

Pathfinder Society Training

You get 3 networking points to spend on any combination of the three schools. Your selection is made at character creation and is permanent. At the beginning of each mission, receive free consumable according to your selections. Unused items are returned at the mission's end.

	All	Swords	Scrolls	Spells
1		Pick one from below or from the all schools list	Pick one from below or from the all schools list	Pick one from below or from the all schools list
1st level choices	<i>holy water, minor healing potion, lesser bomb, lesser antidote, lesser antiplague</i>	<i>Lesser leaper's elixir, potency crystal, shining ammunition</i>	<i>feather token (ladder), lesser eagle-eye elixir, owlbear claw, wolf fang</i>	<i>Scroll of burning hands, charm, fear, harm, heal, mage armor, magic fang, magic missile, magic weapon, soothe</i>
3rd level additional choices	<i>lesser healing potion, potion of water breathing</i>	<i>beacon shot, bronze bull pendant, effervescent ampoule, feather step stone, jade cat, lesser bravo's brew, mistorm elixir, oil of mending, onyx panther, savior spike, silversheen</i>	<i>cat's eye elixir, crying angel pendant, feather token (bird), feather token (chest), feather token (holly bush), hunter's bane, lesser comprehension elixir, lesser darkvision elixir, mesmerizing opal</i>	<i>Scroll of barkskin, comprehend languages, dispel magic, invisibility, remove fear, remove paralysis, resist energy, restoration, se invisiblity, water breathing</i>
2		Gain training in one of the skills below	Gain training in one of the skills below	Gain training in one of the skills below
		Gladiatorial Lore, Scouting Lore, Warfare Lore	Accounting Lore, Library Lore, Scribing Lore	Academia Lore, Architecture Lore, Herbalism Lore
3		Gain one additional item from above; item level no greater than half your level	Gain one additional item from above; item level no greater than half your level	Gain one additional item from above; item level no greater than half your level

	Boon Slots	Boon Types	Key Terms
Faction		Advanced Ally	XP: Experience Points, takes 12 to level up
Advanced		Downtime Faction	Fame: A spendable resource
1		Heroic Item	Reputation: Faction influence. Not spendable
2		Limited-use Mentor	Achievement Points: Player resource
3		Promotional Property	Downtime: What you do with time off

level	Downtime	1 Day	8 Day
1	Perform, Lore or Craft Trained DC: 14	1 cp/ 5 cp/ 5 cp	8 cp/ 4 sp / 4 sp
2	Perform, Lore or Craft Trained DC: 14	1 cp/ 5 cp/ 2 sp	8 cp/ 4 sp / 1.6 gp
3	Perform, Lore or Craft Trained DC: 15	2 cp/ 2 sp/ 3 sp	1.6 sp/ 1.6 gp/ 2.4 gp
4	Perform, Lore or Craft Trained DC: 16	4 cp/ 3 sp/ 5 sp	3.2 sp/ 2.4 gp/ 4 gp