

REPUTATION TIER THRESHOLDS

Reputation Tier	Reputation
0	0+
1	5+
2	15+
3	25+
4	45+

Special Note: To calculate your current Reputation Tier for the purpose of all-factions boons, add up your total Reputation from all factions. For example, a character with 5 Reputation with the Wayfinders and 11 Reputation with the Exo-Guardians would have 16 Reputation with all factions and have access to Tier 2 all-factions rewards.

ALL FACTIONS

Basic Purchasing Plan (Slotless; Limited-Use)

Prerequisites: All Factions Tier 0

Cost: Varies (see below)

Benefit: Every Starfinder can acquire certain services from the Starfinder Society by spending Fame. All Starfinders have access to the following list of services.

Award

+4 to any one skill check**

Dispel magic

Lesser restoration

Make whole

Remove affliction (CL 7th)

Break enchantment

Greater dispel magic

Restoration

Regenerate

Have your body recovered by a rescue team

Raise dead

Reduce Infamy by 1

Mnemonic editor (mk varies) 4 × mk of the editor purchased***

* Increase cost by 3 in Near Space and 5 in the Vast

**Does not include Day Job check

***Mk 1 = 4 Fame, mk 2 = 8 Fame, mk 3 = 12 Fame, mk 4 = 16

Fame

Special: This boon can be purchased multiple times, as it strictly allows access to purchase the services listed above.

Cost*

1 Fame

1 Fame

1 Fame

1 Fame

1 Fame

2 Fame

2 Fame

2 Fame

6 Fame

5 Fame

14 Fame

4 Fame

Sellback Plan (Slotless)

Prerequisites: All Factions Tier 1

Cost: None (see below)

Benefit: You can return previously purchased boons with a Fame cost that is less than or equal to your current Reputation Tier in All Factions as long as the boon is neither a limited-use nor a slotless boon. You immediately gain an amount of Fame equal to the total Fame cost of the boon traded in.

Special: You can utilize this boon multiple times, but you can sell only one boon this way between scenarios and cannot sell boons during the course of play.

Amateur Hiring Access (Ally)

Prerequisites: All Factions Tier 1, Basic Hiring Access

Cost: 2 Fame

Benefit: This boon acts as Basic Hiring Access, except the total bonus to your ally's skill check bonus is now equal to 2 + your level.

Special: This boon supersedes the skill bonus used by Basic Hiring Access. When slotting this boon, you select any skill set from Basic Hiring Access that you already purchased but use the improved skill check bonus instead.

Professional Hiring Access (Ally)

Prerequisites: All Factions Tier 2, Amateur Hiring Access

Cost: 2 Fame

Benefit: This boon acts as Basic Hiring Access, except the total bonus to your ally's skill check is now equal to 4 + your level.

Special: This boon supersedes the skill bonus used by Basic Hiring Access. When slotting this boon, you can select one skill set from Basic Hiring Access that you already purchased but use the improved skill check bonus instead.

Untarnished Reputation (Slotless; Limited-Use)

Prerequisites: All Factions Tier 3 or Exo-Guardians Tier 2

Cost: 1 Fame

Benefit: You can purchase this boon to remove a single point of Infamy that you have accrued.

Normal: Reducing Infamy typically costs multiple Fame.

Special: You can purchase this boon only once, even if you qualify for it from multiple factions.

Elite Hiring Access (Ally)

Prerequisites: All Factions Tier 3, Professional Hiring Access

Cost: 2 Fame

Benefit: This boon acts as Basic Hiring Access, except the total bonus to your ally's skill check is now equal to 6 + your level.

Special: This boon supersedes the skill bonus used by Basic Hiring Access. When slotting this boon, you can select one skill set from Basic Hiring Access that you already purchased but use the improved skill check bonus instead.

Master Hiring Access (Ally)

Prerequisites: All Factions Tier 4, Elite Hiring Access

Cost: 2 Fame

Benefit: This boon acts as Basic Hiring Access, except the total bonus to your ally's skill check is now equal to 8 + your level.

