

Retraining

This document is meant to be a succinct summary reference for retraining rules. For the full rules, please consult the retraining portion of the core rulebooks.

Retraining takes all a characters attention for 8 hours a day (full day) for a number of days based on what is being retrained. During this time, no strenuous activities may be performed, including marching, adventuring, crafting, or taking any standard actions. These days do not need to be consecutive, but you must finish (or abandon) a current retraining project before starting a new one. Abandoning a training loses all costs spent and progress made.

Cost: With few exceptions, retraining costs 10gp x the characters level x the number of days spent.

Trainer: When a trainer requirement is listed, that requirement must be fulfilled to retrain, and may need to be sought out or recruited. If no trainer is available, a character may retrain themselves by doubling the time required (but not the cost). Certain advanced trainings, such as advanced class features (like advanced rogue talents) or learning a bonus language cannot be done without a trainer.

Retraining Synergies: For the purposes of retraining classes or finding a trainer, consult the table “Retraining Synergies.” Hybrid classes are considered synergized with their parent classes and any classes that both parent classes synergize, but not with classes that only one of the parent classes retains synergy. Prestige classes synergize with all required sub-classes. All NPC classes synergize with each other and their sponsoring class, but do not provide training benefits to their sponsoring class.

Other Downtime Activities: There are several things that can be done during downtime other than retraining. These include: Adding spells to spellbooks, arranging an alibi, blackmail/ coerce a target, building, crafting, earning money or xp, enforcing order, gathering information, healing others, conducting a heist, infiltrating an organization, leading or working in a kingdom or army, promoting a business, replacing companions or familiars, recruiting, researching, resting, running a business, scheming, smuggling, rioting, training animals, or transporting people or goods. For more rules on these, consult the core rulebooks.

Retraining Synergies	
Alchemist	Magus, Rogue, Witch Wizard
Barbarian	Cavalier, Fighter, Ranger
Bard	Oracle, Rogue, Sorcerer
Cavalier	Barbarian, Fighter
Cleric	Druid, Inquisitor, Oracle, Paladin
Druid	Cleric, Oracle, Ranger
Fighter	Barbarian, Cavalier, Gunslinger, Magus, Monk, Paladin, Ranger, Rogue
Gunslinger	Fighter, Ranger
Inquisitor	Cleric, Paladin, Ranger
Magus	Alchemist, Fighter, Wizard
Monk	Fighter, Rogue
Oracle	Bard, Cleric, Druid, Paladin, Sorcerer
Paladin	Cleric, Fighter, Inquisitor, Oracle
Ranger	Barbarian, Druid, Fighter, Gunslinger, Inquisitor
Rogue	Alchemist, Bard, Fighter, Monk
Sorcerer	Bard, Oracle, Summoner, Witch, Wizard
Summoner	Sorcerer, Witch, Wizard
Witch	Alchemist, Sorcerer, Summoner, Wizard
Wizard	Alchemist, Magus, Sorcerer, Summoner, Witch

Ability	Time	Trainer	Description
Ability Score Increase	5 Days	None	Move a +1 Ability Score Increase from leveling
Apprenticeship	20 Days	Trainer with more ranks in the desired skill than the trainee will reach.	Gain a number of skill ranks equal to your intelligence bonus (max 2) in a craft, perform, or profession skill. The maximum number of ranks learned in this manner is equal to twice the characters level. These ranks cannot be retrained.
Archetype	5 Days/ active alternate class feature	None	Acquire or abandon an archetype (no hot-swapping)
Class Feature	5 Days	Trainer with +1 lvl or has the desired Class Feature	Retrain a class feature. Certain advanced class features cannot be trained alone or may require the assistance of powerful magic.
Class Level	3 Days (NPC Classes) 5 Days (Synergy Classes) 7 Days (PC Classes)	Any Trainer	Swap out one class level for another (must still qualify for all remaining classes and cannot use a prestige class to qualify for itself).
Feat	5 Days	Trainer with the desired Feat	Swap out an old feat for a new one (if they stop qualifying for another feat after retraining, they lose access to that feat).
Hit Point	3 Days	Trainer with +1 lvl or a dedicated training facility	Gain one permanent HP (cannot exceed HD restriction).
Bonus Language	20 Days	Trainer (or Book) with the desired language.	Learn a new bonus language. This can be done a number of times equal to your intelligence bonus +1.
Skill Ranks	5 Days	None	Swap out a number of skill ranks equal to your intelligence bonus (min 1).
Spontaneous Spells Known	2 Days/ Spell Level (min 1)	None	Swap out a spell known for another of its level.