PATHFINDER
ROLEPLAYING GAME
Downtime Tracking Sheet

Character Name

Player Name   Settlement

GP	GOODS	INFLUENCE	LABOR	MAGIC

BUILDING/ORGANIZATION

ROOMS/TEAMS

MANAGER	DAYS SINCE LAST VISIT
BENEFITS	TOTAL EARNINGS
ONGOING EVENTS/COSTS	

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DOWNTIME PHASES

UPKEEP

ACTIVITY

INCOME

EVENT

EVENT CHANCE 20% + 5%/DAY   %

SKILLED WORK

RESULT	CAPITAL
10	1
20	2
30	3
40	4

SPENDING LIMITS/DAY

SETTLEMENT	LIMIT
Thorp	2
Hamlet	4
Village	10
Small Town	15
Large Town	25
Small City	35
Large City	50
Metropolis	65

NOTES

PURCHASING

CAPITAL	PURCHASED COST	EARNED COST
GOODS	20 GP	10 GP
INFLUENCE	30 GP	15 GP
LABOR	20 GP	10 GP
MAGIC	100 GP	50 GP