Special: This boon supersedes the skill bonus used by Basic Hiring Access. When slotting this boon, you can select one skill set from Basic Hiring Access that you already purchased but use the improved skill check bonus instead.

Starship Towing (Slotless; Limited-Use)

Prerequisites: All Factions Tier 0

Cost: 5 Fame

Benefit: You can purchase this boon when your starship has been reduced to 0 Hull Points during a starship combat encounter. When you do so, a recovery team arrives to recover you and your party members before the enemy can finish you off. It is assumed that you and your group manage to somehow make your way to the next encounter in the scenario if there is one. This boon does not count the starship combat encounter as being completed, so it is still possible to miss out on rewards from the encounter.

Normal: The destruction of a starship can lead to severe repercussions, as detailed in individual scenarios.

Special: Multiple PCs can contribute Fame to purchase this boon. You can purchase this boon multiple times.

Basic Hiring Access (Ally)

Prerequisites: All Factions Tier 0

Cost: 1 Fame

Benefit: You bring on a non-combat ally that can assist with a certain set of skill checks. This ally can perform the listed skills with a total bonus equal to your level. You must expend any necessary actions and be in range to perform the action yourself. The ally's result cannot be modified by class abilities or spells, but can be improved by a successful aid another action. The ally does not participate in combat, cannot be killed outside of combat, and has no effect other than providing the ability to attempt skill checks.

When you select this boon, you must select one of the following sets of skills.

Set 1: Computers, Engineering, Physical Science

Set 2: Bluff, Diplomacy, Intimidate

Set 3: Culture, Medicine, Survival

Set 4: Life Science, Mysticism, Physical Science

Special: You can purchase this boon multiple times. Each time you purchase this boon, you can select a different set of skills from the list above. When slotting this boon, you can only select one of the skill lists you have available from the above list, even if you have purchased multiple lists.

ACQUISITIVES

Acquisitives Champion (Faction)

Prerequisites: Acquisitives Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Acquisitives faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Purveyor of Fortunes (Slotless)

Prerequisites: Acquisitives Tier 1

Cost: 0 Fame (see below)

Benefit: After a scenario for which you achieved the primary success condition and participated in the Starfinder Society Retail Incentive Program by contributing at least \$10, then you earn 1 additional Fame and 1 additional Reputation with the Acquisitives Faction.

Special: You can only benefit from this boon a number of times equal to your current Reputation Tier with the Acquisitives faction (maximum four total times at Reputation Tier 4). 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.

Publicist (Ally)

Prerequisites: Acquisitives Tier 1

Cost: 2 Fame

Benefit: When slotting this boon, select either Culture, Diplomacy, or Profession. You gain a circumstance bonus to that skill check equal to your half your current Acquisitives Reputation Tier (rounding up). If you gain any Infamy while this boon is slotted, you can choose to forgo gaining Reputation at the end of the adventure to avoid gaining any Infamy. If you choose to do this, mark this boon as being permanently expended.

Special: If you gain Infamy and use this boon to pay it off, that character can never retake this boon—no publicist will ever work with such a scoundrel again.

Abundant Ammunition (Starship)

Prerequisites: Acquisitives Tier 1

Cost: 1 Fame

Benefit: When this boon is slotted, select one starship weapon with the limited fire special property on the group's starship. The selected weapon increases the value of the limited fire value by half (rounded down). For example, a limited fire 5 weapon would become limited fire 7. This boon can be used to improve weapons gained as a result of other Starship boons.

Special: Multiple copies of this boon can be used on a starship, but each copy must affect a different weapon.

Acquisitives Champion, Improved (Faction)

Prerequisites: Acquisitives Tier 2

Cost: 4 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Acquisitives faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of the scenario.

In addition, once per adventure, when you succeed at a Culture or Intimidate skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Sponsorship (Social)

Prerequisites: Acquisitives Tier 2

Cost: 2 Fame

Benefit: By slotting this boon, you gain an additional Promotional boon slot. This allows you to slot up to two Promotional boons as long as you meet all the prerequisites for those boons, such as possessing the appropriate product or having earned the necessary volunteer recognition. You cannot slot the same Promotional boon multiple times, nor can you slot two Promotional boons that offer the same effect (such as two boons that both provide rerolls).

