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PROMOTIONAL SERVICE AWARD

PROMOTIONAL

0 FAME



Prerequisites Have a campaign coin
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

0 FAME



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.

PROMOTIONAL ACCESSORY

PROMOTIONAL

0 FAME



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.

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HIRELING

ALLY
4 FAME



This ally performs one skill and one Lore skill, with a total modifier of 2 + your level, and they are considered trained in those skills. You must expend any actions and be in range to perform the action yourself. The hireling's result cannot be modified by class abilities or spells. 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.

ALL FACTIONS TIER 0

EXPERT HIRELING

SLOTLESS
6 FAME



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.

ALL FACTIONS TIER 2, BASIC HIRELING

PROFESSIONAL HIRELING

SLOTLESS
6 FAME



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.

ALL FACTIONS TIER 3, EXPERT HIRELING

MASTER HIRELING

SLOTLESS
8 FAME



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.

ALL FACTIONS TIER 4, EXPERT HIRELING

HOME REGION

SLOTLESS
0 FAME



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.

ALL FACTIONS TIER 0

MULTICULTURAL TRAINING

SLOTLESS
2 FAME



Choose an additional ethnicity. 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 The second time you purchase it, the cost increases to 12 Fame, and subsequent purchases cost 20 Fame each.

ALL FACTIONS TIER 0

SECONDARY INITIATION

SLOTLESS
2 FAME



For the purpose of fulfilling prerequisites and Access conditions, you are treated as being a member of another group in addition to the Pathfinder Society.
Special Each time you purchase this boon, you relinquish your membership in the previous group. Before doing so, you must retrain any options that listed membership as a prerequisite.

ALL FACTIONS TIER 0

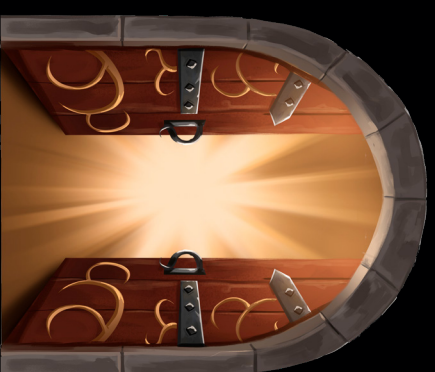
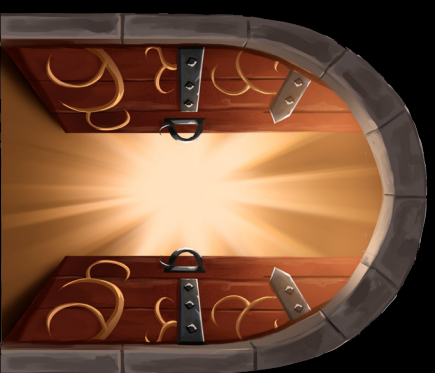
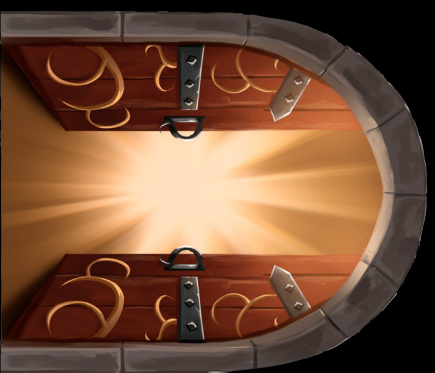
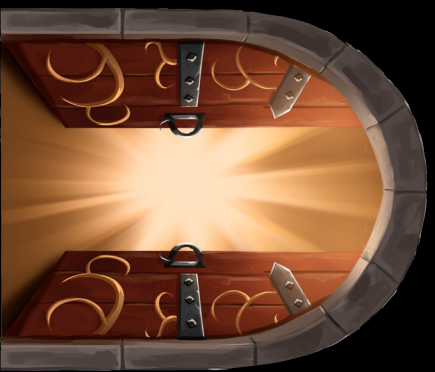
WAYFINDER

SLOTLESS
2 FAME



To guide your path, your faction has secured a wayfinder 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.

