

Downtime

Downtime is a mechanic that exists to fill in the time in between significant events, such as when the party is travelling between planets. Many different activities can be performed during this time to better prepare individual party members for future encounters.

Crafting

You can craft standard objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools; the mechanics skill can replace this requirement however tools are still required to be present.). You might also need access to special materials or locations to create it. For example, someone proficient in smith's tools would still need a forge and metal in order to make a suit of armor.

For every day of downtime, you spend crafting, you can make one or more items with a total market value of 500 Credits or less and must expend raw materials equal to half the total market value of the objects made. If something you want to craft has a market value greater than 500 Credits, you make progress of 500 Credits per day until you reach the objects market value. Multiple characters can combine their effort to make one item, provided there is enough workspace and tool sets for all the workers. Each character contributes 500 Credits worth of effort for every day spent working on the item.

Meditation

A force aligned character can spend downtime meditating. A character who spends at least 10 days meditation gains a destiny point or a plot point at the start of each day for 2d6 days. Unless the DM says otherwise, this point must be used on the day it is gained, or it is lost.

Recuperating

You can use downtime to recover from debilitating injury, disease, poison or stress.

After three days (unless the desired effect says otherwise)

of downtime spent recuperating you can make a DC 15 check (the skill determined by the desired effect). On a successful save, you can choose one of the following results.

End one effect on you that prevents you from regaining hit points.

For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

Remove one moral debuff to willpower.

Recuperating can also be used to heal crippled limbs.

Training

Downtime can be spent learning new things or improving competence with things already known.

First, there must be a willing teacher (or possibly training manual) with the proper prerequisites for the thing being trained. The DM determines how long it takes, and whether one or more ability checks are required. The training cost represents the average pay people are willing to give the training for, or the average cost of the resources to self-train. If they do not have a teacher, training takes twice as long.

Training to Gain Score Ability Score

Score Increase	Time	Maintenance	Cost
+1	2d10 days	1d10 days	1 Credit/day
+2	2d10 days	2d10 days	10 Credits/day
+3	2d10 days	3d10 days	100 Credits/day

Maintenance time is how many downtime days must be spent within every month (30 days) in order to retain a temporary ability increase gained in this way. If the maintenance time is not met in the given time the temporary ability score increase is reduced by 1.

Language, Weapon, Tools, or Amor

Training Level	Time	Cost
Normal	5d10	10 Credits/day
Exotic	10d10	100 Credits/day

Once the training time has been completed, gain the associated feat. (Proficiency: Rifles for Rifle training) This does not need to be kept up to hang on to.

Skills

Level	Time	Cost
Normal	5d10 days	10 Credits/day
Focus	100 days	50 Credits/day

In order to be trained in a skill, your trainer must have at least focus in that skill.

Force Schools

Level	Time	Cost
1	30 Days	10 Credits/day
2	60 Days	50 Credits/day
3	100 Days	100 Credits/day

In order to be trained in a force school, your trainer must have at least 1 level in the school being trained higher than the level being trained. (In order to train to level 1 in a school, the trainer must have at least level 2 in that school) (A trainer with Level 3 in a school is required to train to level 3 in the same school)

Anyone looking to train in force schools must first take the force training feat at least once.

Miscellaneous

Any feature that requires significant time to do can be done during downtime as that feature's rules describe.