## Aid Token

An Aid token can add one of the abilities listed below. It can be used as a free action in an encounter. Once used pass it to another table. If you do not need to use one of the abilities, you may boost one of them, and then pass.

Allied Offensive: Other Pathfinders aid your attack, increasing the damage you deal by the listed amount. After the attack, anyone attacking the target is considered to be flanking until the beginning of your next turn. 1-2: +1d8 3-4: +1d8 5-6: +2d8 7-8: +2d8 10-11: +3d8 To Boost: Succeed at an attack roll (Average difficulty). Boosted Effect: Increase the damage dealt by 1d8, and cross out the boost. Boosted by: Character Name: \_\_\_\_ Character Name: \_\_ Character Name: Character Name: \_\_\_\_\_ Character Name: Character Name: Character Name: \_\_\_\_\_ Character Name: \_\_\_\_\_ Character Name: \_ Character Name: **Burst of Healing:** A fellow Pathfinder heals all of the PCs by the listed amount. 3-4: 1d6 7-8: 3d6 10-11: 5d6 To Boost: Expend one use of channel positive energy or cast one spell with the healing descriptor whose spell level is at least half your level (rounded down). Boosted Effect: Increase the healing by 2d6, and cross out the boost. Boosted by: **Character Name:** \_\_\_\_ Character Name: \_\_\_\_ Character Name: \_\_\_\_\_ Character Name: \_\_\_\_\_ Character Name: Character Name: Character Name: Character Name: \_\_\_\_ Character Name: Character Name: Timely Inspiration: A fellow Pathfinder grants the benefits of a bard's inspire courage performance for 3 rounds, granting a bonus equal to the listed amount. 1-2: +1 3-4: +1 7-8: +2 5-6: +2 10-11: +3 To Boost: Expend 3 rounds of bardic performance or a similar ability. Boosted Effect: Increase the competence bonus by 1, and cross out the boost. Boosted by: **Character Name:** Character Name: Character Name: \_\_\_ Character Name: \_\_\_\_\_ Character Name: Character Name: \_\_\_ Character Name: \_\_\_\_\_ Character Name: \_\_\_\_\_

Character Name:

Character Name: \_\_\_\_

## Aid Token

**Provide Knowledge (Boosted Only):** Gain the benefits of an Easy, Average, or Hard Knowledge check or an Easy, Average, or Hard Spellcraft check to identify a magic item. Then cross out the boost.

To Boost: Attempt a Knowledge or Spellcraft check. Record whether your check met the DC for an Easy, Average, or Hard skill check based on your subtier.

Skill and Difficulty:	Character Name:
Skill and Difficulty:	Character Name:
	Only): Gain the benefits of a spell cast by a fellow Pathfinder.  The poison, remove curse, or remove disease. Note the spell, your caster level, and your PC to boost.
Spell and CL:	Character Name: