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pfs2guide._.Retired Rewards

The following rewards are no longer available, but are preserved here for characters who earned them prior to their expiration.

Playtest Points

Playtest Points (playtest adventures): During the playtest period for the Pathfinder Second Edition core rules, players and GMs did not earn Chronicles when playing the playtest adventures. Instead, each participant earned a number of Playtest Points, which can now be redeemed on your [Organized Play account at Paizo](#). These rewards include Limited-Use boons, the ability to start a character at 2nd or 3rd level to reflect the time spent playing the game, and other minor benefits.

Fame and Faction Boons

Starting in season 2, Adventures no longer give Fame. The Faction boon system was replaced by the [Achievement Point](#) System. It is no longer possible to earn *or* spend fame. All purchases must have been made by 1/30/2021, and must be recorded on a chronicle. Boons that have an ongoing effect are listed below.

Faction Boon Errata

Some boons have changed. The boons on this page have been updated to reflect the changes. For ease of reference, the changes are listed below.

- Alliance Champion boons no longer do anything and have ceased to exist.
- All characters gain the effect of the Home Region boon for free at character creation. As such, the boon no longer serves any function.
- Promotional boons are replaced with the current [Promotional Boons](#)

Heroic Resurgence

Replace “Until the end of your next turn, you gain a +1 status bonus to attack rolls, and you also gain a circumstance bonus to your damage rolls, Perception checks, skill checks, and saving throws equal to the noted value (maximum +2 for Reputation tier 3, or +3 for Reputation tier 4).”

With “Until the end of your next turn, you gain a +2 status bonus to attack rolls, damage rolls, Perception checks, skill checks, and saving throws.”

Crafter’s Workshop

Replace: “When you Craft during Downtime, you do not need to spend 4 days at work before attempting a Crafting check.”

With “You only need to spend 1 day of downtime before attempting your skill check and subsequently beginning to reduce the item’s effective cost.”

And Remove: “ However, your fellow faction members expect your assistance in return. After slotting this boon to reduce the time needed to Craft an item, you must keep it slotted until you have finished crafting that item.”

Hireling Boons

Replace: “The hireling’s result cannot be modified by class abilities or spells, but it can be improved by a successful Aid check. ”

With: “The hireling doesn’t have or use its own ability modifiers and can never benefit from item bonuses, status bonuses, or fortune effects. Abilities that grant you a circumstance bonus do not grant that circumstance bonus to your hireling even though you are using your action to attempt the check. You cannot aid your own hireling.”

Replace: The hireling does not participate directly in combat

With: You cannot use the hirelings skills except recall knowledge in combat, and the hireling cannot be affected by, or affect combat.

Replace: “Special You can purchase this boon multiple times.”

With: “Special You can purchase this boon multiple times, but may only benefit from one hireling boon on any given adventure”

Faction Reputation

The original Faction Reputation has been replaced by the current system, detailed in [Player Rewards](#). However, the boons below reference the original Faction Reputation, and use that chart to determine their effect.

Table: Faction Reputation Tiers

Reputation Tier	Reputation
0	0
1	10
2	30
3	50
4	90

All Faction Boons

Special Note: To calculate your current Reputation Tier for the purpose of purchasing rewards listed in the table below, add up your Reputation from all factions and reference that table.

Name	Tier	Trait(s)	Description
Hireling	0	Ally	Hire a skillful ally
Multicultural Training	0	-	Gain access to options from a second culture
Secondary Initiation	0	-	Gain access to options from an organization
Wayfinder	0	Item	Gain a free wayfinder
Expert Hireling	2	-	Improve your hireling’s proficiencies
Bequeathal	3	Service	Transfer a reward to another character

Professional Hireling	3	-	Broaden your hireling’s skill set
Untarnished Reputation	3	-	Reduce infamy at a discount, once.
Master Hireling	4	-	Further improve your hireling’s proficiencies

Envoys’ Alliance Boons

The following is a list of purchasable rewards offered by the Envoys’ Alliance faction.

Name	Tier	Trait(s)	Description
Skillful Mentor	1	Mentor	Help low-level PCs at your table
Society Recruiter	1	-	Earn credit with the Alliance by bringing new agents.
Eager Protégé	2	Ally	Gain an ally and grant XP to another character
Crafter’s Workshop	2	Downtime	Allies help you craft efficiently
Harmonic Wayfinder	2	Item	Upgrade your wayfinder to allow you to better help your allies
Bring Them Back Alive	3	Social	Reduce the cost of returning to life
Heroic Inspiration	3	Heroic	Inspire allies when spending hero points to reroll
Exemplary Recruiter	4	—	Gain an experienced successor

Grand Archive Boons

The following is a list of purchasable rewards offered by the Grand Archive faction.

