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sfsguide. Factions and Reputation

Each of the five major factions offers a variety of rewards, accessible at varying tiers of reputation, that PCs can purchase with Achievement Points (AcP) or with remaining Fame through [December 31, 2021](#). Boons with a listed AcP cost of - cannot currently be bought with AcP. Along with these faction-specific rewards, several generic rewards exist for every faction, depending on the amount of Reputation earned.

Reputation Tiers

There are a total of five Reputation Tiers a character can progress through with a faction. As a PC earns Reputation associated with a faction, they unlock additional benefits and access to more boons. A PC's overall standing is represented by their Reputation Tier. These tiers are numbered 0 through 4, with a Reputation Tier of 0 representing no advancement within a faction, while a Reputation Tier of 4 is the height of prestige within a faction. A Reputation Tier of 0 is not a valid Reputation Tier to collect the rewards from boons based on Reputation Tier. To advance in Reputation Tiers, a character must collect the requisite amount of Reputation as detailed on Table 2-1.

Reputation Tier Thresholds

Reputation Tier	Reputation
0	0+
1	5+
2	15+
3	25+
4	45+

All Factions

To calculate your current Reputation Tier for the purpose of all-factions boons, add up your total

Reputation from all factions.

Boons Table

All Faction Boons

Name	Tier	Type	AcP	Fame	Description
Basic Hireling Access	0	Ally	2	1	An ally with a basic skill bonus
Basic Purchasing Plan	0	Slotless	-	Varies	Access to always available purchases
Starship Towing	0	Slotless	8	5	Get a tow when your starship is crippled
Amateur Hireling Access	1	Ally	4	2	An ally with a minor skill bonus
Sellback Plan	1	Slotless	-	Special	Sell back previously purchased boons
Professional Hireling Access	2	Ally	4	2	An ally with a high skill bonus
Elite Hireling Access	3	Ally	4	2	An ally with a very high skill bonus
Untarnished Reputation	3	Slotless	-	1	One-time Infamy reduction
Master Hireling Access	4	Ally	4	2	An ally with the best skill bonus
Starfinder of Note	4	Slotless	-	4	Your leadership inspires others

Aquisitives Boons

Name	Tier	Type	AcP	Fame	Description
Abundant Ammunition	1	Starship	-	1	Extra ammo for starship weapons
Publicist	1	Ally	4	2	An ally maintains your public image
Purveyor of Fortunes	1	Slotless	0	0	Gameplay objective boon
Acquisitives Champion	2	Faction	0	4	Recover Resolve from certain skill checks
Known Quality	2	Social	4	2	Improve day job checks
Skillful Sales	2	Slotless	4	2	Increase sale value of equipment
Sponsorship	2	Social	-	2	Gain an extra Promotional boon slot
Personalized Hull	3	Starship	4	2	Reroll starship critical hits on your ship
Shameless Sponsorship	3	Social	-	3	Gain a third Promotional boon slot
Balanced Nepotism	4	Slotless	8	4	Start a character with 10 Reputation

Dataphiles Boons

Name	Tier	Type	AcP	Fame	Description
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Digital Presence	1	Slotless	0	0	Gameplay objective boon
Expert Blackmail	1	Social	-	1	Use Resolve to influence others
Enhanced Targeting	1	Starship	2	1	Increase range of starship weapon
Backup Info Check	2	Slotless	4	1	Rerolls on pre-adventure skill checks
Computation Savant	2	Starship	4	3	Extra node for computers on starship
Dataphiles Champion	2	Faction	0	4	Recover Resolve from certain skill checks
Digital Imp	2	Ally	4	2	Digital ally provides remote hacking
Data Concierge	3	Ally	4	2	Access to outside skill assistance
Ruthless Blackmail	3	Social	*	3	Improved influence from blackmail
Information Sharing	4	Slotless	8	4	Access a boon from this PC

Exo-Guardians Boons

Name	Tier	Type	AcP	Fame	Description
Collector and Examiner	1	Ally	4	2	Deliver alien remains for future insight

Pact Worlds Defender	1	Social	2	1	You and nearby allies better resist fear
Theoretical Historian	1	Slotless	0	0	Gameplay objective boon
Exo-Guardians Champion	2	Faction	0	4	Recover Resolve from certain skill checks
Expert Gunnery	2	Starship	4	2	You can reroll critical hits
Tools for the Job	2	Slotless	4	2	Access better equipment
Untarnished Reputation	2	Slotless	-	1	One-time Infamy reduction
Fusion Guild Contact	3	Social	-	Varies	Access to cheaper weapon fusions
Ammo Caddy	3	Ally	4	3	An ally reloads your weapon
Starship Schematic	4	Slotless	8	4	Access a new starship

Second Seekers: Ehu Hadif

Name	Tier	Type	AcP	Fame	Description
Seeker of Knowledge (Ehu)	1-4	Slotless	0	0	Replay scenarios based upon reputation
Historical Analyst	1	Starship	2	2	Give Culture-based bonus to gunners
Learn from the Past	1	Slotless	-	Varies	Reduced cost of services

Second Seekers (Ehu) Champion	2	Faction	0	4	Recover Resolve from certain skill checks
Studious Researcher	3	Ally	4	2	An ally helps you complete objectives
Grand Achievement	4	Slotless	8	4	Gain missed Chronicle rewards

Second Seekers: Jadnura

Name	Tier	Type	AcP	Fame	Description
Analytical Tracking	1	Starship	2	2	Reroll an attack with a tracking weapon
Seeker of Knowledge (Jadnura)	1	Slotless	0	0	Replay a previously played scenario
Scoured Stars Veteran	1	Social	-	2	Reduced cost of services
Scoured Flora	2	Slotless	4	2	Heal ability damage
Second Seekers (Jadnura) Champion	2	Faction	0	4	Recover Resolve from certain skill checks
Personal Mentor	3	Ally	4	3	Reduced cost for body recovery
Mark of Leadership	4	Slotless	8	4	Treat other boons as Ally boons

Second Seekers: Luwazi Elsebo

Name	Tier	Type	AcP	Fame	Description
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Field Trainee	1	Ally	2	1	An ally helps you in and out of combat
Instructor	1	Social	4	2	Mentor a future Starfinder in your spare time
Rugged Hull	1	Starship	4	2	Increase the CT of your starship
Society Shepherd	1	Slotless	0	0	Gameplay objective boon
Efficient Administrator	2	Ally	4	2	Grant a bonus to other Ally boons
Second Seekers (Luwazi) Champion	2	Faction	0	4	Recover Resolve from certain skill checks
Team Spirit	2	Slotless	-	1	Access to less costly raise dead
Scrappy Little Ship	3	Starship	4	3	Your ship endures under sustained attack
Uniter	3	Social	-	5	Count Tier 1 factions as being Tier 2
Rising Star	4	Slotless	-	4	You've helped rebuild the Society

First Contact Step-In	1	Social	2	1	Use Resolve to reroll first contact skills
Improved Drift Engine	1	Starship	-	1	Better starship Drift Engine
Mobile Translator	1	Slotless	4	2	Gain equipment to help translate languages
Worldwide Explorer	1	Slotless	0	0	Gameplay objective boon
Enhanced Shield Regeneration	2	Starship	4	2	Reduce the time for shield regeneration
Living Translator	2	Ally	4	2	Gain an ally with access to other languages
Wayfinders Champion	2	Faction	0	4	Recover Resolve from certain skill checks
Alien Access	3	Social	-	3	Gain access to alien technology
Alien Observer	3	Ally	4	2	Reduced cost for body retrieval
Alien Allies	4	Slotless	8	4	Access a new alien race for play

Wayfinders

Name	Tier	Type	AcP	Fame	Description
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Boon List

A-E

Abundant Ammunition

(Starship Boon)

Your faction provides you with ample starship ammo.