ALL FACTIONS TIER 0

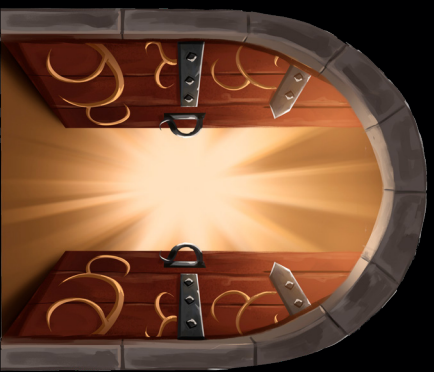


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ENVOY'S ALLIANCE CHAMPION

FACTION
4 FAME

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.

ENVOYS' ALLIANCE TIER

SKILLFUL MENTOR

MENTOR
SOCIAL
2 FAME

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.

ENVOYS' ALLIANCE TIER 1

SOCIETY RECRUITER

SLOTLESS
0 FAME

If you bring a new player to a table—a player without a Pathfinder Society character or playing their first Pathfinder Society session—you earn 2 additional Fame and Reputation with the Envoys' Alliance faction.
Special See the complete rules for this boon in the Pathfinder Society Guide to Play.

ENVOYS' ALLIANCE TIER 1

EAGER PROTÉGÉ

ALLY
4 FAME

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, you can send off your protégé.
Special See the complete rules for this boon in the Pathfinder Society Guide to Play.

ENVOYS' ALLIANCE TIER 2

CRAFTER'S WORKSHOP

DOWNTIME
4 FAME

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.

ENVOYS' ALLIANCE TIER 2

HARMONIC WAYFINDER

ITEM
2 FAME

When you slot this boon, you apply its benefits to one wayfinder. 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. Trying to overcharge it twice destroys it.

ENVOYS' ALLIANCE TIER 2, YOU HAVE A WAYFINDER

BRING THEM BACK ALIVE

SOCIAL
2 FAME

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.

ENVOYS' ALLIANCE TIER 3

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HEROIC INSPIRATION

HEROIC

4 FAME



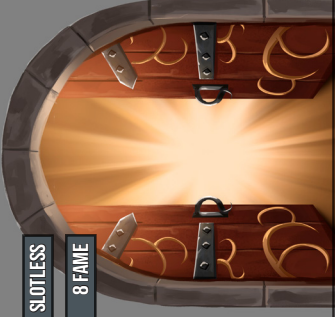
Your heroic moments grant others the will to keep fighting. When you spend a Hero Point, you and any allies within 30 feet who can see you regain 3d6 Hit Points (4d6 if your Radiant Oath reputation tier is 4). This healing also affects dying allies, even if they cannot see you due to being unconscious.

ENVOYS' ALLIANCE TIER 3

EXEMPLARY RECRUITER

SLOTLESS

8 FAME



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 factions.

Special You can apply this benefit to the same character to whom you applied the Eager Protégé benefit. See the complete rules for this boon in the Pathfinder Society Guide to Play.

ENVOYS' ALLIANCE TIER 4

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GRAND ARCHIVE CHAMPION

FACTION
4 FAME



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.

GRAND ARCHIVE TIER 0

ACADEMIC CONFERENCE

SLOTLESS
0 FAME



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 See the complete rules for this boon in the Pathfinder Society Guide to Play.

GRAND ARCHIVE TIER 1

MAGICAL MENTOR

MENTOR
SOCIAL
2 FAME



Any PCs benefiting from a Level Bump and whose levels are lower than yours can prepare 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 2 mentor boons.

GRAND ARCHIVE TIER 1

OFF-HOURS STUDY

DOWNTIME
2 FAME



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. 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.

GRAND ARCHIVE TIER 1

ESOTERIC WAYFINDER

ITEM
2 FAME



When you slot this boon, you apply its benefits to one *wayfinder*. As a free action before you Recall Knowledge, if you roll a critical failure on the 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. Trying to overcharge it twice destroys it.

GRAND ARCHIVE TIER 2, YOU HAVE A WAYFINDER

IMPROVED GRAND ARCHIVE CHAMPION

FACTION
8 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. 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.

GRAND ARCHIVE TIER 2, GRAND ARCHIVE CHAMPION

METICULOUS APPRAISAL

SERVICE
2 FAME



You can purchase this at the end of a scenario when your party recovered 9 or fewer 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 extra 2 points of Fame you spend on this boon, you increase the number of Treasure Bundles recovered by 1.
Special See the complete rules for this boon in the Pathfinder Society Guide to Play.

GRAND ARCHIVE TIER 2

TRANSLATOR

ALLY
4 FAME



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.

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HEROIC RECALL

HEROIC

4 FAME



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.

