

Downtime Actions

Action	Description	Results
Carousing	Spend your little free time playing games, telling stories, engaging in hobbies.	Gain a reroll on a single d20 roll on your next expedition. Choose which roll to take. Cannot stockpile; lost if not used in your next expedition.
Crafting	Use a nonweapon proficiency to make an item.	Use the rules in the PHB to make arrows, weapons, armor, chairs, shoes, etc.
Extended Action	Start a long-term action that will take more than a week to complete, like psionic meditation or spell research or crafting a long-term item.	Character remains out of play until the necessary time elapses.
Fight in Arena	Must have constructed an arena. Engage in various battles in the arena.	May play through a special combat. You can win money and experience, but you will start your next expedition with wounds.
Gather Rumors	Must have constructed a tavern. Chat up visitors and get news from outside.	Receive a random rumor. Might be a story, might be information, might be a location on the map.
Oversee a Project	Use your downtime to help the settlement to complete a project. Necessary if you have a proficiency or requirement needed for the project. Multiple characters can collaborate to fill requirements.	Spend the appropriate resources and the project completes at the end of the downtime.
Trade Mission	Go to a nearby small trading settlement like Last Drink or a caravan oasis, and buy and sell goods.	Use your downtime to bypass the usual limits on buying & selling, but there is a chance of an unusual event (may be good, may be bad).
Training	Train to gain a level when you have enough experience.	Must use your downtime to actually gain the level when you earn enough xp. Multiclassed characters can complete training in multiple classes at once.
Other	Negotiate a special activity with the DMs.	Subjective and on a case-by-case basis.