

# SHADOW GAMES

## Down-Time System

This aid is designed to assist in determining what individual characters do during times between assignments in my Shadow Games RPG, to fill out the most broad abilities possible to allow characters to continue learning during down-times. Players are NOT required to do ANYTHING during their down-time, should they so choose, though the following options are available to them should players decide to avail themselves of them.

Several groups of down-time possibilities exist: *Everyday*, *Self-Training (Knowledge)*, *Self-Training (Physical)*, *Coursework Training (Knowledge)*, *Instructed Training (Knowledge)*, *Instructed Training (Physical)*, and *Long-Term Training (Knowledge)*. Each successive listed category is a higher category than the previous one, meaning the learning / teaching / training is more robust, more expensive on time and money, and typically grants more useful knowledge and, of course, skill points. In the end, these courses may not actually yield much for the character, but is better than doing nothing.

On some of the longer-term training, you may see an annotation such as *(+first digit of Intelligence)*, and this means exactly what it says;

normally, you will gain a certain number of points for certain skills, but then this annotation will also appear, meaning you have extra points you can apply to the skills for THAT group as you see fit. Simply read the entire entry for the down-time training to see any special annotations which may apply to your character for that training.

You may also see a *(max Main Skill = ## / Sub-Skill = ##)*, meaning if your character has the skill and/or sub-skill already at the level, that training no longer has anything to offer your character. Look at a better level of training, if one exists; if there is no next level to move to, the character can no longer benefit from any instructor or course-based training, and has to improve naturally from that point forward in that Main/Sub-Skill combination. Don't forget to look in all categories for opportunities at improvement during your character's down time.

**NOTE:** The Special Interests are NOT necessarily the same between one level of training and another, as main and sub-skills are added or removed, and/or may show up in both Knowledge and Physical lists.

### Everyday / Self-Taught / Self-Trained

#### Acting (Amateur)

**Time:** 160 Hrs. within 3 Months

**Cost:** Time

**Activity:** Actor (70-100 hrs. for practice; 50-20 hrs. for plays)

**Points/Skills:** Combination of Self-Practice and Instructor (max Acting = 35/

25 Acting

Impersonation = 15)

10 Impersonation

**Special:** None

#### Special Interest (Physical Pursuit)

**Time:** 6 Hrs. within 1 Week

**Cost:** Time

**Activity:** Self-Training/Practice; Gym Time

**Points/Skills:** (max Main Skill = 45 / Sub-Skill = 20)

2 points in any one of the following Main or Sub-Skills...

**Athletics** {Run}

**Climbing** {Free Climb, Mountaineering}

**General Mechanics** {Engines [ICE], Specific [Vehicle Type]}

**Metalwork** {Welding}

**Swim** {S.C.U.B.A.}

**Special:** The GM may provide a bonus based on an appropriate attribute or contributing skill; this bonus should be no more than 10% of the chosen attribute or skill, rounded down.

### Self-Training (Knowledge)

#### Special Interest (Self-Academic Pursuit)

**Time:** 40 Hrs. within 1 Month

**Cost:** Time, Material Purchase

**Activity:** Self-Study/Reading

**Points/Skills:** (max Main Skill = 45 / Sub-Skill = 20)

5 points in any of the following Main or Sub-Skills...

