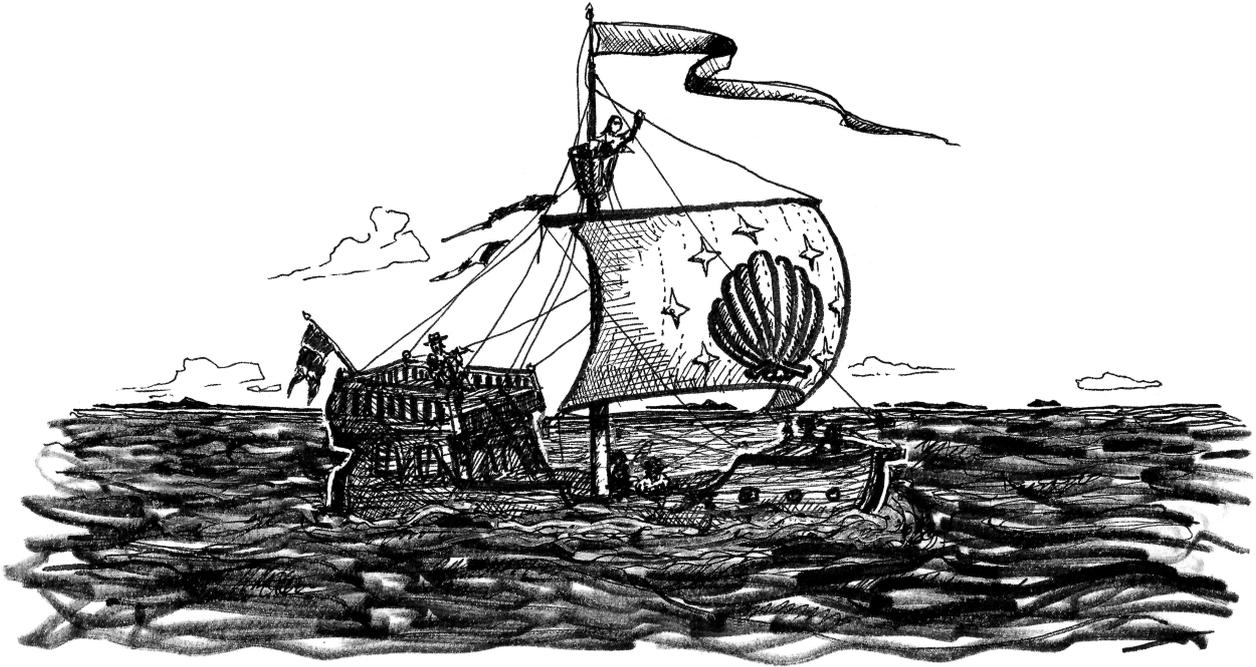


This document outlines a downtime activity system for DCC.



DOWNTIME ACTIVITIES

This is a list of downtime activities for Dungeon Crawl Classics; a tool for Judges to better structure sessions¹. The rules listed below should be used as guidelines for roleplaying rather than concrete rules.

The basic structure is this:

- Downtime actions can be taken when the characters are not actively adventuring. The details and content will be played out in montage-style, usually requiring skill checks for actions taken.
- As a rule of thumb, one character can be involved in a single downtime activity at a given time. Some downtime activities break this rule.
- Obviously, many of the downtime actions listed are location dependent: for example, you cannot spend a week in full bedrest if there are no beds available.

¹ This method is mostly designed with simple, adventure oriented games in mind, but should be useful for other sorts of campaigns. I use this structure to make sure that everyone gets to do something while in town, and to guarantee some sort of a structure for the actions outside dungeons, to speed up play. This structure has helped us to keep the shopping trips and recuperation periods manageable in my campaign, and spawned a good number of fun stories.

TOWN DOWNTIME

Town downtime has the following additional rules to it:

- In a town a single downtime action takes roughly two days of narrative time. There are three downtime actions in a week.
- Any character spending their downtime in a town also gains the additional benefit of sleeping well, whether in a stable, a bed or a comfortable ditch somewhere. Every day spent in a town allows characters to heal as per the rules.

Town downtime actions roughly fall into the following categories: *full bedrest*, *labour*, *hunting for rumours*, *mercantile activities*, *explore*, *research*, *crafting*, *rituals*, and *carousing*. All actions benefit from extra bonuses if multiple characters team up, and good roleplaying may also provide bonuses.

Full bedrest: For each action spent in full bedrest in town, the character gains twice their normal healing per day for that time, or three times for each three actions (full week). No other actions can be taken while in full bedrest.

