

BETWEEN GAMES

During each between-game period. you can do....

1 Standard Action

Between-game actions represent a chance to travel, explore, visit friends or family, and/or hear about what is happening in other areas nearby – and likely receive a write-up from staff about your activities at the next game you attend. This is the action to which you would apply your relevant Informed spheres to get extra information. Choose from the following options; otherwise, you will be considered as living life as usual:

1. Assist with tasks from the local delegates.
2. Make a social call - such as visiting with an NPC.
3. Go to the Inn at Court in Emeria Central for a consult ^(5c), records ^(4c/page), or other business.
4. Go to the Temple of the Five in Emeria Central to utilize the library or talk to the scribes.
5. Go to the Central Market in Emeria to make connections or meet potential vassals.
6. Go somewhere under a plot directive from a staffer.

We have 3 rules: (1) You may not create in-game action or privilege by writing it into your between-game activities (make sales, petition, or other actions that can be completed in-game); (2) Your character may travel only as far as is reasonable given their means of transportation. You may only walk as far as Suncroft; (3) Your action must conform to one of the above options. If it does not, it will not count.

AND

1 Bonus Action

These are specific extra things that will be communicated to you by the staff.

AND/OR

Your Profession Action(s)

Check your profession sheet for details about what you can do with your profession between games. In general, performing experiments or plying your trade will *not* prevent you from selecting one of the BGA actions above. Often, you will need to utilise your professional skills between games to progress your mastery of your profession. Any materials you need for a between-game experiment must be acquired in-game; they will be removed from your character bag before the next game you attend.

Some professions do require your entire Between-Game Action to use your skill. If you want to use one of these profession actions, you *cannot* select an option from the BGA list above. Your profession skill description will clearly state if you need to expend your entire Between-Game Action to use it. Please note that if your profession action requires travel beyond what is capable by foot or any horse that you have, you may not perform a standard between-game action as well.

AND

Any “Free Actions”

Please note, if you submit BGA and then do not attend the subsequent event, you MUST reach out to staff before submitting any modified requests for the next event.

Your Between-Game Action and Profession Action(s) will contribute mechanically to your character's development and game progression. However, you are also welcome to decide how your character spends their time in and around Foxhedge between games when they are *not* working on their BGA or profession. You can reach out to other players and decide if your characters spent time together, or envision whatever else you want about your character's day-to-day life. The limitations are: (1) You may not create in-game action or privilege as a part of these free actions (don't make sales, petition, or do other actions that can be completed in-game); and (2) Your character may not travel farther from Foxhedge (or their formal BGA destination) than their mode of transportation allows.

You will *not* receive a write-up from staff about any "free actions," nor do you need to submit anything about them. We simply want to communicate that you are welcome to imagine your character's life freely between games, provided you don't incorporate elements that interfere with official between-game materials or utilize the between-game period to handle plot-sensitive communication that we would prefer to be limited to the game itself.

AND

Animal Actions

If you have animals, you must choose actions for them. The staff will subtract their upkeep money from your character bag. If the amount is insufficient, your animal will receive no care and will become sick. Prices, available actions, and distance ranges for letters and travel are available in the Important Things for Players folder. Remember, each animal may do one thing.

AND

Letters

You may send up **two** letters to NPCs between games, as long as you have sufficient coin to do so, and one extra for each hawk able to carry. A courier may also carry an extra letter for you, for an additional fee. Staff will subtract the proper amount of money from your character bag; if you run out of money, some of your letters will not be sent. Letters are: 1 copper within Foxhedge, 4 copper elsewhere in Emeria, or to Suncroft, 1 silver for other Kordi cities, and 1 silver, 5 copper for anywhere outside of Kordi. Letters passed through the basic mail, especially to further cities and outside the nation, may arrive after a reply can be expected within the following event.

Letters must be addressed so that the recipient can be found. Couriers will charge an additional 50% for incomplete addresses. It's best to ask for an address, but landed and vassals can usually be reached at their estate. **If** an NPC asked you to write them a letter but did not provide an address, make your best attempt.

Many local Foxhedge letters can typically be addressed as such:

Jebk janLeane
c/o The Vexing Vixen
Foxhedge, Emeria

Letters to other players may be sent in-game.

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