Normal: Characters have only one Promotional boon slot.

Known Quality (Social)

Prerequisites: Acquisitives Tier 2

Cost: 2 Fame

Benefit: When you have this boon slotted and you attempt a Day Job check at the end of a session, multiply your total earnings by your Acquisitives Reputation Tier. For example, if you are Tier 3 in the Acquisitives, you multiply the result of your Day Job check by 3.

Skillful Sales (Slotless; Limited-Use)

Prerequisites: Acquisitives Tier 2

Cost: 2 Fame (see below)

Benefit: At the end of a scenario, you can spend 2 Fame to increase the sale value of any number of pieces of equipment you sell from 10% of their price to 20% of their price. You must sell the equipment immediately, and the list of equipment thus sold must be noted on the Chronicle sheet with a GM signature. If you sell equipment later, you gain 10% of the equipment's price (as normal) unless you purchase this boon (and pay the required Fame) again.

Special: You can purchase this boon multiple times (though only once per scenario).

Shameless Sponsorship (Social)

Prerequisites: Acquisitives Tier 3, Sponsorship

Cost: 3 Fame

Benefit: By slotting this boon, you gain two additional Promotional boon slots. This allows you to slot up to three Promotional boons as long as you meet all the prerequisites for those boons, such as having the appropriate product or having earned the necessary volunteer recognition. You cannot slot the same Promotional boon multiple times, nor can you slot two or more Promotional boons that offer the same effect (such as two boons that both provide rerolls).

Normal: Characters have only one Promotional boon slot.

Personalized Hull (Starship)

Prerequisites: Acquisitives Tier 3

Cost: 2 Fame

Benefit: When an opponent imposes a critical damage condition on your starship, after rolling d% to see which system is affected, you can force the GM to reroll the d% and use the new result. A critical damage result can only be rerolled in this way once.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Balanced Nepotism (Slotless)

Prerequisites: Acquisitives Tier 4

Cost: 4 Fame

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character immediately gains 10 Reputation with a faction of your choosing.

DATAPHILES

Dataphiles Champion (Faction)

Prerequisites: Dataphiles Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Dataphiles faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Digital Presence (Slotless)

Prerequisites: Dataphiles Tier 1

Cost: 0 Fame (see below)

Benefit: If you complete a scenario that you played online, such as by using a virtual tabletop or a play-by-post format, you earn 1 additional Fame and 1 additional Reputation with the Dataphiles faction (regardless of whether you have the Dataphiles Champion Faction boon slotted for that scenario).

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Dataphiles faction (maximum four total times at Reputation Tier 4). 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.

Enhanced Targeting (Starship)

Prerequisites: Dataphiles Tier 1

Cost: 1 Fame

Benefit: At the start of a starship combat encounter, you can increase the range of one of your starship's weapons. A short-range weapon becomes medium-range, or a medium-range weapon becomes long-range. This effect lasts for the first 1d3 rounds of the starship combat, after which the required computations become too complex to maintain. This boon has no effect on long-range weapons.

Special: Multiple copies of this boon can be used on a starship, but each copy must affect a different weapon.

Expert Blackmail (Social)

Prerequisites: Dataphiles Tier 1

Cost: 1 Fame

Benefit: During the course of an adventure in which you have this boon slotted, you can spend 1 Resolve Point to call in outside assistance on a skill check against an opponent. You roll 1d4 and add the total to one Bluff, Computers, Culture, Diplomacy, Engineering, Intimidate, Life Science, Physical Science, or appropriate Profession check, representing the added effort of an outside organization. This effect can only occur in situations where you're acting against a known target or organization. For example, you could spend a Resolve Point to gain this bonus when attempting a Diplomacy or Intimidate check against an opponent, but could not use it for attempting an Engineering check to overcome a lock in a forgotten ruin.

