

Quotidian Lifestyle: A Guide

For the average Quotidian, existence is primarily cyclic and migratory. When approaching a new Quotidian settlement, as a matter of course you observe it for a while, to the best of your ability. You then don the Mask most commonly seen in the area, should you possess it. (If you do not, you either move on, your attempt the second or third most common one).

You then evaluate the behaviors or knowledge you have appropriate for your Mask. As an example, it may be your Human Mask has many practiced behaviors and communications regarding Baking. Thus, you would seek out a physical location that matches understanding of what Human Baking is like. If the location is free of other Quotidians, you are now the Baker. If it is not, you apply to be the Baker's apprentice. (This may result in a single baker having many hundreds of apprentices).

While being a "Human Baker", you observe the area, take data readings, evaluate the situation and deploy any messages/dead drops as necessary to your Handler. You especially observe the other "Human Baker"s to make sure your behavior is sufficiently typical. After sufficient time, you move on.

Quotidians with sea faring Masks generally travel from coast to coast, in an effort to not lose practice with non land practices. Otherwise travel is novelty seeking only, unless pre-arranged physical meetups of cohorts, friends, or Handlers have been arranged.

Faction leaders, such as JR, necessarily can not migrate as much as your average Quotidian (being required to be available for reports/orders/etc). However, remaining in one place violates Law 2, thus smaller scale migration/mask changing/obfuscation is practiced. (Often attempting to blend in with incoming actual migrants, or living in a neighboring "city" while receiving reports in a nearby one).