

Standard Advancement: You gain the full XP, gp, Downtime, Fame, and Reputation rewards	Slow Advancement: You gain the half XP, gp, Downtime, Fame, and Reputation rewards
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Adventure	Experience	Fame	Reputation	Downtime	Field Agent
Quests	1	1	1	2 days	3 days
Scenarios	4	4	4	8 days	12 days
Adventure Paths	12	12	12	24 days	36 days

Gold

Adventurers offer treasurer bundles now these are a simplified unit that represents a share of the adventure's rewards. These are multiplied by the PC's level no matter the adventurer's tier or sub tier used. Levels are going down, bundle across.

GM Basics Table 4: Total Value of Treasurer Bundles Earned (in gold pieces)

	1	2	3	4	5	6	7	8	9	10
1st	1.4	2.8	4.2	5.6	7	8.4	9.8	11.2	12.6	14
2nd	2.2	4.4	6.6	8.8	11	13.2	15.4	17.6	19.8	22
3rd	3.8	7.6	11.4	15.2	19	22.8	26.6	30.4	34.2	38
4th	6.4	12.8	19.2	25.6	32	38.4	44.8	51.2	57.6	64
5th	10	20	30	40	50	60	70	80	90	100
6th	15	30	45	60	75	90	105	120	135	150
7th	22	44	66	88	110	132	154	176	198	220
8th	30	60	90	120	150	180	210	240	270	300
9th	44	88	132	176	220	264	308	352	396	440
10th	60	120	180	240	300	360	420	480	540	600

Downtime

The character gets a number of downtime days as noted above according to what type of adventure they completed. These must be used or lost at the time, but do not need to be all on the same action. The only restriction is that if you are doing multiple actions, crafting/retraining is done before earned income.

Crafting: (pg 244-245 and 503-504 *Core*) Some characters may choose to spend their time Crafting a piece of equipment. Use the DC based on the level of the item from Table 10–5 for common items, applying the adjustment from Table 10–6 for uncommon or rare. You can Craft uncommon or rare items only if you find their formulas. Crafting requires that you spend the first 4 days of a block of Downtime preparing before attempting your check to Craft; unlike Earning Income, Crafting tasks can be continued across as many Downtime days as necessary until the item is completed or you pay the remainder of the Price required to finish the item.

Retraining: (pg 481 *Core*) You can also use Downtime to retrain certain abilities and swap them out for new ones. This works as described in the Core Rulebook. Retraining a feat, skill increase, or a spell in your spell repertoire takes 7 days of Downtime, while retraining a selectable class feature, such as a druid order, takes 28 days. If you level up when still in the process of retraining a selectable class feature such as a druid order, you may choose an option that would be legal for the new order you are retraining to, though you may not use that ability until the retraining is complete.

Retraining as a Pathfinder – You can retrain your selection between Spells, Scrolls, Swords, or field-commissioned agent. Doing so takes 14 days of Downtime, during which you adjust your level of affiliation with these aspects of society.

Earn Income (pg 236-238 *Core*) Default Skills are Crafting, Lore and Performance, and the character must be trained in them. The Task Level is your level -2 (min 0) by default. They will roll once and multiple it for the number of days they are Earning Income. Example: Carl has 8 days of downtime, he's level 7 so must make a DC 20 (level -2 =5) check on his Lore check. He makes it and he's Expert. Carl receives 8gp = (days x (task level 5– Expert is 1g)).

Critical Success: Gain the currency listed for task level + 1 at skill's rank

Success: Gain the currency listed for task level at skill's rank.

Failure: Gain the currency listed in the failure column for the task level.

Critical Failure: You earn nothing.

Table 10-6 (pg 504)

Rarity	Adjust
Uncommon	+2
Rare	+5

Table 4-2 Income Earned (pg 236 *Core*)

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	1gp	1 gp	1 gp
6	3 sp	1 gp, 5 sp	2 gp	2 gp	2 gp
7	4 sp	2 gp	2gp, 5 sp	2 gp, 5 sp	2 gp, 5 sp
8	5 sp	2 gp, 5 sp	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	10gp
13	1 gp	7 gp	10 gp	15 gp	15 gp
14	1 gp, 5sp	8 gp	15 gp	20 gp	20 gp
15	2 gp	10 gp	20 gp	28 gp	28 gp
16	2gp, 5 sp	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 (crit)	--	50 gp	90 gp	175 gp	300 gp

Table 10-5 (pg 503 *Core*)

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

Fame, Reputation, and Infamy

How much Fame and Reputation characters earn in an adventure depends on how well they fulfilled the adventure's primary objectives and secondary objectives. Standard amounts are listed on the other side of this page but may be modified by the adventure. Please refer to the adventure for Primary and Secondary objectives.

Characters may have different reputation scores for each faction. List as follows on the sheet Faction earned | total. Example for the sheet: Horizon Hunters 4 | 8

Infamy is granted when a character *performs* an evil act. The GM is the final arbiter of what is and is not an evil act for that situation. GMs must warn a player who is deviating from the PCs chosen alignment. PC should be given an opportunity to correct the behavior, justify it, or face the consequences. If they do not, they gain a point of infamy per act. Once a character reaches 3 points, they are no longer welcome in Pathfinder Society. Infamy may be removed by spending 12 Fame or Untarnished Reputation faction boon.