Special: In some cases, the GM can rule that your outside contacts can't assist. This might be because you're on a world cut off from the Pact Worlds or dealing with a completely alien threat. In these instances, you do not expend a Resolve Point.

Dataphiles Champion, Improved (Faction)

Prerequisites: Dataphiles Tier 2

Cost: 4 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Dataphiles faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

In addition, once per adventure, when you succeed at a Computers or Engineering check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Backup Info Check (Slotless; Limited-Use)

Prerequisites: Dataphiles Tier 2

Cost: 1 Fame

Benefit: Most scenarios include a mission briefing with one or more relevant skill checks that you can attempt to learn information important to the scenario. Some scenarios include skill checks prior to

the PCs arriving at the adventure location. Typically, these skill checks include a table with information provided based on varying DCs; with this boon, you can reroll one of these skill checks and use the higher of the two results. Skill checks occurring after the start of the first encounter of the scenario cannot be affected by the purchase of this boon.

Special: You can purchase this boon multiple times, but only once per skill check.

Computational Savant (Starship)

Prerequisites: Dataphiles Tier 2

Cost: 3 Fame

Benefit: When operating on board a starship with a computer, that computer counts as having an extra node that only you can use. For example, if you're on a starship with a mk 2 trinode computer, it would count as providing +2/+2/+2/+2, with the last +2 bonus being available only for a skill check that you attempt. If your starship has no computer, you can cobble together a basic network with onboard systems that counts as a mk 1 mononode that only you can use to enhance your skill checks.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Digital Imp (Ally)

Prerequisites: Dataphiles Tier 2

Cost: 2 Fame

Benefit: The Dataphiles have provided you with a digital construct. While commonly called an "imp," this digital program can resemble any creature you desire, along with a personality you choose. Lacking physical form, this intricate program can reside within a wrist-mounted computer, a hacking kit, or even inside a mechanic's exocortex. As a standard action, you can unleash the digital imp on an adjacent computer system, where it is able to perform the following uses of the Computers skill: Access Unsecured System, Destroy System or Module, Detect Fake Shell, Disable or Manipulate Module, Gain Root Access, or Hack System. The digital imp uses your bonus to Computers with a -4 penalty to the check and cannot take 10 or 20. The digital imp also doubles the time to perform any task, such as 2 full actions per tier of a computer system to hack a system. You can recollect the deployed digital imp as a standard action when adjacent to a computer system where the imp is deployed.

Ruthless Blackmail (Social)

Prerequisites: Dataphiles Tier 3, Expert Blackmail

Cost: 3 Fame

Benefit: This Social Boon works exactly like Expert Blackmail, except you add 1d8 to your check rather than 1d4.

Data Concierge (Ally)

As long as you have the ability to communicate with the Pact Worlds, you can call in an ally to assist on a failed skill check.

Prerequisites: Dataphiles Tier 3

Cost: 2 Fame

Benefit: You have gained the ability to contact a junior member of the Dataphiles in the Pact Worlds. Once per scenario, while outside of a combat situation and with access to an unlimited-range communication device (such as your starship or facilities in a cosmopolitan settlement), you can contact this ally. The ally allows you to reroll one previously failed skill check to acquire a piece of knowledge, such as identifying a creature or understanding a coded language. Successfully contacting this ally requires 1 hour.

Information Sharing (Slotless)

Prerequisites: Dataphiles Tier 4

Cost: 4 Fame

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character gains access to one boon your current character has. The selected boon must be from a Chronicle sheet played from Tier 1-4 or Tier 3-6. Alternatively, you can share any boon you've previously purchased that has a Reputation Tier requirement of 2 or less

EXO-GUARDIANS

Exo-Guardians Champion (Faction)

Prerequisites: Exo-Guardians Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Exo-Guardians faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless she has a Faction boon slotted.