Prerequisites: Acquisitives Tier 1

Cost: 1 Fame / *not available with AcP*

Benefit: When this boon is slotted, select one starship weapon with the limited fire special property on the group's starship. The selected weapon increases the value of the limited fire value by half (rounded down). For example, a limited fire 5 weapon would become limited fire 7. This boon can be used to improve weapons gained as a result of other Starship boons.

Special: Multiple copies of this boon can be used on a starship, but each copy must affect a different weapon.

Alien Access

(Social Boon)

Your continued devotion to exploring the Vast pays off in the form of easier access to alien technology.

Prerequisites: Wayfinders Tier 3

Cost: 3 Fame / *not available with AcP*

Benefit: You gain a +2 circumstance bonus to skill checks related to negotiating for equipment outside of the Pact Worlds. This also applies to skill checks where a successful result would secure you and your party a gifted alien item (typically detailed in the Treasure section of an encounter). In addition, you always have access to new equipment found on your Chronicle Sheet, regardless of whether you are in an appropriate settlement. You can purchase this equipment at a 10% discount, and it arrives via a non-combat starship within 1d3 days.

Alien Observer

(Ally Boon)

The Wayfinders have attached an alien observer to

watch over your missions and report back to its people.

Prerequisites: Wayfinders Tier 3

Cost: 2 Fame / 4 AcP

Benefit: You bring along a noncombatant alien observer belonging to a species from outside of the Pact Worlds. This alien does not take part in combat. It speaks Common and its native language. The alien observes your actions, but it does not take part in any encounters; it refrains from involving itself in combat or making skill checks. Because of the importance of preserving the observer, while this boon is slotted, you and other characters taking part in the scenario reduce the Fame cost to purchase a body recovery by a rescue team (see the [Basic Purchasing Plan](#) boon) by 2.

If you gain Infamy at any point while this boon is slotted, you immediately lose this boon.

Special: You can benefit from only one copy of this boon at a time; this boon's effects do not stack with those of other Alien Observer boons.

Ammo Caddy

(Ally Boon)

A skilled weapons expert follows you into combat, reloading your weapons at critical moments.

Prerequisites: Exo-Guardians Tier 3

Cost: 3 Fame / 4 AcP

Benefit: You recruit a non-combat ally who can assist you by reloading your weapon. Once per adventure, you can spend 1 Resolve Point to have the caddy reload one weapon in your possession, as long as you have the requisite spare ammo to provide. The reloading occurs at the beginning of your turn or at the end of your turn (your choice). If reloading the weapon would take more than 1 round, this instead reduces the time to reload the weapon by 1 round. It is assumed the caddy carries a set of your ammunition appropriate for each of your weapons, but will reload only one weapon once per adventure.

Analytical Tracking

(Starship Boon)

Followers of Jadnura often prepare multiple contingencies and find themselves unprepared only when something completely unexpected occurs.

You've learned how to perform actions as a science officer to help your allies operate tracking weapons.

Prerequisites: Second Seekers (Jadnura): Tier 1

Cost: 2 Fame / 2 AcP

Benefit: When acting as a science officer aboard a starship, you can perform a special version of the target systems action that allows you to prepare a coordinated strike. Rather than selecting an enemy system, you can spend 1 Resolve Point and select one tracking weapon aboard your starship. The gunner can reroll a single attack roll with that weapon.

Backup Info Check

(Slotless Boon; Limited-Use)

You have access to several invite-only infosphere data repositories and forums.

Prerequisites: Dataphiles Tier 2

Cost: 1 Fame / 4 AcP

Benefit: Most scenarios include a mission briefing with one or more relevant skill checks that you can attempt to learn information important to the scenario. Some scenarios include skill checks prior to the PCs arriving at the adventure location.

Typically, these skill checks include a table with information provided based on varying DCs; with this boon, you can reroll one of these skill checks and use the higher of the two results. Skill checks occurring after the start of the first encounter of the scenario cannot be affected by the purchase of this boon.

Special: You can purchase this boon multiple times, but only once per skill check.

Basic Purchasing Plan

(Slotless Boon; Limited-Use)

The following is a list of purchases available to all members of the Starfinder Society.

Prerequisites: All Factions Tier 0

Cost: Varies (see below)

Note that the Basic Purchasing Plan boon is listed as individual items on the AcP boon list. All items except +4 to any one skill check and Reduce Infamy by 1 are available for purchase with AcP.

Benefit: Every Starfinder can acquire certain services from the Starfinder Society by spending Fame. All Starfinders have access to the following list of services.

Basic Purchases

Award	Cost*	AcP
+4 to any one skill check**	1 Fame	n/a
Dispelling magic	1 Fame	2 AcP
Lesser restoration	1 Fame	2 AcP
Make whole	1 Fame	2 AcP
Remove affliction (CL 7th)	1 Fame	2 AcP
Break enchantment	2 Fame	4 AcP
Greater dispelling magic	2 Fame	4 AcP
Remove Radiation	2 Fame	4 AcP
Restoration	2 Fame	4 AcP
Regenerate	6 Fame	12 AcP
Have your body recovered by a rescue team	5 Fame	10 AcP
Raise dead	14 Fame	28 AcP
Reduce Infamy by 1	4 Fame	n/a

Mnemonic editor (mk varies)	4 x mk of the editor purchased***	4 x mk of the editor purchased***
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* Increase cost by 3 in Near Space and 5 in the Vast

**Does not include Day Job check

***Mk 1 = 4 Fame / 4 AcP, mk 2 = 8 Fame / 8 AcP, mk 3 = 12 Fame / 12 AcP, mk 4 = 16 Fame / 16 AcP

Special: This boon can be purchased multiple times, as it strictly allows access to purchase the services listed above.

Champion, Acquisitives

(Faction Boon)

Your allegiance with the Acquisitives means you gain personal bonuses for completing related mission objectives as well as championing the faction.

Prerequisites: Acquisitives Tier 2

Cost: 4 Fame / 0 AcP

Benefit: Once per adventure, when you succeed at a Culture or Intimidate skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Acquisitives Faction this adventure.

Champion, Dataphiles

(Faction Boon)

Your allegiance with the Dataphiles means you gain personal bonuses for completing related mission objectives as well as championing the faction.

Prerequisites: Dataphiles Tier 2

Cost: 4 Fame / 0 AcP

Benefit: Once per adventure, when you succeed at a Computers or Engineering check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Dataphiles Faction this adventure.