Name	Tier	Trait(s)	Description
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Academic Conference	1	-	Earn credit with the Archive by attending prestigious events.
Magical Mentor	1	Mentor	Help low-level PCs at your table
Off-Hours Study	1	Downtime	Gain additional lores or languages
Esoteric Wayfinder	2	Item	You have upgraded your wayfinder to warn you when you misremember facts.
Translator	2	Ally	You have a helpful translator.
Heroic Recall	3	Heroic	Recall information when you spend hero points for rerolls
Unparalleled Scholarship*	4	-	Gain a well connected successor

Horizon Hunters Boons

The following is a list of purchasable rewards offered by the Horizon Hunters faction.

Name	Tier	Trait(s)	Description
Consummate Dabbler	1	-	Earn credit with the hunters by exploring other systems
Rugged Mentor	1	Mentor	Help low-level PCs at your table
Storied Talent	2	Social	Find better jobs when earning income
Rugged Wayfinder	2	Item	Upgrade your wayfinder to keep you going past your limits.
Heroic Hustle	3	Heroic	Gain extra movement when spending hero points

Exotic Edge	3	-	Use knowledge earned exploring to give you a bonus
World Traveler	4	-	Gain a well traveled successor

Radiant Oath Boons

The following is a list of purchasable rewards offered by the Radiant Oath faction.

Name	Tier	Trait(s)	Description
Charitable Adventure	1	-	Earn credit with the Oath when your adventure is in aid of those in need.
Protective Mentor	1	Mentor	Help low-level PCs at your table
Practiced Medic	1	Downtime	Practice your healing skills between missions to gain an insight while treating your companions wounds.
Heroic Intervention	3	Heroic	Grant healing to allies when you spend hero points

Verdant Wheel Boons

The following is a list of purchasable rewards offered by the Verdant Wheel faction.

Name	Tier	Trait(s)	Description
Beginnings and Endings	1	-	Earn credit with the Wheel by helping before or after an adventure
Naturalist	1	Downtime	Get help from the Wheel to craft alchemical items and potions faster

Worldly Mentor	1	Mentor	Help low-level PCs at your table
Leshy Companion	2	Ally	Gain a Leshy Companion
Heroic Resurgence	3	Heroic	Gain bonuses when using hero points to return from the edge of death
Preserve	3	Property	You own a nature preserve

Vigilant Seal Boons

The following is a list of purchasable rewards offered by the Vigilant Seal faction.

Name	Tier	Trait(s)	Description
Leader by Example	1	-	Earn credit with the Seal by helping others experience adventure
Adversary Lore	1	-	Research common adversaries between adventures.
Resist Corruption	1	-	You and adjacent allies resist evil damage
Combat Mentor	1	Mentor	Help low-level PCs at your table
Curse Breaker	2	Downtime	Gain an item at a discount by using your skills to remove a curse from an item from the Seal's vaults
Adamant Wayfinder	2	Item	Upgrade your wayfinder to absorb energy targeting you
Heroic Defiance	3	Heroic	Wake immediately when spending hero points to return from dying
Vault Delver	4	-	Gain a well equipped successor

Faction Boon List

The following section details the boons that PCs can purchase with Fame.

A-E

Adversary Lore:

Prerequisites Vigilant Seal Tier 1

It doesn't matter how powerful your weapons are if you don't know where to strike. Before an adventure, you take time to study a certain category of creatures, making it easier to recall their capabilities later. When you purchase this boon, either select one creature type from List 1 below, or choose two creature types from List 2. While this boon is slotted, you have a +1 circumstance bonus to Recall Knowledge about creatures of the selected type(s). If your Reputation Tier for the Vigilant Seal faction is 4, this bonus increases to +2.

List 1 aberration, animal, beast, construct, dragon, elemental, fiend, undead.

List 2 astral, celestial, ethereal, fey, fungus, giant, monitor, ooze, plant.

Academic Conference:

Prerequisites Grand Archive Tier 1

Prestigious institutions across Golarion periodically host conferences where eminent scholars can present their discoveries, and you enhance your own profile when attending these events. When you play or GM an adventure at a Paizo Organized Play event designated as Premium or Premium Plus, you earn 2 additional Reputation with the Grand Archive faction.

Special You can benefit from this boon only a number of times equal to your current Reputation Tier with the Grand Archive faction. Each time you fulfill the requirements of this boon, mark it on your Chronicle sheet along with the associated Reputation

Tier.

