

Boons

Boons are small in-game rewards given for a variety of reasons, including attendance at events, holidays, supporting charities, and special occasions.

Achievement Points: Typically, when a Pathfinder Society game you play is reported online, Achievement Points will be credited to your Paizo account that can be redeemed for special boons, such as new playable ancestries or access to rewards from a region other than the one you chose during character creation.

Chronicle Sheet: Every Chronicle sheet includes a special boon that grants a benefit unique to the adventure or product that granted it. Chronicle sheet boons generally need to be slotted (declared active) before their benefits can be applied, though some boons are slotless and may be used as long as you have a physical copy of the Chronicle sheet present. See **Boon Slots** below.

Discounts: Some boons provide a discount on the cost in Fame or gold pieces required to purchase another boon or item. Unless otherwise noted, only one boon that provides any discount can be applied to any one purchase. This prevents multiple discounts from reducing a purchase cost by an unreasonable amount.

Unless a boon says otherwise, no character can acquire the same boon more than once.

Boon Slots

Each character has a Faction boon slot, an Advanced boon slot, and three generic boon slots (for a total of 5 slots). To gain the benefit of a boon, the character must “activate” it by “slotting” it into one of these slots. The GM will tell the players when to slot boons. Usually this will happen after the GM has given the players their initial briefing or introduction.

The **Faction Boon** slots can only hold boons that have the *faction* trait. Boons with the *faction* trait cannot go anywhere other than the Faction Boon Slot. Your Faction boon indicates which faction you are representing on this mission, which can impact the Fame you gain and possibly other elements of the scenario.

The **Advanced Boon** slot can hold boons with the *Advanced* trait or any boon that does not have the *faction* trait. Advanced boons are rare and powerful, typically gained through participation in a special event or scenario (such as a game with unique, hidden conditions, “special” scenarios or a special promotional event, like a playtest).

The remaining three slots are **generic slots** and can slot any boon that does not have the *faction* or *advanced* trait.

BOON TYPE	NAME	EFFECT
FACTION		
ADVANCED		
GENERIC		
GENERIC		
GENERIC		

All Factions

The following list presents rewards available to all factions.

Table 1: All-Factions Boons

Name	Tier	Trait(s)	Cost	Description
Hireling	0	Ally	4	Hire a skillful ally
Home Region	0	Slotless	0	Gain access to options from a region
Multicultural Training	0	Slotless	2	Gain access to options from a second culture
Resurrection Plan	0	Service	25/50	Spend Fame to return from the dead
Promotional Accessory	0	Promotional	0	Reduce negative mental conditions
Promotional Service Award	0	Promotional	0	Gain a special bonus Hero Point
Promotional Vestments	0	Promotional	0	Add a bonus on your Hero Point rerolls
Secondary Initiation	0	Slotless	2	Gain access to options from an organization
Wayfinder	0	Item	2	Gain a free <i>wayfinder</i>
Sellback Plan	1	Service	0	Refund a purchased boon
Expert Hireling	2	Slotless	6	Improve your hireling's proficiencies
Bequeathal	3	Service	Varies	Transfer a reward to another character
Professional Hireling	3	Slotless	6	Broaden your hireling's skill set
Untarnished Reputation	3	Service	4	Reduce infamy at a discount, once.
Master Hireling	4	Slotless	8	Further improve your hireling's proficiencies

ALL FACTION BOONS

HIRELING [Ally]

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's result cannot be modified by class abilities or spells, but it can be improved by a successful Aid check. The hireling does not participate directly in combat, 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. Each time you purchase this boon, you can choose a different set of skills.

HOME REGION [Slotless]

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.

MULTICULTURAL TRAINING [Slotless]

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.

RESURRECTION PLAN [Service]

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.

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]

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.

SECONDARY INITIATION [Slotless]

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.

WAYFINDER [Item]

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.

SELLBACK PLAN [Service]

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.

EXPERT HIRELING [Slotless]

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.

BEQUETHAL [Service]

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).