Champion, Exo-Guardians

(Faction Boon)

Your allegiance with the Exo-Guardians means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Exo-Guardians Tier 2

Cost: 4 Fame / 0 AcP

Benefit: Once per adventure when you successfully score a critical hit in combat against a significant enemy (Starfinder Core Rulebook 242) or succeed at Life Science check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Exo-Guardians Faction this adventure.

Champion, Second Seekers (Ehu)

(Faction Boon)

Your allegiance with the Second Seekers (Ehu Hadif) means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Second Seekers (Ehu Hadif) Tier 2

Cost: 4 Fame / 0 AcP

Benefit: Once per adventure, anytime you succeed at a Culture or Mysticism skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Second Seekers: Ehu Faction this adventure.

Champion, Second Seekers (Jadnura)

(Faction Boon)

Your allegiance with the Second Seekers (Jadnura) means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Second Seekers (Jadnura) Tier 2

Cost: 4 Fame / 0 AcP

Benefit: Once per adventure, anytime you succeed at a Life Science or Physical Science skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Second Seekers: Jadnura Faction this adventure.

Champion, Second Seekers (Luwazi)

(Faction Boon)

Your allegiance with the Second Seekers (Luwazi Elsebo) means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 4 Fame / 0 AcP

Benefit: Once per adventure when you successfully use the aid another action to improve an ally's skill check using a skill that is written into the adventure, or when you succeed at Sense Motive check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Second Seekers: Luwazi Elsebo Faction this adventure.

Champion, Wayfinders

(Faction Boon)

Your allegiance with the Wayfinders means you gain

personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Wayfinders Tier 2

Cost: 4 Fame / 0 AcP

Benefit: Once per adventure when you succeed at a Diplomacy or Survival skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Collector and Examiner

(Ally Boon)

The Exo-Guardians host a variety of professionals interested in researching alien life from the Vast. One such researcher would like to work with you.

Prerequisites: Exo-Guardians Tier 1

Cost: 2 Fame / 4 AcP

Benefit: You have a growing relationship with a researcher among the Exo-Guardians. At the end of a scenario for which you've slotted this boon, you can return one, and only one, mostly intact cadaver of a defeated significant enemy (Starfinder Core Rulebook 242) for the ally to study. Mark the creature type (such as aberration, fey, or ooze) of the collected cadaver on your Chronicle Sheet.

While this boon is slotted, you gain an insight bonus to Engineering, Life Science and Mysticism checks to identify creatures corresponding to creatures of the types you have collected. The bonus is equal to the number of corpses of that creature type collected, up to a maximum of +3. The bonus represents your correspondence between you and your examiner ally, and it does not mean the examiner is physically present during the adventure.

Computation Savant

(Starship Boon)

You've mastered the art of getting the most out of starship computers. Where others gain some insight from computerized assistance, you are able to take

away far greater information.

Prerequisites: Dataphiles Tier 2

Cost: 3 Fame / 4 AcP

Benefit: When operating on board a starship with a computer, that computer counts as having an extra node that only you can use. For example, if you're on a starship with a mk 2 trinode computer, it would count as providing +2/+2/+2/+2, with the last +2 bonus being available only for a skill check that you attempt.

If your starship has no computer, you can cobble together a basic network with onboard systems that counts as a mk 1 mononode that only you can use to enhance your skill checks.

Special: A starship can benefit from only one copy of this Starship boon at a time.

Data Concierge

(Ally Boon)

As long as you have the ability to communicate with the Pact Worlds, you can call in an ally to assist on a failed skill check.

Prerequisites: Dataphiles Tier 3

Cost: 2 Fame / 4 AcP

Benefit: You have gained the ability to contact a junior member of the Dataphiles in the Pact Worlds. Once per scenario, while outside of a combat situation and with access to an unlimited-range communication device (such as your starship or facilities in a cosmopolitan settlement), you can contact this ally. The ally allows you to reroll one previously failed skill check to acquire a piece of knowledge, such as identifying a creature or understanding a coded language. Successfully contacting this ally requires 1 hour.

Digital Imp

(Ally Boon)

The Dataphiles offer you a digital construct that can

assist with certain skills.

Prerequisites: Dataphiles Tier 2

Cost: 2 Fame / 4 AcP

Benefit: The Dataphiles have provided you with a digital construct. While commonly called an "imp," this digital program can resemble any creature you desire, along with a personality you choose. Lacking physical form, this intricate program can reside within a wrist-mounted computer, a hacking kit, or even inside a mechanic's exocortex.

As a standard action, you can unleash the digital imp on an adjacent computer system, where it is able to perform the following uses of the Computers skill: Access Unsecured System, Destroy System or Module, Detect Fake Shell, Disable or Manipulate Module, Gain Root Access, or Hack System. The digital imp uses your bonus to Computers with a -4 penalty to the check and cannot take 10 or 20. The digital imp also doubles the time to perform any task, such as 2 full actions per tier of a computer system to hack a system. You can re-collect the deployed digital imp as a standard action when adjacent to a computer system where the imp is deployed.

Digital Presence

(Slotless Boon)

You work to propagate a thriving digital community.

Prerequisites: Dataphiles Tier 1

Cost: 0 Fame / 0 AcP (see below)

Benefit: If you complete a scenario that you played online, such as by using a virtual tabletop or a play-by-post format, you earn 1 additional Fame and 1 additional Reputation with the Dataphiles faction (regardless of whether you have the Dataphiles Champion Faction boon slotted for that scenario).

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Dataphiles faction (maximum four total times at Reputation Tier 4). Each time you fulfill the requirements of this boon, mark it on your Chronicle

Sheet along with the associated Reputation Tier.

Efficient Administrator

(Ally Boon)

You've arranged to take on the services of a manager skilled at directing other allies.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 2 Fame / 4 AcP

Benefit: You hire an administrator to help vet and assist certain allies recruited by your fellow party members. While this boon is slotted, all other PCs' Ally boons gain an insight bonus to their skill checks equal to your current Reputation Tier with the Second Seekers faction. If the ally performs a combat role, then they instead gain an insight bonus to their ability DCs, attack rolls, and saving throws equal to half your Reputation Tier with the Second Seekers.

Special: An ally can benefit from only one copy of this boon at a time. This has no effect on Ally boons that do not have a skill check, combat roll, or DC-based effect.

Enhanced Shield Regeneration

(Starship Boon)

You've learned how to get the most out of your shields, pushing them to the limit to survive the rigors of special phenomena and starship combat.

Prerequisites: Wayfinders Tier 2

Cost: 2 Fame / 4 AcP

Benefit: Once per starship combat, you can spend 1 Resolve Point to push your starship's shields to the limit. The starship regains a number of Shield Points (SP) equal to the starship tier × your current Wayfinder Reputation Tier. You can assign these SP to any facing, or divide them among any number of facings.

A starship can benefit from this boon only once per starship combat encounter.

Enhanced Targeting

(Starship Boon)

Through intense computational mathematics, you can temporarily rig a weapon to fire well beyond its normal range.

Prerequisites: Dataphiles Tier 1

Cost: 1 Fame / 2 AcP

Benefit: At the start of a starship combat encounter, you can increase the range of one of your starship's weapons. A short-range weapon becomes medium-range, or a medium-range weapon becomes long-range. This effect lasts for the first 1d3 rounds of the starship combat, after which the required computations become too complex to maintain. This boon has no effect on long-range weapons.