GRAND ARCHIVE TIER 3

UNPARALLELED SCHOLARSHIP

SLOTLESS

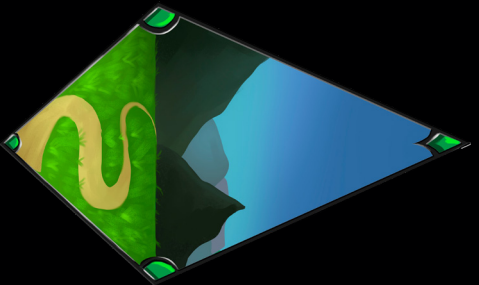
8 FAME



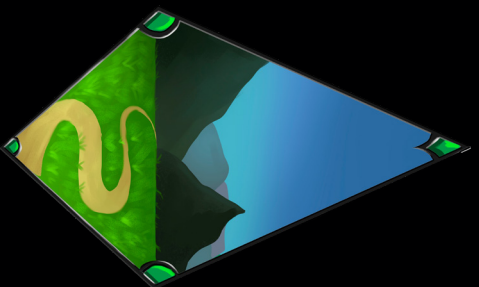
When you purchase this boon, select one of your Pathfinder Society characters with 12 or fewer XP who is not a field commissioned agent. That character gains one additional point to assign to their school training, for a total of 4 points.

GRAND ARCHIVE TIER 4

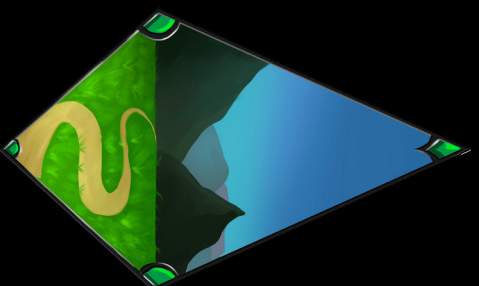
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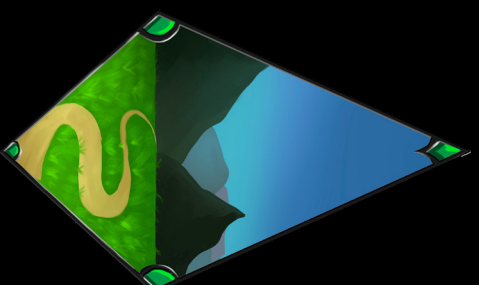
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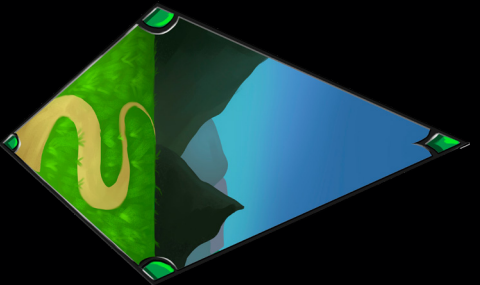
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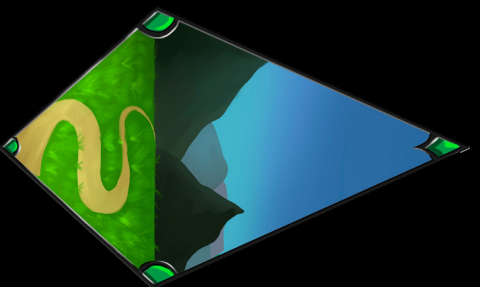
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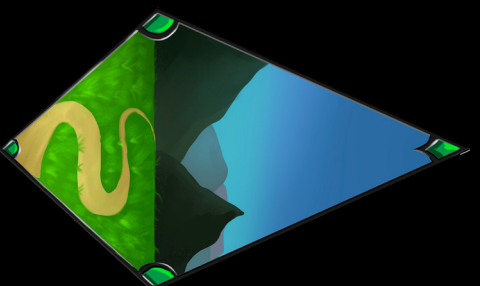
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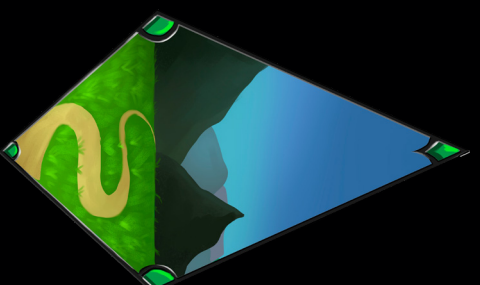
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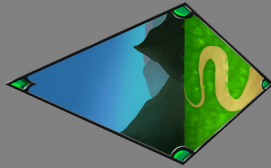


