

Relicborne Saga Downtime Activities Cheat Sheet (1 per Module played)

Relicborne Saga Exploration Cheat Sheet

Exploration Activities:

Avoid Notice – Avoid notice of others. Stealth check + ½ speed.
Defend – *Shield Raised* if fight breaks out, move ½ speed.
Detect Magic – Cast detect magic, travel ½ speed up to 300 ft/minute. If traveling 150 ft or less/minute, detect auras before party moves into them.
Follow the Expert – Choose 1 ally that is Expert in one skill (climb, stealth, etc.). Matching tactics, you add your level as a proficiency bonus to associated skills, even if untrained. Additional circumstance bonus based on ally's proficiency (+2 for expert, +3 for master, +4 for legendary).
Hustle – Move x2 speed for a number of minutes equal to your Con modifier x 10 (minimum 10 minutes). If in a group, use the lowest Con modifier to determine length of hustle.
Investigate – Look around to discover clues about what you see along the way. Recall Knowledge check + move ½ speed.
Repeat a Spell – Repeatedly cast the same spell (usually cantrip) that you want ready if combat breaks out. Move ½ speed.
Scout – Scout ahead and warn party of danger while moving at ½ speed. At the start of the next encounter, party members get a +1 circumstance bonus to Initiative rolls.
Search – Seek for hidden doors, concealed hazards, etc. by moving ½ speed. If moving less than 300 ft/minute, notice most obvious issues. If moving less than 150 ft/minute, look for everything before you walk into it.

Skill Exploration Activities:

Borrow an Arcane Spell – Use Arcana to prepare a spell from someone else's spell book.
Coerce – Use Intimate to get a creature to do what you want.
Cover Tracks – Use Survival to obscure tracks.
 Decipher Writing – Use suitable skill to understand archaic, esoteric, or obscure texts.
Gather Information – Use Diplomacy to learn about a topic.
Identify Alchemy – Use Craft and alchemist tools to identify alchemical items.
Identify Magic – Use the right skill, learn about magic target.
Impersonate – Use Deception and disguise kit to create a disguise.
Learn a Spell – Use a skill to gain access to a new spell.
Make an Impression – Use Diplomacy to make a good impression.
Repair – With a repair kit, use Craft to fix a damaged item.
Sense Direction – Use Survival to get a sense where you are and cardinal directions.
Squeeze – Use Acrobatics to squeeze through tight spaces.
Track – Use Survival to find and follow creature's tracks.
Treat Wounds – Use Medicine to treat a living creature's wounds.

Instructions: Cut out along the **thick black line**. Fold between the titles of each card, “Relicborne Saga Exploration Cheat Sheet,” and “Relicborne Saga Downtime Activities Cheat Sheet.”

Optional: Laminate the folded card to protect and write upon the card with a dry-erase marker.

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Craft an Item – See the *Relicborne Saga Campaign Guide: Chapter 7* for more info.
Earn Income – Use Craft, Lore, or Performance to Earn Income. Cost: 5 TU. See *Relicborne Saga Campaign Guide: Chapter 7, Table 6* for wealth gained chart.
Form an Adventuring Guild – See the *Relicborne Saga Campaign Guide: Chapter 7* for more info.
Learn a Formula – Learn a new formula. TU, skill checks, and wealth cost determined by method as identified in the *Relicborne Saga Campaign Guide: Chapter 7*.
Learn a Spell – Learn a new spell. TU, skill checks, and wealth cost determined by method as identified in the *Relicborne Saga Campaign Guide: Chapter 7*.
Purchase a Business – Begin a business in your downtime. See the *Relicborne Saga Campaign Guide: Chapter 7* for more information.
Purchase a Guild House – (Guild Master only) Purchase a Guild House for your guild. See the *Relicborne Saga Campaign Guide: Chapter 7* for more information.
Purchase a House Upgrade – Upgrade your apartment. See the *Relicborne Saga Campaign Guide: Chapter 7* for more information.
Purchase or Selling Cursed Equipment – Buy or sell a maximum of 2 items at the end of the mod. Item purchased must be the Character's level or less. TU and Wealth gain/losses vary. Cursed items created using *Downtime Activity – Craft an Item* can be sold for 75% its cost. All other Cursed items sold for 50% of the item cost. See the *Relicborne Saga Campaign Guide: Chapter 7* for more information.
Rest – Spend 5 TU resting and start next mod with 2 Hero Points instead of 1.
Retrain – Retrain skills, feats, or class abilities with the Union. See the *Relicborne Saga Campaign Guide: Chapter 7* for more information.
Volunteer Services – Spend 15 TU to increase your Reputation with one Faction by +1.

Downtime Activity Rules

• Characters cannot use a Hero Point to re-roll any skill check.
 • Characters must have enough Time Units left for the year to use a Downtime Activity.
 • The Characters must have enough Wealth to use the *Purchase or Selling Cursed Equipment* – Buy or sell a maximum of 2 items at the end of the mod. Item purchased must be the Character's level or less. TU and Wealth gain/losses vary. Cursed items created using *Downtime Activity – Craft an Item* can be sold for 75% its cost. See the *Relicborne Saga Campaign Guide: Chapter 7* for more information.
 • The Character must fulfill all prerequisites as explained in each Downtime Activity.