Special: Multiple copies of this boon can be used on a starship, but each copy must affect a different weapon.

Expert Blackmail

(Social Boon)

You've earned enough organizational contacts to help you act against certain targets.

Prerequisites: Dataphiles Tier 1

Cost: 1 Fame / *not available with AcP*

Benefit: During the course of an adventure in which you have this boon slotted, you can spend 1 Resolve Point to call in outside assistance on a skill check against an opponent. You roll 1d4 and add the total to one Bluff, Computers, Culture, Diplomacy, Engineering, Intimidate, Life Science, Physical Science, or appropriate Profession check, representing the added effort of an outside organization. This effect can occur only in situations where you're acting against a known target or organization. For example, you could spend a Resolve Point to gain this bonus when attempting a Diplomacy or Intimidate check against an opponent, but could not use it for attempting an Engineering check to

overcome a lock in a forgotten ruin.

Special: In some cases, the GM can rule that your outside contacts can't assist. This might be because you're on a world cut off from the Pact Worlds or dealing with a completely alien threat. In these instances, you do not expend a Resolve Point.

Expert Gunnery

(Starship Boon)

Through repeated exposure to the rigors of starship combat, you have learned about how to put a key shot in exactly the right place.

Prerequisites: Exo-Guardians Tier 2

Cost: 2 Fame / 4 AcP

Benefit: During a starship combat encounter, when your ship scores critical damage against an opponent, you can spend 1 Resolve Point to reroll the critical damage effect. You must use the second result.

Special: A starship can benefit from only one copy of this Starship boon at a time.

F-H

Field Trainee

(Ally Boon)

A Starfinder trainee accompanies you on field missions to gain further experience.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 1 Fame / 2 AcP

Benefit: You bring along an ally who assists you in and out of combat. Once per adventure, you can direct your trainee to perform the aid another action (Starfinder Core Rulebook 133) or provide covering fire (Starfinder Core Rulebook 246). Your trainee is considered to have a +3 bonus to all skill checks and a +5 ranged attack roll bonus. You can direct your trainee to provide this more than once in an

adventure, but each use beyond the first requires you to spend 1 Resolve Point.

Special: While the trainee can affect combat encounters, they are considered a noncombatant and not tracked during combat.

First Contact Step-In

(Social Boon)

When not engaged in field missions, you pore over Wayfinder briefings about various first contact missions.

Prerequisites: Wayfinders Tier 1

Cost: 1 Fame / 2 AcP

Benefit: When an ally fails a skill check during a first contact situation—specifically when encountering a previously undiscovered species—you can spend 1 Resolve Point to immediately attempt the same skill check. If the result of your skill check is greater than your ally's failed attempt, use your result to determine the outcome. You can use this ability on any skill check so long as it relates to a first contact encounter.

A common example would be using skills like Diplomacy or Intimidate on a newly encountered race, but attempting a Computers check to learn from an alien network about a new species would also be appropriate. Exactly when this boon can be used is up to the GM's discretion.

Fusion Guild Contact

(Social Boon)

You've garnered some contacts in Pact World organizations dedicated to the construction of weapon fusions.

Prerequisites: Exo-Guardians Tier 3

Cost: Fame varies (see below) / *not available with AcP*

Benefit: When you purchase this boon, select a weapon fusion (Starfinder Core Rulebook 192) with an

item level equal to 2 × your Exo-Guardians Reputation Tier. This boon costs a number of Fame equal to half the item level of the weapon fusion, rounding up.

While this boon is slotted, you gain a fusion seal for that specific weapon fusion for the duration of the scenario. You do not keep the fusion seal, but you can gain it again in any adventure in which you slot this boon.

Special: You can purchase this boon multiple times. Each time you purchase this boon, select a different weapon fusion.

Hireling Access, Basic

(Ally Boon)

You can requisition basic assistance from the Starfinder Society.

Prerequisites: All Factions Tier 0

Cost: 1 Fame / 2 AcP

Note that Hirelings are listed individually by skill set on the AcP boon list.

Benefit: You bring on a non-combat ally that can assist with a certain set of skill checks. This ally can perform the listed skills with a total bonus equal to your level. You must expend any necessary actions and be in range to perform the action yourself. The ally's result cannot be modified by class abilities or spells, but can be improved by a successful aid another action. The ally can attempt a given skill check only once, cannot retry a check, and cannot take 10 or 20 on a check.

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 select this boon, you must select one of the following sets of skills.

- Set 1: Computers, Engineering, Physical Science
- Set 2: Bluff, Diplomacy, Intimidate
- Set 3: Culture, Medicine, Survival
- Set 4: Life Science, Mysticism, Physical Science

Special: You can purchase this boon multiple times. Each time you purchase this boon, you can select a different set of skills from the list above. When slotting this boon, you can select only one of the skill lists you have available from the above list, even if you have purchased multiple lists.

Hireling Access, Amateur

(Ally Boon)

You can requisition amateur assistance from the Starfinder Society.

Prerequisites: All Factions Tier 1, Basic Hireling Access

Cost: 2 Fame / 4 AcP

Benefit: This boon acts as Basic Hireling Access, except the total bonus to your ally's skill check bonus is now equal to 2 + your level.

Special: This boon supersedes the skill bonus used by Basic Hireling Access. When slotting this boon, you select any skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Hireling Access, Professional

(Ally Boon)

You can request the assistance of a professional agent from the Starfinder Society.

Prerequisites: All Factions Tier 2, Amateur Hireling Access

Cost: 2 Fame / 4 AcP

Benefit: This boon acts as Basic Hireling Access, except the total bonus to your ally's skill check is now equal to 4 + your level.

Special: This boon supersedes the skill bonus used by Basic Hireling Access. When slotting this boon, you can select one skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Hireling Access, Elite

(Ally Boon)

You can requisition elite assistance from the Starfinder Society.

Prerequisites: All Factions Tier 3, Professional Hireling Access

Cost: 2 Fame / 4 AcP

Benefit: This boon acts as Basic Hireling Access, except the total bonus to your ally's skill check is now equal to 6 + your level.

Special: This boon supersedes the skill bonus used by Basic Hireling Access. When slotting this boon, you can select one skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Hireling Access, Master

(Ally Boon)

You can requisition elite assistance from the Starfinder Society.

Prerequisites: All Factions Tier 4, Elite Hireling Access

Cost: 2 Fame / 4 AcP

Benefit: This boon acts as Basic Hireling Access, except the total bonus to your ally's skill check is now equal to 8 + your level.

Special: This boon supersedes the skill bonus used by Basic Hireling Access. When slotting this boon, you can select one skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Historical Analyst

(Starship Boon)

Ehu Hadif teaches that one can always look to the past in order to better predict future events. Perhaps no better practical exists for this mantra than the dance of starship combat, where knowledge of past events can help influence the outcome of modern battles.

Prerequisites: Second Seekers (Ehu Hadif) Tier 1

Cost: 2 Fame / 2 AcP

Benefit: When acting as a science officer onboard a starship, you can perform a special version of the target systems action that allows you to assist your gunner with a tidbit of past knowledge.

