

Table of Contents

All agents, provided they have been confirmed by having gone on at least 2 missions, are awarded a free *wayfinder*. In addition, any agent of the pathfinder society can purchase the following boons from the “boons” tab of [My Organized Play](#) using [Achievement Points](#)

Boons Available to all PCs

Wayfinder*
Hireling
Hireling Translator
Secondary Initiation

- Character must have played 2 sessions to obtain.

Faction Reputation

By representing a [faction](#) during adventures or participating in adventures vital to a faction’s interests, a character gains Reputation with the represented faction. The greater a character’s Reputation the more respected and influential they are with that faction. Characters can represent more than one Faction in their career, but only one per adventure. Some scenarios grant bonus Reputation with particular factions; this doesn’t prevent characters from choosing to represent a different Faction.

Pathfinder Society uses the Reputation subsystem ([Gamemastery Guide 164](#)) with the following modifications:

Table 6-2: Reputations

Reputation	Reputation points
Ignored	0-19
Liked	20-59
Admired	60-119
Revered	120+

Reputation in PFS does not use negative values. Major infractions earn [Infamy](#).

Character rewards unlocked by Reputation are found on the Boon Tab of your [My Organized Play page](#). They are further described below.

Faction Boons

The various factions make the following boons available to their agents who have earned the appropriate reputation level. Agents who qualify can purchase the following boons from the “boons” tab of [My Organized Play](#) using [Achievement Points](#)

Faction	Liked	Admired	Revered
Any Faction	Expert Hireling	Professional Hireling Treasure Bundle Insurance Untarnished Reputation	Master Hireling
Envoy’s Alliance	Skillful Mentor Crafter’s Workshop Harmonic Wayfinder	Bring Them Back Alive	
Grand Archive	Magical Mentor Esoteric Wayfinder Off-Hours Study	Steady Hand	
Horizon Hunters	Rugged Mentor Rugged Wayfinder Storied Talent	Exotic Edge	

Radiant Oath	Protective Mentor Practiced Medic Radiant Wayfinder	Ward Against Fiends
Verdant Wheel	Worldly Mentor Leshy Companion Naturalist	Natural Skill
Vigilant Seal	Combat Mentor Adamant Wayfinder Adversary Lore	Curse Breaker

Boons List (Alphabetical)

Adversary Lore

Prerequisites: Liked by Vigilant Seal

It doesn't matter how powerful your weapons are if you don't know where to strike. You have taken the time to study a certain category of creatures, making it easier to recall their capabilities later. When you purchase this boon, either select one creature type from List 1 below, or choose two creature types from List 2. You gain a +1 circumstance bonus to Recall Knowledge about creatures of the selected type(s). If your Reputation tier with the Vigilant Seal is Revered, this bonus increases to +2.

- List 1: aberration, animal, beast, construct, dragon, elemental, fiend, undead.
- List 2: astral, celestial, ethereal, fey, fungus, giant, monster, ooze, plant.

Special: You can apply this boon multiple times to

the same character. However, the character must focus their training on one set of creatures before each adventure, and cannot benefit from multiple copies of the boon at the same time.

Bring Them Back Alive

Prerequisites: Admired by Envoy's Alliance

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.

Crafter's Workshop

Prerequisites: Liked by Envoy's Alliance

Your friends in the Envoy's Alliance share crafting materials and collaborate to create new items more efficiently. You only need to spend 1 day of downtime before attempting your skill check and subsequently beginning to reduce the item's effective cost.

Normal: You must spend 4 days of downtime before attempting your skill check and subsequently beginning to reduce the item's effective cost.

Curse Breaker

Prerequisites: Admired by Vigilant Seal

You have been entrusted with an accursed item from the Society's vaults, and you can spend your time in the Grand Lodge patiently unraveling its malign influence. When you acquire this boon, choose a permanent magic item of your level or lower to which you have access. You can spend Downtime erasing

the item's stubborn curse. This uses the same rules as you would to Craft the item, with the following exceptions. First, you must use Arcana, Nature, Occultism, or Religion in place of Crafting for all purposes. Second, 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 can uncurse more than one magic item with this boon, but you must finish uncurseing one item before beginning the next.

Item chosen:

Item chosen:

Item chosen:

Exotic Edge

Prerequisites: Admired by Horizon Hunters

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.

