

Boon Trait Descriptors (1/2)

- ADVANCED** is typically more powerful or complex than other boons. You can only use one advanced boon at a time.
- ALLY** represents an NPC who accompanies and assists your character. This NPC stays out of harm’s way, does not interfere with combat, and takes up no space during encounters.
- DOWNTIME** provides you some special way to use the Downtime at the end of the adventure.
- FACTION** indicates which faction you are representing during an adventure. You can slot a faction boon only in the faction slot.
- HEROIC** influences how you use Hero Points or grants an additional effect when using Hero Points.
- ITEM** represents a special piece of equipment you’ve acquired or a special way that you’ve modified a piece of equipment you already have.
- LIMITED-USE** can only be used a limited number of times. Some boons have a constant benefit as well as a limited use, and the constant benefit can still be used once all of the limited uses have been expended.

Reputation Tracker

Envoys’ Alliance (Major)

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Grand Archive (Major)

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Promotional Accessory ➡

- PROMOTIONAL**
- Prerequisites** Player is wearing or carrying an accessory that promotes Pathfinder Society, such as pins, folios, bags, or other non-clothing items.
- Cost** 0 Fame
- Frequency** Twice per adventure

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

Boon Trait Descriptors (2/2)

- MENTOR** grants a benefit to PCs whose level is lower than yours.
- PROMOTIONAL** represents a special benefit for bringing 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.
- PROPERTY** represents a building, large vehicle, or other asset that your character owns or can use.
- SERVICE** represents an instantaneous, one-time favor or action performed for your character, after which the boon is expended.
- SLOTLESS** does not need to be slotted to grant its effect. Some slotless boons modify existing boons.
- SOCIAL** represents an affiliation, membership, friendship, or favor.
- TRIAL** 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.

Reputation Tracker

Horizon Hunters (Major)

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Vigilant Seal (Major)

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Promotional Vestments

- PROMOTIONAL** **HEROIC**
- Prerequisites** Player is wearing clothing that promotes Pathfinder Society, such as a volunteer shirt, Pathfinder branded shirt/hoodie, or Pathfinder-themed cosplay. Pathfinder Lodge shirts count as a vestment in the lodge of origin.
- Cost** 0 Fame
- When you use a Hero Point to reroll a check, add a +1 circumstance bonus to the reroll.

Reputation

- By slotting a Faction Champion boon, a PC gains Reputation with that faction. You receive one Faction Champion boon free when creating your character.
- Minor factions typically have rewards only for Reputation Tiers 0–3. You can still reach a Reputation Tier of 4 with Minor factions, which may be important when calculating benefits from a boon.
- A character with 11 Reputation with the Vigilant Seal and 27 with the Envoys’ Alliance has a total (All Factions) Reputation of 38.

All Factions Reputation

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Reputation Tracker

Radiant Oath (Minor)

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Verdant Wheel (Minor)

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Promotional Service Award

- PROMOTIONAL** **HEROIC**
- Prerequisites** Player has been awarded a campaign coin or other campaign award.
- Cost** 0 Fame
- Volunteers who make exceptional contributions to Organized Play can earn a wayfinder or campaign coin 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.

Home Region

SLOTLESS

Prerequisites All Factions Tier 0
Cost 0 Fame

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.

Nation _____

Hireling

ALLY

Prerequisites All Factions Tier 0
Cost 4 Fame

Select one skill and one lore skill. Your ally can perform these skill checks for you. Treat as if you are making the check for purposes of actions required and the consequences of the result. The ally is considered trained in the skill and has a modifier of 2 + your level.

Expert Hireling

Prerequisites All Factions Tier 2, Hireling **Purchased**
Cost 6 additional Fame ☐
Your ally’s proficiency for their selected skills improves to expert, and their modifier to skill checks increases to 4 + your level.

Professional Hireling

Prerequisites All Factions Tier 3, Expert Hireling **Purchased**
Cost 6 additional Fame ☐
Your ally adds a second Lore skill to their skills. Select one skill feat whose prerequisite is being trained. The hireling gains that skill feat.