Rather than selecting an enemy system, you can spend 1 Resolve Point. One gunner on your starship gains a bonus to all gunnery checks equal to half your ranks in Culture (minimum 1), though this bonus can never be higher than twice your Reputation Tier with Second Seekers (Ehu Hadif). The bonus lasts for one combat.

I-O

Improved Drift Engine

(Starship Boon)

Members of the Wayfinders have access to some of the most advanced Drift engines in the Starfinder Society.

Prerequisites: Wayfinders Tier 1

Cost: 1 Fame / *not available with AcP*

Benefit: Increase the Drift engine of your starship to Signal Booster. This may affect certain aspects of a scenario, but only if the scenario specifically calls this out. Otherwise, the increased engine gives you extra time to prepare for any starship combat encounter you take part in. At the start of a starship combat encounter, you can choose your ship facing and move your ship up to 1d6 hexes in any direction.

Special: A starship can benefit from only one copy of this Starship boon at a time.

Instructor

(Social Boon)

You dedicate some of your time off to training an up-and-coming Starfinder recruit.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 2 Fame / 4 AcP

Note that the Instructor boon is available with AcP but under the Second Seekers (Ehu Hadif) faction.

Benefit: This boon represents time spent outside of adventuring that you're taking to train a potential new Starfinder. At the end of every adventure you have this boon slotted, record the total amount of Reputation you earned from Scenario (not Faction) Objectives. You can expend your Downtime at the end of an adventure to increase the amount of Reputation recorded for this boon by 1. Once you have accrued 40 Reputation with this boon, your student has come into their own and is ready to become a full-fledged Starfinder (a new character). Mark the Chronicle Sheet where you accomplished this, and keep a copy with your new character.

When your new character reaches 5th level, instead of choosing four ability scores to increase, you can choose five. Otherwise you follow all other rules for leveling up. This bonus applies only at 5th level.

Special: You can apply this boon only to one new character, and only once the objectives have been completed.

Known Quality

(Social Boon)

You have become a rising celebrity backed by your faction.

Prerequisites: Acquisitives Tier 2

Cost: 2 Fame / 4 AcP

Benefit: When you have this boon slotted and you attempt a Day Job check at the end of a session, multiply your total earnings by your Acquisitives Reputation Tier. For example, if you are Tier 3 in the Acquisitives, you multiply the result of your Day Job check by 3. Apply this additional multiplier after doubling the result of your Profession skill check and determining your total earnings.

Learn from the Past

(Slotless Boon)

Ehu Hadif's teachings of looking into the past have shown that even small missteps can be retraced and corrected. You have easier access to technologies and techniques that aid in reversing past decisions than many of your fellow Starfinders.

Prerequisites: Second Seekers (Ehu Hadif) Tier 2

Cost: Fame varies (see below) / *not available with AcP*

Note that the Learn from the Past boon is not listed on the AcP boon list. Mnemonic editors are still available for purchase with AcP; the discounted price of Learn from the Past has already been included.

Benefit: You can purchase this boon instead of using the Basic Purchasing Plan to purchase a mnemonic editor of any mark. When you do so, the editor only costs a number of Fame equal to $2 \times mk$ of the editor purchased instead of the normal $4 \times$ cost in Fame.

Living Translator

(Ally Boon)

A skilled linguist accompanies you as a translator on missions.

Prerequisites: Wayfinders Tier 2

Cost: 2 Fame / 4 AcP

Benefit: You bring along a noncombatant translator skilled in several languages. In addition to Common, the translator knows a number of languages equal to your current Reputation Tier with the Wayfinders

faction + 1. When you purchase this boon, you must select the languages known by the translator. These can be any languages listed on page 41 of the Starfinder Core Rulebook or any unique language you've encountered in a previous scenario.

When your Reputation Tier increases, you can add an additional language to those known by your translator.

Mobile Translator

(Slotless Boon)

Your connections with the Wayfinders grant you easier access to a rudimentary translation device useful in first contact situations.

Prerequisites: Wayfinders Tier 1

Cost: 2 Fame / 4 AcP

Benefit: You acquire a Tetrad certified translator as if you had purchased it, but you do not need to expend any credits.

Normal: You need to spend credits to acquire this item.

Tetrad Certified Translator

Technological Item

Price 500

Bulk L

Capacity: 10 **Usage:** 1/hour

This elaborate datapad has several additional audio receptors to capture nearby sounds. If you don't share a language with creatures you encounter, you can activate this device to collect basic linguistic information. The device requires 10 minutes of observed conversation to gain enough information to operate.

The device then acts as a rudimentary translator. It does not allow you to converse with creatures with whom you don't share a language, but it can relate very basic information. Examples of statements the device could interpret would be: "come with us," "lower your weapons," or "leave immediately." The

device cannot parse proper names, including personal designations or the names of items and places. Some extraordinary complex or obscure languages might not translate clearly with this device.

P-T

Pact Worlds Defender

(Social Boon)

You make no secret your desire to defend the Pact Worlds from external threats.

Prerequisites: Exo-Guardians Tier 1

Cost: 1 Fame / 2 AcP

Benefit: When you have this boon slotted, you and any adjacent allies gain a +1 morale bonus to saving throws against fear effects. This bonus increases to +2 if the source of the fear effect is something that did not originate within the Pact Worlds.

Personal Mentor

(Ally Boon)

During his time as First Seeker, Jadnura learned to form strong connections with skilled individuals both within and outside the Society's membership. As you've earned Jadnura's respect, the First Seeker (or his closest allies) has put you in touch with trainers suited to your specific personal goals who look out for your long-term interests.

Prerequisites: Second Seekers (Jadnura): Tier 3

Cost: 3 Fame / 4 AcP

Benefit: When this boon is slotted, you only ever have to pay 1 Fame for the body recovery basic purchase, regardless of where the body recovery takes place. In addition, for every adventure for which you slot this boon and do not use the body recovery benefit, make a note on the associated Chronicle Sheet and have your GM sign beside it. After you've accumulated 10 such notes, you can select one of your ability scores that is 17 or lower and reduce it by one. You can then select another ability score that is 17 or lower and increase it by 1. You can still slot this

boon afterward to earn the reduced cost for body recovery, but cannot benefit from subsequent ability score adjustments.

Personalized Hull

(Starship Boon)

The outer hull of your starship includes a variety of personalized flair that has an unintended side effect of making it hard to target certain systems.

Prerequisites: Acquisitives Tier 3

Cost: 2 Fame / 4 AcP

Benefit: When an opponent imposes a critical damage condition on your starship, after rolling d% to see which system is affected, you can force the GM to reroll the d% and use the new result. A critical damage result can be rerolled in this way only once.

Special: A starship can benefit from only one copy of this Starship boon at a time.

Publicist

(Ally Boon)

You have a follower who provides free publicity and can cover up some misdeeds.

