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pfs2guide. Additional Character Options

For players looking to customize their characters further, there are some Additional options you can consider. All of these are optional, and you can instead stick with the default options in the Player Basics.

Pathfinder Training

Most Pathfinders pass through the Pathfinder Academy on their way becoming agents. During their training, pathfinder initiates attain a certain level of proficiency in all three schools' teachings, from there some go on to specialize in one of the schools' curricula and build life-long professional contacts with like-minded scholars while others continue to divide their time among the different schools. These contacts pay out over the course of a Pathfinder's career in the form of gifts from colleagues and access to additional training. In return, the field agent is expected to return the favor by contributing labor, teaching expertise, lab assistance, or more between missions, reinforcing these professional relationships.

Another way to join the Pathfinder Society is via a field commission from another agent or a Venture-Captain of the Society. Characters who received a field commission have fewer connections to the Society's membership, and receive fewer gifts, but have fewer obligations to the society and thus more downtime.

Note that while Field Commission can only be freely chosen at character creation, the other four options can be chosen at any point in the pathfinder's career, although once chosen they cannot be changed without [Retraining](#).

Characters who have ties to a school or who are field commissioned receive a bonus lore at first level. (This replaces the Pathfinder society lore that all agents

gain by default.) At 5th level they also gain a bonus skill feat.

Characters with ties to schools also have additional options for their starting consumables. Characters may choose consumables based on their level or any lower level. Field Commissioned Agents do not receive any starting consumables, but receive additional downtime instead.

Bonus Lores, Skill Feats, and Alternate Consumables

Spells Bonus Lore and Skill Feat

Bonus Lore (1st lvl) (Choose one)	Bonus Feat (5th lvl) (Choose one)
Academia, Architecture, Herbalism, Pathfinder Society	Arcane Sense (CRB 258), Assurance (CRB 258), Quick Identification (CRB 264), or Recognize Spell (CRB 265)

CRB = Pathfinder Core Rulebook

Spells Consumables

Level	Spells Options	Healing Potion (default)
level 1-2	level 1 scroll * of: (choose one) burning hands (CRB 322), heal (CRB 343), mage armor (CRB 348), magic fang (CRB 349), magic weapon (CRB 349)	minor healing potion (CRB 563)

level 3-4	Level 2 scroll* of: (choose one) dispel magic (CRB 330), resist energy (CRB 364), restoration (CRB 364), water breathing (CRB 384)	2x minor healing potion (CRB 563)
level 5-6	level 3 scroll* of: (choose one) heal (CRB 343), heroism (CRB 343), haste (CRB 343)	lesser healing potion (CRB 563)
level 7-8	level 4 scroll* of: (choose one) air walk (CRB 317), fly (CRB 339), stoneskin (CRB 374)	2x lesser healing potion (CRB 563)
level 9-10	level 5 scroll* of: (choose one) banishment (CRB 320), breath of life (CRB 322), cone of cold (CRB 325)	moderate healing potion (CRB 563)
level 11-12	level 6 scroll* of: (choose one) phantasmal calamity (CRB 357), stone to flesh (CRB 374), true seeing (CRB 378)	2x moderate healing potion (CRB 563)
level 13-14	level 7 scroll* of: (choose one) energy aegis (CRB 335), sunburst (CRB 376), true target (CRB 379)	3x moderate healing potion (CRB 563)
level 15-16	level 8 scroll* of: (choose one) divine aura (CRB 331), horrid wilting (CRB 344)	greater healing potion (CRB 563)

level 17-18	level 9 scroll* of: (choose one) foresight (CRB 340), overwhelming presence (CRB 356)	2x greater healing potion (CRB 563)
level 19-20	level 9 scroll* of: (choose one) implosion (CRB 346)	3x greater healing potion (CRB 563)

- Rules for scrolls can be found on pages 564 and 565 of the Core Rulebook

Scrolls are no longer auto heightened to the character's level.

Scrolls Bonus Lore and Skill Feat

Bonus Lore (1st lvl) (Choose one)	Bonus Feat (5th lvl) (Choose one)
Accounting, Library, Pathfinder Society, Scribing	Assurance (CRB 258), Automatic Knowledge (CRB 258), Multilingual (CRB 264), or Streetwise (CRB 267)