Labour: For each action spent, the character works on menial chores and tasks suitable to their occupation, gaining a little money in the process. Money gained from a single action is equal to double the amount required to feed and lodge someone for two days (i.e. each single action awards the character 4 sp), or triple the amount for each three actions spent (full week, pays 42 silver pieces; probably can only be done a limited number of times in a single town).

Hunt for rumours²: For each action spent hunting for rumours player should describe where and how the character will look for information, and roll a check with the appropriate stat. Check difficulty depends on the town, as well as specific location and style chosen for the hunt (and finally, Judge's discretion). Success indicates the character learns something useful. Failure indicates they don't. Each additional action spent on hunting rumors improves the chance of success, as the character spends more time looking into things. Also, additional characters joining in on the hunt may increase success in a similar fashion. Additional bonuses may be allotted for background contacts or roleplay.

Mercantile activities: For each action spent, the character can buy or sell any amount of items. Roll a skill check (taking into account any stat or other bonuses³): (1) Dismal failure: nothing can be bought or sold in this town by this character for a week; (2-10) Moderately mercantile: items may be bought at shelf-price, and sold at 50% value; (11-19) Good dealings: items may be bought at shelf-price, and sold at 75% value; (20) Sales success: items may be bought at half the listed shelf price, and sold at 100% value. Spending additional actions improves success rate: add +5 to the roll for each extra downtime action spent (to a maximum of +10 for a week spent shopping around). Note that results 1 and 20 are the equivalents of critical failure and critical success, and can only happen through natural rolls.

2 This is usually how my groups discover the dungeons they eventually travel to. I make a shortlist of dungeons I'm willing to run, and successful rumour searches get rolls on that list. This method is mostly conducive to a sandbox-style game, but I can imagine it working elsewhere, as rumours can all point to a single dungeon.

3 Merchant occupations roll on a raised die, either +1d or +2d on the dice chain. Similarly, unsuitable occupations roll on suitably reduced dice.

Exploration: For each action spent the character may look for a specific location or specialist nearby. The character should roll a check in the appropriate skill. Success indicates the character can find the thing they are looking for, failure indicates they can't (which may or may not mean that the thing that was searched for does not exist in the vicinity). Difficulty depends on the target of the search⁴.

Research: For each action spent the character may research a thing and find more information about it. Doing research requires the character to have access to relevant materials or people, dependent on the thing researched. The character should roll a skill check to find out whether they discover new information. Success indicates they find something, failure indicates the don't. Discoveries are entirely dependent on the Judge or adventure resources.

Crafting: For each action spent the character may craft an item, based on available skills, resources and tools. Crafting always requires the right tools and resources, and costs vary. The character should roll a check to find out whether they succeed at crafting the desired thing. The difficulty depends on the thing being made. Good tools and resources may add bonuses to the check, as may additional help. Crafting things may require more than one action. Occupations matter.

Ritual: Spending time casting a spell may improve the result. Each day spent casting a spell adds +1 to the spell check. Additional casters assisting (who are familiar with the spell being cast) may roll a DC 10 spellcheck per action spent: failures indicate that they're just not helpful, successes add +2. Spending resources on the casting increases the result based on Judge's discretion and narrative fit (with the rules on pg. 124 of the DCC rulebook as a guideline).

Carousing: Every so often, everyone needs to go on a bender. Roll on the following table for each action spent carousing, modify with Luck:

TABLE A - CAROUSING	
D20	RESULT
1	Drank it all: The character went on a bender. Cancel all healing benefits for time spent carousing, and deduct 50% of total coin owned, up to a 100 gp. Additionally, lose the next two downtime actions; if adventuring in the next four days after this, suffer -1d to all actions due to lingering hangover.
2	Gambled it all: The character got stuck gambling. Count up the coin owned by the character and roll a d6: (<i>odds</i>) - double coin spent, (<i>evens</i>) - lose coin spent.
3	I don't feel so good: The character drank themselves sick. Lose the next two downtime actions; if adventuring in the next four days after this, suffer -1d to all actions due to lingering hangover.
5-6	And then they punched me! Character takes HDxLVL in damage. This can't kill them, just knock them down.
7-12	Someone in a bar told me: Roll on the rumor table.
13-14	Where did this come from?: The character wakes up with a random item. Roll on the random mundane loot table ⁵ . Valuable items may have consequences.

4 Also, Judges should obviously curate the targets of the search as they see fit, and just say no when the situation warrants it.

