

## ***Six Pillars Downtime Guide - Revised Edition***

Every player character that attends a Six Pillars session will be granted a Downtime. This represents the time spent between the In Character sessions - time which can be used for a variety of purposes, from learning new skills to making items to travelling the world.

Downtimes are usually 4 weeks in length, but this may vary. For example, the session at the end of December will usually be either cancelled or rescheduled, and extra Downtime granted. If Downtime is of a different length from normal, we will endeavour to ensure all players are informed in advance. If not told otherwise, assume that Downtime is 4 weeks in length.

### **Submitting Downtimes**

Downtimes can be submitted either on paper to a member of the Game Team or by email. There is a Downtime Form at the end of this document that can either be copied to use for paper submissions or used as a model for email submission.

There will be a Downtime deadline set each month, usually a week or more before the next session; while Downtimes will be accepted after this deadline, it will not normally be possible for a member of the Game Team to consult with you about any problems that occur after this date. In general, Downtimes will be rejected after a cut-off point approximately 48 hours before the next session to give the Game Team time to complete the final collection and processing of Downtimes.

### **Downtime Actions**

Generally, most Downtimes consist of Actions. These range from straightforward Actions like Learn Skill or Craft Item, to more complex Actions which require extensive explanation and co-operation. While all Actions are allowable, quite often we will marginally alter an Action to make it better fit the system. We will endeavour in all cases to consult the player when this happens to ensure their intent is fulfilled, even if the letter of the DT is not.

Downtime Actions come in two forms: Full Actions and Side Actions. Full Actions take up a complete period of time, usually measured in weeks. Side Actions are performed *while* other actions are taking place, typically in a character's spare time. This Guide will concentrate for the most part on Full Actions, as these are the most likely to be similar between characters.

As a rule, if an action will take up a character's entire time it is considered a Full Action. When submitting Downtimes, add any Side Actions along with the week-by-week description (see later). You may make as many Side Actions as you wish but please be aware that excessive or over-complex Side Actions will be rejected.

If actions with times listed in days do not add up to a number of weeks, then the remaining days will be wasted.

## General Guidelines

Due to the player-oriented nature of the game, characters in The Six Pillars have considerable freedom in Downtime. While this document is intended to provide a broad overview of possible actions, it is not an exhaustive list or even close. Any action you wish to perform can be a Downtime action, excepting only two things: Spirit Binding rituals and direct attacks on other Player Characters. Both of these things *must* be performed in-game.

As well as the possibilities listed in the rest of this document, the following are all possible Downtime activities.

- Scouting an area of land for enemies or patrolling for trouble (Full)
- Collecting easily-obtained Alchemical materials like Herbs and Corpi (Full)
- Carousing, partying and general merrymaking (Full or Side)
- Rumour hunting and/or starting (Side - can be Full using *Influence*, see later)
- Travel from one area to another (normally Side)
- Investigating an area, such as an old ruin or haunted forest (Full)

Several of these activities stand a good chance of being used as the basis of a linear adventure, so they are always well received.

## Homes

Each character must have a base of operations, a location where most of their time is spent when not travelling, investigating, harvesting or whatever else is occurring. This is known as the character's Home and can be important in certain circumstances, e.g. an enemy could track you to your Home and attack you.

If you hold a Fief or are in the Entourage of a character that holds one, you automatically have a house near the Manse (or other central building) of the Fief Lord.

Folk are known to dislike large settlements and may not live anywhere larger than a village. They may (and most do) choose to live in a caravan travelling from place to place. The two main exceptions are those who live in Folksholme and those on the Path of Joy.

A Tribelanders' home is with their Tribe, as per their special rules.

If you do not automatically have a Home, you must specify one in your Downtime submission. This must be a location in the Kingdoms that you own or have been given permission to dwell in.

If a character spends more than one Downtime without a Home, he will begin to suffer problems due to exposure and malnutrition at the next session. Characters in Armies are immune to this effect, as is anyone with a Gift that makes them immune (which includes all Nomads, all Sss'rin PCs and any Folk on the Path of Joy at the time of this writing).