CRB = Pathfinder Core Rulebook

Scrolls Consumables

Level	Scrolls Options	Healing Potion (default)
level 1-2	feather token (ladder) (CRB 570), owlbear claw (CRB 569), lesser eagle-eye elixir (CRB 548), sunrod (CRB 554), wolf fang (CRB 570)	minor healing potion (CRB 563)

level 3-4	crying angel pendant (CRB 566), feather token (bird/chest/or holly bush) (CRB 570), mesmerizing opal (CRB 568), cat's eye elixir (CRB 547)	2x minor healing potion (CRB 563)
level 5-6	feather token (fan) (CRB 570), sneaky key (CRB 569)	lesser healing potion (CRB 563)
level 7-8	feather token (anchor or tree) (CRB 570), dust of appearance (CRB 570), iron cube (CRB 567)	2x lesser healing potion (CRB 563)
level 9-10	candle of truth (CRB 570), feather token (swan boat or whip) (CRB 570), jade bauble (CRB 568)	moderate healing potion (CRB 563)
level 11-12	greater eagle-eye elixir (CRB 548), iron medallion (CRB 568), mummified bat (CRB 568)	2x moderate healing potion (CRB 563)
level 13-14	eye of apprehension (CRB 566), mending lattice (CRB 568), potion of tongues (CRB 563)	3x moderate healing potion (CRB 563)
level 15-16	dazing coil (CRB 566)	greater healing potion (CRB 563)
level 17-18	-	2x greater healing potion (CRB 563)
level 19-20	-	3x greater healing potion (CRB 563)

Swords Bonus Lore and Skill Feat

Bonus Lore (1st lvl) (Choose one)	Bonus Feat (5th lvl) (Choose one)
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Gladiatorial, Pathfinder Society, Scouting, Warfare	Cat Fall (CRB 259), Armor Assist (APG* 203), Forager (CRB 261), or Hefty Hauler (CRB 262)
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CRB = Pathfinder Core Rulebook

APG* = Advanced Player Guide

*This source is not included in the core assumption, you must own this book to select this option.

Swords Consumables

Level	Swords Options	Healing Potion (default)
level 1-2	Lesser leaper's elixir (CRB 549), potency crystal (CRB 569), shining ammunition (CRB 560), oil of mending (CRB 561), silversheen (CRB 554)	minor healing potion (CRB 563)
level 3-4	beacon shot (CRB 559), bronze bull pendant (CRB 566), effervescent ampoule (CRB 570), feather step stone (CRB 567)	2x minor healing potion (CRB 563)
level 5-6	barkskin potion (CRB 562), emerald grasshopper (CRB 566), dragon turtle scale (CRB 566)	lesser healing potion (CRB 563)
level 7-8	greater leaper's elixir (CRB 549), swift block cabochon (CRB 569)	2x lesser healing potion (CRB 563)
level 9-10	aligned oil (CRB 561), greater cheetah's elixir (CRB 547), storm arrow (CRB 560)	moderate healing potion (CRB 563)

level 11-12	potion of quickness (CRB 563), moderate bravo's brew (CRB 547), oil of keen edges (CRB 561)	2x moderate healing potion (CRB 563)
level 13-14	-	3x moderate healing potion (CRB 563)
level 15-16	iron cudgel (CRB 567), greater bravo's brew (CRB 547)	greater healing potion (CRB 563)
level 17-18	-	2x greater healing potion (CRB 563)
level 19-20	-	3x greater healing potion (CRB 563)

level 3-4	2x minor healing potion (CRB 563), potion of water breathing (CRB 564), lesser comprehension elixir (CRB 547), lesser darkvision elixir (CRB 547)	lesser healing potion (CRB 563)
level 5-6	moderate antiplague (CRB 546), moderate antidote (CRB 546), moderate bomb (CRB 544)	2x lesser healing potion (CRB 563)
level 7-8	invisibility potion (CRB 563), salve of antiparalysis (CRB 562)	moderate healing potion (CRB 563)
level 9-10	potion of flying (CRB 563), greater comprehension elixir (CRB 547)	2x moderate healing potion (CRB 563)
level 11-12	greater antidote (CRB 546), greater antiplague (CRB 546)	3x moderate healing potion (CRB 563)
level 13-14	greater bomb (CRB 544)	greater healing potion (CRB 563)
level 15-16	major antidote (CRB 546), major antiplague (CRB 546)	2x greater healing potion (CRB 563)
level 17-18	-	3x greater healing potion (CRB 563)
level 19-20	-	major healing potion (CRB 563)

Generalist Bonus Lore and Skill Feat

Bonus Lore (1st lvl) (Choose one)	Bonus Feat (5th lvl) (Choose one)
Academia, Library, Pathfinder Society, Scouting	Battle Medicine (CRB 258), Courtly Graces (CRB 260), Multilingual (CRB 264), or Recognize Spell (CRB 265)

CRB = Pathfinder Core Rulebook

APG* = *Advanced Player Guide*

*This source is not included in the core assumption, you must own this book to select this option.