Beginnings and Endings:

Prerequisites Verdant Wheel Tier 1

Serve as the event organizer or headquarters volunteer for an event that includes Pathfinder Society adventures or assist these volunteers in setting up or cleaning up after such an event. When you do so, you earn 2 additional Reputation with the Verdant Wheel faction on the next scenario you play.

Special You can benefit from this boon only a number of times equal to your current Reputation Tier with the Verdant Wheel faction. Each time you fulfill the requirements of this boon, mark it on your next Chronicle sheet along with the associated Reputation Tier. You can only earn additional Reputation with this boon for one character per adventure you run, even if you have multiple characters who could benefit from this boon.

Bequeathal:

service

Prerequisites All Factions Tier 3

Pathfinders often find strange treasures for which they might not have any use, yet one of their colleagues would benefit. When you acquire this boon, select one uncommon, rare, or unique character option to which you've gained [Access](#) through an adventure's Chronicle sheet (e.g., a boon that allows you to acquire a **Special** animal companion or purchase a **Special** magic item). Choose another of your characters. That character gains [Access](#) to that **Special** option instead, though they may only use the option once their level equals or exceeds the lowest level able to play the Chronicle sheet's adventure (e.g., 5th level for Tier 5–8). On the Chronicle sheet, write "Bequeathed" and the recipient character's number next to the option. You no longer have [Access](#) to that option (and must sell it back if

you acquired the option and would no longer qualify for it).

Special You can purchase this boon multiple times. Each time you bequeath a different character option.

Bring Them Back Alive:

social

Prerequisites Envoys' Alliance Tier 3

You are able to leverage your connections within the Society to raise funds for your allies' resurrection, ensuring that everyone lives to see another adventure. You and your allies treat your effective character levels as 1 lower for the purpose of the raise dead spell and the resurrection ritual. This applies to both the level of the spell or ritual required, as well as to calculating the **Cost** of the diamonds necessary to cast the spell or perform the ritual.

Charitable Adventure:

Prerequisites Radiant Oath Tier 1

Although the Society focuses on exploration and discovery, the Pathfinders' exploits also earn them a considerable income—a portion of which you donate to those in need. When you play or GM an adventure at a charity event registered with the Organized Play Foundation, you earn 2 additional Reputation with the Radiant Oath faction.

Special You can benefit from this boon only a number of times equal to your current Reputation Tier with the Radiant Oath faction. Each time you fulfill the requirements of this boon, mark it on your Chronicle sheet along with the associated Reputation Tier.

Consummate Dabbler:

Prerequisites Horizon Hunters Tier 1

It's not enough to simply see the world; you're driven to experience local cultures' unfamiliar customs, too.

When you play a Pathfinder Adventure Card Society scenario or a Starfinder Society scenario, you earn 2 additional Reputation with the Horizon Hunters faction on the next scenario you play.

Special You can benefit from this boon only a number of times equal to your current Reputation Tier with the Horizon Hunters faction. Each time you fulfill the requirements of this boon, mark it on your Chronicle sheet along with the associated Reputation Tier. You can only earn additional Reputation with this boon for one character per scenario played, even if you have multiple characters who could benefit from this boon.

Crafter's Workshop:

Downtime

Prerequisites Envoy's Alliance Tier 2

Your friends in the Envoy's Alliance share crafting materials and collaborate to create new items more efficiently. You only need to spend 1 day of downtime before attempting your skill check and subsequently beginning to reduce the item's effective cost.

Curse Breaker:

Downtime

Prerequisites Vigilant Seal Tier 2

You have been entrusted with an accursed item from the Society's vaults, and you can spend your time in the Grand Lodge patiently unraveling its malign influence. When you acquire this boon choose a permanent magic item of your level or lower to which you have [Access](#). While you have this boon slotted, you can spend Downtime erasing the item's stubborn curse. This uses the same rules as you would to Craft the item, with the following exceptions. First, you must use Arcana, Nature, Occultism, or Religion in place of Crafting (such as to determine the progress you make and the maximum item level you can work on). Second, your faction provides you the necessary tools and workspace to perform this operation. Third,

you only need to spend 2 days of Downtime before attempting your first skill check and subsequently beginning to reduce the item's effective cost. You must keep this boon slotted until you finish uncursing the item.

Special You can purchase this boon multiple times. Each time you do so, you select a different item.

Eager Protégé:

ally, limited-use

Prerequisites Envoys' Alliance Tier 2

A promising recruit, initiate, or recently confirmed field agent accompanies you while you have this boon slotted. This disciple observes your adventuring exploits and occasionally contributes directly; once per adventure before you attempt a skill check or attack roll, the ally successfully Aids you, granting you a +1 circumstance bonus to the triggering check.

