

PATHFINDER 2E: SURVIVAL MODE

Homebrew rules for a more balanced Hexploration or Survival-themed campaign.

FEAT CHANGES

FORAGER

Rather than automatically succeeding on a Failure or Critical Failure, the Forager feat (*CR p261*) instead adds +5 to your Subsist checks.

Additionally, if the PC is not Fatigued, then any result less than a Success grants 1 Hero Point which can be used immediately to reattempt the check.

If the Hero Point is not immediately used to re-roll the Subsist check, the point is lost. Each PC may only gain one Hero Point in this way in any 24 hour period.

EQUIPMENT RATIONS

Rations are adjusted slightly to make tracking simpler. They now represent a single day's food for 1 Medium creature. Every multiple of 5 Rations equals 1 Light in Bulk.

TABLE 1-1: EQUIPMENT

Equipment	Sustenance	Price	Bulk	Hands
Ration	1 day	5cp	1/5th L	1
Rations, Bulk	20 days	1g	4 L	1

Ration: A day's worth of preserved food, individually wrapped in waxed parchment paper. The food is designed to be lightweight and long-lasting, typically consisting of dried meat, nuts, and preserved fruits.

CARRYING CAPACITY

The party may never collectively carry or possess more than 20 days worth (for the whole party) of food or water.

This is true regardless of whether their strength or other circumstances would otherwise allow it. This includes supplies in containers or carried by other creatures. Non-mobile stockpiles may be allowed at GM discretion (a root cellar or buried cache of dried jerky or fruit etc).

(This rule can be ignored if the party will be required to plan longer journeys without the ability to attempt Subsist actions periodically to replenish supplies.)

SPOILAGE

At the end of each day, the party must collectively roll once for **food spoilage**.

SPOILAGE ROLL

At the end of each day where the party is in possession of food not yet consumed, they must make a **flat check** where the DC equals the number of days of food (for entire party) currently carried. **If failed, the PC loses 1 day worth of food.** Spoiled food is considered ruined, rotten, or unusable.

Note: you may notice that the odds are based on supply size. A 2 day supply of food will only ever have a 5% chance of spoiling, even if carried for a month. Meanwhile, a 20 day supply is almost guaranteed to spoil at the end of the day. This is done to provide diminishing returns to food stockpiling, and to make foraging and Subsist actions more important during wilderness travel.

CONDITIONS

STARVATION

Adjustment

Instead of 1 damage per day, PCs that are starving take 1d4 damage per day.

As per the usual rules (*CR p500*), this damage cannot be healed until the character sates their hunger.

SPELLS

CREATE FOOD & CREATE WATER

Adjustment

These spells now produce only half as much food or water. Additionally, their magic is now intrinsically tied to the surrounding environment. To succeed, caster must make an Arcane, Divine, or Primal check where the DC is equal to 5 + the Subsist DC for the current surroundings.

Example: if your spell would ordinarily provide food for 6 Medium creatures, it now can only feed 3 Medium creatures.