Master Hireling

Prerequisites All Factions Tier 4, Expert Hireling **Purchased**
Cost 8 additional Fame ☐
Your ally’s proficiency for their selected skills improves to master, and their modifier to skill checks increases to 6 + your level..

Skill _____ Lore Skill _____
Skill Feat _____ Lore Skill _____

Sellback Plan

SERVICE

Prerequisites All Factions Tier 1
Cost none (see text)

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

Multicultural Training

SLOTLESS

SOCIAL

Prerequisites All Factions Tier 0
Cost 2 Fame

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.

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.

Ethnicity _____

Wayfinder

SLOTLESS

Prerequisites All Factions Tier 0
Cost 2 Fame

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.

Bequeathal

SERVICE

Prerequisites All Factions Tier 3
Cost varies (see text)

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. 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.

Secondary Initiation

SLOTLESS

SOCIAL

Prerequisites All Factions Tier 0
Cost 2 Fame (and Special see text)

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.

Organization _____

Resurrection Plan

SERVICE

Prerequisites All Factions Tier 0
Cost 25 or 50 Fame (see text)

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.

Untarnished Reputation

SERVICE

Prerequisites All Factions Tier 3
Cost 4 Fame

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.

Envoys' Alliance Champion

FACTION

Prerequisites Envoys' Alliance Tier 0

Cost 4 Fame

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.

Envoys' Alliance Champion, Improved

Prerequisites Envoys' Alliance Tier 2, **Purchased** Envoys' Alliance Champion ☐

Cost 8 additional Fame

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.

Harmonic Wayfinder

ITEM

Prerequisites Envoys' Alliance Tier 2, you have a *wayfinder*

Cost 2 Fame

You have modified your wayfinder to resonate with your allies' actions. When you slot this boon, you apply its benefits to one wayfinder. When the wayfinder is invested and in your possession you gain a special ability.

HARMONIC WAYFINDER

Frequency once per adventure (special: see text)

Activate this ability as a free action before you Recall Knowledge. If you roll a success on the check to Aid, you instead get a critical success.

Special You can safely use this benefit once per adventure. You can attempt to use it a second time. When you do so, roll a DC 10 flat check. On a success, the wayfinder provides the benefit and is broken. On a failure, the wayfinder is destroyed and does not provide the activated benefit. If you attempt to use it a third time, the item is automatically destroyed and does not provide the activated benefit.

Heroic Inspiration

HEROIC

Prerequisites Envoys' Alliance Tier 3

Cost: 4 Fame

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).

Skillful Mentor

MENTOR

SOCIAL

Prerequisites Envoys' Alliance Tier 1

Cost 2 Fame

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.

Special: A PC can only benefit from two mentor boons.

Crafter's Workshop

DOWNTIME

Prerequisites Envoys' Alliance Tier 2

Cost 4 Fame

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.

Bring Them Back Alive

SOCIAL

Prerequisites Envoys' Alliance Tier 3

Cost 2 Fame

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.

Society Recruiter

SLOTLESS

Prerequisites Envoys' Alliance Tier 1

Cost 0 Fame

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 on the next scenario you play or GM. 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).

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.

| Tier 1 | Tier 2 | Tier 3 | Tier 4 |
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Eager Protégé

ALLY

LIMITED-USE

Prerequisites Envoys' Alliance Tier 2

Cost 4 Fame

Frequency Once per Adventure

A promising recruit accompanies you. This disciple observes you 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 check.

Tally the amount of XP you earn while this boon is slotted. Once you have tallied 60 or more XP 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, this boon provides no other benefits.

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

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Exemplary Recruiter

SLOTLESS

Prerequisites Envoys' Alliance Tier 4

Cost 8 Fame

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 Champion

FACTION

Prerequisites Grand Archive Tier 0
Cost 4 Fame

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.

Grand Archive Champion, Improved

Prerequisites Grand Archive Tier 2, Purchased
Grand Archive Champion ☐
Cost 8 additional Fame

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.

Off-Hours Study

DOWNTIME

Prerequisites Grand Archive Tier 1
Cost 2 Fame

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.

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

Language/Lore _____
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Esoteric Wayfinder

ITEM

Prerequisites Grand Archive Tier 2, you have a wayfinder
Cost 2 Fame

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. When the wayfinder is invested and in your possession you gain a special ability.