Tally the amount of XP you earn while this boon is slotted. Once you have tallied 60 or more XP in this way, you can encourage your protégé to set off on their own on new adventures. When this happens, you can no longer slot this boon; however, you can expend the boon when creating a new character to begin the character at 2nd level with 12 XP, 30 gp, and 12 Reputation to distribute among any number of legal factions. Once expended in this way, this boon provides no other benefits.

Special You can purchase this boon multiple times, but you can only tally XP credit toward one such ally at a time.

Exotic Edge:

Prerequisites Horizon Hunters Tier 3

By traveling so widely, you have developed an intuitive talent for using esoteric techniques. Once per adventure, you can activate this boon as a free action to apply these techniques, gaining a +1

circumstance bonus to either all of your attack rolls or all of your skill checks for 1 round.

F-L

Heroic Defiance:

heroic

Prerequisites Vigilant Seal Tier 3

When you spend your Hero Points to avoid death, you can choose to immediately wake up with 1 Hit Point.

Normal When you spend your Hero Points to avoid death, you stabilize with 0 Hit Points, but you do not wake up until your Hit Points rise above 0.

Heroic Hustle:

heroic

Prerequisites Horizon Hunters Tier 3

In moments of true heroism, you can always move to where the action is. When you spend a Hero Point to reroll a check, you also gain a +10-foot status bonus to your Speed until the end of your next turn. When you spend a Hero Point to avoid death, you can also Stand as a free action when you become conscious.

!!!!!!Heroic Inspiration:

heroic

Prerequisites Envoys' Alliance Tier 3

Your most momentous actions can inspire your allies to follow suit. When you use a Hero Point to reroll a check and succeed at the check, your allies gain a +1 circumstance bonus to checks of the same type for 1 round (such as attack rolls, Will saves, or Perception checks).

!!!!!!Heroic Intervention:

heroic

Prerequisites Radiant Oath Tier 3

Your heroic moments grant others the will to keep fighting. When you spend a Hero Point, you and any allies within 30 feet who can see you regain 3d6 Hit Points (4d6 if your Radiant Oath reputation tier is 4). This healing also affects dying allies, even if they cannot see you due to being unconscious.

Heroic Recall (Reaction)

heroic

Prerequisites Grand Archive Tier 3

Trigger You spend a Hero Point to reroll a check. Desperate moments call for keen insight. You can Recall Knowledge as a free action, rolling the skill check twice and using the better result. This is a fortune effect.

Heroic Resurgence

heroic

Prerequisites Verdant Wheel Tier 3

(Parts of this boon may not work as expected under the rules)

As Verdant Wheel balances the cycles of life and death, you are able to dance between existence and oblivion in stressful moments. When you spend your Hero Points to avert death, you gain a +2 status bonus to attack rolls, damage rolls, Perception checks, skill checks, and saving throws until the end of your next turn.

Hireling

ally

Prerequisites All Factions Tier 0

You have recruited a non-combat hireling who can assist you with a certain set of skill checks. This ally performs the selected skills with a total modifier equal to 2 + your level, and they are considered trained in the skills. You must expend any actions and be in range to perform the action yourself, and any

consequences of these actions affect you (such as falling when using Athletics to Climb).

The hireling doesn't have or use its own ability modifiers and can never benefit from item bonuses, status bonuses, or fortune effects. Abilities that grant you a circumstance bonus do not grant that circumstance bonus to your hireling even though you are using your action to attempt the check. You cannot aid your own hireling.

You cannot use the hirelings skills except recall knowledge in combat, and the hireling cannot be affected by, or affect combat, and cannot be harmed unless willfully endangered, and has no effect other than performing the selected skill checks.

When you purchase this boon, you select one skill as well as one Lore skill. The hireling can perform only these skills checks.

Special You can purchase this boon multiple times, but may only benefit from one hireling boon on any given adventure. Each time you purchase this boon, you can choose a different set of skills.

Hireling, Expert

Prerequisites All Factions Tier 2, Hireling boon

When you gain this boon, select one Hireling boon you possess. The selected ally's proficiency for their selected skills improves to expert, and their modifier to skill checks increases to 4 + your level.

Special You can purchase this boon multiple times. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Hireling, Professional

Prerequisites All Factions Tier 3, Expert Hireling

When you gain this boon, select one Hireling boon you possess. The selected ally adds a second Lore skill to the list of skill checks they can attempt. In

addition, select one skill feat whose prerequisite is being trained in one of the hireling's selected skills. The hireling gains the benefits of that skill feat when attempting skill checks.

