

## Player Action Downtime Template

Here is a template we recommend you use for your character's player actions. It's nice and straightforward, and copy/pastes nicely into future player actions.

In order to help us with tracking your actions and doing searches, we require all Player actions to be put into the email body, and **not** sent as an attachment. An attached document cannot be searched using our email systems.

This Email is sent to [Gimligods@yahoogroups.com](mailto:Gimligods@yahoogroups.com)

**Subject Line in Email should look like this: Player Actions (Character Name) (Date of last game – Date of next game, Year)**

For example:

**Player Actions Lewis Smithe March 1 – 15, 2014**

(the subject line is always the same, just the date changes to previous game and next game. Makes searching for your player actions a lot easier for us, and keeps the information current. We are organizational addicts!)

Then copy/paste this in the body of the email below. You can delete the parts that aren't relevant to you, or are instructions:

**Player Name:**

**PC's Name:**

**Date of last game:**

**Date of Next Game:**

**Current XP:** (List banked XP from previous Player action here)

**Earned XP:**

(+2 IF you attended the game

+1 IF you travelled to the game from outside of Winnipeg (USA, Brandon, Blumenort, Niverville, etc)

+1 IF you were awarded Player of the Game or Storyteller Nomination.

+1 IF you send your player actions to [gimligods@yahoogroups.com](mailto:gimligods@yahoogroups.com) before midnight, the first Friday after the last game. Late player actions do not get xp, and may not be completed by Storytelling Staff)

## Spending:

(Please see the XP chart in the house rules for how much things cost, and how many player actions it takes to complete training. When purchasing something, a short description is needed explaining the training process your character is taking. This can be a few words or a longer description, if you like, for character development.)

\*Some things may take more than one Player action to purchase. If they do, **include a countdown** to how many Player actions have been done, and how many are remaining. This allows both you and the storytelling team to keep track!

For example:

**1 xp – Calm Mental trait.** I spend time staring out at the lake, focusing on the quiet and calm.

**9 xp – Dementation x5, Total Insanity (Training 1 of 3).** Find mortals that need enlightenment and use the power of Dementation to help them find that enlightenment. Passion those with stony faces, Haunt those busy on their cell phones. And discover that perhaps there is more to this power, more to change the mind.

## Remaining XP:

### Feeding actions:

(Please list generally WHERE you feed in Gimli (a part of the city), and generally HOW you feed (seduction, mugging, stalking, etc). Extra detail is always welcome for character development.)

**Backgrounds:** (delete whatever you don't have below)

## Allies

(Allies are Mortals with Abilities to help you with non-combat activities. Each point of Ally represents one level of Ability. You can ask your Ally to use their Ability to do something for you, a single ally at two levels of ability, or two Allies can be asked to do something, both at one level of Ability. However, keep in mind that the Allies will not risk their lives for you. Asking them to engage in combat or otherwise exposing them to danger can result in the removal of a level of Allies)

## Contacts

(Contacts are Mortals that have some degree of pull in the City of Gimli. They can be used to find out things for you in a variety of fields. Contacts are useful for information, but they don't do more than provide information. You can ask your Contacts to get you information in one area of influence per set of player actions.

The Influence areas are: (Bureaucracy, Church, Finance, Health, High Society, Industry, Legal, Media, Occult, Police, Politics, Street, Transportation, Underworld, University)

## Resources

(It is possible to bank your allotment of money from resources. To do this, you need to indicate the running tally of funds here.)

**During the 2 week period:**

(This represents anything you might want to do over the course of the two week period, that doesn't fit into the mechanics. This includes meeting with other NPC Kindred, exploring certain areas, whatever.)

1)

2)

3)

4+

**\*\*long term Goals\*\***

(please list any long term goals the character might have. This allows for easy reference regarding what the character wants to do by the Storytellers, so we can find ways to challenge the character and provide fun interactions on her way to her goal, and for yourself to focus your player actions towards those goals.)

1)

2)

3)

4+