## Learning

The most basic DT option is Learning. Any skill can be learnt in DT by any character, with two exceptions: Heroic Traits and Seeds. Heroic Traits can only be improved with the expenditure of Glory and Seeds can only be learnt by characters with the Talent.

All skills have a Learning Time and one or more Learning Methods. The Learning Time indicates the number of Downtime weeks that must be spent to learn the skill. These weeks may be consecutive or spread out over multiple Downtimes as required. The following Learning Methods are available:

- **Passive Practice**  
The skill can be learned with no other pre-requisites, but the Learning Time is doubled. If the skill normally has pre-requisites, these must be known to use Passive Practice. Most of the simplest skills can be learned using Passive Practice.
- **Active Practice**  
This skill can be learned while performing the appropriate action, but the Learning Time is doubled. If the skill normally has pre-requisites, these must be known to use Active Practice. Typically Craft skills can be learned using Active Practice.
- **Training**  
The skill can be learned from another character. All skills have this Learning Method except Heroic Traits, Puissance and Deeper Lore.
- **Study**  
The skill can be learned from practicing in an appropriate location. Craft skills, Lores, Seeds and Alchemy are the most typical skills that are Studied. Studying takes 2 weeks longer than the listed Learning Time.
- **Investigate**  
The skill can be learned by practicing with an appropriate item. Weapon skills are the most typical skills that are Investigated. Investigating takes 2 weeks longer than the listed Learning Time.
- **Prayer**  
This method of learning is used for Heroic Traits. The most common method of gaining extra points in Heroic Traits is through prayer to the relevant God. However, should a character have Heroic Traits for other reasons (a Magical Gift, for example), this method can also be used to focus or improve the Trait. For the purposes of this system they are considered identical.

## Ranked Skills

Any Ranked Skill becomes increasingly difficult to learn at greater levels. When learning a new rank in a Ranked Skill, a character must add his current level in the skill to the time required to learn.

<b>Name</b>	<b>Time</b>	<b>Learning Methods</b>
Endurance	4	Prayer
Willpower	4	Prayer
Luck	4	Prayer
Weapons	2	Passive, Training, Investigate (Weapon)
Complex Weapons	4	Passive, Training, Investigate (Weapon)
Critical Strike	4	Training, Investigate (Weapon)
Strike Through	4	Training, Investigate (Weapon)
Sundering Blow	4	Training, Investigate (Weapon)
Whirling Trip	4	Training, Investigate (Weapon)
Mighty Blow	4	Training, Investigate (Weapon)
Stunning Strike	4	Training, Investigate (Weapon)
Disarm Foe	6	Training, Investigate (Weapon)
Light Armour	2	Passive, Training, Investigate (Armour)
Heavy Armour	4	Training, Investigate (Armour)
Deflect	4	Passive, Training, Investigate (Shield)
Bind Wounds	4	Passive, Training, Study (Hospital)
Chirurgy	8	Training, Study (Hospital)
Lore	4	Training, Study (Library: Lore)
Deeper Lore	8	Study (Library)
Read	4	Passive, Training
Scribe	2	Training
Numeracy	2	Passive, Training
Mathematics	4	Active, Training
Advanced Mathematics	6	Active, Training
Administration	6	Active, Training
Command	6	Active, Training
Scouting	4	Active, Training
Work ...	4	Passive, Training, Study (Building)
Craft ...	6	Active, Training, Investigate (Tools)
Artisan ...	8	Active, Training
Masterwork ...	12	Active, Training