Theoretical Historian (Slotless)

Prerequisites: Exo-Guardians Tier 1

Cost: 0 Fame (see below)

Benefit: If you run a scenario as a GM that you have already run as a GM, you can take a Chronicle sheet from that scenario and apply it to this character. This Chronicle sheet provides no rewards (such as XP, credits, or boons), except you can mark the Chronicle sheet as being completed as part of this boon and earn 1 additional Fame and 1 additional Reputation with the Exo-Guardians Faction for your associated character.

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Exo-Guardians faction (to a maximum of four total times at Reputation Tier 4). Each time you fulfill the requirements of this boon, mark it on your Chronicle sheet along with the associated Reputation Tier.

Collector and Examiner (Ally)

Prerequisites: Exo-Guardians Tier 1

Cost: 2 Fame

Benefit: You have a growing relationship with a researcher among the Exo-Guardians. At the end of a scenario for which you've slotted this boon, you can return one, and only one, mostly intact cadaver of a defeated significant enemy (*Starfinder Core Rulebook* 242) for the ally to study. Mark the creature type (such as aberration, fey, or ooze) of the collected cadaver on your Chronicle sheet. While this boon is slotted, you gain an insight bonus to Engineering, Life Science and Mysticism checks to identify creatures corresponding to creatures of the types you have collected. The bonus is equal to the number of corpses of that creature type collected, up to a maximum of +3. The bonus represents your correspondence between you and your examiner ally, and it does not mean the examiner is physically present during the adventure.

Pact Worlds Defender (Social)

Prerequisites: Exo-Guardians Tier 1

Cost: 1 Fame

Benefit: When you have this boon slotted, you and any adjacent allies gain a +1 morale bonus to saving throws against fear effects. This bonus increases to +2 if the source of the fear effect is something that did not originate within the Pact Worlds.

Exo-Guardians Champion, Improved (Faction)

Prerequisites: Exo-Guardians Tier 2

Cost: 4 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Exo-Guardians faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

In addition, once per adventure when you successfully score a critical hit in combat against a significant enemy (*Starfinder Core Rulebook* 242) or succeed at Life Science check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Untarnished Reputation (Slotless; Limited-Use)

Prerequisites: All Factions Tier 3 or Exo-Guardians Tier 2

Cost: 1 Fame

Benefit: You can purchase this boon to remove a single point of Infamy that you have accrued.

Normal: Reducing Infamy typically costs multiple Fame.

Special: You can purchase this boon only once, even if you qualify for it from multiple factions.

Tools for the Job (Slotless; Limited-Use)

Prerequisites: Exo-Guardians Tier 2

Cost: 2 Fame (see below)

Benefit: At the end of a scenario, you can spend 2 Fame to treat the effective item level of a single piece of armor or weapon as 1 lower for the purpose of determining what you can purchase. This allows you to purchase armor or a weapon from the *Starfinder Core Rulebook* whose level is equal to your character level + 2, or equipment from other sanctioned sources whose item level is equal to your character level + 1. This boon does not affect the available item level of items found on Chronicle sheets.

Normal: You can normally purchase only equipment from the *Starfinder Core Rulebook* whose item level equal to your character level + 1, or equipment from other sanctioned sources whose level equal to your character level.

Special: You can purchase this boon multiple times. Its effects do not stack; each purchase instead applies to a different piece of equipment.

Expert Gunnery (Starship)

Prerequisites: Exo-Guardians Tier 2

Cost: 2 Fame

Benefit: During a starship combat encounter, when your ship scores critical damage against an opponent, you can spend 1 Resolve Point to reroll the critical damage effect. You must use the second result.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Normal: A character gains no Reputation unless she has a Faction boon slotted.

Ammo Caddy (Ally)

Prerequisites: Exo-Guardians Tier 3

Cost: 3 Fame

Benefit: You recruit a non-combat ally who can assist you by reloading your weapon. Once per adventure, you can spend 1 Resolve Point to have the caddy reload one weapon in your possession, as long as you have the requisite spare ammo to provide. The reloading occurs at the beginning of your turn or at the end of your turn (your choice). If reloading the weapon would take more than 1 round, this instead reduces the time to reload the weapon by 1 round. It is assumed the caddy carries a set of your ammunition appropriate for each of your weapons, but will only reload one weapon once per adventure.

