

# Steps for Earn Income check during Downtime

1. Determine number of days for Downtime
  - a. Quest = 2 Days
  - b. Scenario = 8 Days
  - c. Pathfinder Adventure = 24 Days
  - d. Adventure Path = 24 Days
  - e. Field Commissioned Agents multiply days by 1.5 (See Guild Guide for details)
2. Determine the level of the task being done (Character Level -2 unless other factors change it)
3. Determine DC of task. Refer to Table 10-5: DCs By Level in CRB Pg 503.

Level	DC								
0	14	5	20	10	27	15	34	20	40
1	15	6	22	11	28	16	35	21	42
2	16	7	23	12	30	17	36	22	44
3	18	8	24	13	31	18	38	23	46
4	19	9	26	14	32	19	39	24	48

4. Roll skill check for 8 days of downtime (or less if appropriate) to determine earnings. Refer to Table 4-2: Income Earned in CRB Pg 236 for amounts.
  - a. Critical Success: Gain currency listed for Task Level + 1 and proficiency rank
  - b. Success: Gain currency listed for Task Level and proficiency rank
  - c. Failure: Gain currency listed for Failure of task level
  - d. Critical Failure: Gain no currency

Task Level	Failure	Trained	Expert	Master	Legendary
0	1 cp	5 cp	5 cp	5 cp	5 cp
1	2 cp	2 sp	2 sp	2 sp	2 sp
2	4 cp	3 sp	3 sp	3 sp	3 sp
3	8 cp	5 sp	5 sp	5 sp	5 sp
4	1 sp	7 sp	8 sp	8 sp	8 sp
5	2 sp	9 sp	1 gp	1 gp	1 gp
6	3 sp	1.5 gp	2 gp	2 gp	2 gp
7	4 sp	2 gp	2.5 gp	2.5 gp	2.5 gp
8	5 sp	2.5 gp	3 gp	3 gp	3 gp
9	6 sp	3 gp	4 gp	4 gp	4 gp
10	7 sp	4 gp	5 gp	6 gp	6 gp
11	8 sp	5 gp	6 gp	8 gp	8 gp
12	9 sp	6 gp	8 gp	10 gp	10 gp
13	1 gp	7 gp	10 gp	15 gp	15 gp
14	1.5 gp	8 gp	15 gp	20 gp	20 gp
15	2 gp	10 gp	20 gp	28 gp	28 gp
16	2.5 gp	13 gp	25 gp	36 gp	40 gp
17	3 gp	15 gp	30 gp	45 gp	55 gp
18	4 gp	20 gp	45 gp	70 gp	90 gp
19	6 gp	30 gp	60 gp	100 gp	130 gp
20	8 gp	40 gp	75 gp	150 gp	200 gp
20 (critical success)	--	50 gp	90 gp	175 gp	300 gp

5. Multiply the amount earned by the number of days worked.
6. Repeat steps 4-6 if character has more days of downtime available and wishes to continue to Earn Income with remaining Downtime.