Basic Alchemy	4	Training, Investigate (Alchemist's Kit)
Distil ...	6	Training, Study (Alchemist's Lab)
Refine ...	6	Training, Study (Alchemist's Lab)
Brew ...	8	Training, Study (Alchemist's Lab)
Forge Metal	10	Training, Study (Alchemist's Lab)
Draw Circle	4	Training, Study (Library: Spirit)
Ward Spirit	4	Training, Study (Library: Spirit)
Call Spirit	6	Training, Study (Library: Spirit)
Bind Spirit	6	Training, Study (Library: Spirit)
Empower Spirit	8	Training, Study (Library: Spirit)
Summon Spirit	8	Training, Study (Library: Spirit)
Forge Pact	10	Training, Study (Library: Spirit), Investigate (Pact)
Master Spirit	10	Training, Study (Library: Spirit)
Puissance	4	Active, Study (Library: Magic)
Conjunction	4	Training, Study (Library: Magic), Investigate (Manuscript)
Correlation	4	Training, Study (Library: Magic), Investigate (Manuscript)
Disjunction	4	Training, Study (Library: Magic), Investigate (Manuscript)
Enchantment	4	Training, Study (Library: Magic), Investigate (Manuscript)
Alteration	4	Training, Study (Library: Magic), Investigate (Manuscript)
Kinesis	4	Training, Study (Library: Magic), Investigate (Manuscript)
Symbiosis	4	Training, Study (Library: Magic), Investigate (Manuscript)
Conjuration	4	Training, Study (Library: Magic), Investigate (Manuscript)
Vitality	4	Training, Study (Library: Magic), Investigate (Manuscript)
Thought	4	Training, Study (Library: Magic), Investigate (Manuscript)
Horror (NPC only)	-	Training, Study (Library: Magic), Investigate (Manuscript)
Fate (NPC only)	-	Training, Study (Library: Magic), Investigate (Manuscript)
Oblivion (NPC only)	-	Training, Study (Library: Magic), Investigate (Manuscript)

## ***Prayer and Recognition***

As mentioned under Learning, above, Heroic Traits are improved through Prayer and meditation upon the nature of a specific Deity. In addition, a character may spend further time in prayer, fasting, contemplation or other forms of direct worship of a Deity. There are no hard-and-fast rules as regards this, and the answer (if any) given to a Prayer will be decided on a case-by-case basis.

In order to “cash in” Glory for Gifts, it is necessary to gain Recognition by a Priest of your Patron Deity. This is done via the Gift of Recognition, an ability possessed by Priests that allows them to bear witness to your deeds on the Deity’s behalf. Once this is done, the character will typically gain a Gift if he has sufficient Glory.

Usually the newly gained Gift will be of a type appropriate to your deeds or profession, but if you have a specific Gift in mind, it is known that preliminary Prayers to one’s Deity asking for a specific Gift can help.

Finally, it should be noted that locating a Priest of the Emperor, Warrior or Merchant normally requires a 1 week Full Action. Locating a Priest of the Craftsman only requires a Side Action (Craftsman priests are far more common). Priests of the Sorcerer cannot be found using an Action but must be located by other means. The Night Seer has no Priests and the Folk do not seek Recognition; the Night Seer grants Gifts to her Chosen People as and when she desires.

Infamy must be expunged in the same fashion; a Priest must be located and persuaded to use the Gift of Atonement to bear witness to your attempt to make amends.

*Examples:*

*Sir Bob has valiantly protected his Fief against monsters, bandits and even the Great Enemy. He believes that he has earned great Glory and wishes to gain reward from the Divine Emperor for his service to the Kingdoms. He hopes to gain the Lord’s Gift, to help protect him from the politics and schemes that his sword cannot hold at bay. He travels to a large town nearby and approaches a priest. Having gained assent, he recounts his deeds and a light descends from above. He looks to his hands and sees that they are glowing a gentle golden colour. He has gained the Golden Blessing - not quite what he wanted, but certainly a useful Gift to possess.*

*In a blood-rage, Lord Mantellin slew a Folk who was attempting to warn him of a dire fate and so suffered the ire of the Night Seer. Working closely with Folk aligned to his allies, he works as a scion of fate for some months. Then, one day, as he is discussing another strange plan with a Folk Spirit Binder, the man enters a trance and gives forth a prophecy involving Mantellin and his line. At that same moment his Blood powers begin to work once more. The Night Seer has clearly forgiven him.*

## Crafting

Any character can use a Crafting skill in Downtime to create Crafted items.