Fusion Guild Contact (Social)

Prerequisites: Exo-Guardians Tier 3

Cost: Varies (see below)

Benefit: When you purchase this boon, select a weapon fusion (*Starfinder Core Rulebook* 192) with an item level equal to 2 × your Exo-Guardians Reputation Tier. This boon costs a number of Fame equal to half the item level of the weapon fusion, rounding up. While this boon is slotted, you gain a fusion seal for that specific weapon fusion for the duration of the scenario. You do not keep the fusion seal, but you can gain it again in any adventure in which you slot this boon.

Special: You can purchase this boon multiple times. Each time you purchase this boon, select a different weapon fusion.

Starship Schematic (Slotless)

Prerequisites: Exo-Guardians Tier 4

Cost: 4 Fame

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character gains access to a new base starship. The character can select this unique starship by slotting this boon in the Starship boon slot. The statistics for this new starship will be presented in a future update.

SECOND SEEKERS

Second Seekers: Luwazi Elsebo Champion (Faction)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Second Seekers (Luwazi Elsebo) faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless she has a Faction boon slotted.

Society Shepherd (Slotless)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 0 Fame (see below)

Benefit: If you brought a new player—a player without a Starfinder Society character or playing their first Starfinder Society session—you earn 1 additional Fame and 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction.

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Second Seekers (Luwazi Elsebo) 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.

Field Trainee (Ally)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 1 Fame

Benefit: You bring along an ally who assists you in and out of combat. Once per adventure, you can direct your trainee to perform the aid another action (*Starfinder Core Rulebook* 133) or provide covering fire (*Starfinder Core Rulebook* 246). Your trainee is considered to have a +3 bonus to all skill checks and a +5 ranged attack roll bonus. You can direct your trainee to provide this more than once in an adventure, but each use beyond the first requires you to spend 1 Resolve Point.

Special: While the trainee can affect combat encounters, he's considered a noncombatant and is not tracked during combat.

Instructor (Social)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 2 Fame

Benefit: This boon represents time spent outside of adventuring that you're taking to train a potential new Starfinder. At the end of every adventure you have this boon slotted, record the total amount of Fame you earned. You can expend your Downtime at the end of an adventure to increase the amount of Fame recorded for this boon by 1. Once you have accrued 40 Fame with this boon, your student has come into his or her own and is ready to become a full-fledged Starfinder (a new character). Have your GM mark the Chronicle sheet where you accomplished this, and keep a copy with your new character.

When your new character reaches 5th level, instead of choosing four ability scores to increase, you can choose five. Otherwise you follow all other rules for leveling up. This bonus only applies at 5th level.

Special: You can apply this boon only to one new character, and only once the objectives have been completed.

Rugged Hull (Starship)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 2 Fame

Benefit: Increase the critical threshold (CT) of your starship by an amount equal to your current Reputation Tier with the Second Seekers (Luwazi Elsebo) faction.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Second Seekers: Luwazi Elsebo Champion,

Improved (Faction)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 4 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Second Seekers (Luwazi Elsebo) faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

In addition, once per adventure when you successfully use the aid another action to improve an ally's skill check using a skill that is written into the adventure, or when you succeed at Sense Motive check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Normal: A character gains no Reputation unless she has a Faction boon slotted.

Team Spirit (Slotless)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 1 Fame

Benefit: When you or another character is killed during an adventure in which you participated, reduce the Fame cost of the *raise dead* spellcasting service by 2. This boon is not expended when used.

Special: A dead character can benefit from only one copy of this boon at a time, to a maximum discount of 2 Fame.

Efficient Administrator (Ally)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 2 Fame

Benefit: You hire an administrator to help vet and assist certain allies recruited by your fellow party members. While this boon is slotted, all other PC's Ally boons gain an insight bonus to their skill checks equal to your current Reputation Tier with the Second Seekers faction. If the ally performs a combat role, then he instead gains an insight bonus to his ability DCs, attack rolls, and saving throws equal to half your Reputation Tier with the Second Seekers.

