

| FACTION BOON SLOT | ADVANCED BOON SLOT | GENERIC BOON SLOT | GENERIC BOON SLOT | GENERIC BOON SLOT |
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| The Faction Boon slots can only hold boons that have the <i>faction</i> trait. Boons with the <i>faction</i> trait cannot go anywhere other than the Faction Boon Slot. | The Advanced Boon slot can hold boons with the <i>Advanced</i> trait or any boon that does not have the <i>faction</i> trait. | | | |

Boon Traits

Many boons have one or more traits, some of which indicate the boon's flavor and others which convey special rules for using the boon. Future rewards or effects may also interact with particular types of boons in special ways. The following are the current boon types:

- An ***advanced*** boon is typically more powerful or complex than other boons, and it can be slotted only in the advanced boon slot (not a generic boon slot). As a result, you can only use one advanced boon at a time.
- An ***ally*** boon represents an NPC who accompanies and assists your character. Unless you choose to purposefully endanger that NPC (an act that might result in your gaining Infamy, depending on the circumstances) or an effect specifically targets an Ally boon, this NPC stays out of harm's way, does not interfere with combat, and takes up no space during encounters.
- A ***downtime*** boon provides you some special way to use the Downtime you earn at the end of the adventure.
- A ***faction*** boon indicates which faction you are representing during an adventure. You can slot a faction boon only in the faction slot (not in the generic or advanced slots).
- A ***heroic*** boon influences how you use Hero Points or grants an additional effect when you use a Hero Point.
- An ***item*** boon represents a special piece of equipment you've acquired or a special way that you've modified a piece of equipment you already have.
- A ***limited-use*** boon can only be used a limited number of times before it is expended. Some boons have both a constant benefit as well as a benefit with limited uses, and the constant benefit can still be used once all of the boon's limited uses have been expended.
- A ***mentor*** boon grants a benefit to PCs whose level is lower than yours, representing your mentorship of your less experienced comrades. A given PC can only benefit from 2 ***mentor*** boons at a time.
- A ***promotional*** boon represents a special benefit for bringing specific Pathfinder- or campaign-branded gear (like a Pathfinder Society shirt or a Campaign Service Award coin) with you to the gaming table. As a general rule, you can slot only a single promotional boon.
- A ***property*** boon represents a building, large vehicle, or other asset that your character owns or can use.
- A ***service*** boon represents an instantaneous, one-time favor or action performed for your character, after which the boon is expended and grants no further benefit.
- A ***slotless*** boon does not need to be slotted to grant its effect. Some slotless boons modify existing boons you already have.
- A ***social*** boon represents a special affiliation, membership, friendship, or favor.
- A ***trial*** boon represents an ongoing difficulty that is difficult to end. A trial boon typically requires that you slot it before you can slot any other boons, and trial boons typically have a special condition you must fulfill to end them.

Consumable Items: At the beginning of each adventure, your character receives a consumable item of their level or lower from a list of options; they have access to the items of the appropriate level All-School Items as well as the options on the tables for any of their chosen schools. If not used by the end of the adventure, the item is returned to the character's contacts.

Training Points

Benefit

- 1 When selecting your free consumable item at the beginning of the adventure, you can choose one of the items on the school's list of options.
 3 When selecting your free consumable item at the beginning of the adventure, you gain both one item of your level or lower from the options available, and you gain a second item whose item level is no greater than half your level (minimum 1).

| PC Level | All-Schools Items | Scrolls Items | Spells Items** | Swords Items |
|----------|--|---|---|---|
| 1 | Holy water, lesser bomb*, lesser antidote, lesser antiplague, <i>minor healing potion</i> | Feather token (<i>ladder</i>), lesser eagle-eye elixir, owlbear claw, sunrod, wolf fang | L1 Burning hands, charm, fear, harm, heal, mage armor, magic fang, magic missile, magic weapon, soothe | Lesser leaper's elixir, potency crystal, shining ammunition |
| 3 | Lesser healing potion, potion of water breathing | Cat's eye elixir, crying angel pendant, feather token (bird), feather token (chest), feather token (holly bush), hunter's bane, lesser comprehension elixir, lesser darkvision elixir, mesmerizing opal | L2 Barkskin, comprehend languages, dispel magic, invisibility, remove fear, remove paralysis, resist energy, restoration, see invisibility, water breathing | Beacon shot, bronze bull pendant, effervescent ampoule, feather step stone, jade cat, lesser bravo's brew, mistform elixir, oil of mending, onyx panther, savior spike, silversheen |
| 5 | Moderate bomb* | Feather token (<i>fan</i>), invisibility potion, silver key | L3 Fireball, haste, heroism, lightning bolt, searing light | Barkskin potion, bloodseeker's beak, climbing bolt, dragon turtle scale, emerald grasshopper, shark tooth charm |
| 7 | Lesser potion of resistance, moderate antidote, moderate antiplague, moderate healing potion, salve of antiparalysis | Dust of appearance, feather token (<i>anchor</i>), feather token (<i>tree</i>), greater comprehension elixir, iron cube | L4 Air walk, fly, stonkskin, suggestion | Greater leaper's elixir, swift block cabochon |
| 9 | Potion of flying | Candle of truth, feather token (<i>swan boat</i>), feather token (<i>whip</i>), jade bauble | L5 Banishment, breath of life, cone of cold, crushing despair | Aligned oil, greater cheetah's elixir, potion of quickness, storm arrow |
| 11 | Greater antidote, greater antiplague | Greater eagle-eye elixir, iron medallion, mummified bat | L6 Phantasmal calamity, stone to flesh, tangling creepers, true seeing, vampiric exsanguination | Moderate bravo's brew, oil of keen edges |
| 13 | Greater bomb*, greater healing potion | Eyes of apprehension, mending lattice, potion of tongues | L7 Energy aegis, sunburst, true target | — |
| 15 | Major antidote, major antiplague | Iron cudgel | L8 Divine aura, horrid wilting, uncontrollable dance | Dazing coil, greater bravo's brew |
| 17 | — | — | L9 Foresight, implosion, overwhelming presence | — |
| 19 | Major healing potion | — | L9 — | — |

* A bomb refers to any of the alchemical bombs detailed on pages 544–546 of the *Pathfinder Core Rulebook*.

** All of the consumable items granted by the Spells school take the form of magical scrolls (*Pathfinder Core Rulebook* page 564), and the item options below simply list the spells that can appear on these scrolls. When selecting a scroll, you can heighten its spell level to the Scroll Level listed below. For example, a 7th-level character could select a scroll of *heal* heightened to 4th level.