As a general rule, Artisan weapons and armour and similar are more effective than basic Crafted items. Mastercrafted weapons and armour, as well as being more effective again in the right hands, also sometimes have effects of their own.

The exact length of time required to make an item will be made known to any character that has a Crafting skill. In general, the process is as follows:

- A character with the Work skill oversees the extraction of the raw materials from a Resource.
- A character with a Craft, Artisan or Mastercraft skill uses the raw materials to create an item.

The process can be accelerated by the use of Buildings, by some Gifts, and by the help of another character with the appropriate Work skill.

*Example: Thomas the Smith has the skills Work Iron and Craft Steel Weapons. In order to make a sword, he needs ingots of Iron (a raw material); in order to get Iron he must either purchase it or use his Work Iron skill at an Iron Mine (which is assumed to have smelting equipment).*

*It takes Thomas and his Mining Crew 4 days to produce an ingot of Iron (the mine is fully operational) and then a further 7 days to produce a sword, taking up effectively 2 weeks. Thomas decides to stock up on Iron to help avoid wasting Downtime.*

## Research

Many scholarly characters have access to a range of academic sources. If you have a Lore skill, you can spend your Downtime researching a specific subject. You will gain greater knowledge if you have access to Libraries on the topic, or if you have the Deeper Lore skill appropriate to the subject.

Research topics should be chosen carefully. As a general rule, the broader the research topic chosen, the more vague and unhelpful the response will be. Tightly focused research is more likely to yield useful results.

For example, the following is a good Research request:

*Lady Grey decides to look into Alchemy during her Downtime. She has Lore: Alchemy and access to 2 points in Library on the general subject of Alchemy. She asks to Research the specific elements necessary for a healing draught. 4 weeks later, she has found no less than 3 specific methods that could, in time, produce a healing effect. Now she just has to learn more practical Alchemy skills...*

The following is a bad Research request:

*John the Thief has Lore: History, for reasons best known to his player. He also has access to 1 point in Library, probably stolen books. He runs into a possible military problem, so he decides to study all the battles in the history of his Kingdom. 3 weeks of fruitless searching through endless tracts on small skirmishes on the borders later, he is still no nearer to finding a solution to his problem. On the other hand, his reading has improved immensely...*

## Resource Management

Some characters will control areas of the Six Kingdoms. Making use of these resources will require Downtime actions.

### Fiefs

The control, maintenance and upkeep of Fiefs is a major element of The Six Pillars for many characters.

A Fief has two kinds of controlling character: a Fief Lord and a Fief Master. The Fief Lord is the character that owns the Fief, either directly or as a grant from a greater power. The Fief Master is a character that controls the day-to-day running of the Fief, including tax collection, maintenance of staff and all of the administrative duties that come with rulership. A Fief Master must possess the Administration skill to be able to perform these duties.

The Fief Lord and Fief Master may be the same person, although this is not necessary. If they are not the same person, then the Fief Master must possess a signed document from the Fief Lord appointing them to their position.

Fiefs are controlled using Fief Actions. A Fief Master must use “Oversee Fief” as a Side Action each Downtime in order to remain in control of the Fief - he must also be in the Fief for the entire period, of course. There are two kinds of Fief Actions: Orders and Projects. Orders may only be issued by a Fief Master, while Projects may be overseen by any character.

### Orders

Action	Time Required
Collect Taxes	1 week
Order Fief Improvement	1 week
Order Crew	1 week
Order Harvest	2 weeks
Raise Levy	3 weeks
Begin Recruitment	3 weeks
Continue Recruitment	1 week
Equip Troops	1 week
Form Army	2 weeks

### Projects

Action	Time Required
Oversee Fief Improvements	Varies
Oversee Harvest	4 weeks
Oversee Crew	4 weeks
Drill Troops (20 max)	2 weeks
Maintenance training (20 max / 40 with command)	4 weeks
Train Troops (20 max)	Skill Time + 2 weeks

## **Taxation**

All Fiefs generate Taxes. This usually comes in the form of a proportion of the inhabitants' income and is usually paid in food, service or similar. These taxes are cumulative each Downtime and can be collected by using the Collect Taxes order, above.