Special: An ally can benefit from only one copy of this boon at a time. This has no effect on Ally boons that do not have a skill check, combat roll, or DC-based effect.

Uniter (Social)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 3

Cost: 5 Fame

Benefit: When this boon is slotted, you treat your effective Reputation Tier for any faction for which you have earned Reputation Tier 1 as though you were Reputation Tier 2. This affects any boons that scale off Reputation Tier as long as your unaltered Reputation Tier for those factions is 1. At the end of any scenario in which you have this boon slotted, you can purchase Tier 2 rewards from those factions. These rewards can only be slotted or used if you have this boon slotted, or if your Reputation Tier for that faction rises to 2 through natural reputation gain.

Scrappy Little Ship (Starship)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 3

Cost: 3 Fame

Benefit: When your starship suffers critical damage that results in a glitching system, you can temporarily increase your AC or TL by 1. This bonus lasts until the critical damage is fixed, or until the end of the starship combat. This bonus occurs only as a result of damage (not as a result of effects like EMP weapons). A subsequent critical damage effect that results in a malfunctioning system allows you to increase this temporary bonus to +2. Wrecked systems do not provide any bonus beyond that gained from a malfunctioning system.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Rising Star (Slotless)

Prerequisites: Second Seeker (Luwazi Elsebo) Tier 4

Cost: 4 Fame

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character begins play with 5 Fame to spend on purchases and no longer pays additional Fame for purchases in Near Space, and only pays 3 additional Fame for purchases made in the Vast (instead of 5). That character gains an additional 5 Fame once they reach 20 Reputation with any one faction.

In addition to the benefits of this boon, once you purchase this capstone boon, you are encouraged to send an e-mail to organizedplay@paizo.com with a subject line of "Second Seekers Rising Star." Include your character's race, class, name, character number, and a description of 75 words or less in the body of the e-mail. That character is entered into a drawing to become a future in-world Venture-Captain, member of the Forum, or even the First Seeker.

WAYFARERS

Wayfinders Champion (Faction)

Prerequisites: Wayfinders Tier 0

Cost: 2 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Wayfinders faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Mobile Translator (Slotless)

Prerequisites: Wayfinders Tier 1

Cost: 2 Fame

Benefit: You acquire a Tetrad certified translator as if you had purchased it, but you do not need to expend any credits.

Normal: You need to spend credits to acquire this item.

TETRAD CERTIFIED TRANSLATOR LEVEL 2

ITEM	PRICE	BULK
TECHNOLOGICAL	500	L

This elaborate datapad has several additional audio receptors to capture nearby sounds. If you don't share a language with creatures you encounter, you can activate this device to collect basic linguistic information. The device requires 10 minutes of observed conversation to gain enough information to operate. The device then acts as a rudimentary translator. It does not allow you to converse with creatures with whom you don't share a language, but it can relate very basic information. Examples of statements the device could interpret would be: "come with us," "lower your weapons," or "leave immediately." The device cannot parse proper names, including personal designations or the names of items and places. Some extraordinary complex or obscure languages might not translate clearly with this device.

A Tetrad certified translator has 10 capacity and 1/hour usage.

Worldwide Explorer (Slotless)

Prerequisites: Wayfinders Tier 1

Cost: 0 Fame (see below)

Benefit: If you complete a scenario in a region with a different Regional Venture-Coordinator than your home region, you earn 1 additional Fame and 1 additional Reputation with the Wayfinders faction. For more information on the regions overseen by Regional Venture-Coordinators, see paizo.com/organizedplay/coordinators.

Special: You can benefit from this boon only a number of times equal to your current Reputation Tier with the Wayfinders 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.