Special You can purchase this boon multiple times. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Hireling, Master

Prerequisites All Factions Tier 4, Expert Hireling

When you gain this boon, select one Hireling boon you possess that's already been modified by the Expert Hireling boon. The selected ally's proficiency for their selected skills improves to master, and their modifier to skill checks increases to 6 + your level.

Special You can purchase this boon multiple times. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Home Region:

Prerequisites All Factions Tier 0

Whether it's because you grew up there or have since learned to call it home, one nation is especially familiar to you. Choose one nation (such as Varisia or Taldor) when you purchase this boon. For the purpose of fulfilling **Prerequisites** and [Access](#) conditions for uncommon character options, you are treated as being from that nation as well as the larger region in which it's found (such as the Saga Lands for Varisia or the Shining Kingdoms for Taldor).

Special You can purchase this boon multiple times, but each time you purchase it, you lose your previous home region in order to become so familiar with a new one. Before doing so, you must retrain any options that listed being from the previous home region as a prerequisite, and any options to which you would no longer have [Access](#).

Achievement Points: The World Traveler boon,

accessible with [Achievement Points](#) , grants similar [Access](#) to an entire region, providing an additional avenue to access region- and nation-based options.

Leader by Example:

Prerequisites Vigilant Seal Tier 1

Pathfinders don't always find adventure on their own; they often need someone to lead them to where the danger lies. As their guide on perilous treks, your renown grows. When you GM an adventure that grants at least 4 XP, you earn 2 additional Fame and Reputation with the Vigilant Seal faction. You can qualify for the benefit when you run multiple adventures that grant fewer XP so long as the total XP at least equals 4.

Special You can benefit from this boon only a number of times equal to your current Reputation Tier with the Vigilant Seal faction. Each time you fulfill the requirements of this boon, mark it on your Chronicle sheet along with the associated Reputation Tier. You can only earn additional Fame and Reputation with this boon for one character per adventure you run, even if you have multiple characters who could benefit from this boon.

Leshy Companion:

ally

Prerequisites Verdant Wheel Tier 2

You can select the Leshy Familiar feat as a 2nd level class feat, even if you are not a druid. You can ignore the prerequisite of belonging to the leaf order.

M-R

Mentor, Combat

mentor, social

Prerequisites Vigilant Seal Tier 1

While working with less experienced Pathfinder allies,

you provide pointers and lead drills that ensure your newer colleagues' attacks strike true. For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to attack rolls and spell attack rolls to 2.

Normal A Level Bump increases a PC's attack roll and spell attack roll modifiers by 1.

Special A PC can only benefit from two mentor boons.

Mentor, Magical

mentor, social

Prerequisites Grand Archive Tier 1

While working with less experienced Pathfinder allies, you provide key spellcasting insights that augment your colleagues' magic. Any PCs benefiting from a Level Bump and whose levels are lower than yours can prepare one additional spell of their highest-level spell slot or cast one additional spell of their highest-level spell slot. When casting spells of a magical tradition that is the same as the tradition you use for spellcasting, the affected PC also increases the Level Bump's modifier to spell DCs to 2.

Normal A Level Bump increases a PC's spell DCs by 1, and it does not grant any additional spells prepared or spell slots.

Special A PC can only benefit from two mentor boons.

Mentor, Protective

mentor, social

Prerequisites Radiant Oath Tier 1

While working with less experienced Pathfinder allies, you shield your more fragile wards from the threat of death. For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase their current and maximum Hit Points by an additional

amount equal to 3 times your Radiant Oath reputation tier.

Normal A Level Bump increases a PC's Hit Points by 10% or 10, whichever is higher.

Special A PC can only benefit from two mentor boons.

Mentor, Rugged

mentor, social

Prerequisites Horizon Hunters Tier 1

While working with less experienced Pathfinder allies, you provide important insights that keep your less experienced colleagues safe from harm. For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to saving throws to 2.

Normal A Level Bump increases a PC's saving throw modifiers by 1.

Special A PC can only benefit from two mentor boons.

Mentor, Skillful

mentor, social

Prerequisites Envoys' Alliance Tier 1

While working with less experienced Pathfinder allies, you provide vital advice to sharpen your newer colleagues' skills. For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to skill checks to 2.

Normal A Level Bump increases a PC's skill check modifiers by 1.

Special A PC can only benefit from two mentor boons.

Mentor, Worldly

mentor, social

Prerequisites Verdant Wheel Tier 1

While working with less experienced Pathfinder allies, you help your less experienced colleagues recognize danger and withstand danger. For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to Perception checks and Initiative rolls to 2.

Normal A Level Bump increases a PC's Perception modifier by 1.

Special A PC can only benefit from two mentor boons.