**Anthropology** {Archaeology, Specific [Culture]}

**Architecture** {Commercial, Industrial, Residential}

**Art** {Drawing, Graphic Design, Painting, Sculpture, Specific [Period, Artist, or Style]}

**Biology** {Botany, Zoology}

**Business** {Finance, Marketing}

**Chemistry** {Inorganic, Organic}

**Computer Operations** {Civil Network, Networks, Programming}

**Electrical** {Electronics, Wiring}

**Engineering** {Civil, Computer, Electrical, Mechanical}

**Forensic Science** {Behavioral Analysis}

**Gaming** {Card/Dice Games, Computer/Console Games, Gambling, Role-Playing}

**General Mechanics** {Engines [ICE], Mechanical Systems, Specific [Vehicle Type]}

**Geography** {Specific [Region]}

**History** {Specific [Culture/Period]}

**Language** {Group/Sub-skill, Read/Write, Specific [Dialect]}

**Law** {Civil/Business, Criminal, International, Specific [Nation, Practice]}

**Literature** {Journalism, Poetry, Prose, Specific [Author/Works, Period/Culture], Technical}

**Mathematics** {Calculus, Geometry, Physics, Statistical, Trigonometry}

**Medicine** {First-Aid, Pharmacy, Veterinary}

**Military Science** {Hardware, Strategy, Tactics}

**Miniature Mechanics** {Clockwork, Gunsmith}

**Music** {Composition, Singing, Specific [Instrument/Style, Artist/Band/Composer]}

**Philosophy** {Eastern, Specific [Doctrine, Religion], Western}

**Photography** {Stills, Video, Specific [Style/Photographer]}

**Psychology** {Criminology}

**Research** {Specific [Media]}

**Special:** (+ first digit of AVERAGE of Intelligence and Sensibility in points, per 160 hours of work, to distribute among any Main Skill(s) or its Sub-Skills in this list as you see fit.) Provides no communal recognition of knowledge, no degree or diploma.

## Self-Training (Physical)

### Animal Training (General)

**Time:** 40 Hrs. within 3 Months

**Cost:** Time

**Activity:** Animal Training (select animal)

**Points/Skills:** Self-Practice; animal at home (max Animal Training = 45 / Sub = 20)

10 Animal Training

5 Specific [Species, Animal]

**Special:** The animal trained with is specific; the first one chosen is the pet of the trainer, even if the trainer wants the pet to do more.

### Firearms (already trained with the basics)

**Time:** 6 Hrs. within 1 Week

**Cost:** Time, Ammo, Accoutrements

**Activity:** Range, Paintball, Airsoft, Heavy Weapons, or Sniper Range

**Points/Skills:** (max Aim = 65 / Sub = 30)

2 points to place in Aim or any one sub-skill per six hour period spent.

**Special:** None.

**Special Interest** (Expanded Physical Pursuit; only slightly more intense than Everyday, and may include some sparring)

**Time:** 12 Hrs. within 1 Week

**Cost:** Time

**Activity:** Self-Training/Practice; Gym Time

**Points/Skills:** (max Main Skill = 55 / Sub-Skill = 25)

4 points in any one of the following Main or Sub-Skills...

**Armed Hand-to-Hand** {Block/Parry, Swing, Thrust}

**Athletics** {Bodybuilding, Gymnastics, Jump, Run}

**Climbing** {Free Climb, Mountaineering, Rappelling}

**Drive** {Automobile, Kayak, Motorcycle, Powerboat}

**General Mechanics** {Engines [ICE], Mechanical Systems, Specific [Vehicle Type]}

**Hiding** {Concealment, Stealth}

**Kata** {[Martial Style]}

**Make-up** {Disguise, Theatrical; must be trained theatrically, first}

**Metalwork** {Milling, Welding}

**Military Science** {Tactics}

**Miniature Mechanics** {Clockwork, Gunsmith}

**Navigation** {Land}

**Pilot** {must be trained first; Glider, Helicopter, Parachute, Single-Engine Prop, Specific [Aircraft]}

**Sleight of Hand** {Concealment, Pick Pocket}

**Survival** {Foraging, Specific [Environment]}

**Swim** {S.C.U.B.A.}

**Tracking** {Specific [Environment]; normally accomplished through hunting or another field pursuit where tracking is actually necessary}

**Unarmed Hand-to-Hand** {Block, Combat Throw, Dodge, Grapple, Kick, Punch}

**Special:** The GM may provide a bonus based on an appropriate attribute or contributing skill; this bonus should be no more than 10% of the chosen attribute or skill, rounded down.

## Coursework Training (Knowledge)

### Amateur Radio Operator

**Time:** 40 Hrs. within 1 Month

**Cost:** Time; \$14 for License; See Special

**Activity:** Self-Study and Experimentation

**Points/Skills:** Self-Practice (max Etiquette = 35 / Radio = 15)

10 Etiquette

5 Radio

**Special:** Learning the ins and outs of the radio, since there is no skill for it in the game, goes without saying, and the Etiquette part of learning to operate Short-Wave Radio is the concentration. Radio's run anywhere from \$150 to \$300, and you would need to purchase one for Coursework.

