

# Downtime

After the protagonists have finished their activities and returned to their base to relax and count how many limbs they have remaining, it's Downtime. Downtime is distinguished from the rest of the fairly goal oriented roleplaying in that it is generally without threat and involves more paperwork. This is where the consequences of your actions outside of the downtime period are examined.

Downtime is resolved in four phases in the following order:

1. **Flux**. The consequences of the actions made by the coterie are calculated and applied
2. **Accrue Malevolence**. Individuals accumulate [malevolence](#) from their actions
3. **Entanglements**. Interactions with other coterie, other [participants](#) and the Spiral Politic
4. **Downtime Activities**. Reducing stress, healing wounds, ongoing projects, etc

[rules](#), [downtime](#)

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