

ISSUE
18

FILES FOR EVERYBODY

DOWNTIME HOBBIES



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PATHFINDER
COMPATIBLE

2ND EDITION



FILES FOR EVERYBODY DOWNTIME HOBBIES

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Files for Everybody: Downtime Hobbies © 2020
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ABOUT EVERYBODY GAMING

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about *Pathfinder Roleplaying Game* tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and

has remained with them since. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

Want to check out a full listing of Everybody Games' products and stay up-to-date with Everybody Games' announcements? Visit <http://www.everybodygames.net>!

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GET EVERYONE GAMING!

Look, we get it. Getting your closest friends and family together for a Tabletop RPG session is tough. Not only do you need to pick a system that everyone wants to play, but everybody needs to build characters that work well together, the GM needs to choose or create a perfect campaign pitch, and to top it all off you gotta find time where everyone can get together and game. It's not easy! Which is why you need a publisher who knows how difficult it is to get everybody together and on the same page. That's why you need Everybody Games.

Welcome to *Files for Everybody*, a Third-Party Pathfinder Second Edition product series brought to you by Everybody Games. We know how tough it is to get everybody together around the table, so we try to provide you exactly the content you need to keep everybody excited and invested in your Pathfinder Second Edition campaign. From new classes to class feats, archetypes to skill feats, spells to rituals, ancestries and monsters, and much more, Everybody Games has what you need to get everyone gaming! In *Files for Everybody*, each file focuses on a specific topic, whether it be new feats, a new class, a new ancestry, or something else entirely. We want it to be easy to navigate each *File*, and keep our content simple to use and rewarding to master. Regardless of topic, we believe that every issue in our *Files for Everybody* series is something special and wonderful, no matter how small, and hopefully after this issue you'll feel the same!

~ Alexander Augunas

Publisher & Crunchmaster of Everybody Games

FOR WHO?

This section details a new kind of activity, hobbies, that offer players small mechanical rewards for using their downtime in ways that fit their character's personalities. While it's certainly true that the hobbies detailed here could be optimized by players, the system is designed to reward players for roleplaying their characters engaging in non-violent activities that fit their interests. It makes sense that a brawny user of the Athletics skill might spend a lot of their spare time exercising, while gardening feels appropriate for someone interested in the natural world. Of course, GMs are encouraged to use these activities as a guideline in order to create new ones that better suit the PCs active in their campaign.

IS THIS OP?

It's an understandable fear that some GMs might worry that these rules will break the tenuous balance of their Pathfinder campaign. The bonuses provided by hobby activities are designed to make certain bonuses easier to acquire, but never in excess of what the players could achieve at 1st level. Hobbies might make your PCs stronger, but they won't break the game's math. This isn't an iconoclastic system.

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HOBBIES

If given the opportunity, free people do not work without respite. Whether a great hero, a newbie adventure, or a simple blacksmith forging steel into armor, all people have hobbies that they engage in as a means of catharsis, a release that allows them to blow off steam. Although they may seem frivolous, all hobbies are a crucial part of the mortal experience. They are the rewards inherent to hard work, the simple pleasures that bring smiles and satisfaction and ultimately make life worth living.

NEW ACTIVITY TRAIT

Activities that represent tasks that you do for yourself on your own time have the hobby trait in addition to the downtime trait. This new trait is defined below.

HOBBY

A hobby activity is an activity that represents an interest or pastime that is performed for personal pleasure or relaxation during downtime. While you can engage in your hobbies even during days that you use other downtime activity, a hobby activity represents your spending of an entire day indulging in your hobby. The time spent using your hobby activity includes any time spent preparing for the activity; for example, in the 8 hours it takes to Play a Tabletop Game, you'd also include time spent setting the game up, entertaining other players, sharing a meal with them, and so on.

CAROUSING

DOWNTIME HOBBY

Requirements You are in a location with a local nightlife, which can include any establishments where you can engage in relaxing activities.

You meander around town, spending money on relaxing activities in a lively manner, usually with friends or companions. You might go drinking in a tavern, partake in a feast, attend a ballet, or enjoy a similar social function. You spend at least 8 hours carousing, after which you gain a +2 conditional bonus to Diplomacy checks to Gather Information, Make an Impression, or Request anything of any person who accompanied your Carousing. For example, if you went out drinking with your friends, you would apply this bonus to Diplomacy checks against your friends. If you attended a feast, you would apply this bonus to anyone present at the feast. This bonus lasts 1 week and applies only to one Diplomacy check per person who went carousing with you.

At the GM's decision, you might have a lesser bonus or even a penalty (up to -2) against anyone who was present for your carousing and didn't approve of your

behavior. For example, if you drank too much at a tavern and flipped over a few tables, you might gain no bonus to Diplomacy checks against the stunned onlookers and might have a -2 penalty to Diplomacy checks against the shopkeeper, who had to remain open for several additional hours to clean up after you.

COURT

DOWNTIME HOBBY

Requirements The person you are Courting also uses this activity, which represents their consent.

You court someone who is—or might be—romantically interested in you. You might go on a date with the person, spend time alone, or engage in passionate acts with them. You spend at least 8 hours Courting the person, after which you gain a +1 conditional bonus against emotion effects.

CREATE ART

DOWNTIME HOBBY

Requirements You have the necessary supplies to Craft an item similar to the art you're creating.

