PC gains 1 downtime activity point after each session

If this was introduced in the middle of the game, every PC has 1 downtime action

Downtime actions can be spent on:

**Training**  
Source: PHB  
Repeatable: Yes  
Cost: 1 DT & 500 gp for the instructor  
Restrictions: None  
Effect: You can spend time between adventures [learning a new language or training with a set of tools](https://www.dndbeyond.com/compendium/rules/basic-rules/adventuring#Training) or weapons. Your DM might allow additional training options.  
First, you must find an instructor willing to teach you i.e. you should be in the country where you can learn stuff. And you should succeed on DC throw depending on your abilities and background starting DC is 20.

After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.

**Researching**  
Source: PHB  
Repeatable: Yes  
Cost: 100 gp/action point  
Restrictions: Yes, see below  
Effect: The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumours and gossip from their lips.  
When you begin your research, the DM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The DM might also require you to make one or more ability checks, such as an Intelligence ([Investigation](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Investigation)) check to find clues pointing toward the information you seek, or a Charisma check to secure someone’s aid. Once those conditions are met, you learn the information if it is available.

**Copying Spells**  
Source: ALPG  
Repeatable: Yes  
Cost: 1 DT / 80 hours of copying  
Restrictions: Must be a [wizard](https://www.dndbeyond.com/compendium/rules/basic-rules/classes#Wizard), or tome lock with book of ancient secrets, or a [ritual caster](https://www.dndbeyond.com/compendium/rules/basic-rules/spellcasting#Rituals) playing an adventure wth another one of the same  
Effect: In order to copy spells into your [spellbook](https://www.dndbeyond.com/equipment/spellbook), you must use this downtime activity. For each downtime day spent, your character can spend 8 hours copying spells into their [spellbook](https://www.dndbeyond.com/equipment/spellbook).  
Two or more characters playing the same adventure together using this downtime activity can allow one another access to their [spellbook](https://www.dndbeyond.com/equipment/spellbook); effectively “trading” spells between everyone involved to copy as normal. All parties to the trade must spend these downtime days in order to trade spells. As there can be a chance of failure when copying spells, you must use this downtime activity in the presence of the table’s DM.

**Crafting**  
Source: [Player’s Handbook](http://dnd.wizards.com/products/tabletop-games/rpg-products/rpg_playershandbook) (PHB)  
Repeatable: Yes  
Cost 1 DT/50gp in value of item  
Restrictions: Must be proficient in relevant tools  
Effect: You can craft nonmagical objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically [artisan’s tools](https://www.dndbeyond.com/compendium/rules/basic-rules/equipment#ArtisansTools)). You might also need access to special materials or locations necessary to create it. For example, someone proficient with [smith’s tools](https://www.dndbeyond.com/equipment/smiths-tools) needs a forge in order to craft a sword or suit of armor.  
For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 50 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 50-gp increments until you reach the market value of the item. For example, a suit of [plate armor](https://www.dndbeyond.com/equipment/plate) (market value 1,500 gp) takes 15 downtime actions to craft by yourself.  
Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 50 gp worth of effort for every day spent helping to craft the item.  
While crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost (see PHB “[Lifestyle Expenses](https://www.dndbeyond.com/compendium/rules/basic-rules/equipment#LifestyleExpenses)“)

**Catching Up**

**I don’t know maybe will implement it later for underleveled PCs**