The amount of taxes collected is dependent on a large number of factors, including the happiness of the Fief and any businesses (such as Buildings or Resources) present on the land. Upkeep, maintenance costs and tribute are deducted before taxes are given to the players, and so the sum of coinage paid will often seem quite low (particularly for smaller Fiefs with no businesses).

There are three Tax Levels: Low, Medium and High. All Fiefs are assumed to be using Medium Taxation unless it is changed during a Collect Taxes action.

*Example: Lord Mantellin controls a rank 2 Fief. He is surprised to see how little coin his Fief Master presents to him when he asks for his taxes for the year, until it is explained that most of the taxes have taken the form of food and services that are used by his Household, his Personal Guard and his Manse.*

*He asks his Fief Master how he can improve this state of affairs, and is told that he can either raise taxes (an unpopular decision), or invest in a new business or two. Mantellin thinks it over, then writes a letter to a Mercanti ally.*

## **Improvements**

The biggest influence on a Fief is the Buildings and Resources upon it, but it is also possible to invest in improvements to its infrastructure. Any Fief Improvements available will be listed in the Fief Report sent to people with their Downtime returns. They can be built in two ways - a Fief Master can Order a team of workers to deal with the building, or another character can directly oversee the project to its completion. Once completed they are permanent unless destroyed in some way.

## **Harvesting**

The Harvest action, which can be Ordered or Overseen, brings in food or Raw Materials from any privately-owned Farms (see below).

## **Crews**

Mining Crews and Building Crews are created using this action. These partially-skilled crews are used in producing Raw Materials and in producing large structures, such as buildings and ships. They can be Ordered to form by a Fief Master or Overseen directly by another character. Please note that there is a limit to the number of Crews available and it may be impossible to maintain a Mining or Building Crew during a harvest.

## **Recruitment / Raising Levies / Equipping / Training / Drilling**

These elements are dealt with in Army Management, later.

## Resources

### **Mines and Quarries**

As mentioned in the Book of Laws, Mines and Quarries must be worked by a Mining Crew and a character with the appropriate Work (Material) skill to produce raw materials. Mining Crews are created using the Order/Oversee Mining Crew Fief Actions.

Mines and Quarries are assumed to have sufficient facilities to produce the final Raw Material from a given resource (for example, they produce Iron and not Iron Ore).

### **Farms**

All farms naturally produce a small amount of income each week in much the same way as a Building. You do not need to perform any action to receive this income.

All farms are either Agricultural or Commercial. Agricultural Farms are focused upon the production of either food or cash crops, while Commercial Farms are focused upon the production of Raw Materials (either Cloth or Hides).

Agricultural Farms will automatically produce a quantity of food or cash crops each Downtime. At any time the Fief Master or the Farm's owner may Harvest the farm, which provides the character with all of the produce to date. This may then be stored or sold as wished. Once harvested, the farm will cease to produce anything for several Downtimes.

Harvesting can take place at any time of year, as many times as you wish, but be warned that over-farming and under-farming will both severely hurt general production.

Commercial Farms produce a small amount of Raw Materials each Downtime, which must be Harvested as above. In this case, the Harvest must take place in conjunction with a character with the Work Cloth or Work Hides skill in order to produce the required Raw Material. Typically, Cloth farms are harvested in late summer and Hide farms are harvested in early Autumn. Again, over-farming or under-farming will severely hurt general production.