Meticulous Appraisal

service

Prerequisites Grand Archive Tier 2

Even when your careful searching doesn't uncover all of a site's valuables, you're able to appraise, repair, and certify what you did recover to maximize their value. You can purchase this boon at the end of a scenario when you and your allies recovered 9 or fewer of the adventure's Treasure Bundles. Increase the effective number of Treasure Bundles recovered by 1 for the purpose of calculating the group's gold piece rewards. For each addition 2 points of Fame you spend when purchasing this boon, you increase the effective number of Treasure Bundles recovered by 1.

The total number of additional Treasure Bundles provided by this boon cannot exceed the number of Treasure Bundles the group actually recovered, nor can this boon increase the number of Treasure Bundles beyond the scenario's maximum.

Multicultural Training

slotless, social

Prerequisites All Factions Tier 0

You consider yourself a member of multiple cultures—whether by birth, upbringing, or long-term exposure—and you have learned to blend several of the cultures’ styles into your training as an adventurer. Choose an additional ethnicity, such as Varisian or Garundi. In addition to the ethnicity you selected at character creation, you are also treated as a member of this additional ethnicity for the purpose of fulfilling **Prerequisites** and [Access](#) conditions.

Normal When creating a character, you can choose one ethnicity to can serve as a prerequisite and Access condition for character options. This affects only the character options you can select, not your character’s story or identity.

Special You can purchase this boon multiple times. The second time you purchase it, the **Cost** increases to 12 Fame, and subsequent purchases **Cost** 20 Fame each.

Naturalist

Downtime

Prerequisites Verdant Wheel Tier 1

When you acquire this boon choose an alchemical item or potion of your level or lower to which you have [Access](#). While you have this boon slotted, you can spend Downtime to search for rare herbs and ingredients in order to craft up to a full batch of this item (typically 4). This uses the same rules as you would to Craft the item, with the following exceptions. First, you must use Nature, Survival, or Herbalism Lore in place of Crafting (such as to determine the progress you make and the maximum item level you can work on). Second, your faction provides you the necessary tools and workspace to perform this operation. Third, you only need to spend 2 days of Downtime before attempting your first skill check and subsequently beginning to reduce the item’s effective **Cost**. You must keep this boon slotted until you finish crafting the items.

Special You can purchase this boon multiple times.

Each time you do so, you select a different item.

Off-Hours Study

Downtime

Prerequisites Grand Archive Tier 1

You spend your free time studying learning new trivia or practicing unfamiliar languages. When you acquire this boon, choose a common language you don’t know or a Lore skill in which you are untrained. While you have this boon slotted, you can spend Downtime practicing the selected language or skill. Once you have expended 50 days of Downtime in this way, you learn the chosen language or become trained in the chosen Lore skill. This boon is then expended and grants no further benefit.

Special You can purchase this boon multiple times. Each time you do so, you select a different language or Lore skill.

Practiced Medic

Downtime

Prerequisites Radiant Oath Tier 1

By spending your off hours administering medical aid to those in need, you have developed extraordinary first aid instincts. While you have this boon slotted, you can spend Downtime to provide medical services to others. Once you have expended 8 days of Downtime in this way, this boon becomes slotless, and you can expend the boon as a free action before attempting a Medicine check to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. You improve your check’s degree of success by one step (such as if you roll a failure, you get a success instead); the boon is not expended if your original roll is a critical success. Once you expend this boon, it provides no other benefit.

Special You can purchase this boon multiple times, though you cannot expend more than one copy of this boon per adventure.

Preserve

Property

Prerequisites Verdant Wheel Tier 3

You have claimed a small plot where you can grow, study, or experiment with a wide variety of animals, fungi, and plants, providing you a wealth of healthful reagents. You can purchase antidotes, antiplagues, barkskin potions, elixirs of life, healing potions, potions of flying, and potions of leaping at a 10% discount.

Promotional Accessory

promotional

Prerequisites Player is wearing or carrying an accessory that promotes Pathfinder Society

Up to twice per adventure, you can spend an action to reduce the severity of your frightened or stupefied condition by 1.

Special: A PC can only slot one promotional boon at a time.

Promotional Service Award

promotional

Prerequisites Have a campaign coin

Volunteers who make exceptional contributions to Organized Play can earn campaign coins as a recognition of their hard work. If you have a campaign coin, you gain a bonus Hero Point at the beginning of every adventure. In addition to the normal powers of a Hero Point, you can spend this **Special** Hero Point to allow another player to reroll a check.

Special: A PC can only slot one promotional boon at a time.