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HORIZON HUNTERS CHAMPION

FACTION
4 FAME

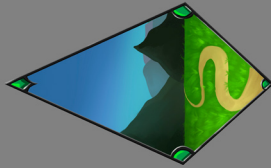


This faction boon represents your developing initial contacts with the Horizon Hunters faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

HORIZON HUNTERS TIER 0

CONSUMMATE DABBLER

SLOTLESS
0 FAME

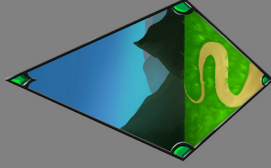


When you play a Pathfinder Adventure Card Society scenario or a Starfinder Society scenario, you earn 2 additional Fame and Reputation with the Horizon Hunters faction on the next scenario you play.
Special See the complete rules for this boon in the Pathfinder Society Guide to Play.

HORIZON HUNTERS TIER 1

RUGGED MENTOR

MENTOR
SOCIAL
2 FAME

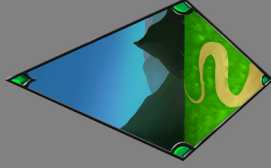


For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to saving throws to 2.
Special A PC can only benefit from two mentor boons.

HORIZON HUNTERS TIER 1

IMPROVED HORIZON HUNTERS CHAMPION

FACTION
8 FAME

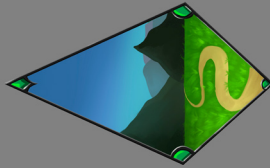


While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives. In addition, when you slot this boon, you gain one additional boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes a Horizon Hunters faction tier of 1, 2, or 3.

HORIZON HUNTERS TIER 2, HORIZON HUNTERS CHAMPION

RUGGED WAYFINDER

ITEM
2 FAME

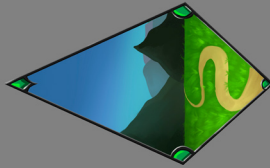


When you slot this boon, you apply its benefits to one *wayfinder*. As an action, you can reduce the severity of your clumsy, enfeebled, or sickened condition, reducing that condition's value by 1. You can safely use this benefit once per adventure. You can attempt to use it a second time, overcharging 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. Trying to overcharge it twice destroys it.

HORIZON HUNTERS TIER 2, YOU HAVE A WAYFINDER

STORIED TALENT

SOCIAL
4 FAME

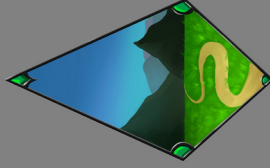


Word of your skill and expertise is spreading, and you find that increasingly prestigious clients are prepared to pay for your services. When using Downtime to Earn Income, you can choose to attempt a task of your level.

HORIZON HUNTERS TIER 2

SWIFT TRAVELER

SERVICE
2 FAME

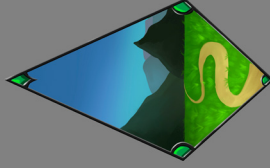


You can purchase this boon at the end of an adventure that granted at least 4 XP while the GM is filling out Chronicle sheets. When you do so, you gain an additional 4 days of Downtime.
A service boon represents is immediately expended and grants no further benefit.