**Special Interest** (Coursework Academic Pursuit)

**Time:** 40 Hrs. within a single month

**Cost:** Time, Material Purchase, \$200/course

**Activity:** Self-Study/Reading in Coursework

**Points/Skills:** (max Main Skill = 55 / Sub-Skill = 25)

10 points in any of the following Main or Sub-Skills...

**Anthropology** {Archaeology, Specific [Culture]}

**Architecture** {Commercial, Industrial, Residential}

**Art** {Drawing, Graphic Design, Painting, Sculpture, Specific [Period, Artist, or Style]}

**Biology** {Botany, Zoology}

**Business** {Finance, Management, Marketing}

**Chemistry** {Inorganic, Organic, Specific [Type]}

**Computer Operations** {Networks, Programming}

**Electrical** {Electronics, Wiring}

**Engineering** {Aeronautical, Civil, Computer, Electrical, Hydromechanical, Mechanical}

**Etiquette** {Political, Specific [Culture/Station]}

**Forensic Science** {Behavioral Analysis, Evidence Analysis}

**General Mechanics** {Engines [ICE], Mechanical Systems, Specific [Vehicle Type]}

**Geography** {Specific [Region]}

**History** {Specific [Culture/Period]}

**Language** {Group/Sub-skill, Read/Write, Specific [Dialect]}

**Law** {Civil/Business, Criminal, International, Military, Specific [Nation, Practice]}

**Literature** {Journalism, Poetry, Prose, Specific [Author/Works, Period/Culture], Technical}

**Mathematics** {Calculus, Geometry, Physics, Statistical, Trigonometry}

**Medicine** {First-Aid, Forensic Medicine, General Practice, Pharmacy, Veterinary}

**Military Science** {Strategy, Tactics}

**Miniature Mechanics** {Clockwork, Gunsmith}

**Music** {Composition, Specific [Instrument/Style, Artist/Band/Composer]}

**Navigation** {Land}

**Philosophy** {Eastern, Specific [Doctrine, Religion], Western}

**Photography** {Stills, Video, Specific [Style/Photographer]}

**Psychology** {Criminology, Group, Psychoanalysis}

**Research** {Specific [Media]}

**Survival** {Specific [Environment]}

**Special:** (+ first digit of AVERAGE of Intelligence and Sensibility in points, per 80 hours of work, to distribute among any Main Skill(s) or Sub-Skills in this list as you see fit.) Provides a diploma at most, but no degree or tangible communal recognition of knowledge.

## Instructed Training (Knowledge)

**Acting** (Professional - Understudy)

**Time:** 225 Hrs. within 6 Months

**Cost:** 1 Semester; \$18,000

**Activity:** Actor (methods, design, form)

**Points/Skills:** Combination of Self-Practice and Professional Acting School Instructor (max Acting = 55/Sub = 25)

45 Acting

20 Impersonation

20 (select genre, era, actor, or method)

**Special:** None.

**Amateur Radio Operator** (Instructed)

**Time:** 40 Hrs. within 1 Month

**Cost:** Time; \$14 for License; See Special

**Activity:** Instruction and Experimentation

**Points/Skills:** Self-Practice (max Etiquette = 55 / Radio = 25)

20 Etiquette

10 Radio

**Special:** Learning the ins and outs of the radio, since there is no skill for it in the game, goes without saying, and the Etiquette part of learning to operate Short-Wave Radio is the concentration. Radio's run anywhere from \$150 to \$300, and you would need to purchase one if you wish to continue your new career in Short-Wave.

**Special Interest** (Instructed Training Academic Pursuit)

**Time:** 65 Hrs. within a single month

**Cost:** Material Purchase, \$2,500/course

**Activity:** Instructed Coursework

**Points/Skills:** (max Main Skill = 70 / Sub-Skill = 35)

30 points in any of the following Main or Sub-Skills...