Hireling

Prerequisites: none

You have recruited a non-combat hireling who can assist you with a certain set of skill checks. This ally performs the selected skills with a total modifier equal to 2 + your level, and they are considered trained in the skills. You must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb).

The hireling doesn't have or use its own ability modifiers and can never benefit from item bonuses,

status bonuses, or fortune effects. Abilities that grant you a circumstance bonus do not grant that circumstance bonus to your hireling even though you are using your action to attempt the check. You cannot aid your own hireling.

You cannot use the hireling's skills except recall knowledge in combat, and the hireling cannot be affected by, or affect combat, and cannot be harmed unless willfully endangered, and has no effect other than performing the selected skill checks.

When you purchase this boon, you select one skill as well as one Lore skill. The hireling can perform only these skills checks.

Special You can purchase this boon multiple times, but may only benefit from one hireling boon on any given adventure.

Hireling Translator

Prerequisites: None

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 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. The translator cannot be affected by or affect combat.

Special: You can apply this boon multiple times to the same character, but may only benefit from one hireling boon on any given adventure.

Hireling, Expert

Prerequisites: Liked by any Faction

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.

Special: You can purchase this boon multiple times to the same character. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Hireling, Professional

Prerequisites: Admired by any Faction

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.

Special: You can apply this boon multiple times to the same character. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Hireling, Master

Prerequisites: Revered by any Faction

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.

Special: You can apply this boon multiple times to the same character. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Leshy Companion

Prerequisites: Liked by Verdant Wheel

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. When you apply this boon, you can retrain your 2nd level class feat to Leshy Companion without spending Downtime.

Mentor, Combat

Prerequisites: Liked by Vigilant Seal

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 to 2.

Normal: A Level Bump increases a PC's attack roll modifiers by 1.

Special: A PC can only benefit from two mentor boons

Mentor, Magical

Prerequisites: Liked by Grand Archive

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.

Normal A Level Bump increases a PC's spell DCs by 1, and it does not grant any additional spells prepared

or spell slots.

Special A PC can only benefit from two mentor boons.

Mentor, Protective

Prerequisites: Liked by Radiant Oath

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 (Liked = 1, Admired = 2, Revered = 3).

Normal A Level Bump increases a PC's Hit Points by 10% or 10, whichever is higher.

Special A PC can only benefit from two mentor boons.

Mentor, Rugged

Prerequisites: Liked by Horizon Hunters

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.

Normal A Level Bump increases a PC's saving throw modifiers by 1.

Special A PC can only benefit from two mentor boons.

Mentor, Skillful

Prerequisites: Liked by Envoy's Alliance

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.

Normal A Level Bump increases a PC's skill check modifiers by 1.

Special A PC can only benefit from two mentor boons.

Mentor, Worldly

Prerequisites: Liked by Verdant Wheel

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.

Normal A Level Bump increases a PC's Perception modifier by 1.

Special A PC can only benefit from two mentor boons.

Naturalist

Prerequisites: Liked by Verdant Wheel

When you apply this boon, choose a common alchemical item or potion of your level or lower to which you have access. The Verdant Wheel has taught you how to craft this item far more efficiently and provided you with a source for the rare herbs and ingredients needed to make 1 batch (typically 4 copies of the item). Making the item with the Verdant Wheel's method the standard rules for Crafting the item, with the following exceptions. First, you must use Nature, Survival, or Herbalism Lore in place of

Crafting for all purposes. Second, 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.

Special: You can apply this boon multiple times to the same character.

Natural Skill

Prerequisites: Admired by Verdant Wheel

If you are at least trained in Nature, you gain a bonus skill feat from the following list: Natural Medicine, Quick Identification, Recognize Spell, or Train Animal. If you have already selected one of these feats, you can freely retrain your selection.

Off-Hours Study

Prerequisites: Liked by Grand Archive

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. After purchasing this boon, 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. This boon then grants no further benefit.

Special: You can apply this boon multiple times to the same character. Each time you do so, select a different language or Lore skill.

Practiced Medic

Prerequisites: Liked by Radiant Oath

By spending your off hours administering medical aid to those in need, you have developed extraordinary

first aid instincts. After purchasing this boon, you can spend Downtime to provide medical services to others. Once you have expended 8 days of Downtime in this way, 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 apply this boon multiple times to the same character, though you cannot expend more than one copy of this boon per adventure.