Promotional Vestments

promotional

Prerequisites Player is wearing clothing that promotes Pathfinder Society, such as a volunteer shirt, a shirt for a Pathfinder Lodge, or Pathfinder-themed cosplay

When you use a Hero Point to reroll a check, add a +1 circumstance bonus to the reroll.

Special: A PC can only slot one promotional boon at a time.

R-Z

Resist Corruption

Prerequisites Vigilant Seal Tier 1

No matter whether you're a shining beacon of good or a jaded pragmatist with a mission, you must be prepared to shield yourself and your allies against unholy energy. While this boon is slotted, you and any adjacent allies gain resistance to evil damage equal to your Reputation Tier with the Vigilant Seal faction.

Resurrection Plan:

service

Prerequisites All Factions Tier 0

The Pathfinder Society is invested in keeping its most successful agents in the field. You can purchase a resurrection ritual for 25 Fame. If you are in a rush to return to life and cannot wait the day for this ritual to be conducted, you can instead purchase a casting of the raise dead spell for 50 Fame.

Special This reward can be purchased multiple times, as it strictly represents the ability to secure the listed services.

Secondary Initiation

slotless, social

Prerequisites All Factions Tier 0

Your contacts have introduced you to an influential

member of another organization, allowing you to join that group or train in some of their techniques. Select an organization other than the Pathfinder Society. For the purpose of fulfilling **Prerequisites** and [Access](#) conditions, you are treated as being a member of that group in addition to your belonging to the Pathfinder Society.

Special You can purchase this boon multiple times, but each time you purchase it, you relinquish your membership in the previous group in order to join a different group. Before doing so, you must retrain any options that listed membership in your previous group as a prerequisite.

Sellback Plan:

service

Prerequisites All Factions Tier 1

You can return previously purchased boons whose Fame **Cost** is less than or equal to 2 times your Reputation Tier for All Factions so long as the boon is does not have the faction, limited-use, or service traits. You immediately gain an amount of Fame equal to the total Fame **Cost** of the returned boon minus 1.

Society Recruiter:

slotless

Prerequisites Envoys' Alliance Tier 1

The Envoys' Alliance celebrates your efforts to recruit new talent. If you bring a new player to a table—a player without a Pathfinder Society character or someone playing their first Pathfinder Society session—you earn 2 additional Reputation with the Envoys' Alliance faction.

Special You can benefit from this boon only a number of times equal to your current Reputation Tier with the Envoys' Alliance faction. Each time you fulfill the requirements of this boon, mark it on your Chronicle sheet along with the associated Reputation

Tier. The player you introduce to Pathfinder Society does not have to play at the same table as you (though being at the same table often improves their experience).

Storied Talent

social

Prerequisites Horizon Hunters Tier 2

Word of your skill and expertise is spreading, and you find that increasingly prestigious clients are prepared to pay for your services. When using Downtime to Earn Income, you can choose to attempt a task of your level.

Normal When Earning Income, a PC can attempt a task of their level -2 or lower.

Swift Traveler:

service

Prerequisites Horizon Hunters Tier 2

No matter how far afield you travel, it seems there's always a fellow explorer ready to help you return home in record time and enjoy a few extra days to recuperate. You can purchase this boon at the end of an adventure that granted at least 4 XP while the GM is filling out Chronicle sheets. When you do so, you gain an additional 4 days of Downtime.

Translator

ally

Prerequisites Grand Archive Tier 2

You have recruited a capable linguist who accompanies you on your adventures. This ally speaks, reads, and understands Common as well as two additional languages of common rarity chosen when this boon is purchased. The ally can quickly translate any of these languages for your benefit, effectively allowing you to communicate in the additional two languages without difficulty. However, you are not treated as knowing those languages for

the purpose of using spells with the linguistic trait.

Untarnished Reputation

service

Prerequisites All Factions Tier 3

When you purchase this boon, you remove one point of Infamy that you have accrued.

Normal Removing Infamy typically costs 12 Fame per point.

Special You can purchase this boon only once, even if you qualify for it from multiple factions.

Wayfinder

Prerequisites All Factions Tier 0

To guide your path, your faction has secured a wayfinder (Pathfinder Core Rulebook 617) for you to carry on your journeys and serve as a badge of office in the Pathfinder Society. This wayfinder has an effective sale price of 0 gp.

Wayfinder, Adamant

item

Prerequisites Vigilant Seal Tier 2, you have a wayfinder

You have specially reinforced your wayfinder, devising a way for the device to absorb harmful energies. When you slot this boon, you apply its benefits to one wayfinder in your possession, granting you a special reaction ability when the wayfinder is invested and in your possession. You gain the following reaction.