**Anthropology** (Archaeology, Specific [Culture])

**Architecture** (Commercial, Industrial, Residential)

**Art** (Drafting, Drawing, Graphic Design, Painting, Sculpture, Specific [Period, Artist, or Style]; Forgery may also be taken, though under a clandestine effort, not a standard coursework item)

**Biology** (Botany, Microbiology, Zoology)

**Business** (Finance, Management, Marketing)

**Chemistry** (Inorganic, Molecular, Organic, Specific [Type])

**Computer Operations** (Networks, Programming; Security Software may also be taken, though under the auspices of working for a company, or under clandestine effort, not a standard coursework item)

**Demolition** (Disarm, through BlackEagle, Xe, or other professional demolitions training organization)

**Diplomacy** (Persuasion, Prying)

**Electrical** (Electronics, Wiring)

**Engineering** (Aeronautical, Chemical, Civil, Computer, Electrical, Hydromechanical, Mechanical, Nuclear; Military may also be taken through approved means of training)

**Etiquette** (Formal, Noble, Political, Specific [Culture/Station])

**Forensic Science** (Behavioral Analysis, Evidence Analysis)

**Gaming** (Computer/Console Games)

**General Mechanics** (Engines [ICE], Jet Engines, Mechanical Systems, Specific [Vehicle Type])

**Geography** (Specific [Region])

**History** (Specific [Culture/Period])

**Language** (Group/Sub-skill, Read/Write, Specific [Dialect])

**Law** (Civil/Business, Criminal, International, Military, Specific [Nation, Practice])

**Leadership** (Civil/Government, Oratory)

**Literature** (Journalism, Poetry, Prose, Specific [Author/Works, Period/Culture], Technical)

**Mathematics** (Calculus, Geometry, Physics, Statistical, Trigonometry)

**Medicine** (Dentistry, Emergency Medicine (EMT), First-Aid, Forensic Medicine, General Practice, Pharmacy, Veterinary)

**Military Science** (Strategy, Tactics)

**Miniature Mechanics** (Clockwork, Gunsmith, Locksmith)

**Music** (Composition, Singing, Specific [Instrument/Style, Artist/Band/Composer])

**Navigation** (Air, Land, Water)

**Philosophy** (Eastern, Specific [Doctrine, Religion], Western)

**Photography** (Stills, Video, Specific [Style/Photographer])

**Psychology** (Criminology, Group, Psychoanalysis)

**Research** (Specific [Media])

**Special:** (+ first digit of TOTAL of Intelligence and Sensibility in points, per 80 hours of work, to distribute among any Main Skill(s) or Sub-Skills in this list as you see fit.) Provides a low degree or diploma at most, with potential for tangible communal recognition of knowledge, if a paper was published and read widely.

## **Instructed Training (Physical)**

### **Animal Training** (Specific)

**Time:** 40 Hrs. within 1 Month

**Cost:** Training Materials Purchase; \$250

**Activity:** Animal Training; Specific

**Points/Skills:** Instructed and Self-Practice; animal training classes (max Animal Training = 55 / Sub = 25)

20 Animal Training

10 Specific [Species, Animal]

**Special:** The animal trained with is specific; the first one chosen is the pet of the trainer, and this instruction is for the handling of the trainer alone, not for certification purposes.

### **Animal Training II** (Specific; Certification)

**Time:** 60 Hrs. within 1 Month

**Cost:** Training Materials Purchase; \$1,100

**Activity:** Service Animal Training

**Points/Skills:** Instructed and Self-Practice; service animal training classes (max Animal Training = 75 / Sub = 35)

30 Animal Training

15 Specific [Species, Animal]

**Special:** The animal trained with is specific; the animal type to be trained, normally a canine, is chosen by the character, but s/he is training the animal for use as a service animal: guard, drug-sniffing, bomb sniffing, tracking, injury/cancer testing, blind/deaf/crippled service, etc. On completion of this training, the character is to be certified as an animal trainer for the chosen animal.

### **Close Driving Reaction Course** (aka Combat Driving; requires Drive 25+ and Sub-Skill 10+; should be recertified annually)

**Time:** 65 Hrs. within 2 Weeks\*

**Cost:** Time; \$250/vehicle type

**Activity:** Instructed and Self-Practice

**Points/Skills:** (max Driving = 75 / Motorcycle = 35)

10 Drive

5 (between one and three vehicle Sub-Skills)

10 Military Science

5 Tactics

10 Navigation

5 Land

5 Perception

**Special:** Each additional 4 hours of self-practice of the techniques from the CDR Course, performed within the week following the course, grants 5 additional points for any of the above skills, to the max allowed for the Sub-Skill or Main Skill being enhanced. You gain a C next to the sub-skill for the vehicle you have trained in Combat Driving for; and up to three vehicle types may be trained at the same time.

