

# THE PLAYER'S GUIDE TO DOWNTIME

WHAT TO EXPECT WHEN YOU'RE EXPECTING ADVENTURE

# USING YOUR DOWNTIME

After a grand adventure, your GM may choose to provide time for characters to reflect, pursue their own activities, build relationships, and otherwise do as they see fit. This time is yours to build upon the world, and your GM will use it as an opportunity to introduce new plots, new characters, while giving you something to spend all that hard-earned gold on.

This is downtime.

## HOW DOES DOWNTIME WORK?

In short, you pick an activity, and spend time on it. Your GM should tell you how long your character *expects* to have for downtime activities, but based on events they may end up with more or less.

Downtime is measured in **workweeks, which are 5 days long**. Simple activities—such as carousing or working a trade—pay off after a single week, while more complex activities—such as crafting a magic item—might take years.

At the end of most activities you will make one or more checks, listed in the descriptions below. This will affect how well the activity goes for you, how likely you are to encounter an unexpected complication, and what you get out of the activity.

What activities are available is up to your creativity and your GM. You should consult with your GM to make sure your game will include enough downtime before pursuing longer projects.

## EXAMPLE DOWNTIME ACTIVITIES

You can do anything you and your GM agree on, but some ideas to start with include:

- Building a stronghold
- Buying or a magic item
- Carousing
- Crafting an item
- Gambling
- Pit fighting
- Relaxation
- Religious service
- Research
- Selling a magic item
- Work

## BUILDING A STRONGHOLD

Not every adventurer wants to wander forever, and sometimes you have to make your own home.

Building a stronghold doesn't require your character to personally assemble it, but it does take a lot of time and money. You'll need at least 5,000gp for materials and labor, plus a piece of land to build on. Even the smallest trading post takes 12 or more workweeks to finish, and large castles can take years.

## BUYING A MAGIC ITEM

Magical objects are rare and valuable treasures, much sought by thieves, collectors, and adventurers alike. They are not traded in open markets and well-marked shops. To buy a magic item is to enter a world of back-room deals, faceless brokers, ruthless competition, and above all: wealth.

### RESOURCES

You can spend one workweek attempting to find brokers and magical objects up for sale in your area. To do so you must spend a minimum of 100gp buying favors, bribing, and building trust. You spend up to 1000gp on this activity if you wish, each extra 100gp adding a +1 bonus to the final result.

### RESOLUTION

At the end of the week, make a Charisma (persuasion) check. A higher result will give you the opportunity to purchase rarer and more valuable magical items.

The exact items available for sale are determined by the GM. Complications might include fake or illegally obtained items, or cons set up by untrustworthy criminals.

## CAROUSING

After a long slog through a dark cavern, who doesn't want to kick back, have a few tankards of ale—or fine wine—and share stories with new-found friends?

Carousing represents general revelry and socializing between adventures. If your character doesn't normally hold down some sort of stable job between adventures, this is probably their default. And even if they do... who wants to go *straight* back to the smithy when there's gold burning a hole in their pocket?

### RESOURCES

You first need to decide who you are going to socialize with and spend money partying. Choose the working-class folk (25gp), middle-class tradesmen and craftsmen (100gp), or upper-class nobles (500gp)—if you have the connections.

### RESOLUTION

At the end of your week, make a Charisma (Persuasion) roll. A successful roll will make you one or more new friendly contacts appropriate to your environment. A friendly contact will help you (usually only once) in any way they can.

A poor roll may result in a hostile contact, who seeks to hinder you at an inopportune moment. Complications from carousing can include bar brawls, waking up in prison, a drunken oath or promise... just about anything!

## BUYING A SPECIFIC ITEM

If you are seeking a specific item, your GM can tell you whether such items even exist in your setting, and how likely you are to find one.

Not all magical objects are for sale.

## CRAFTING AN ITEM

The heat of the forge, the smell of fresh-tanned hide, and the gentle bubbling of alchemical apparatus. These are the signs that adventurers seek to craft new and powerful items for their own use... or for profit.

### RESOURCES

Your character needs to have appropriate tools and workshop space to create an item, and be proficient in their use. They also need raw materials worth ½ the item's final value.

Divide the item's final value by 50gp to determine how many workweeks it will take to complete.

Multiple characters can work together to speed up the process of creating an item. Two characters can complete an item in half the time, and so on.

### CRAFTING MAGICAL ITEMS

Magical items follow the same rules as regular items, but often have very high values that result in very long crafting times. The GM will tell you how long an item takes to create, based on its rarity. Consumable magical items take about 1/2 the time of permanent magical items.

Magical objects will usually require a rare component of some kind from a magical creature or location, or the assistance of a magical entity. Your GM may require research (see below) to determine which components are needed.

### HEALING POTIONS

Healing potions are an exception to the rules on magical items. These typically don't require rare ingredients, and take at most 1 month to create. Your GM can tell you the times and costs for a potion you want to create.

### RESOLUTION

No rolls are required for crafting items. Once you've put in the time, your item is completed! Complications might include rival craftsmen, suspicious townsfolk, or even interested buyers.

## CRIME

A shady figure in a dark alley, a broken window, an empty spot on a noble's shelf. Sometimes crime pays...

### RESOURCES

A heist requires 25gp and a week of time to gather information then actually perform the crime.

### RESOLUTION

To pull off your crime, you will make three rolls: Dexterity (Stealth), Dexterity (thieves' tools), then your choice of Intelligence (Investigation), Wisdom (Perception), or Charisma (Deception) depending on the nature of your crime.

Two or more successes will net you some money, and complete success will result in a handsome pay day.