The cost of this boon is 4 Fame for an uncommon option, 8 Fame for a rare option, and 12 Fame for a unique option.

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

PROFESSIONAL HIRELING [Slotless]

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.

UNTARNISHED REPUTATION [Service]

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.

MASTER HIRELING [Slotless]

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.

Envoys' Alliance (Major)

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

Table 2: Envoys' Alliance Boons

Name	Tier	Trait(s)	Cost	Description
Envoys' Alliance Champion	0	Faction	4	Champion the faction
Skillful Mentor	1	Mentor	2	Help low-level PCs at your table
Society Recruiter	1	Slotless	0	Earn credit with the Alliance by bringing new agents.
Eager Protégé	2	Ally	4	Gain an ally and grant XP to another character
Crafter's Workshop	2	Downtime	4	Allies help you craft efficiently
Improved Alliance Champion	2	Faction	8	Gain additional benefits from your faction
Harmonic Wayfinder	2	Item	2	Upgrade your wayfinder to allow you to better help your allies
Bring Them Back Alive	3	Social	2	Reduce the cost of returning to life
Heroic Inspiration	3	Heroic	4	Inspire allies when spending hero points to reroll
Exemplary Recruiter	4	--	8	Gain an experienced successor

ENVOY'S ALLIANCE BOONS

ENVOY'S ALLIANCE CHAMPION [Faction]

This faction boon represents your developing initial contacts with the Envoys' Alliance faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

Normal A character gains no Reputation unless they have a faction boon slotted.

SKILLFUL MENTOR [Mentor]

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.

SOCIETY RECRUITER [Slotless]

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 Fame and 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. Have the GM sign beside this notation. 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).

EAGER PROTÉGÉ [Ally]

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, 12 Fame, 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.

CRAFTER'S WORKSHOP [Downtime]

Your friends in the Envoy's Alliance share crafting materials and collaborate to create new items more efficiently. When you Craft during Downtime, you do not need to spend 4 days at work before attempting a Crafting check. 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.

IMPROVED ENVOY'S ALLIANCE CHAMPION [Faction]

This faction boon represents your expanding connections in the Envoys' Alliance faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

In addition, when you slot this boon, you gain one additional boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes an Envoys' Alliance faction tier of 1, 2, or 3.

Normal: A character gains no Reputation unless they have a faction boon slotted.

HARMONIC WAYFINDER [Item]

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.

BRING THEM BACK ALIVE [Social]

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.

HEROIC INSPIRATION [Heroic]

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).

EXEMPLARY RECRUITER [Capstone]

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).

Grand Archive (Major)

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

Table 3: Grand Archive Boons

Name	Tier	Trait(s)	Cost	Description
Grand Archive Champion	0	Faction	4	Champion the faction
Academic Conference	1	Slotless	0	Earn credit with the Archive by attending prestigious events.
Magical Mentor	1	Mentor	2	Help low-level PCs at your table
Off-Hours Study	1	Downtime	2	
Esoteric Wayfinder	2	Item	2	You have upgraded your wayfinder to warn you when you misremember facts.
Improved Archive Champion	2	Faction	8	Gain additional benefits from your faction
Meticulous Appraisal	2	Service	2	Use your skills and connections to recover more treasure on a mission
Translator	2	Ally	4	You have a helpful translator.
Heroic Recall	3	Heroic	4	Recall information when you spend hero points for rerolls
Unparalleled Scholarship	4	Slotless	8	Gain a well-connected successor

GRAND ARCHIVE CHAMPION [Faction]

This faction boon represents your developing initial contacts with the Grand Archive faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

Normal A character gains no Reputation unless they have a faction boon slotted.

ACADEMIC CONFERENCE [Slotless]

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 Fame and 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. Have the GM sign beside this notation.

MAGICAL MENTOR [Mentor]

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.

OFF-HOURS STUDY [Downtime]

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.

ESOTERIC WAYFINDER [Item]

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.