### **Firearms** (new training or technique improvement)

**Time:** 20 Hrs. within 1 Week

**Cost:** Time, Ammo, Accoutrements; \$50

**Activity:** Intensive Familiarization plus

**Points/Skills:** (max Aim = 75 / Sub = 35)

15 points to place in Aim and/or appropriate sub-skill.

Range, Paintball, Airsoft, Heavy Weapons,

or Sniper Range

**Special:** (+ first digit of Coordination in points to distribute among this Main Skill and/or its Sub-Skills as you see fit.)

### **Motorcycle Safety** (Basic; Certification; may be taken only once)

**Time:** 20 Hrs. within 1 Week\*

**Cost:** Time; \$250

**Activity:** Instructed and Self-Practice

**Points/Skills:** (max Driving = 45 / Motorcycle = 20)

15 Drive

5 Motorcycle

**Special:** If you spend 45 hours in both training and intensive self-practice (20 hours for training and 25 hours additional by the end of a month, practicing the new skills, you may raise your Driving to 25 and Motorcycle to 10).

### **Motorcycle Safety** (Advanced; Certification; should be recertified each year)

**Time:** 30 Hrs. within 1 Week\*

**Cost:** Time; \$250

**Activity:** Instructed and Self-Practice;

**Points/Skills:** (max Driving = 65 / Motorcycle = 30)

20 Drive

5 Motorcycle

Riding with a certified motorcycle club.

**Special:** If you spend 65 hours in both training and intensive self-practice (30 hours for training and 35 hours additional by the end of a month, practicing the new skills, you may raise your Driving to 35 and Motorcycle to 15).

## S.C.U.B.A. Training

**Time:** 40 Hrs. within 1 Month

**Cost:** S.C.U.B.A. Rental (\$350) + Course

**Activity:** Training with Certified Dive

**Points/Skills:** Instructed and Self-Practice (max Swim = 75 / S.C.U.B.A. = 35)

Instructor

Skills	Certification Type			
	Private (\$700)	Advanced (req. Private; +\$500)	Resort (req. Private; +\$150)	Rescue (req. Private; +\$700)
Chemistry	10	10	5	15
Air	5	5	--	5
Etiquette	15	10	15	10
Diving	5	5	5	5
Navigation	10	20	5	10
Underwater	5	10	--	5
Swim	35	15	15	20
S.C.U.B.A.	15	5	5	10

**Special:** The basic certification requirement is Private, and each of the other three main certification types require Private before they may be taken. Each courses skill points are individual, added to previous points. Private and Advanced courses can be taken near bodies of water, while the Resort course should be taken at a resort supporting this kind of training, and Rescue training needs to take place at a U.S. Navy –or equivalent military for non-U.S. personnel– base supporting Rescue training.

## Special Interest

**Time:** 16 Hrs. within 1 Week

**Cost:** \$35/week (Trainer); \$135/year (Gym)

**Activity:** Intense Instructed Physical Training

**Points/Skills:** (max Main Skill = 75 / Sub-Skill = 35; further improvement must be by experience)

15 points in any one or a combination of the following Main and/or Sub-Skills...

**Armed Hand-to-Hand** {Block/Parry, Swing, Thrust}

**Athletics** {Bodybuilding, Gymnastics, Jump, Run}

**Climbing** {Free Climb, Mountaineering, Rappelling}

**Demolition** {Disarm}

**Diplomacy** {this requires a specialist in Etiquette; Coercion, Seduction}

**Drive** {Automobile, Large Truck, Kayak, Motorcycle, Powerboat, Specific [Vehicle], Tractor/Trailer}

**General Mechanics** {Engines [ICE], Mechanical Systems, Specific [Vehicle Type]}

**Hiding** {Concealment, Shadowing, Stealth}

**Kata** {[Martial Style]}

**Make-up** {Disguise, Theatrical; must be trained theatrically, first}

**Metalwork** {Casting, Milling, Welding}

**Military Science** {Tactics}

**Miniature Mechanics** {Clockwork, Gunsmith, Locksmith}

**Navigation** {Air, Land, Water}

**Pilot** {Glider, Helicopter, Instrument Flight Rules (IFR), Parachute, Single-Engine Prop, Specific [Aircraft]}

**Sleight of Hand** {Concealment, Pick Pocket}

**Survival** {Foraging, Specific [Environment]}

**Swim** {S.C.U.B.A.}

**Tracking** {Specific [Environment]; normally accomplished through hunting or another field pursuit where tracking is actually necessary}