Prerequisites: Acquisitives Tier 1

Cost: 2 Fame / 4 AcP

Benefit: When slotting this boon, select either Culture, Diplomacy, or Profession. You gain a circumstance bonus to that skill check equal to your half your current Acquisitives Reputation Tier (rounding up). If you gain any Infamy while this boon is slotted, you can choose to forgo gaining Reputation at the end of the adventure to avoid gaining any Infamy. If you choose to do this, mark this boon as being permanently expended.

Special: If you gain Infamy and use this boon to pay it off, that character can never retake this boon—no publicist will ever work with such a scoundrel again.

Purveyor of Fortunes

(Slotless Boon)

You know the importance of supporting those who support you.

Prerequisites: Acquisitives Tier 1

Cost: 0 Fame (see below) / 0 AcP

Benefit: After a scenario for which you achieved the primary success condition and participated in the Starfinder Society Retail Incentive Program by contributing at least \$10, then you earn 1 additional Reputation with the Acquisitives Faction.

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Acquisitives faction (maximum four total times at Reputation Tier 4). Each time you fulfill the requirements of this boon, mark it on your Chronicle Sheet along with the associated Reputation Tier.

Rugged Hull

(Starship Boon)

Your starship includes retrieved pieces of old Starfinder starship hulls. These hull sections have survived countless battles and clearly have some strange luck around them.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 2 Fame / 4 AcP

Benefit: Increase the critical threshold (CT) of your starship by an amount equal to your current Reputation Tier with the Second Seekers (Luwazi Elsebo) faction.

Special: A starship can benefit from only one copy of this Starship boon at a time.

Ruthless Blackmail

(Social Boon)

Your allies can be called on to apply extreme pressure

to your foes.

Prerequisites: Dataphiles Tier 3, Expert Blackmail

Cost: 3 Fame / *not available with AcP*

Benefit: This Social Boon works exactly like Expert Blackmail, except you add 1d8 to your check rather than 1d4.

Scoured Flora

(Slotless Boon)

Those who followed Jadnura into the Scoured Stars and survived brought back a treasure trove of information. Along with these, they also brought back unique fauna and flora for the Society to study. Some of the plants brought back have proven to be particularly effective at healing.

Prerequisites: Second Seekers (Jadnura): Tier 2

Cost: 2 Fame / 4 AcP

Benefit: At the end of a session, you can harvest parts of your plant and use them as part of a medicinal concoction to heal 1 point of permanent ability damage, though you can use this ability healing only on yourself.

Alternatively, you can use a part harvested from this plan to increase the effective caster level of any one spell cast by an ally or purchased as a service at the end of the session by 2 without increasing the cost of the spell. The spell receiving this benefit must restore hit points, remove ability damage, or remove an affliction (such as a curse or disease). This caster level increase does not stack with other effects that increase the spell's effective caster level. You can use this secondary effect on a spell purchased by an ally.

Scoured Stars Veteran

(Social Boon)

Whether you were trapped in the Scoured Stars along with Jadnura or were a supporter before the incident, many members of the Society recognize your sacrifice and the hardships you

endured.

Prerequisites: Second Seekers (Jadnura): Tier 1

Cost: 2 Fame / *not available with AcP*

Benefit: You can reduce the Fame cost of any service available from the Basic Purchasing Plan boon by 1 Fame, to a minimum of 1 Fame. For services that normally cost 1 Fame, you can increase the effective caster level of the service by 4. You can also pay the full Fame cost for other services to increase the effective caster level by 4. Allies in your party can benefit from the increased caster level when making purchases for themselves, but cannot benefit from the Fame discount option of this boon.

Scrappy Little Ship

(Starship Boon)

Followers of Luwazi Elsebo know they are part of the last chance to keep the Starfinder Society alive. As starship battles rage across the galaxy, you need to survive for the Society to do the same.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 3

Cost: 3 Fame / 4 AcP

Benefit: When your starship suffers critical damage that results in a glitching system, you can temporarily increase your AC or TL by 1. This bonus lasts until the critical damage is fixed, or until the end of the starship combat. This bonus occurs only as a result of damage (not as a result of effects like EMP weapons). A subsequent critical damage effect that results in a malfunctioning system allows you to increase this temporary bonus to +2. Wrecked systems do not provide any bonus beyond that gained from a malfunctioning system.

Special: A starship can benefit from only one copy of this Starship boon at a time.

Seeker of Knowledge (Ehu)

(Slotless Boon)

Much like former First Seeker Jadnura, Ehu Hadif is renowned for his meticulous nature in examining the reports of field agents. He actively encourages agents to research prior missions to see what they can learn for future assignments.

Prerequisites: Second Seekers (Ehu Hadif): Tier 1-4

Cost: 0 Fame / 0 AcP

Benefit: You can use this boon once for every Reputation Tier you possess with the Second Seekers (Ehu Hadif) faction. Each time you use this boon, you can replay one scenario you've previously played as though that scenario had the repeatable scenario tag. This allows you to earn a Chronicle Sheet and all associated rewards with the scenario, though you cannot select a scenario you've already played with this character.

Special: You can only benefit from this boon once, regardless of which Second Seeker faction you gain it from. This boon may only be used to replay Starfinder Society scenarios and not other types of sanctioned adventures (like Adventure Paths, Free RPG Day adventures, etc.).

Seeker of Knowledge (Jadnura)

(Slotless Boon)

Jadnura was renowned for his meticulous nature in examining the reports of field agents. He instilled in his followers the same desire to understand past events.

Prerequisites: Second Seekers (Jadnura): Tier 1-4

Cost: 0 Fame / 0 AcP

Benefit: You can use this boon once for every Reputation Tier you possess with the Second Seekers (Jadnura) faction. Each time you use this boon, you can replay one scenario you've previously played as though that scenario had the repeatable scenario tag. This allows you to earn a Chronicle Sheet and all associated rewards with the scenario, though you cannot select a scenario you've already played with this character.

Special: You can only benefit from this boon once, regardless of which Second Seeker faction you gain it from. This boon may only be used to replay Starfinder Society scenarios and not other types of sanctioned adventures (like Adventure Paths, Free RPG Day adventures, etc.).

Sellback Plan

(Slotless Boon)

As your reputation within the Starfinder Society grows, you can return acquired benefits.

Prerequisites: All Factions Tier 1

Cost: None (see below) / *not available with AcP*

Benefit: You can return previously purchased boons with a Fame cost that is less than or equal to your current Reputation Tier in All Factions as long as the boon is neither a limited-use nor a slotless boon. You immediately gain an amount of Fame equal to the total Fame cost of the boon traded in.

Special: You can utilize this boon multiple times, but you can sell only one boon this way between scenarios and cannot sell boons during the course of play.

Shameless Sponsorship

(Social Boon)

Your armor's almost out of space to display sponsorship logos.

Prerequisites: Acquisitives Tier 3, Sponsorship

Cost: 3 Fame / *not available with AcP*

Benefit: By slotting this boon, you gain two additional Promotional boon slots. This allows you to slot up to three Promotional boons as long as you meet all the prerequisites for those boons, such as having the appropriate product or having earned the necessary volunteer recognition. You cannot slot the same Promotional boon multiple times, nor can you slot two or more Promotional boons that offer the same effect (such as two boons that both provide

rerolls).

Normal: Characters have only one Promotional boon slot.