You use your artistic talents to create art as a form of cathartic release. You might paint a picture, weave baskets, arrange flowers, make jewelry, or perform any similar action that results in the creation of a piece of art. You spend at least 8 hours creating art for no reason other than your own personal practice or satisfaction, after which you gain a benefit depending upon whether you used the activity to hone your skills or create art for yourself.

If you Created Art to hone your skills, you gain a +2 conditional bonus to Crafting checks attempted to Craft artistry pertaining to the art you created, as agreed upon by you and the GM. This bonus lasts 1 week or until you use the Craft action to Craft artistry.

If you Created Art to create artwork for yourself, you attempt to produce an item using this activity. To create artwork for yourself, you must meet all the requirements that you need to Craft artwork of your chosen kind, including a minimum proficiency

rank if you're attempting to make particularly high-level items. Unlike the Craft activity, Creating Art for yourself takes a number of downtime days equal to 4 + half the item's level, as you're creating art for leisure rather than a focused purpose. When you finish your artwork, you spend raw materials and attempt a Crafting check as described by the Craft activity, with the result being the artwork you were working on.

EXERCISE

DOWNTIME **HOBBY**

Requirements You have any supplies necessary to Exercise and are in a location suitable for doing so. If the game requires multiple players, each person playing must also use this activity, which represents their consent.

You physically exert yourself for your enjoyment. You might dance, partake in a fitness regimen, play a team sport with others, go swimming, practice a sport, or engage in a similar activity that relies on athletic prowess. You spend at least 8 hours warming up, practicing, and performing the activity, after which you gain a +1 conditional bonus to Acrobatics or Athletics (whichever pertains to the kind of Exercise you engaged in, as agreed upon by you and the GM) for 24 hours, and the amount of bulk you can carry before becoming encumbered increases by 1 for 1 week.

GARDEN

CONCENTRATE **DOWNTIME** **HOBBY**

Requirements You have the appropriate tools for Gardening.

You tend to a small plot of land in order to grow crops or plants there. You might grow vegetables for personal consumption, grow flowers, practice bonsai, or engage in a similar act of cultivation. You spend at least 8 hours a day tending to your garden, after which you gain a +1 conditional bonus to Nature checks involving plants and plant creatures, including

LAZE

CONCENTRATE **DOWNTIME** **HOBBY**

You spend your time frivolously, idly taking in life one moment at a time. You might stay in bed all day, spend time sitting and talking with close friends or romantic partners, or engaging in similar actions of simple comfort. You spend at least 8 hours a day Lazing, after which you gain a +1 conditional bonus to saving throws against all ongoing effects active on you, such as afflictions or spells.

MEDITATE

CONCENTRATE **DOWNTIME** **HOBBY** **MENTAL**

You use techniques such as prayer, mindfulness, or self isolation to reach an emotional and spiritual calm. You might meditate, reflect on the day or week's events,

practice yoga, or simply spend quiet time alone in a personal space. You spend at least 8 hours in solitude, after which you gain a +1 conditional bonus to Will saves against emotion effects for 24 hours.

PLAY A TABLETOP GAME

DOWNTIME **HOBBY**

Requirements You have the necessary supplies to Play the Tabletop Game, such as a deck of cards for solitaire or dice for yatzy. If the game requires multiple players, each person playing must also use this activity, which represents their consent.

You play a tabletop game such as a board game, a card game, a dice game, or a strategy game. You might play a card game like poker, a board game like chess or a dice game like yatzy. You spend at least 8 hours preparing for and actually the game, after which you gain a +1 conditional bonus to skill checks attempted as part of an exploration tactic for 1 week. Additionally, whenever you spend a Hero Point to reroll a skill check whose action has the attack trait, you gain a +1 conditional bonus to the rerolled skill check. Preparing for the game includes activities like straightening up your home, traveling to the game, buying and enjoying foodstuff with the other players, and so on.

READ

CONCENTRATE **DOWNTIME** **HOBBY**

Requirements You are in a location where you can Read and have access to literary works to read.

You unwind by reading literary works. You might read a book or novel, a journal, a book of poetry, or any other piece of written work. You might do this alone, or you might do so as part of a group such as a book club or a poetry club. You spend at least 8 hours reading, reflecting on what you've read, and, if necessary, preparing for any discussions you might have, after which you gain a +1 conditional bonus to skill checks to Recall Knowledge about topics pertaining to the books you read, as agreed upon by you and the GM, for 1 week.

TINKER

CONCENTRATE **DOWNTIME** **HOBBY**

Requirements You have an item you want to tinker with and have the appropriate tools to Craft that item.

You tinker with an item to ease your mind and busy your hands. You might optimize the item's functioning, customize its appearance, make minor maintenance repairs to it, or take similar actions with the goal of customizing or personalizing it. You spend at least 8 hours tinkering with the item, after which you gain a +1 conditional bonus to Crafting checks to craft or repair items of the same kind as that item, as defined by the Specialty Crafting feat, for 1 week.

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NEXT TIME!

In Issue 19 of Everybody Games's *Files for Everybody*, author Alexander Augunas introduces a new rules set, as well as special actions and options, for making called shots against your enemies! Called shots allow you to target specific areas of your opponent's body with an intent to hinder them, preventing them from acting at peak efficiency.

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