Downtime

Any rules related to downtime.

- Resting, Downtime & Projects

Resting, Downtime & Projects

When a character spends extended time in relative safety, they gain specific benefits. There are three tiers of downtime with individual requirements to gain their benefits.

Rest

When you rest or recharge uninterrupted and in a safe location, gain the benefits listed. **Example scenario:** You sleep for six hours in a comfortable bed aboard a starship.

- You regain Resolve equal to 1D + Stamina.
- You regain Knowledge Points equal to 1 + Willpower.
- You can make checks to treat injuries or repair equipment without interrupting your Rest.
- You can install purchased Special Qualities to weapons and armor.

Extended Downtime

Between campaigns or major adventure arcs, when months or longer pass, you gain the benefits listed. **Example scenario:** You help win a major victory for the Resistance, then continue to work for them for the next year, traveling across the galaxy.

- At the GM's discretion, you reach a **Milestone** and gain **Character Advancements**.
- You can sell items for 20% of their value so long as there is a viable buyer.
- You can shop for equipment and vehicles accessible beyond your current region.
- You can attempt to remove Special Qualities from weapons, armor, and vehicles.
- You can install purchased Special Qualities to weapons, armor, and vehicles—or make repairs.
- You then regain all Resolve, Knowledge Points, and Force Points.
- You can then make three Project checks to progress **Ongoing Projects**—or more, at the GM's discretion.

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Hiring Skilled NPCs

You can hire Skilled NPCs during **Rest** or **Downtime** to assist you with specific tasks—such as helping you on a project and repairing armor or vehicles. Their assistance lasts until downtime ends. During that time, they can make checks in your place.

When you hire an NPC, choose their Attributes and Skills per the limitations of the following list. At the GM's discretion, some skills or tiers of skilled NPCs may be situationally unavailable.

Not including the cost of materials (such as Repair Kits), the costs for various tiers of Skilled NPCs follow:

- **Worker** (250 Credits): 3D Attribute, +2 Skill
- **Expert** (500 Credits): 4D Attribute, +3 Skill, +2 Skill
- **Master** (750 Credits): 4D Attribute, +6 Skill, +3 Skill
- **Legend** (1,000 Credits): 5D Attribute, +6 Skill, +6 Skill

If you hire an NPC for the duration of **Extended Downtime** so they can make multiple Project checks, double the cost.

Ongoing Projects

Ongoing Projects allow you to achieve a character's long-term goals by earning **Project Points** over time. When you make a **Project check**, choose one **Ongoing Project** and make an appropriate Attribute check to determine how many Project Points you earn. Project checks cannot receive bonuses or penalties to their dice rolls. Alternatively, you can spend Project Points to **Earn Credits** through completing jobs or other means—for each Project Point you spend this way, gain 500 credits.

When you earn enough Project Points to complete an Ongoing Project, you gain its benefits—whether mechanical or narrative. If you earn more Project Points than needed to complete an Ongoing Project, you may spend them on another Ongoing Project. Multiple characters can contribute to a single Ongoing Project.

Consult the following Project check results to determine how many Project Points you earn:

- **Less than 15:** Earn 1 Project Point.
- **Between 15 and 20:** Earn 2 Project Points.
- **Higher than 20:** Earn 3 Project Points.

The following section presents examples of possible Ongoing Projects and the Project Points necessary to earn to complete them.

2 Project Points:

- (KNO + Galaxy) Find a lead on an uncommon item in your region
- (PER + Persuade) Plan and promote a party
- (TEC + Computers) Forge false identification papers or registries
- (KNO + Survival) Earn the trust of a feral beast

4 Project Points:

- (STR + Intimidate) Knock around some heads to find a missing person near your system
- (TEC + Droids) Build a small, simple drone from scrap
- (TEC + Computers) Reverse engineer a nasty piece of malware
- (KNO + Streetwise) Develop a small, local spy network

8 Project Points:

- (MEC + Astrogation) Chart an unknown course to a location of interest
- (TEC + Xenology) Develop a vaccine for a rare virus
- (KNO + Sensors) Decrypt an ancient, mysteriously repeating signal
- (TEC + Droids) Build a custom droid designed for a specific purpose

16 Project Points:

- (TEC + Survival) Build a small settlement that attracts people
- (KNO + Galaxy) Develop a multi-system spy network
- (TEC + Tactics) Build a secure headquarters that can be further improved
- (PER + Deceive) Leverage blackmail or misinformation to gain a good vehicle or custom weapon