Skillful Sales

(Slotless Boon; Limited-Use)

Through your connections, you have discovered a way of getting the best deals when selling equipment.

Prerequisites: Acquisitives Tier 2

Cost: 2 Fame (see below) / 4 AcP

Benefit: At the end of a scenario, you can spend 2 Fame to increase the sale value of any number of pieces of equipment you sell from 10% of their price to 20% of their price. You must sell the equipment immediately, and the list of equipment thus sold must be noted on the Chronicle Sheet. If you sell equipment later, you gain 10% of the equipment's price (as normal) unless you purchase this boon (and pay the required Fame) again.

Special: You can purchase this boon multiple times (though only once per scenario).

Society Shepherd

(Slotless Boon)

You work to rebuild the Starfinder Society from the brink of disaster by recruiting new agents.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 0 Fame (see below) / 0 AcP

Benefit: If you brought a new player—a player without a Starfinder Society character or playing their first Starfinder Society session—you earn 1 additional Fame and 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction.

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Second Seekers (Luwazi Elsebo) 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 bring does not have to play at the same table as you.

Sponsorship

(Social Boon)

The Acquisitives have connected you with an organization interested in using you to promote its logos and merchandise.

Prerequisites: Acquisitives Tier 2

Cost: 2 Fame / *not available with AcP*

Benefit: By slotting this boon, you gain an additional Promotional boon slot. This allows you to slot up to two Promotional boons as long as you meet all the prerequisites for those boons, such as possessing the appropriate product or having earned the necessary volunteer recognition. You cannot slot the same Promotional boon multiple times, nor can you slot two Promotional boons that offer the same effect (such as two boons that both provide rerolls).

Normal: Characters have only one Promotional boon slot.

Starship Towing

(Slotless Boon; Limited-Use)

The Starfinder Society has connections with multiple organizations that own starships. You can call in those favors when your own starship endeavors have not worked out as well as you'd hoped.

Prerequisites: All Factions Tier 0

Cost: 5 Fame / 8 AcP

Benefit: You can purchase this boon when your starship has been reduced to 0 Hull Points during a starship combat encounter. When you do so, a recovery team arrives to recover you and your party members before the enemy can finish you off. It is assumed that you and your group manage to somehow make your way to the next encounter in the scenario if there is one. This boon does not count the

starship combat encounter as being completed, so it is still possible to miss out on rewards from the encounter.

Normal: The destruction of a starship can lead to severe repercussions, as detailed in individual scenarios.

Special: Multiple PCs can contribute Fame to purchase this boon. You can purchase this boon multiple times.

Studios Researcher

(Slotless Boon; Limited-Use)

During his time as First Seeker, Ehu learned to form strong connections with skilled individuals both within and outside the Society's membership. As you've earned Ehu's respect, the First Seeker (or his closest allies) have put you in touch with trainers suited to your specific personal goals and who look out for your long-term interests.

Prerequisites: Second Seekers (Ehu Hadif): Tier 3

Cost: 1 Fame / 4 AcP

Benefit: When this boon is slotted, you have an allied researcher who is available for you in the aftermath of important missions. If, during the course of an adventure, your party fails a Computers, Engineering, Life Science, Mysticism, or Physical Science skill check tied to a secondary objective, you can choose to have your researcher make one additional attempt at that skill check at the end of the adventure. This can only be performed on tasks that could logically be performed after the session (such as hacking a computer or researching a topic with information provided).

The researcher has a bonus equal to your current level +5 for the associated skill check and can benefit from no additional modifiers. If the researcher succeeds at this check, then you and your party succeed at that portion of the objective.

Team Spirit

(Slotless Boon)

You are an expert at using your resources in order to help out other Starfinders.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 1 Fame / *not available with AcP*

Benefit: When you or another character is killed during an adventure in which you participated, reduce the Fame cost of the raise dead spellcasting service by 2. This boon is not expended when used.

Special: A dead character can benefit from only one copy of this boon at a time, to a maximum discount of 2 Fame.

Theoretical Historian

(Slotless Boon)

You use some of your time to replay past encounters with different parameters, hoping to devise improved tactics for future use.

Prerequisites: Exo-Guardians Tier 1

Cost: 0 Fame (see below) / 0 AcP

Benefit: If you run a scenario as a GM that you have already run as a GM, you can take a Chronicle Sheet from that scenario and apply it to this character. Cross out all information on the Chronicle Sheet and mark it as "Theoretical Historian Reward." This Chronicle Sheet provides no rewards (such as XP, credits, or boons), except you can mark the Chronicle Sheet as being completed as part of this boon and earn 1 additional Reputation with the Exo-Guardians Faction for your associated character. The marked Chronicle Sheet is strictly meant as a record to track the additional Reputation. It does not prevent the associated character from playing in that scenario, assuming the character is eligible to play that scenario, as the rules on replaying adventures.

Special: You can benefit from this boon only a

number of times equal to your current Reputation Tier with the Exo-Guardians faction (to a maximum of four total times at Reputation Tier 4). Each time you fulfill the requirements of this boon, mark it on your Chronicle Sheet along with the associated Reputation Tier.

Tools for the Job

(Slotless Boon; Limited-Use)

The Exo-Guardians have contacts throughout numerous corporations, factories, and forges throughout the Pact Worlds. You can leverage this association for access to better equipment.

Prerequisites: Exo-Guardians Tier 2

Cost: 2 Fame (see below) / 4 AcP

Benefit: At the end of a scenario, you can spend 2 Fame to treat the effective item level of a single piece of armor or weapon as 1 lower for the purpose of determining what you can purchase. This allows you to purchase armor or a weapon from the Starfinder Core Rulebook whose level is equal to your character level + 2, or equipment from other sanctioned sources whose item level is equal to your character level + 1.

This boon does not affect the available item level of items found on Chronicle Sheets.

Normal: You can normally purchase only equipment from the Starfinder Core Rulebook whose item level equal to your character level + 1, or equipment from other sanctioned sources whose level equal to your character level.

Special: You can purchase this boon multiple times. Its effects do not stack; each purchase instead applies to a different piece of equipment.

U-Z

Uniter

(Social Boon)

Your dedication to the First Seeker is renowned throughout all factions in the Starfinder Society. Other Starfinders consider you an upstanding role model.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 3

Cost: 5 Fame / *not available with AcP*

Benefit: When this boon is slotted, you treat your effective Reputation Tier for any faction for which you have earned Reputation Tier 1 as though you were Reputation Tier 2. This affects that any boons that scale off Reputation Tier as long as your unaltered Reputation Tier for those factions is 1. At the end of any scenario in which you have this boon slotted, you can purchase Tier 2 rewards from those factions. These rewards can be slotted or used only if you have this boon slotted, or if your Reputation Tier for that faction rises to 2 through natural reputation gain.

Untarnished Reputation

(Slotless Boon; Limited-Use)

Your reputation within the Starfinder Society is rarely called into question. When it is, you have people willing to help you avoid unnecessary repercussions.

Prerequisites: All Factions Tier 3 or Exo-Guardians Tier 2

Cost: 1 Fame / *not available with AcP*

Benefit: You can purchase this boon to remove a single point of Infamy that you have accrued.