HORIZON HUNTERS TIER 2

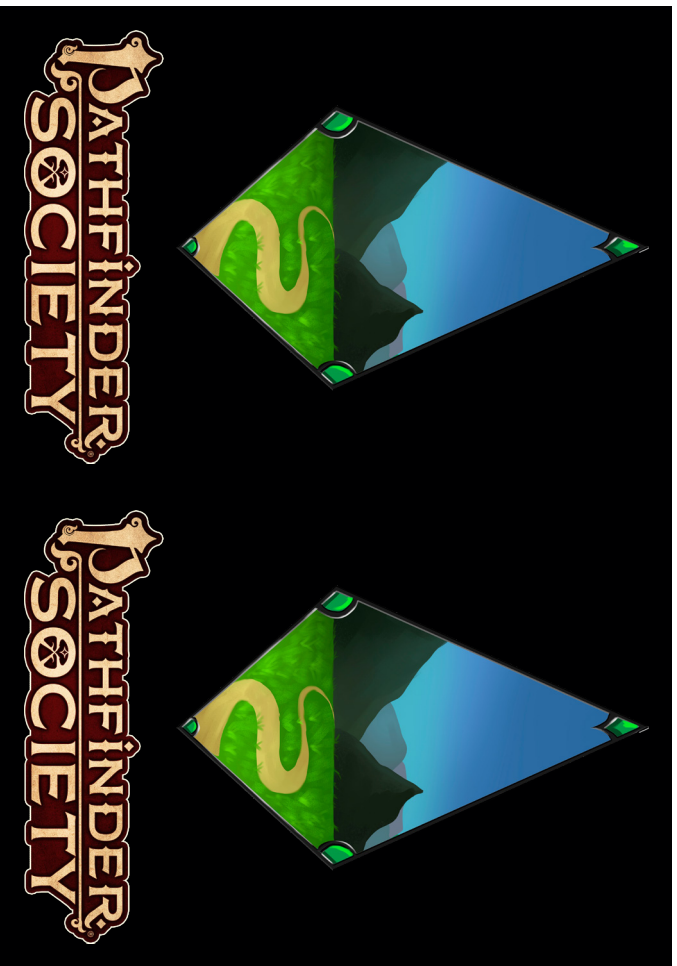
EXOTIC EDGE

GENERIC
4 FAME


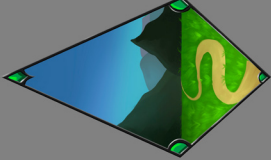
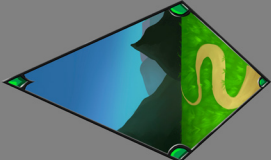


By traveling so widely, you have developed an intuitive talent for using esoteric techniques. Once per adventure, you can activate this boon as a free action to apply these techniques, gaining a +1 circumstance bonus to either all of your attack rolls or all of your skill checks for 1 round.

HORIZON HUNTERS TIER 3



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 HEROIC HUSTLE	HEROIC 4 FAME		<p>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. (Parts of this boon may not work under the rules.)</p>	HORIZON HUNTERS TIER 3
WORLD TRAVELER	SLOTLESS 8 FAME		<p>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.</p>	HORIZON HUNTERS TIER 4

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VIGILANT SEAL CHAMPION

FACTION
4 FAME



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.

VIGILANT SEAL TIER 0

LEADER BY EXAMPLE

SLOTLESS
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.
Special See the complete rules for this boon in the Pathfinder Society Guide to Play.

VIGILANT SEAL TIER 1

ADVERSARY LORE

GENERIC
4 FAME



When you purchase this boon, either select one creature type from List 1, 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.

VIGILANT SEAL TIER 1

RESIST CORRUPTION

GENERIC
2 FAME



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.

VIGILANT SEAL TIER 1

VIGILANT SEAL CHAMPION

FACTION
4 FAME



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VIGILANT SEAL TIER 1

ADVERSARY LORE

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VIGILANT SEAL TIER 1

RESIST CORRUPTION

GENERIC
2 FAME



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.

VIGILANT SEAL TIER 1

COMBAT MENTOR

MENTOR
SOCIAL
2 FAME



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.

VIGILANT SEAL TIER 1

CURSE BREAKER

DOWNTIME
2 FAME

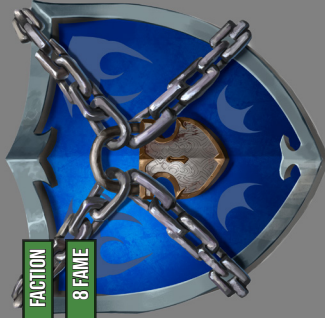


When you acquire this boon choose a permanent magic item of your level or lower to which you have access. While you have this boon slotted, you can spend Downtime erasing the item's stubborn curse. This uses the same rules as you would to Craft the item, with some exceptions.
Special See the complete rules for this boon in the Pathfinder Society Guide to Play.

VIGILANT SEAL TIER 2

IMPROVED VIGILANT SEAL CHAMPION

FACTION
8 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. 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.

VIGILANT SEAL TIER 2, VIGILANT SEAL CHAMPION

ADAMANT WAYFINDER

ITEM
2 FAME



Resist Harm: 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.
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. Trying to overcharge it twice destroys it.

