

RETAIL INCENTIVE PROGRAMS

PFS1

Ongoing Benefit

Harder to Kill

Treat the character's Constitution as 5 points higher than normal for the purpose of determining when hit point damage would kill him.

Enhanced Version For the enhanced benefit, treat the character's Constitution as 10 higher.

Additional Benefits

Cheaper Healing

Before the end of the session, you can use the benefit to reduce the Prestige Point cost of one spellcasting service of the healing subschool by 1 (minimum 0).

Enhanced Version You can instead reduce the cost by 2.

Recover from Wounds

The PC recovers hit points equal to twice their character level.

Enhanced Version Each PC also recovers 2 points of ability damage to one ability score. This benefit can only be used outside of combat.

Bonus Wealth

If you do not use the subsidized healing benefit above, you can instead choose to roll twice and take the higher result when rolling a Day Job check.

Enhanced Version You also increase the gold you earn from the day Job result by 50% (maximum 300 gp total).

PFS2

Ongoing Benefit

Harder to Kill

One time per game, reduce your dying condition value by 1. This can prevent you from dying.

Enhanced Version For the enhanced benefit, reduce your dying condition value by 2.

Additional Benefits

Cheaper Healing

Before the end of the session, you can use the benefit to reduce the cost a single healing spell or ritual to remove a condition, affliction, or death to 90%.

Enhanced Version You instead reduce the cost to 80%.

Recover from Wounds

Once per game, you can rest for 10 minutes to gain the result of a success on a trained DC 15 Treat Wounds.

Enhanced Version You instead gain the result of a success on a master DC 30 Treat Wounds.

Bonus Wealth

When you roll a critical failure on a check to Earn Income, you get the results of a failure instead.

Enhanced Version When you fail or critically fail a check to Earn Income, you earn double the base amount of money from a failure.

RETAIL INCENTIVE PROGRAMS

Starfinder

Ongoing Benefit

Harder to Kill

Reduce the number of Resolve Points required to stabilize by 1.

Enhanced Version Reduce the number of Resolve Points required to stabilize by 2.

Additional Benefits

Cheaper Healing

Before the end of the session, you can use the benefit to reduce the Fame cost of purchases listed on the Basic Purchasing Plan boon* by 1 (minimum 0). Qualifying purchases include dispel magic, lesser restoration, make whole, remove affliction, break enchantment, greater dispel magic, restoration, regenerate, or raise dead.

Enhanced Version Reduce the cost above the cost by 2.

**See the Basic Purchasing Plan boon in the Starfinder Society Roleplaying Guild Guide.*

Recover from Wounds

Anytime you spend a Resolve Point to regain Stamina Points through resting, you can recover 2 points of ability damage.

Enhanced Version Increase the amount of ability damage recovered to 4.

Bonus Wealth

If you do not use the subsidized healing benefits above, you can instead choose to roll twice and take the higher result when rolling a Day Job check.

Enhanced Version You also increase the credits you earn from the Day Job result by 50%. This does not stack with other boons that apply to Day Job checks.

The Rules

Redeeming a receipt simply involves showing it to the event coordinator, who marks the receipt to denote that it was used. A player can only use a receipt in this way on the day of the purchase, and only for an event at that venue. The receipt need not include Paizo products—any products the venue sells count as qualifying purchases. Players cannot acquire or redeem receipts during their own turn or during any player's encounter; otherwise, players can acquire and redeem receipts during play only when doing so does not significantly disrupt gameplay.

If the combined value of the receipts redeemed by players at the table exceeds \$10, all of the characters at the table receive the ongoing benefit described below, and each character chooses one of the additional benefits (also listed as single-use benefits) described below. If the combined value exceeds \$50, you may use the enhanced version of the applicable benefits instead. (In countries that use currencies other than US Dollars, use approximate equivalents of \$10 and \$50; don't worry too much about figuring out the exact exchange rate.) The ongoing benefit lasts for up to 5 hours, and each character may use their chosen one-time benefit once in each scenario played during those 5 hours. Characters can only receive these benefits once during any 5-hour block. No matter how many receipts the players have, the table can never use the same benefit more than once during a game session; they can, however, gain both benefits during a session.