IMPROVED GRAND ARCHIVE CHAMPION [Faction]

This faction boon represents your expanding connections in the Grand Archive faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

In addition, when you slot this boon, you gain one additional boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes a Grand Archive faction tier of 1, 2, or 3.

Normal: A character gains no Reputation unless they have a faction boon slotted.

METICULOUS APPRAISAL [Service]

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.

TRANSLATOR [Ailily]

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.

HEROIC RECALL [Heroic]

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.

UNPARALLELED SCHOLARSHIP [Slotless]

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.

Horizon Hunters (Major)

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

Table 4: Horizon Hunters Boons

Name	Tier	Trait(s)	Cost	Description
Horizon Hunters Champion	0	Faction	4	Champion the faction
Consummate Dabbler	1	Slotless	0	Earn credit with the hunters by exploring other systems
Rugged Mentor	1	Mentor	2	Help low-level PCs at your table
Improved Hunters Champion	2	Faction	8	Gain additional benefits from your faction
Storyed Talent	2	Social	4	Find better jobs when earning income
Rugged Wayfinder	2	Item	2	Upgrade your wayfinder to keep you going past your limits.
Swift Traveler	2	Service	2	Get home faster and have more time to work on downtime.
Heroic Hustle * (Parts of this boon may not work as expected)	3	Heroic	4	Gain extra movement when spending hero points
Exotic Edge	3	--	4	Use knowledge earned exploring to give you a bonus
World Traveler	4	Slotless	8	Gain a well-traveled successor

HORIZON HUNTERS CHAMPION [Faction]

This faction boon represents your developing initial contacts with the Horizon Hunters faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

Normal A character gains no Reputation unless they have a faction boon slotted.

CONSUMMATE DABBLER [Slotless]

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 Fame and 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. Have the GM sign beside this notation. You can only earn additional Fame and Reputation with this boon for one character per scenario played, even if you have multiple characters who could benefit from this boon.

RUGGED MENTOR [Mentor]

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.

IMPROVED HORIZON HUNTERS CHAMPION [Faction]

This faction boon represents your expanding connections in the Horizon Hunters faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

In addition, when you slot this boon, you gain one additional boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes a Horizon Hunters faction tier of 1, 2, or 3.

Normal A character gains no Reputation unless they have a faction boon slotted.

STORIED TALENT [Social]

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.

RUGGED WAYFINDER [Item]

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.

SWIFT TRAVELER [Service]

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.

HEROIC HUSTLE [Heroic]

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

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 as you become conscious.

EXOTIC EDGE

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.

WORLD TRAVELER [Slotless]

Your journeys have taken you far, and Pathfinders who follow in your footsteps benefit from your breadth of experience. Select 1 of your Pathfinder Society characters with 12 or fewer XP. That character can simultaneously benefit from two copies of the Home Region boon.

Radiant Oath (Major)

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

Table 5: Radiant Oath Boons

Name	Tier	Trait(s)	Cost	Description
Radiant Oath Champion	0	Faction	4	Champion the faction
Charitable Adventure	1	Slotless	0	Earn credit with the Oath when your adventure is in aid of those in need.
Protective Mentor	1	Mentor	2	Help low-level PCs at your table
Practiced Medic	1	Downtime	8	Practice your healing skills between missions to gain an insight while treating your companion's wounds.
Improved Oath Champion	2	Faction	4	Gain additional benefits from your faction
Aid the Fallen	2	Social		(This boon is still in development)
Share the Burden	3	Social		(This boon is still in development)
Heroic Intervention	3	Heroic	4	Grant healing to allies when you spend hero points

RADIANT OATH CHAMPION [Faction]

This faction boon represents your developing initial contacts with the Radiant Oath faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

Normal: A character gains no Reputation unless they have a faction boon slotted.

CHARITABLE ADVENTURE [Slotless]

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 Fame and 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. Have the GM sign beside this notation.

PROTECTIVE MENTOR [Mentor]

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.

PRACTICED MEDIC [Downtime]

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.