Normal: Reducing Infamy typically costs multiple Fame.

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

Worldwide Explorer

(Slotless Boon)

You earn additional experience by traveling outside your typical comfort zone.

Prerequisites: Wayfinders Tier 1

Cost: 0 Fame / 0 AcP (see below)

Benefit: If you complete a scenario in a region with a different regional venture-coordinator than your home region, you earn 1 additional Fame and 1 additional Reputation with the Wayfinders faction. For more information on the regions overseen by regional venture-coordinators, see the Organized Play Foundation [list](#).

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Wayfinders faction. Each time you fulfill the requirements of this boon, mark it on your Chronicle Sheet along with the associated Reputation Tier. Have the GM sign beside this notation. Online does not count as a region for the purposes of this boon (instead, see [Digital Presence](#).)

CAPSTONE BOONS

In addition to the boons presented above, each faction has access to a unique Reputation Tier 4 boon that grants a truly special benefit. Characters who reach Tier 4 reputation with the society as a whole also have access to a unique boon representing their influence within that society.

Special: A character can purchase only a single capstone boon during their career. A new character receiving the benefits of a capstone boon can only ever benefit from one capstone boon (though they can still purchase a capstone boon when they qualify).

A new character who benefits from any of the following capstone boon effects does not have to meet the prerequisites listed in the boon.

Alien Allies

(Slotless Boon)

Your work in championing the Wayfinders' cause introduced a new variety of aliens into the Starfinder Society.

Prerequisites: Wayfinders Tier 4

Cost: 4 Fame / 8 AcP

Benefit: When you select this boon, it does not apply

to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character can select a new playable race without needing to expend the Personal boon slot. That character cannot slot a different race boon into the Personal boon slot, but can slot another type of Personal boon.

Over the course of time, the Wayfinders encountered the ghibrani people and introduced them to the Society. You can play a husk or membrane ghibrani as detailed in Starfinder Adventure Path #5: The Thirteenth Gate. You do not need to own this additional resource and can play your character based on the racial traits provided below

Ghibrani Racial Traits

Ability Adjustments: See Subspecies below.

Hit Points: 4

Size and Type: Ghibranis are Medium humanoids with the ghibrani subtype.

Affable: Ghibranis receive a +2 racial bonus to Diplomacy skill checks.

Ghibrani Movement: All ghibranis have a land speed of 30 feet. Husk ghibranis have a climb speed of 20 feet, while membranes have an extraordinary fly speed of 20 feet with average maneuverability.

Distracting Buzz: As a standard action, a membrane ghibrani can vibrate their wings fast enough to produce an almost imperceptible hum. All creatures within 15 feet of the membrane ghibrani that hear this buzz must attempt a Will saving throw (DC = 10 + half the ghibrani's character level or CR + the ghibrani's Wisdom modifier) or gain the off-target condition for 1 round. This is a mind-affecting, sense-dependent ability. The membrane ghibrani can't use their wings to fly in the same round in which they use this ability.

Low-Light Vision: Ghibranis can see twice as far as humans in conditions of dim light.

Sturdy: Husk ghibranis receive a +2 racial bonus to KAC against attempts to bull rush or reposition them.

Subspecies: Ghibranis belong to one of two subspecies: husk or membrane. All ghibranis start with +2 Wisdom at character creation. Husk ghibranis

are more hardy (+2 Constitution) but less imaginative (-2 Intelligence). Membrane ghibranis are more nimble (+2 Dexterity) but weaker (-2 Strength).

Balanced Nepotism

(Slotless Boon)

Your reputation allows you to grant Social boons to new Starfinders.

Prerequisites: Acquisitives Tier 4

Cost: 4 Fame / 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character immediately gains 10 Reputation with a faction of your choosing.

Grand Achievement

(Slotless Boon)

One of Ehu Hadif's primary goals as First Seeker is to set the Society up for a time of new discoveries. Your efforts in serving Ehu Hadif's goal have likely led to you making a grand discovery of some kind, canonizing you in the annals of the Starfinder Chronicles. New Starfinders look to your diligence and retrace their own missions, going back to try to salvage anything they may have missed.

Prerequisites: Second Seekers (Ehu Hadif) Tier 4

Cost: 4 Fame / 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. At the end of an adventure, if that character failed to discover any items or credit rewards, they can return to the site of the mission to explore. That character can select one item or credit reward that the GM would cross off their Chronicle sheet as a result of not finding them, and instead count as receiving access to that item or earning the missed credits.

Information Sharing

(Slotless Boon)

You can pass on the contacts and knowledge you've learned to a new generation.

Prerequisites: Dataphiles Tier 4

Cost: 4 Fame / 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character gains access to one boon your current character has. The selected boon must be from a Chronicle Sheet played from Tier 1-4 or Tier 3-6, or a boon with the Vanity tag. Alternatively, you can share any boon you've previously purchased that has a Reputation Tier requirement of 2 or less.

Mark of Leadership

(Slotless Boon)

The actions of First Seeker Jadnura unified the Society in a way that had never happened since its foundation. While the Scoured Stars investigation led to a tragic loss, Jadnura's ability to direct the Society is a testament to him and those who follow in his footsteps. You've garnered enough of a reputation that those you mark as promising new agents find themselves with an abundance of allies.

Prerequisites: Second Seekers (Jadnura) Tier 4

Cost: 4 Fame / 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. At the start of any session, that character can select one of their Personal, Promotional, Social, or Starship boon slots and temporarily treat it as an Ally boon slot for the purpose of slotting boons. A character cannot slot multiples of the same boon into these slots, and cannot slot an ally boon that has matches the prerequisite of an already slotted boon. For example, you cannot slot both an Elite Hireling and Professional Hireling with this ability, though you could slot a Digital Imp and a Professional Hireling.

Rising Star

(Slotless Boon)

Your work in rebuilding the Starfinder Society is known throughout the galaxy.

Prerequisites: Second Seeker (Luwazi Elsebo) Tier 4

Cost: 4 Fame / *not available with AcP*

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character begins play with 5 Fame to spend on purchases and no longer pays additional Fame for purchases in Near Space, and pays only 3 additional Fame for purchases made in the Vast (instead of 5). That character gains an additional 5 Fame once they reach 20 Reputation with any one faction.

Starfinder of Note

(Slotless Boon)

Your exploits inspire others to follow you.

Prerequisites: Any Faction Tier 4

Cost: 4 Fame / *not available with AcP*

Benefit: You are in contention for a leadership role in

the Starfinder Society. Once you purchase this capstone boon, you are encouraged to send an e-mail to organizedplay@paizo.com with a subject line of "Starfinder of Note." Include your character's race, class, name, character number, and a description of 75 words or less in the body of the e-mail. That character is entered into a drawing to become a future in-world venture captain, member of the Forum, or even the First Seeker.

Starship Schematic

(Slotless Boon)

You pass on the contacts and knowledge you've learned to a new generation.

Prerequisites: Exo-Guardians Tier 4

Cost: 4 Fame / 8 AcP

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character gains access to a new base starship. The character can select this unique starship by slotting this boon in the Starship boon slot. All variants of this unique design, the Gorgon class, are detailed on the [Starships](#) page of the guide.

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