**Unarmed Hand-to-Hand** {Block, Combat Throw, Dodge, Grapple, Kick, Punch}

**Special:** The GM may provide a bonus based on an appropriate attribute or contributing skill; this bonus should be no more than 20% of the chosen attribute or skill, rounded down.

## Long-Term Training (Knowledge)

**Acting** (Professional – Minor Lead; further roles and experience are up to the professionalism of the actor)

**Time:** 200 Hrs. within 6 Months

**Cost:** per 9 months; \$21,000

**Activity:** Actor (methods, design, form)

**Points/Skills:** Combination of Self-Practice, Instructor/Mentor Training, and Professional Acting (max Acting = 75/Sub = 35)

45 Acting

20 Impersonation

20 Con/Fast Talk –OR– (select genre, era, actor, or method)

**Special:** May add the first digit of the TOTAL of {(Personality, Bravado, and Sensibility)/20} for each Time period of training, for points as the player sees fit to these skills. Player may roll vs. Acting/Con/Fast Talk -20, with a successful roll having the period pay for itself. Only if the character leaves work with B/E-2 and becomes a full-time actor can they actually begin to profit from these periods of training.

**Special Interest** (Collegiate/University Academic Pursuit)

**Time:** 80 Hrs. within a single month      **Cost:** Material Purchase, \$18,000/semester      **Activity:** Collegiate/University Coursework

**Points/Skills:** (max Main Skill = 80 / Sub-Skill = 40)

30 points in any of the following Main and/or Sub-Skills...

**Anthropology** {Archaeology, Specific [Culture]}  
**Architecture** {Commercial, Industrial, Residential}  
**Art** {Drafting, Drawing, Graphic Design, Painting, Sculpture, Specific [Period, Artist, or Style]}  
**Biology** {Botany, Microbiology, Zoology}  
**Business** {Finance, Management, Marketing}  
**Chemistry** {Inorganic, Molecular, Organic, Specific [Type]}  
**Computer Operations** {Networks, Programming}  
**Diplomacy** {Persuasion, Prying}  
**Engineering** {Aeronautical, Chemical, Civil, Computer, Electrical, Hydromechanical, Mechanical, Nuclear; Military may also be taken through approved means of training}  
**Etiquette** {Formal, Military, Noble, Political, Specific [Culture/Station]}  
**Forensic Science** {Behavioral Analysis, Evidence Analysis}  
**Geography** {Specific [Region]}  
**History** {Specific [Culture/Period]}

**Language** {Group/Sub-skill, Read/Write, Specific [Dialect]}  
**Law** {Civil/Business, Criminal, International, Military, Specific [Nation, Practice]}  
**Leadership** {Civil/Government, Military, Oratory}  
**Literature** {Journalism, Poetry, Prose, Specific [Author/Works, Period/Culture], Technical}  
**Mathematics** {Calculus, Physics, Statistical, Trigonometry}  
**Medicine** {Dentistry, Forensic Medicine, General Practice, Pharmacy, Surgery}  
**Military Science**  
**Music** {Composition, Singing, Specific [Instrument/Style, Artist/Band/Composer]}  
**Navigation** {Land, Water}  
**Philosophy** {Eastern, Specific [Doctrine, Religion], Western}  
**Psychology** {Criminology, Group, Psychoanalysis}  
**Research** {Specific [Media]}

**Special:** (+ first digit of TOTAL of Intelligence and Sensibility in points, per 40 hours of work, to distribute among ONE Main Skill or its Sub-Skills in this list as you see fit.) Provides a Bachelors degree or above, with better potential for tangible communal recognition of knowledge, especially if a paper was published and read widely.

**Closing**

This listing may, very well, grow larger and, if you have a suggestion about something to put in here, please feel free to send it to me and I will consider it. However, I am trying to keep this under ten pages, if possible. Thank you.