

# Downtime Events



Downtime mode provides PCs with valuable time to connect to a community, craft goods, and earn some income to fund future adventures. The stakes seem low, but interesting things can happen at any time in the life of an adventurer.

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## USING DOWNTIME EVENTS

The events listed below provide optional complications available for downtime activities. The GM decides the appropriate time to use them. Any checks required by these complications happen before the skill check for a downtime activity occurs. For example, if the GM decides to use the Covetous Spy complication when a PC attempts to Craft during downtime, the PC would first make a Deception or Intimidation check to resolve the complication, then make a Crafting check as normal.

Each downtime event below is followed by a parenthetical notation that refers to the downtime activity it precedes. The event then lists relevant skills which the PC can use to resolve the issue. At the GM's discretion, the PC may be able to have an ally make the check instead, provided that the ally could reasonably help them. The GM sets the DC for this check, which usually matches the DC of the downtime activity. A success or critical success may lead to additional benefits, while failure makes the downtime activity more difficult.

Many of these complications can serve as story hooks or lead-ins for future adventures. It's possible for a downtime event to transition into encounter or exploration mode during its resolution. The ultimate length and ramifications of these downtime events depend on the actions of the PCs involved in the event and the rulings of the GM. Choose whatever course of action works best for your game!

### BLIGHTED TERRAIN (SUBSIST)

The surrounding terrain bears surprisingly little food or fresh water, either due to a natural event such as a drought or a sinister supernatural influence. If the PC tries to Subsist in a settlement, a famine or spike in taxation may have left locals struggling to keep hold of any scraps they can.

**Relevant Skills** Nature (to identify locations unaffected by the problems), Occultism (to identify the supernatural source of the problems if applicable)

**Critical Success** PC Subsists normally and identifies when the problems will end (if natural) or what caused them (if supernatural). If the PC shares this information with others affected by the troubles and the problem stems from a natural cause, those affected provide a monetary reward as though the PC had succeeded on an attempt to Earn Income equal to her level and training. If problem stems from a supernatural cause, the PC acts as though she had successfully Recalled Knowledge about the source of the problem.

**Success** PC Subsists normally. If the problem stems from a supernatural cause, the GM may determine that she learns enough information about the source of the troubles to lead the party on a future quest.

**Failure** The problems prevent the PC from gaining more than subsistence living, and the PC gains no insight as to the source of the troubles.

**Critical Failure** As failure, but the PC also takes a -2 circumstance penalty to the check to Subsist.

### BOASTFUL MENTOR (RETRAINING)

The PC finds a mentor who talks a big game but isn't as highly trained as she wants people to believe.

**Relevant Skills** Diplomacy (to get the most out of the training despite the mentor's limitations), Society (to learn about the mentor's limitations from a reliable source beforehand)

**Critical Success** PC retrains successfully despite the mentor's inadequacies. The mentor offers a favor or bribe in exchange for not besmirching her reputation. Treat the bribe as though the PC had rolled a success to Earn Income using Diplomacy or Society.

**Success** PC retrains successfully despite the mentor's inadequacies.

**Failure** PC retrains successfully but must spend more time than usual. Add three days to the retraining activity.



**Critical Failure** The mentor is completely inadequate, and the PC learns nothing from the attempt to retrain.

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## COVETOUS SPY (CRAFT)

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A business rival or potential thief takes notice of the PC's crafting attempt and makes plans to steal the item as it nears completion.

**Relevant Skills** Deception (to disguise the work so the spy loses interest), Intimidation (to frighten the would-be thief away)

**Critical Success** PC causes the spy to make a major mistake, tipping off the local guard as to their current or previous illicit activities. The guard arrests the spy and may provide the PC with a reward determined by the GM.

**Success** PC causes the spy to give up on the attempted theft, and the crafting activity continues normally.

**Failure** The spy attempts to steal the crafted item before its completion. The PC must make a Perception check to notice and stop the theft.

**Critical Failure** The spy steals the item before its completion. Even if the PC later recovers the item, the theft leaves the item damaged and unable to be completed. The raw materials already used can still be used for crafting in the future if the PC recovers the item.

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## CUTTHROAT COMPETITION (EARN INCOME)

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A rival craftsperson or merchant tries to undercut the PC's attempt to Earn Income. The rival offers prices that make it impossible for the PC to match and still turn a profit, suggesting that there might be an illegal component to the competition.

**Relevant Skills** Intimidation (to frighten the rival into revealing her secret) or Society (to find evidence of wrongdoing that local law enforcement can act upon)

**Critical Success** PC reveals the rival's shady business tactics, forcing her to move on from the area. Treat the subsequent Earn Income attempt as one degree of success better. The extra income comes from rewards provided by local law enforcement or those the rival wronged.

**Success** PC Earns Income normally. The rival eventually leaves the area but may return to challenge the PC again in the future.

**Failure** PC fails to discover the rival's secret, and the rival undercuts the PC's attempt to turn a profit. Treat any attempt to Earn Income as one degree of success worse, except that the PC is not discredited locally on a critical failure.

**Critical Failure** The rival not only undercuts the PC's attempt to turn a profit but also discredits the PC in the local community. Treat any success or critical success on the subsequent Earn Income check as a failure.



## DECEPTIVE MATERIALS (CRAFT)

The materials chosen for Crafting look right, but hidden imperfections threaten the integrity of the finished item.

**Relevant Skills** Craft (to repair the materials during Crafting), Thievery (to jury rig a solution during the Crafting process)

**Critical Success** PC excises the problem materials from the Crafting process. The PC can return the inadequate materials to their seller, recouping money as though she had rolled a failure to Earn Income with Crafting.

**Success** PC excises the problem materials from the Crafting process and can use the created item normally.

**Failure** The item contains imperfections that cause it to function as a shoddy item if the PC successfully Crafts the item.

**Critical Failure** The deceptive materials ruin the Crafting process, causing the result to be one degree of success worse.

## RIVAL PERFORMERS (EARN INCOME; PERFORMANCE ONLY)

While attempting to Earn Income with the Performance skill, the PC encounters a rival entertainer attempting to steal her audience away.

**Relevant Skills** Diplomacy (to negotiate a truce between performers), Intimidation (to frighten the rival performers away)

**Critical Success** The rival's actions backfire, and the PC brings in an even larger crowd. Treat any income from the downtime activity as though the task was 1 level higher.

**Success** PC Earns Income as normal despite the rival's attempt to steal the audience away.

**Failure** The rival successfully lures away a significant portion of the PC's audience. Treat any income from the downtime activity as though the task was 1 level lower (minimum 0).

**Critical Failure** The rival discredits the PC.

Use the failure results but apply a -2 circumstance penalty to the Performance check as the PC must deal with a hostile crowd and hecklers.

## TAINTED MEDICINE (LONG-TERM REST)

Whether a local herbalist misidentified a key component, or a hidden enemy has taken hostile action, the use of tainted medicine makes it difficult for the PC to recover.

**Relevant Skills** Diplomacy (to find the person responsible), Medicine (to identify the low quality of the medicine)

**Critical Success** PC overcomes the problem with the healing supplies and recovers normally. The party responsible tries to make amends by providing a *healing potion* with a level of up to the PC's level).

**Success** As per critical success, but the responsible party does not attempt to make amends.

**Failure** Reduce the number of Hit Points recovered to half the normal amount. The PC either fails to uncover the responsible party or the individual who provided the trained medicine refuses to make amends.

**Critical Failure** PC recovers no Hit Points and does not find out who is responsible.

