# Missions

## The Mission

Missions are endeavours into the world to achieve some goal. They will consist of:

- A brief, sent out in advance by the GM
- A player party, of characters taking up the call
- A monster party, representing the various adversaries and other NPCs that the player party will encounter
- An opportunity for player characters to gain pre-Mission briefs from Background abilities
- Around 12 Encounters in uptime during which the plot unfolds
- Downtime afterwards during which the player characters can act based on the Mission
- A Mission report detailing the outcome written by the GM

## Downtime

- Downtime is a period of time in-between Missions where player characters can take actions that are slower burn than during a linear
- By default, each player can attempt to perform one freeform action each downtime; they may use any skills or remaining per Mission abilities during this action.
- Each player can perform any number of 'Downtime' actions they have access to from 'Downtime Abilities', up to once per Downtime for each ability.

## Mission Reports

- Mission Reports detail the events of the Mission and consequences for characters and the world.
- The list of Mission Reports can be found here.

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