region and favored Paradyne.
- Interact with a faction where the player has **Rank** to appeal for an agenda. Social skills are usually not necessary, depending on the “ask”. Common asks are for access to plans or rituals that the regular merchants of the land do not have, as they are property of the faction. The faction may require a favor or duty in return, and probably always will ask for payment of some sort.
- Use your **Rapport** with an NPC (usually a contact) to gain information, ask a favor, or have them seek out a highly specific item or document. This action is intended not for general merchanting or gaining faction goods, but for highly specialized “ask”.

Groups of players choosing a Culture Journey will travel together, but may interact individually or as a group when reaching their location. The entire session is still limited to no more than 2 hours, and time will be divided amongst the number of interactions happening at that session. Each player individually is limited to 15 minutes of time.

Manage an Estate

In this case, players remotely control their hirelings through the ground campaign rules while they stay in Apex. This activity uses the campaign system rules for construction with the intent of building up a resource base for structures, components and the like. In order to do so, the player must have **Rank** with a House from that culture (thus having been granted land to manage). The higher the **Rank** with the House, the more land they have to manage.

Participate in an Airship Campaign Mission

In order to do this, you must own an airship and bring along a crew of other players. The players then take that as their activity as well. Thus a group of say, six players, could all decide to join a captain in the same airship campaign mission. They would take turns using the airship campaign rules. If they had hirelings, they could also take ground campaign actions as well by dropping off their hirelings. Airships have limited crew slots, and so there cannot be more players than the airship has crew slots. If two players have airships, they could choose to organize a mission together, bringing two crews, but the session is still limited to two hours.