As the player you may choose your level of risk. You can target a random person (DC10), a prosperous merchant (DC15), a noble (DC20) or a truly wealthy target (DC 25).

Complications can come from your accomplices, the target, or the loot itself.

### MANY HANDS MAKE LIGHT WORK

When crafting an expensive item, do not forget about your teammates and assistants. Any truly expensive item likely has room for many contributors of different skills, and this can be a great bonding opportunity for your characters.

Established characters should also consider hired hands and apprentices. In addition to assisting on the item, they can continue to work while your character adventures.

## GAMBLING

Fortunes are won and lost on the roll of a dice, and the life of a dashing gambler can be an in-road to the worlds of the upper crust for a wealthy—and lucky—adventurer.

### RESOURCES

A week of gambling involves carousing, building up a reputation, and finding a good game to play in. It also requires wagering between 100gp and 1,000gp.

### RESOLUTION

You will need to make Wisdom (Insight), Charisma (Deception), and Charisma (Intimidation) checks against your opponent. You never know who will sit on the other side of the table, but a well-used research activity (see below) could help you avoid being conned.

A truly bad run could see you not only broke, but in debt. A great game might send you home with triple what you bet. Complications are as random as the dice themselves, and might include angry players, jilted noblemen, or being dragged into a game for the highest stakes.

## PIT FIGHTING

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No better way to relax after a long and grueling fight than... another fight! Wrestling and boxing are popular among the common folk, while duels and jousting occupy the same place for the nobility. Rich or poor, there's money to be made from a good honest beating.

### RESOURCES

For this you don't need anything except your muscles... and a workweek of time. This is spent finding a good fight, getting ready, actually fighting, and recovering.

### RESOLUTION

In the ring, you will need to make three checks: Strength (Athletics), Dexterity (Acrobatics), and Wisdom (Insight).

The DCs will be unpredictable: you never know who will step into the ring.

A bad fight will net you nothing but bruises, but a good fight can earn you up to 200gp.

Complications abound in fighting circles. They can come from other fighters, fight organizers, or just the unpredictability of combat.

## REST AND RELAXATION

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Sometimes after a tough adventure, what your character needs more than anything is rest.

You need to maintain a modest lifestyle (5gp) and find a place to stay for a workweek of rest, but otherwise it has no cost. You will gain Advantage on saves to recover from many diseases and injuries, and can end some ongoing effects that reduce your hitpoint or reduce your ability scores.

## RELIGIOUS SERVICE

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The church can be a powerful institution, and a source of valuable connections in the deadly life of adventurers. Serving such a church can be a valuable way to earn favors, which might range from discounted healing to political influence.

### RESOURCES

Religious service requires one workweek spent cleaning, praying, and scribing.

### RESOLUTION

You will need to make either an Intelligence (Religion) or Charisma (Persuasion) check. A successful period of service may net you a favor or two from the church.

Despite their tranquil appearances, complications abound in churches. Internal rivalries, secret sects and cults, and even divine requests for assistance may find adventurers here.

## RESEARCH

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Though an adventurer's battles are fought in the dark dungeons and misty forests, they are often won in the dusty stacks of libraries and the pages of long-forgotten tomes. Research is a critical part of any adventure, and can arm characters as well as any sword or spell.

## RESOURCES

After choosing a subject (a person, place, or thing) your research requires one workweek spent studying, talking, theorizing, and following up leads.

This costs a minimum of 100gp, spent on bribes, gifts, books, hired scribes, and other expenses. Access to a library or expert on the subject is usually required.

### RESOLUTION

Your character will need to make an Intelligence check at the end of the research period to see what they have learned. For each additional 100gp you spend (up to a total of 1000gp) you gain a +1 on this check.

A good result will earn you several useful pieces of lore, while a poor result could result in nothing. This might include information about personalities, abilities, secret locations or entrances, passwords, or other interesting tidbits that will help you on your adventure.

Complications can come from those you learn from, the dusty tomes you study, or the knowledge itself: after all, not all lore is true...

### THE NATURE OF KNOWLEDGE

Many GMs will simply give you the information when your research is complete. One common alternative is to let you "spend" earned pieces of lore later—once the subject is at hand—to help solve mysteries about it.

Ask your GM which they will use for a given project.

## SELLING A MAGIC ITEM

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Just like buying a magic item, selling one requires entry into a world of mysterious and dangerous people.

### RESOURCES

It costs 100gp and one workweek of time to try and find a buyer. The money goes towards paying a broker, spreading word of a sale, and taking precautions against theft.

### RESOLUTION

A character who wants to sell an item makes a Charisma (Persuasion) check to determine what sorts of offers come in. A very good result might net you half again the item's usual value, while a poor one might only get you half what it's worth.

Complications are similar to purchasing an item: thieves, con-men, jealous rivals, and spurious claims on the ownership of your item.

## **TRAINING**

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Training allows you to learn a new language or tool proficiency. In order to begin training, one must first find a teacher.

## **RESOURCES**

Training takes a number of workweeks equal to 10 minus your Intelligence modifier, and costs 100gp per workweek.

Complications are rare and usually involve missing, incompetent, or needy teachers.

## **WORK**

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Honest work is a way to sustain oneself, but rarely leads to riches or interesting outcomes. Working takes a week of time, and can support a typical lifestyle. A lucky break might see you with some leftover gold, but a bad week could see you short on the rent.

Complications tend to include issues with coworkers or threats to your place of employment.

## **WHATEVER YOU CAN THINK OF!**

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These are just jumping-off points for you and your GM to use when thinking about how your characters grow during their downtime.

In reality, you can do anything you and you GM agree on: start a criminal empire, invest in a trading company, take on apprentices or squires, enter drinking competitions, found a dueling college, or any other activity you can imagine.