

Time Units

Time Units are the representation of your character existing and acting between events. Every character starts off with 2 Time Units to begin with, and you may purchase up to 3 additional Units with Incentive Points. After you attend an event, you can turn in a time unit request on the website, and at the start of your next event, you will receive the rewards or answer from your time unit request.

Flavoring Time Units

You can flavor these actions however you want, and they are made purposely generic so that anyone can take any of these actions and make them fit your character. Do you play a diviner, in touch with the past, present and future? Then maybe "Research" for you is asking the spirits, or getting visions. However, someone who plays a bookish scholar would say they found an interesting tome with this knowledge, or perhaps a rogue would reference a spy network. If you are a merchant, "Easy Pay Day" could be you making money from your sales, whereas someone playing a member of a Noble House would say that "Easy Pay Day" is the money they receive from their family each month.

When you turn in your time-unit request form online, be sure to include what your character is doing to get these benefits and rewards, as it will add flavor to your month, and possibly color what kind of information or result you get.

Name	Description
Easy Pay Day	You are paid 3 silver per time unit.
Risky Pay Day	You are paid 6 silver per time unit, but may start the game with a detriment or injury, or perhaps DEAD. The GMs will roll on the Random Downfall Chart.
Contact an NPC	If you wish to contact an NPC, be it a merchant you know, or a villain you wish to have words with, you may spend a time unit to get their attention. This may be interactions over e-mail or messenger, or perhaps just a request to meet in-game. Specify what you are looking for in the request.
Fence	You may sell up to 3 gold worth of crafted items. If you sell clutter in this fashion, you will get the lowest price on the clutter.
Craft	You may craft 10 levels of items. You have to have the components.
Harvest	You receive 5 levels of components.
Other	If there are tasks that you feel you can accomplish between events that do not exist on this list, you can bring it to the attention of the GM.
Research (Lore)	You can research things that you may have encountered in-game. If you have abilities that you believe are appropriate to assist with this, you should make a note of them in the request, so that they will be taken into account. (For example, a warrior with no base in Rituals may not want to try to research them without help.)
Cure Soul	If you have been resurrected, and have lost permanent points from it, you may use this to cure one of those points, getting it back.

Random Downfall Chart

1-10	You start the event dead. From the moment of Game On, standard rez rules apply. You still get the money.
11-20	You start the event with a limb removed/crushed. This is a feat level detriment. Roll again, 1-25: left arm. 26-50: right arm. 51-75: left leg. 76-00: right leg. You still get the money.
21-30	You start the event with two fewer max points, as though you had died and been resurrected. Choose the points. (Hit, Magic, or Skill) You still get the money.
31-40	Start the event with a point level detriment that is 8 fewer maximum hit points. You still get the money.
41-50	Start the event blind. This is a feat level detriment, and we will place you randomly on the camp to start. You still get the money.
51-60	You start the event with both legs broken (Feat Level Detriments) and will be placed randomly on the camp after game-on. You still get the money.
61-70	You get no money.
71-80	Roll on the chart again, (if you roll a 71-00, roll again). You get the effect, and an additional 5 silver.
81-90	Roll on the chart again, (if you roll a 71-00, roll again). You get that effect, but NO money.
91-00	You get the money.