## Buildings

All the standard Buildings can be used in Crafting (see later). In addition, they all provide a small income in the same way as Trade. Buildings provide the following income each Downtime:

<b>Building</b>	<b>Groats</b>
Smithy	4
Sawmill	3
Mason's Shop	3
Carpenter's Shop	3
Jeweller's Shop	8
Tannery	4

Unlike a Trade, a Building cannot be worked to produce more income.

Constructing a Building is a large and difficult effort. A Building Crew is required, as mentioned under Fief Actions, above. Crafted Building Materials of the appropriate kind are also required. The card for the Building Material will indicate the amount that the building will cost in materials; it will always be a large amount of money. The card will also indicate the length of the Construct Building Downtime Action that will have to be performed by the character to oversee the building process (although this character need not possess building skills or be a Fief Master). Once complete, control of the new Building will be assigned to the character who undertook the Construct Building action.

The above Buildings are not by any means an exhaustive list; many more kinds of building are available.

## Influence

Influence is used in two main ways in Downtime.

The first and most common method is to use one's Influence to pick up information and/or small favours (such as loans or help) from individuals of power. This is called *Influence Peddling*, and is a standard Downtime action. When Influence peddling, you should indicate the kind of result you are hoping to achieve; however, it should be remembered that particular areas of Influence may not help you in gaining some kinds of help. For example, while Influence: Mercanti might help you gain information on trading, it is highly unlikely to help you discover what a King is planning to do.

The second method is as a support for another Downtime action that is taking place in an area controlled or influenced by the group you have Influence with. This will usually make the action easier to achieve.

Influence can also be gained in Downtime by spending large amounts of money on buttering up officials and generally greasing the wheels. As a rule, assume that the richer and more powerful the area of Influence, the more money will need to be spent to gain it. The cost is always measured in Shallons (and often 10-15 or more) and the process is slow.

## Trade

A character that has the Trade advantage automatically gains an amount of money each Downtime (as recorded below). It is assumed that this money comes from side work, small investments and quick jobs performed by the character. This income is only suspended if the character is actually physically incapable of working; e.g., taken prisoner or in a coma.

A character may decide to Ply their Trade; essentially this means that they turn all their effort to working at their job. This significantly increases their income; the additional amount shown below is gained for each week spent Plying their Trade.

### Trading Table

All income is in Groats.

Rank	Normal Income	Per Week Spent
1	4	4
2	5	6
3	7	10
4	9	15
5	11	18

## ***Army Management***

The Six Kingdoms are dangerous places in which to live; bandits lurk in the woodlands, monsters wait in deep caves and underground passages and the Great Enemy is always waiting for an opportunity to attack. Far more dangerous than this, though, is the constant conflict between Bloodliners and Kingdoms that in many ways typifies the Kingdoms.

For this reason, practically every major Bloodliner in the Kingdoms maintains a force of men under arms, for their own protection. In a way, an army is also a status symbol, a show of force and wealth. A large army of vassal Blooded, leading groups of Chosen and huge blocks of levied and/or trained men, can strike fear into any enemy's heart.

### **Personal Guard**

Every character with ranks in either Fief or Household possesses a Personal Guard. The precise composition and skills of this small unit of men varies depending on the Kingdom from which the character hails, but in general they will number around 10 and have some basic training.

These troops count as Standing Army, but do not need to be paid, as their upkeep is automatically maintained as part of the Lord's expenses. They can be trained and drilled in the same way as other troops to improve their effectiveness.

### **Raising Troops**

Troop raising is done in one of two ways - via Levy or Recruitment. Each has its advantages and disadvantages.

#### **The Levy**

All Commoners in the Kingdoms owe a certain length of time in military service to their feudal masters. Raising the Levy gives you a number of troops depending on the population's happiness, the Liege's Blood Rank and the size of the Fief. These troops will most likely be peasants with no training or equipment.

It must be remembered that raising a Levy will have a very detrimental effect on the income and happiness of the Fief, both for the duration of the Levy and afterwards. On the other hand, there is no direct and immediate cost for raising Levy. Levied troops, after their required term of service each year, may continue service for payment; this will cost approximately 1 Groat per month per man. This pay can be increased or decreased if wished, but it should be noted that levied men are notoriously difficult to keep happy.