ESOTERIC WAYFINDER

Frequency once per adventure (special: see text)
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.
Special You can safely use this benefit once per adventure. You can attempt to use it a second time. When you do so, roll a DC 10 flat check. On a success, the wayfinder provides the benefit and is broken. On a failure, the wayfinder is destroyed and does not provide the activated benefit. If you attempt to use it a third time, the item is automatically destroyed and does not provide the activated benefit.

Magical Mentor

MENTOR

SOCIAL

Prerequisites Grand Archive Tier 1
Cost 2 Fame

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.

Special: A PC can only benefit from two mentor boons.

Meticulous Appraisal

SERVICE

Prerequisites Grand Archive Tier 2
Cost 2 Fame

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.

Heroic Recall

HEROIC

FORTUNE

Prerequisites Grand Archive Tier 3
Cost 4 Fame
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.

Academic Conference

SLOTLESS

Prerequisites Grand Archive Tier 1
Cost 0 Fame

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 at the end of the scenario.

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.

Tier 1 Tier 2 Tier 3 Tier 4
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Translator

ALLY

Prerequisites Grand Archive Tier 2
Cost 4 Fame

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. 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.

Language 1 _____

Language 2 _____

Unparalleled Scholarship

SLOTLESS

Prerequisites Grand Archive Tier 4
Cost 8 Fame

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 agent. That character gains one additional point to assign to their school training, for a total of 4 points.

Horizon Hunters Champion

FACTION

Prerequisites Horizon Hunters Tier 0
Cost 4 Fame

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.

Horizon Hunters Champion, Improved

Prerequisites Horizon Hunters Tier 2, **Purchased** Horizon Hunters Champion ☐
Cost 8 additional Fame

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.

Rugged Wayfinder

ITEM

Prerequisites Horizon Hunters Tier 2, you have a *wayfinder*
Cost 2 Fame

You have modified your wayfinder to absorb a small amount of your exhaustion. When you slot this boon, you apply its benefits to one wayfinder. When the wayfinder is invested and in your possession you gain a special ability.

RUGGED WAYFINDER ➤

Frequency once per adventure (special: see text)

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

Special You can safely use this benefit once per adventure. You can attempt to use it a second time. When you do so, roll a DC 10 flat check. On a success, the wayfinder provides the benefit and is broken. On a failure, the wayfinder is destroyed and does not provide the activated benefit. If you attempt to use it a third time, the item is automatically destroyed and does not provide the activated benefit.

Heroic Hustle

HEROIC

Prerequisites Horizon Hunters Tier 3
Cost 4 Fame

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.

Rugged Mentor

MENTOR

SOCIAL

Prerequisites Horizon Hunters Tier 1
Cost 2 Fame

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.

Special: A PC can only benefit from two mentor boons.

Storied Talent

SOCIAL

Prerequisites Horizon Hunters Tier 2
Cost 4 Fame

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.

Exotic Edge

Prerequisites Horizon Hunters Tier 3
Cost 4 Fame
Frequency Once per Adventure

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.

Consummate Dabbler

SLOTLESS

Prerequisites Horizon Hunters Tier 1
Cost 0 Fame

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 or GM. 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.

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.

| Tier 1 | Tier 2 | Tier 3 | Tier 4 |
|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Swift Traveler

SERVICE

Prerequisites Horizon Hunters Tier 2
Cost 2 Fame

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.

World Traveler

SLOTLESS

Prerequisites Horizon Hunters Tier 4
Cost 8 Fame

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.

Vigilant Seal Champion

FACTION

Prerequisites Vigilant Seal Tier 0

Cost: 4 Fame

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.

Vigilant Seal Champion, Improved

Prerequisites Vigilant Seal Tier 2, Vigilant Seal Champion

Purchased



Cost 8 additional Fame

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 Vigilant Seal faction tier of 1, 2, or 3.

Resist Corruption

Prerequisites Vigilant Seal Tier 1

Cost 2 Fame

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.

Adamant Wayfinder

ITEM

Prerequisites Vigilant Seal Tier 2, you have a *wayfinder*

Cost 2 Fame

When you slot this boon, you apply its benefits to one wayfinder. When the wayfinder is invested and in your possession you gain the Resist Harm reaction.