First Contact Step-In (Social)

Prerequisites: Wayfinders Tier 1

Cost: 1 Fame

Benefit: When an ally fails a skill check during a first contact situation—specifically when encountering a previously undiscovered species—you can spend 1 Resolve Point to immediately attempt the same skill check. If the result of your skill check is greater than your ally's failed attempt, use your result to determine the outcome. You can use this ability on any skill check so long as it relates to a first contact encounter. A common example would be using skills like Diplomacy or Intimidate on a newly encountered race, but attempting a Computers check to learn from an alien network about a new species would also be appropriate. Exactly when this boon can be used is up to the GM's discretion.

Improved Drift Engine (Starship)

Prerequisites: Wayfinders Tier 1

Cost: 1 Fame

Benefit: Increase the Drift engine of your starship to Signal Booster. This may affect certain aspects of a scenario, but only if the scenario specifically calls this out. Otherwise, the increased engine gives you extra time to prepare for any starship combat encounter you take part in. At the start of a starship combat encounter, you can choose your ship facing and move your ship up to 1d6 hexes in any direction.

Special: A starship can only benefit from one copy of this Starship boon at a time.

Wayfinders Champion, Improved (Faction)

Prerequisites: Wayfinders Tier 2

Cost: 4 Fame

Benefit: This Faction boon allows the character to gain Reputation with the Wayfinders faction. A character with this boon slotted at the end of a successfully completed scenario gains Reputation as detailed in the primary and secondary success conditions of that scenario.

In addition, once per adventure when you succeed at a Diplomacy or Survival skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Normal: A character gains no Reputation unless he has a Faction boon slotted.

Living Translator (Ally)

Prerequisites: Wayfinders Tier 2

Cost: 2 Fame

Benefit: You bring along a noncombatant translator skilled in several languages. In addition to Common, the translator knows a number of languages equal to your current Reputation Tier with the Wayfinders faction + 1. When you purchase this boon, you must select the languages known by the translator. These can be any languages listed on page 41 of the *Starfinder Core Rulebook* or any unique language you've encountered in a previous scenario. When your Reputation Tier increases, you can add an additional language to those known by your translator.

Enhanced Shield Regeneration (Starship)

Prerequisites: Wayfinders Tier 2

Cost: 2 Fame

Benefit: Once per starship combat, you can spend 1 Resolve Point to push your starship's shields to the limit. The starship regains a number of Shield Points (SP) equal to the starship tier × your current Wayfinder Reputation Tier. You can assign these SP to any facing, or divide them among any number of facings. A starship can only benefit from this boon once per starship combat encounter.

Alien Access (Social)

Prerequisites: Wayfinders Tier 3

Cost: 3 Fame

Benefit: You gain a +2 circumstance bonus to skill checks related to negotiating for equipment outside of the Pact Worlds. This also applies to skill checks where a successful result would secure you and your party a gifted alien item (typically detailed in the Treasure section of an encounter). In addition, you always have access to new equipment found on your Chronicle sheet, regardless of whether you are in an appropriate settlement. You can purchase this equipment at a 10% discount, and it arrives via a non-combat starship within 1d3 days.

Alien Observer (Ally)

Prerequisites: Wayfinders Tier 3

Cost: 2 Fame

Benefit: You bring along a noncombatant alien observer belonging to a species from outside of the Pact Worlds. This alien does not take part in combat. It speaks Common and its native language. The alien observes your actions, but it does not take part in any encounters; it refrains from involving itself in combat or making skill checks. Because of the importance of preserving the observer, while this boon is slotted, you and other characters taking part in the scenario reduce the Fame cost to purchase a body recovery by a rescue team (see the Basic Purchasing Plan boon) by 2. If you gain Infamy at any point while this boon is slotted, you immediately lose this boon.

Special: You can only benefit from one copy of this boon at a time; this boon's effects do not stack with those of other Alien Observer boons.

Alien Allies (Slotless)

Prerequisites: Wayfinders Tier 4

Cost: 4 Fame

Benefit: When you select this boon, it does not apply to your current character. Instead, select one of your Starfinder Society characters with 0 XP. That character can select a new playable race without needing to expend the Personal boon slot. That character cannot slot a different race boon into the Personal boon slot, but can slot another type of Personal boon. The rules on this new race will appear in a future update.