#### **Recruitment**

The other method of raising troops is through Recruiting a Standing Army. The process of recruiting a Standing Army is slow and expensive, but the resulting troops are more loyal, better trained and less prone to morale problems than Levy.

Recruitment is a Fief Action which has two specific elements - the Call to Arms (advertising and spreading the word) and the Head Hunt (the methodical search for

candidates). The first section takes a good quantity of time and money, while the latter can be performed over a large number of Downtimes if necessary.

Recruited troops will generally be better trained than Levy (with at least the Weapons skill and basic drilling), but will require at least 1 Groat per week per man in pay. Offering higher pay will attract men faster, as will the reputation of the Fief Lord and/or the Army General (see later).

### **Training and Drilling**

Troops can be trained in Skills just as characters can. The process requires the normal time taken to teach the skill plus an additional 2 weeks, and can be performed with up to 20 men at a time.

In addition, trained troops have a Discipline score that can be improved by Drilling. Drilling is another form of training, which takes 2 weeks to perform on up to 20 men (or 40, if the character who is training them has the Command skill).

All skills, whether Discipline or otherwise, must be maintained in order to be kept. Troops must spend at least 4 weeks each year being given Maintenance Training to maintain their skills. Once again this works for up to 20 men at a time, or 40 if the character who is training them has the Command skill.

### **Equipping Troops**

Dispersing equipment (such as crafted weapons, shields or armour) amongst troops is a long and complex action and requires a week-long Fief Action, unless the character has the Command skill, in which case it can be done using a Side Action. The equipment cannot be used unless the appropriate skills are possessed, just as with characters.

### **Maintenance of Troops**

Levies and Standing Armies will require maintenance unless certain buildings are possessed. These are the Mustering Hall (for Levies), the Barracks (for Standing Armies) and certain other buildings such as Archery Ranges and Cavalry Stables. If these buildings are possessed, then they act as a “focal point” at which troops can form; otherwise time and effort (in the form of an upkeep cost) must be spent to maintain the force. Personal Guard never require maintenance.

### **Tribelander**

Tribelander work very differently from the above. They may not recruit a Standing Army, and instead of calling a Levy they may Call Upon The Tribe. This results in a sizeable number of well-trained warriors answering the character’s call, but in general they will only remain with the character as long as their morale remains above a critical point. A Called Tribe does not need to be paid, nor does it require maintenance or any special buildings.

## Warfare

When troops are not needed for an immediate conflict, they are usually sent back to the fields to continue their lives and await the call to battle. For this reason, in order to wage war a Fief Master must call together the Fief's forces using the Form Army Fief Action. This will take at least 2 weeks and may well be longer depending on the number of warriors. Once the army has formed, an Army General must be appointed who has the Command skill. If no Army General is present, then the army will drift apart again.

Once formed, the army is under the Army General's control until either he or the Fief Lord disbands it, it falls apart or is destroyed. An army can be moved about and given Actions in Downtime much like a character; it can be marched from place to place and used to attack locations such as towns, villages or castles. As long as the army exists it must be fed; this can cost a huge amount and so many Lords allow their armies to "forage" for food, a process which often involves the theft of food from surrounding farms. A large army will often strip an area completely bare of food.

In order to attack an area, the Army General should give a description of his attempted tactics in his DT submission. It may not be possible for your character to follow your plan to the letter; however, we will generally contact you if this is the case. The conflict will then be decided based upon the relative numbers of troops and the training and equipment they have been given. The presence of the Gifted also has a large impact; Bloodliners will improve the leadership of their side extensively and Warrior Gifted can turn the tide of battle on their own.

If an area that has "unmustered" troops is attacked, a proportion of the troops will gather in defence. This proportion will usually be related to the level of Drill the troops have been given and the presence or otherwise of the Blooded (who can bring men quickly into battle).