RESIST HARM

Frequency once per adventure (special: see text)

Trigger You would take damage

You gain resistance to acid, cold, electricity, fire, force, negative, positive, and sonic damage equal to 1 + your reputation tier against one attack, spell, or effect.

Special You can safely use this benefit once per adventure. You can attempt to use it a second time. When you do so, roll a DC 10 flat check. On a success, the wayfinder provides the benefit and is broken. On a failure, the wayfinder is destroyed and does not provide the activated benefit. If you attempt to use it a third time, the item is automatically destroyed and does not provide the activated benefit.

Combat Mentor

MENTOR

SOCIAL

Prerequisites Vigilant Seal Tier 1

Cost 2 Fame

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

Special: A PC can only benefit from two mentor boons.

Adversary Lore

Prerequisites Vigilant Seal Tier 1

Cost 4 Fame

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 circle one creature type from List 1 below, or circle 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 | |

Heroic Defiance

HEROIC

Prerequisites Vigilant Seal Tier 3

Cost 4 Fame

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.).

Leader By Example

SLOTLESS

Prerequisites Vigilant Seal Tier 1

Cost 0 Fame

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. 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.

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. Have the GM sign beside this notation.

Tier 1



Tier 2



Tier 3



Tier 4



Curse Breaker

DOWNTIME

Prerequisites Vigilant Seal Tier 2

Cost 2 Fame

You have been entrusted with an accursed item from the Society's vaults. 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, including cost, with the following exceptions. First, you must use Arcana, Nature, Occultism, or Religion in place of Crafting. 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.

Item _____

Vault Delver

SLOTLESS

Prerequisites Vigilant Seal Tier 4

Cost 8 Fame

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.

Radiant Oath Champion

FACTION

Prerequisites Radiant Oath Tier 0
Cost 4 Fame

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.

Radiant Oath Champion, Improved

Prerequisites Radiant Oath Tier 2, Purchased
Radiant Oath Champion ☐
Cost 8 additional Fame

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.

Practiced Medic

DOWNTIME

Prerequisites Radiant Oath Tier 1
Cost 1 Fame

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.

Protective Mentor

MENTOR

SOCIAL

Prerequisites Radiant Oath Tier 1
Cost 2 Fame

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.

Special: A PC can only benefit from two mentor boons.

Heroic Intervention

HEROIC

Prerequisites Radiant Oath Tier 3
Cost 4 Fame

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.

Charitable Adventure

SLOTLESS

Prerequisites Radiant Oath Tier 1
Cost 0 Fame

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 at the end of the scenario.

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.

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| Tier 1 | Tier 2 | Tier 3 | Tier 4 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Verdant Wheel Champion

FACTION

Prerequisites Verdant Wheel Tier 0

Cost 4 Fame

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.

Verdant Wheel Champion, Improved

Prerequisites Verdant Wheel Tier 2, **Purchased**
Verdant Wheel Champion ☐

Cost 8 additional Fame

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.

Naturalist

DOWNTIME

Prerequisites Verdant Wheel Tier 1

Cost 2 Fame

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, including cost, with the following exceptions. First, you must use Nature, Survival, or Herbalism Lore in place of Crafting. 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.

Item _____

Heroic Resurgence

HEROIC

Prerequisites Verdant Wheel Tier 3

Cost 4 Fame

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).

Worldly Mentor

MENTOR

SOCIAL

Prerequisites Verdant Wheel Tier 1

Cost 2 Fame

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.

Special: A PC can only benefit from two mentor boons.

Leshy Companion

ALLY

Prerequisites Verdant Wheel Tier 2

Cost 4 Fame

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.

Preserve

PROPERTY

Prerequisites Verdant Wheel Tier 3

Cost 4 Fame

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.

Beginnings and Endings

SLOTLESS

Prerequisites Verdant Wheel Tier 1

Cost 0 Fame

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 Chronicle sheet along with the associated Reputation Tier. Have the GM sign beside this notation.

Tier 1

☐

Tier 2

☐

Tier 3

☐

Tier 4

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