

Downtime Breakup

Downtime Uses and % downtime consumed

Research 50%	Travel %30	Create X 10%	Work 10%
Research allows you to test and understand certain skills and magical talents to push the boundaries of what's currently known	To Travel and Explore during downtime is a dangerous but rewarding task allowing you to know of enemy movements and places of interest early	With the appropriate skill E.g armour smithing and potion making you can create a singular item [Requires crafting regents]	Allows you to gain bauls dependant of the line of work. In some cases there may be posts on the forums by the system to tell what work is most needed (and best rewarded).

[T] Trained Skills 100%

Trained skills take 3 months' worth of downtime and whilst Trained skills are being learnt the player can't perform any other downtime of any type