IMPROVED RADIANT OATH CHAMPION [Faction]

This faction boon represents your expanding connections in the Radiant Oath faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

In addition, when you slot this boon, you gain one additional boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes a Radiant Oath faction tier of 1, 2, or 3.

Normal A character gains no Reputation unless they have a faction boon slotted.

AID THE FALLEN [Social]

(This boon is still in development)

SHARE THE BURDEN [Social]

(This boon is still in development)

HEROIC INTERVENTION [Heroic]

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.

Verdant Wheel (Major)

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

Table 6: Verdant Wheel Boons

Name	Tier	Trait(s)	Cost	Description
Verdant Wheel Champion	0	Faction	4	Champion the faction
Beginnings and Endings	1	Slotless	0	Earn credit with the Wheel by helping before or after an adventure
Naturalist	1	Downtime	4	Get help from the Wheel to craft alchemical items and potions faster
Worldly Mentor	2	Mentor	2	Help low-level PCs at your table
Leshy Companion	2	Ally	4	Gain a Leshy Companion
Improved Wheel Champion	2	Faction	8	Gain additional benefits from your faction
Heroic Resurgence * (Parts of this boon do not work as expected)	2	Heroic	4	Gain bonuses when using hero points to return from the edge of death
Preserve	3	Property	4	

VERDANT WHEEL CHAMPION [Faction]

This faction boon represents your developing initial contacts with the Verdant Wheel faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

Normal: A character gains no Reputation unless they have a faction boon slotted.

BEGINNINGS AND ENDINGS [Slotless]

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 Fame and 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. Have the GM sign beside this notation. 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.

NATURALIST [Downtime]

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.

WORLDLY MENTOR [Mentor]

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.

LESHY COMPANION [Ailily]

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.

IMPROVED VERDANT WHEEL CHAMPION [Faction]

This faction boon represents your expanding connections in the Verdant Wheel faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

In addition, when you slot this boon, you gain one additional boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes a Verdant Wheel faction tier of 1, 2, or 3.

Normal A character gains no Reputation unless they have a faction boon slotted.

HEROIC RESURGENCE [Heroic]

(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, note the value of your dying and wounded condition before applying the Hero Points' effects. 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).

PRESERVE [Property]

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.

Vigilant Seal (Major)

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

Table 8: Vigilant Seal Boons

Name	Tier	Trait(s)	Cost	Description
Vigilant Seal Champion	0	Faction	4	Champion the faction
Leader by Example	1	Slotless	0	Earn credit with the Seal by helping others experience adventure
Adversary Lore	1	-	4	Research common adversaries between adventures.
Resist Corruption	1	-	2	You and adjacent allies resist evil damage
Combat Mentor	1	Mentor	2	Help low-level PCs at your table
Curse Breaker	2	Downtime	2	Gain an item at a discount by using your skills to remove a curse from an item from the Seal's vaults
Improved Seal Champion	2	Faction	8	Gain additional benefits from your faction
Adamant Wayfinder	2	Item	4	Upgrade your wayfinder to absorb energy targeting you
Heroic Defiance	3	Heroic	4	Wake immediately when spending hero points to return from dying
Vault Delver	4	Slotless	8	Gain a well-equipped successor

VIGILANT SEAL CHAMPION [Faction]

This faction boon represents your developing initial contacts with the Vigilant Seal faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

Normal: A character gains no Reputation unless they have a faction boon slotted.

LEADER BY EXAMPLE [Slotless]

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.

ADVERSARY LORE

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.

RESIST CORRUPTION

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.

COMBAT MENTOR [Mentor]

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.

CURSE BREAKER [Downtime]

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.

IMPROVED VIGILANT SEAL CHAMPION [Faction]

This faction boon represents your expanding connections in the Vigilant Seal faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

In addition, when you slot this boon, you gain one additional boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes an Vigilant Seal faction tier of 1, 2, or 3.

Normal: A character gains no Reputation unless they have a faction boon slotted.

ADAMANT WAYFINDER [Item]

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.

HEROIC DEFIANCE [Heroic]

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.

VAULT DELVER [Slotless]

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.