VIGILANT SEAL TIER 2, YOU HAVE A WAYFINDER

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HEROIC DEFIANCE

HEROIC

4 FAME



When you spend your Hero Points to avoid death, you can choose to immediately wake up with 1 Hit Point.

VIGILANT SEAL TIER 3

VAULT DELIVER

SLOTLESS

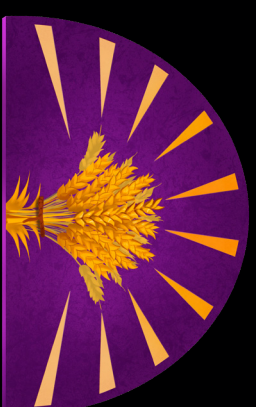
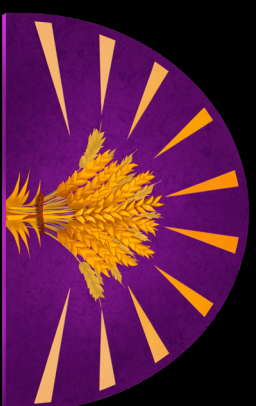
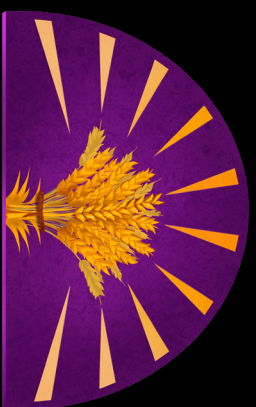
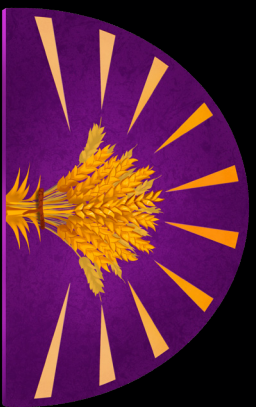
8 FAME



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.

VIGILANT SEAL TIER 4

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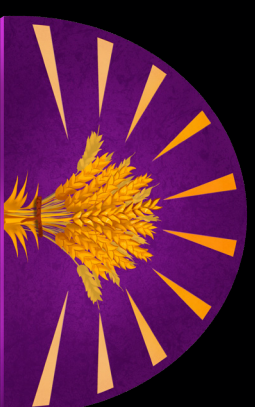
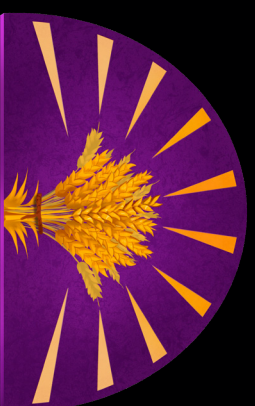
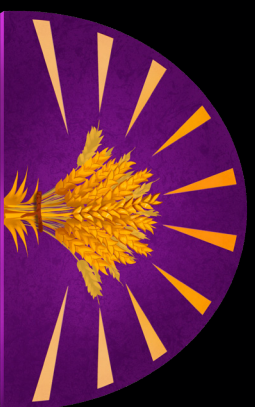
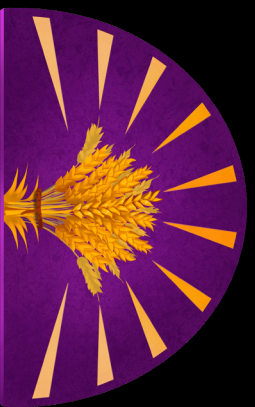


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<p>RADIANT OATH CHAMPION</p> <p>FACTION 4 FAME</p> 	<p>This faction boon represents your developing initial contacts with the Radiant Oath faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.</p> <p>RADIANT OATH TIER 0</p>
<p>CHARITABLE ADVENTURE</p> <p>SLOTLESS 0 FAME</p> 	<p>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.</p> <p>Special See the complete rules for this boon in the Pathfinder Society Guide to Play.</p> <p>RADIANT OATH TIER 1</p>
<p>PROTECTIVE MENTOR</p> <p>MENTOR SOCIAL 2 FAME</p> 	<p>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.</p> <p>Special A PC can only benefit from two mentor boons.</p> <p>RADIANT OATH TIER 1</p>
<p>PRACTICED MEDIC</p> <p>DOWNTIME 1 FAME</p> 	<p>While you have this boon slotted, you can spend 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. You improve your checks degree of success by 1 step.</p> <p>Special See the complete rules for this boon in the Pathfinder Society Guide to Play.</p> <p>RADIANT OATH TIER 1</p>
<p>IMPROVED RADIANT OATH CHAMPION</p> <p>FACTION 8 FAME</p> 	<p>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.</p> <p>RADIANT OATH TIER 2, RADIANT OATH CHAMPION</p>
<p>AID THE FALLEN</p> <p>SOCIAL - FAME</p> 	<p>(This boon is still in development)</p> <p>RADIANT OATH TIER 2</p>
<p>SHARE THE BURDEN</p> <p>SOCIAL - FAME</p> 	<p>(This boon is still in development)</p> <p>RADIANT OATH TIER 3</p>
<p>HEROIC INTERVENTION</p> <p>HEROIC 4 FAME</p> 	<p>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.</p> <p>RADIANT OATH TIER 3</p>