Resist Harm (reaction); Trigger You would take damage; Effect You gain resistance to acid, cold, electricity, fire, force, negative, positive, and sonic damage equal to 1 plus your reputation tier against one attack, spell, or effect. This applies only to the initial effect, not to any subsequent attacks or

damage dealt by the effect (such as persistent damage or an ongoing hazard).

You can safely use this benefit once per adventure. You can attempt to use it a second time, overcharging the wayfinder at the risk of destroying it. When you do so, roll a DC 10 flat check. On a success, the wayfinder is broken. On a failure, the wayfinder is destroyed. If anyone tries to overcharge a wayfinder that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Wayfinder, Esoteric:

item

Prerequisites Grand Archive Tier 2, you have a wayfinder

You have modified your wayfinder to focus your mental energy, driving more reliable insights. When you slot this boon, you apply its benefits to one wayfinder in your possession, granting you a special free action ability when the wayfinder is invested and in your possession.

You can activate this ability as a free action before you Recall Knowledge. If you roll a critical failure on the Recall Knowledge check, you instead get a failure.

You can safely use this benefit once per adventure. You can attempt to use it a second time, overcharging the wayfinder at the risk of destroying it. When you do so, roll a DC 10 flat check. On a success, the wayfinder is broken. On a failure, the wayfinder is destroyed. If anyone tries to overcharge a wayfinder that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Wayfinder, Harmonic:

item

Prerequisites Envoys' Alliance Tier 2, you have a wayfinder

You have modified your wayfinder to resonate with your allies' actions, allowing you to better help them in times of need. When you slot this boon, you apply its benefits to one wayfinder in your possession, granting you a special free action ability when the wayfinder is invested and in your possession.

You can activate this ability as a free action before you Aid an ally. If you roll a success on the check to Aid, you instead get a critical success.

You can safely use this benefit once per adventure. You can attempt to use it a second time, overcharging the wayfinder at the risk of destroying it. When you do so, roll a DC 10 flat check. On a success, the wayfinder is broken. On a failure, the wayfinder is destroyed. If anyone tries to overcharge a wayfinder that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Wayfinder, Rugged

item

Prerequisites Horizon Hunters Tier 2, you have a wayfinder

You have modified your wayfinder to absorb a small amount of your exhaustion, allowing you to continue exploring unhindered. When you slot this boon, you apply its benefits to one wayfinder in your possession, granting you a **Special** ability when the wayfinder is invested and in your possession.

As an action, you can reduce the severity of your clumsy, enfeebled, or sickened condition, reducing that condition's value by 1.

You can safely use this benefit once per adventure. You can attempt to use it a second time, overcharging the wayfinder at the risk of destroying it. When you do so, roll a DC 10 flat check. On a success, the wayfinder is broken. On a failure, the wayfinder is destroyed. If anyone tries to overcharge a wayfinder that's already been overcharged, the item is automatically destroyed (even if it has been

repaired) and does not provide the activated benefit.

Capstone Boons

Exemplary Recruiter

Prerequisites Envoys' Alliance Tier 4

You have met, interviewed, and mentored numerous promising recruits, yet it is thanks to your persuasive overtures and keen eye that you identified and recruited an especially accomplished agent. When you select this boon, it does not apply to your current character. Instead, select one of your Pathfinder Society characters with 0 XP. That character gains 12 XP, 12 Fame, 30 gp, and 12 Reputation to distribute among any number of legal factions.

Special You can apply this benefit to the same character to whom you applied the Eager Protégé benefit, so long as that PC still has 12 XP. If you do so, you instead increase that character's XP by 12 (to 24 total), award them an additional 12 Reputation to distribute between one or more factions, and grant them an additional 45 gp (for a total of 75 gp).

Unparalleled Scholarship:

Prerequisites Grand Archive Tier 4

Through a combination of your own research and the access to rare resources through the Grand Archive, you have identified an exceptional research opportunity—one that you can't decipher on your own. You have recruited a promising new agent to help research and publish your findings, which gives your assistant an extraordinary edge in their training.

When you purchase this boon, select one of your Pathfinder Society characters with 12 or fewer XP who is not a field commissioned agent. That character gains one additional point to assign to their school training, for a total of 4 points.

Vault Delver:

Prerequisites Vigilant Seal Tier 4

Your mastery of the contents of the Pathfinder vaults has helped you locate unusual items, which you can pass along to one of your assistants as a reward for their aid. Pick one uncommon item that your character has access to and select 1 of your

Pathfinder Society characters with 12 or fewer XP. That character gains [Access](#) to that item as if it appeared on their Chronicle sheet.

World Traveler:

Prerequisites Horizon Hunters Tier 4

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