

THE "DOWNTIME" SCROLL

A character can perform 1 of the following actions over a period of extended downtime [typically a week or longer] so long as they are proficient in the corresponding skill. To perform the action, the character must make 3 successful checks with the ability score before they accumulate 3 failures. The DC of the check is set by the DM.

ACROBATICS

Daredevil. You spend days leaping across the city, learning every foot and hand hold. After the duration, you have a climb speed equal to your movement speed while moving through the settlement.

ANIMAL HANDLING

One of the Pack. With patience and food you earn the trust of a pack or flock of wild animals in the city. After the duration, you can interact with a pack or flocks of animals [such as a pack of dogs or a flock of gulls] as if you had cast the Animal Friendship spell on them.

ARCANA

Fortune Teller. You speak with the sages, seers, and fortune tellers of the city to learn glimpses of your destiny. After the duration, you gain 1 Luck Point which you can use following the rules of the Lucky feat.

ATHLETICS

Fisticuffs. Be it tavern brawls, secret fighting rings, or professional training, you put your athletic skills to the test. After the duration, you win a sum of gold equal to 1d10 X your Athletics score.

DECEPTION

Smear Campaign. Clever lies and withheld truths help you muddy the reputation of a specific individual. After the duration, you lower the public's perception towards a specific NPC down in the city 1 step per the "Social interaction" rules in the DMG [pg 244]. High ranking nobles or political figures may be immune to this activity.

HISTORY

Student of the City. Pouring over old archives and speaking with the common folk reveals some of the city's many secrets. After the duration, you learn of 1 NPC, magical item, or location hidden within the city that could help you achieve your goals.

INSIGHT

Friend or Foe. You spend a great deal of time observing a specific NPC you have easy access to, studying every aspect of their language and body language. After the duration, while interacting with this NPC you are considered to have cast the Detect Thoughts spell on them but you cannot attempt to delve deeper into their minds.

INTIMIDATION

Break their Spirit. The constant threat of your presence wears at the spirit of a specific NPC. After the duration, you have advantage on all future Intimidation checks made to coerce this NPC. Failure results in the NPC becoming Hostile towards you.

INVESTIGATION

True Detective. Your keen mind helps the local guard or an NPC solve a minor mystery. After the duration, you can either collect a payment for your services equal to 1d10 x your Investigation score or request a favor from the group you helped at a future time.

MEDICINE

Helping Hand. You volunteer your skills to heal the sick and wounded somewhere in the city. After the duration, a grateful patient of yours assures you a soft bed and a warm meal any time you need it at their residence.

NATURE

Unlikely Harvest. You tend to the local flora, helping it grow and recover from the damage inflicted by the populace, and nature rewards you for your kindness. After the duration, you harvest 1d4 Goodberries [per the Goodberry spell] from the city's vegetation.

PERCEPTION

City Stalker. Keen eyes and patience reveals routine patterns of the city to you. After the duration, you learn a helpful pattern such as the routes of the city watch or the secret handshake of an exclusive club.

PERFORMANCE

Adoring Fans. Either on the streets or in taverns you put your talents on display in hopes of acquiring generous fans. After the duration, you can either improve the public's perception of you by 1 step per the "Social interaction" rules in the DMG [pg 244] or earn sum of gold equal to 1d10 X your Performance score.

PERSUASION

Calling in a Favor. Your clever use of words earns you the favor of a specific NPC. After the duration, you convince an NPC you are familiar with to perform a time intensive action they otherwise would not do.

RELIGION

Deep Prayer. You spend your evenings deep in prayer within the temples or shrines of your god, strengthening your connection with them and earning their favor. After the duration, you gain 1 use of the Guidance spell which you can cast on yourself.

SLEIGHT OF HAND

A Quick Score. With a score in mind, you go about identifying a target, planning the job, and stealing the goods. After the duration, you steal 1 or more pieces of equipment with a sum cost of 25 gp or less.

STEALTH

Cat and Mouse. Your prowl every street and back alleyway of the city until you could do so with your eyes closed. After the duration, you have advantage on all Stealth checks made to lose a pursuer or follow a creature while within the city.

SURVIVAL

Gutter Nights. Regular interactions with the city's impoverished and downtrodden reveals to you the true nature of what it takes to survive in this city and earns you the trust of these people. After the duration, you no longer need to spend money on food or shelter in order to take a Long Rest while within the city.