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VERDANT WHEEL CHAMPION

FACTION
4 FAME



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.

VERDANT WHEEL TIER 0

BEGINNINGS AND ENDINGS

SLOTLESS
0 FAME



Serve as the event organizer or headquarters volunteer for a Pathfinder Society event or assist these volunteers to earn 2 additional Fame and Reputation with the Verdant Wheel faction on the next scenario you play. **Special** See the complete rules for this boon in the Pathfinder Society Guide to Play.

VERDANT WHEEL TIER 1

WORLDLY MENTOR

MENTOR
SOCIAL
2 FAME



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.

VERDANT WHEEL TIER 1

NATURALIST

DOWNTIME
1 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). **Special** See the complete rules for this boon in the Pathfinder Society Guide to Play.

VERDANT WHEEL TIER 1

IMPROVED VERDANT WHEEL CHAMPION

FACTION
8 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. 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.

VERDANT WHEEL TIER 2, VERDANT WHEEL CHAMPION

LESHY COMPANION

ALLY
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.

VERDANT WHEEL TIER 2

HEROIC RESURGENCE

HEROIC
4 FAME



When you spend your Hero Points to avert death, note the value of your dying and wounded condition. 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). **Special:** Parts of this boon may not work as expected under the rules

VERDANT WHEEL TIER 3

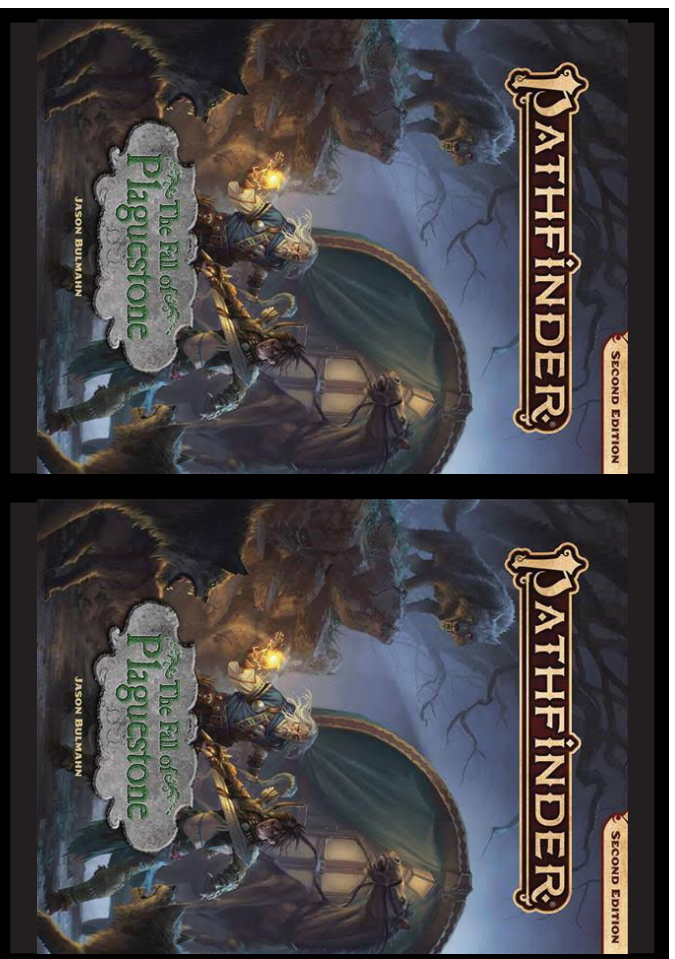
PRESERVE

PROPERTY
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.

VERDANT WHEEL TIER 3



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