Generalist Consumables

In addition to antidotes and antiplagues, Generalists receive more potent healing potions.

Level	Generalist Options	Healing Potion (default)
level 1-2	holy water (CRB 571), lesser antiplague (CRB 546), lesser antidote (CRB 546), lesser bomb (CRB 544)	minor healing potion (CRB 563)

Field Commission Bonus Lore and Skill Feat

Bonus Lore (1st lvl) (Choose one)	Bonus Feat (5th lvl) (Choose one)
Engineering, Legal, Mercantile, Underworld	Experienced Professional (CRB 261), Unmistakable Lore (CRB 268), Bargain Hunter (CRB 258), or Experienced Smuggler (CRB 261)

CRB = Pathfinder Core Rulebook

Field Commission Downtime

Field Commission agents do not gain any consumables at the start of a mission. Instead they gain 3 days of down time per XP earned in an adventure instead of 2. If using slow track, total all the days of down time awarded by the adventure, and then divide by 2. (Rounding down if there are fractions.)

Advancement Speed

Players can chose before each adventure to play the scenario on slow speed. Slow speed scenarios deliver 1/2 the rewards. This can be useful to hold the character at a level longer so that other players can catch up or just to have more hours of play. For rules regarding this, see [Advancement Speed](#).

Downtime and Slow Speed

If using the full downtime rules under additional options, you get half the number of days. If using the abbreviated rule on the player basics page, you roll on the table and divide the number by 2.

Factions

Before each adventure the PC may chose one of the factions to support. Any Reputation earned for Primary and Secondary success conditions that adventure is applied to that Faction. If no faction is chosen, the character earns reputation with the Horizon Hunter faction. More on Factions and the effects of reputation can be found on the [Factions and Reputation Appendix](#).

Downtime

Downtime is spent in Downtime Units of up to 8 days at a time. If a character earns 8 days or fewer of downtime, it is spent in a single unit. If they earn more than 8 days, the character spends units of 8 days, one at a time, until 8 or fewer days remain,

then spends the remaining days as a single unit. Multiple different activities can occur in a single downtime unit, but you can only ever roll once for a given activity in any given unit.

If a chronicle is assigned but not immediately applied, (see [applying chronicles](#)) then wait to calculate downtime until the chronicle is applied.

Hirelings and Downtime

Hirelings can do down times for you, however this takes up your downtime days. Therefore you cannot aid them, they can not aid you, and you cannot have your hireling do one thing while you use your days to do something else.

You either use the hirelings skills and feats or your skills and feats. Never both, unless your feat modifies a hirelings abilities. (Hireling manager for example.)

Downtime Activities

Earn Income: Earning Income is the most common Downtime activity, though it is the last option to resolve. Complete any Crafting or Retraining before beginning Earn Income checks. Players should check Table 10-5: DCs by Level ([Core Rulebook 503](#)) to calculate the Earn Income DC.

Make one check using either the Crafting, Lore, or Performance Skill for each Earn Income Downtime Unit (including units where you complete multiple activities, such as spending 7 days retraining and then 1 day Earning Income). Task Levels for Earn Income checks equal character level - 2 (minimum 0) though some boons allow checks against higher-level tasks. Compare check result to task level on Table 4-2: Income Earned ([Core Rulebook 236](#)) for the daily earning rate, then multiply that rate by the number of Downtime days used for Earn Income in the Downtime Unit. Checks to Earn Income do not carry beyond the Downtime Unit In which the check was made.

Crafting: Rules for crafting equipment appear on pages 244-245 of the *Core Rulebook*. Use DCs from Table 10-5 (*Core Rulebook 504*) with the following adjustments:

- Common: None
- Uncommon: Apply the hard modifier from Table 10-6 (*Core Rulebook 504*)
- Rare: Apply the very hard modifier from table 10-6 (*Core Rulebook 504*)

A few other limitations on crafting:

- Characters can Craft uncommon or rare items only if they have access to the applicable formulas.
- Crafting requires that you spend 4 days in preparation before making Crafting checks.
- Crafting tasks can be continued across as many Downtime days/units as necessary to complete the item.
- Characters may stop crafting and pay the remainder of the Price required to finish the

item at any time.

- Only one crafting project may be started during a Downtime Unit.

Retraining: Using Downtime to retrain character options(*Core Rulebook 481*) works as written with a few clarifications.

- Some items are changeable for free, such as name, gender, appearance, or other cosmetic designators.
- Pathfinder training may be changed and costs 14 days.
- Changing a selectable class feature, takes 28 days.

If characters earn enough XP to level while still in the process of retraining they can choose options legal for their new build, though the ability is unusable until the retraining is complete. An option being retrained is lost at the time the new option becomes usable.

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