5 For this, I use the table on KitN, at [Equipment, improved](#).

15	I feel great! Character heals for the duration of the carousing as if they'd been in full bedrest (see above).
16	And then we went to that guys place: The character finds a special location (Judge's choice) in the place they were carousing in.
17	The beer told me to make it: The character crafts a random item suitable to their occupation (Judge's discretion) in their drunken mania.
18	Id never thought of it that way: The character finds out something about something they or the party are interested in (Judge's discretion).
19	And then I punched them! The character gains 2d3 points of experience.
20	Touch of the Wine God: The character gains a random boon from a suitable god (their deity, if they have any; otherwise Judge's choice). Roll d6: (1) A random ability score increases by 1d3 points; this increases the current score by the same amount; (2) Luck is replenished by 1d6 points, any overflow is received as EXP; (3) A random mundane ability score (anything apart for Luck) is replenished by 2d6 points; overflow replenishes Luck, additional overflow thereof is received as EXP; (4) HP is replenished in full; if on full HP, treat as result 1 from this list; (5) The character gains a new occupation, through oddly serendipitous drinking; roll new profession from an appropriate occupation list; (6) player's choice, from this list.

WILDERNESS DOWNTIME

When taking downtime actions in the wilderness or while traveling, consider the following:

- One wilderness downtime action takes a single day. Time is of the essence while in the wild.
- Most wilderness downtime actions are very dependent on the environment in question and the equipment and resources available to the characters.
- Any character spending a downtime action in the wilderness heals as per the rules, *provided that they have access to proper campsite resources (fire, shelter, water, etc.)*.
- For each day of downtime spent in the wilderness, the Judge should roll an appropriate random encounter check⁶.

Wilderness downtime actions are quite limited; options include: *full bedrest*, *guard duty*, *exploration*, *crafting*, *rituals*, and *hunt and gather*. All actions benefit from extra bonuses if multiple characters team up, and good roleplaying may also increase the checks required.

Full bedrest: Convalescing in the wilderness requires exceptional campsite resources (more or less equivalent to living in a town), and is very dependent on environmental conditions. Spending a downtime action in full bedrest allows the character to heal at double the normal rate.

Guard duty: When in the wilderness, characters can be assigned to guard the campsite. The benefit from this is decided ad hoc, based on random encounter checks: as a rule of thumb, if someone is guarding the site, the party should get a chance to avoid being surprised by whatever they encounter.

⁶ For this, I use the rules and tables presented on KitN, in [Random Encounters, in a Weird World](#).

Exploration: As above, but Judges should be very clear on what can and cannot be looked for, and environmental elements need to be taken into account.

Crafting: As above, but extra attention must be paid to tool and resource availability.

Ritual: As above, but extra attention should be paid to where and how the ritual will be set up.

Hunt and gather: For each action spent the player should roll a check in the appropriate skill (occupations matter, DC depends on environment): Critical success indicates they have found enough food for 2d7 days, and something else of interest. Success indicates they have found 1d7 days worth of food. Failure indicates they have found nothing, and a fumble indicates they have hurt themselves in the woods (1d8 points of damage). Additional assistance, useful tools and sensible roleplaying should be rewarded by bonuses on the check or improved yeild. In particularly harsh environments it's possible the character may have to hunt for water as well (Judge's discretion).

DUNGEON DOWNTIME

Spending downtime in a dungeon is unwise at the best of times, but may be necessary on occasion⁷. The following rules are in effect for dungeon downtime:

- One dungeon downtime action takes a single day. Spending time in a dungeon is stressful and dangerous.
- While in a dungeon, no one gains any passive rest benefits: characters can only heal if actively resting.
- Random encounters should be applied liberally on downtime actions in dungeons: the more time the characters spend rooting around in a dungeon, the more likely it should be for them to get into bad trouble, even if the location is seemingly cleared.

Resting: Each action spent resting allows the character to heal on a normal rate for that day. Resting in a dungeon requires some camping gear (at least a bedroll).

Guard duty: When in a dungeon someone should always be keeping guard. The effects of keeping guard are decided ad hoc, based on encounter rolls and additional tactics employed by the party, but having a guard on duty should increase the party's chances of survival.

Searching for hidden things: Each downtime action spent searching for hidden things in an area will reveal any hidden doors or other things there on a low difficulty check (there is always a margin of error in a dungeon environment). Search area size and other factors need to be taken into account for the check.

Ritual: As above; extra attention should be paid to available resources and location nature.

⁷ I run dungeon adventures with the rule that if the group leaves the location, something changes: monsters regroup and recoordinate their diabolic efforts, new traps may appear, and so on. This sometimes pushes the players to attempt resting during a delve, usually with unfortunate consequences.