Downtime Basics

Downtime is a player-focused downtime economy. It provides the ability for your character to have a continued existence in the world between individual RP scenes, questing, and arena. Downtime is a great way to provide additional development and growth!

Overview

Every 1st and 15th of the month will begin a 15 day server downtime cycle. This cycle will represent two weeks of downtime in-game. A PC intending to use downtime must familiarize him/herself with these rules, submit a proposal, and then follow through appropriately in RP channels, Dice Channels, and submit server records.

Downtime activities take either one or two weeks, where one week of downtime represents 5 working days, where characters work for 8h / day and 7 calendar days.

1. Project Proposal

Downtime proposals should be submitted to `#downtime-proposals` in the following format:

```
**Project Title:**
**Weeks in Total:**
**Weeks Left to Complete:**
**Cost:**
**Rolls:**
**Modifying Factors:**
**Complications:**
**Description:**

**Results**
**Week 1:**
**Complication:**
**Week 2:**
**Complication:**

**Earnings:**
```

> **Note**: Results are added by editing your proposal after your proposal is approved of the downtime team (see below).

2. Proposal Approval

Once your Downtime proposals is submitted to the appropriate channel (`#downtime-proposals`), you must wait for it to be approved by someone from the Downtime team will approve your proposal with their personal emoji (for example: □□= Gryphon approved this.)

If you are submitting a proposal that you have previously received approval for - e.g. doing a second set of Work - then you may roll after submitting a new proposal, but prior to getting approval, as long as nothing has changed about the proposal. However, you still must get approval for your proposal before any results can be collected/used.

3. Downtime Resolution

Downtime activities are to be resolved in conjunction with the downtime team. Any ability checks will be made by the PC in the appropriate channel and should be labeled as such using Avrae whenever possible. The results of the rolls and the complication dice roll should be added to the bottom of their proposal.

The PC may roll the complications die. If the roll ends in a 1 and they have a 10% chance of complications, then a complication occurs, at which point they must post the complication die result in #downtime-discussion with @Downtime Helpers tagged in that post. A helper will then inform them of what their complication is and if relevant invite them to RP a short scene to resolve the complication.

Downtime should be RP'd by the player. If you are working at the horse farm, spend time out there, working. This does not preclude you from activity in other RP areas. Note that #downtime-rp is currently occupied by Grognar, so downtime RP should be carried out in regular town channels.

Example

```
**Project Title:** Private Tuitions (Work - 15th to 30th of May)
**Weeks in Total:** 2
**Weeks Left to Complete:** 0
**Cost:** None
**Rolls:** Int (History)
**Modifying Factors:** +5 History, Portent (Week 1: 15, 16 ; Week 2: 2, 11)
**Complications:** d100
**Description:** With much chagrin, Sal'ar is compelled by the cruelty of market forces to
pawn off his erudition for money, working as a private History tutor for snot-nosed brats of
```

```
Watderdeep's upper crust.

**Results**
**Week 1:** 21
**Complication:** Complication (71)
**Week 2:** 16
**Complication:** None (36)

**Earnings:** 80 GP (50+30)
```

Details

Bonuses

Class/Race/Feat abilities and Spells: Downtime represents a full 8h work day for six days per week. Any abilities/spells that would remain active for this full time can be used as modifiers to your downtime rolls. Other abilities/spells may be permitted upon the discretion of a Downtime Helper if sufficiently justified by the player.

Magic Items: Characters must get approval from a Downtime Helper to use magic items during downtime. Magic item use must be reasonable with respect to the 8 hour work day represented by downtime and the limitations of the item.

Philosophy

- Use existing 5e rules and systems as much as possible, in this case, downtime rules from PHB & XGTE, proficiency modifiers, and proficiencies.
- Allow as much free agency by players as possible.
- Allow the players to build the world.
- Allow the system to run in dice channels and not require constant DM approval. Players and mods can inspect dice rolls.
- Allow Dice and the People to be the Random in the game and focus on flow, fun, and reasonable limits.
- Avoid a nerf to downtime by starting slow and using a server crunch.

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