Secondary Initiation

Prerequisites: None

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 apply this boon multiple times to the same character, but each time you apply 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.

Steady Hands

Prerequisites: Admired by Grand Archive

Long hours interacting with fragile manuscripts has taught you how to keep your hands steady. You can activate the following ability once per adventure.

Steady Hand **free-action** (fortune) Roll twice and take the higher result on a Thievery check. You can only activate this ability before rolling the check.

Storied Talent

Prerequisites: Liked by Horizon Hunters

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.

Treasure Bundle Insurance

Prerequisites: Admired by any Faction

[] [] [] 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 check a box that precedes 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.

The total number of additional Treasure Bundles provided by this boon cannot exceed the adventure's maximum (10, for a typical scenario).

Untarnished Reputation

Prerequisites: Admired by any Faction

When you purchase this boon, you remove one point of Infamy that you have accrued.

Special: You can apply this boon multiple times to the same character. Its cost increases each time it is

purchased.

Ward Against Fiends

Prerequisites: Admired by Radiant Oath

Your allies in the Radiant Oath faction performed a ritual to grant you holy protection against demons, daemons, devils, and similar evil beings. Once per adventure, when you roll a critical failure on a saving throw against a fiend, you get a failure instead.

Wayfinder

Prerequisites: Character must have played 1 session to obtain.

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.

Wayfinder, Adamant

Prerequisites: Liked by Vigilant Seal

You have specially reinforced your *wayfinder*, devising a way for the device to absorb harmful energies. When you purchase this boon, you apply its benefits to one *wayfinder* in your possession, granting you a special ability when the *wayfinder* is invested and in your possession. You gain the following reaction.

Resist Harm (reaction);

Trigger You would take damage;

Effect: You gain resistance 1 to acid, cold, electricity, fire, force, negative, positive, and sonic damage against one attack, spell, or effect. This applies only to the initial effect, not to any subsequent attacks or damage dealt by the effect (such as persistent damage or an ongoing hazard). This resistance

increases to 2 when you reach the Admired Reputation tier with Vigilant Seal, and to 4 when you reach the Revered Reputation tier. 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. If anyone tries to overcharge a *wayfinder* that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Special: You can apply multiple upgrades to a single *wayfinder*. Each upgrade only affects one *wayfinder* in your possession, chosen when the boon is purchased. If a *wayfinder* has multiple upgrades on it, you can only safely use each ability once per scenario.

If the *wayfinder* with this upgrade is destroyed, you can apply the upgrade to another *wayfinder* during Downtime for no additional cost beyond that of the *wayfinder* itself.

Wayfinder, Esoteric

Prerequisites: Liked by Grand Archive

You have modified your *wayfinder* to focus your mental energy, driving more reliable insights. When you purchase this boon, you apply its benefits to one *wayfinder* in your possession, granting you a special free action ability when the *wayfinder* is invested and in your possession.

You can 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.

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. If anyone tries to overcharge a *wayfinder* that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Special: You can apply multiple upgrades to a single *wayfinder*. Each upgrade only affects one *wayfinder* in your possession, chosen when the boon is purchased. If a *wayfinder* has multiple upgrades on it, you can only safely use each ability once per scenario.

If the *wayfinder* with this upgrade is destroyed, you can apply the upgrade to another *wayfinder* during Downtime for no additional cost beyond that of the *wayfinder* itself.

Wayfinder, Harmonic

Prerequisites: Liked by Envoy's Alliance

You have modified your *wayfinder* to resonate with your allies' actions, allowing you to better help them in times of need. When you purchase this boon, you apply its benefits to one *wayfinder* in your possession, granting you a special free action ability when the *wayfinder* is invested and in your possession.

You can activate this ability 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. If anyone tries to overcharge a *wayfinder* that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Special: You can apply multiple upgrades to a single

wayfinder. Each upgrade only affects one *wayfinder* in your possession, chosen when the boon is purchased. If a *wayfinder* has multiple upgrades on it, you can only safely use each ability once per scenario.

If the *wayfinder* with this upgrade is destroyed, you can apply the upgrade to another *wayfinder* during Downtime for no additional cost beyond that of the *wayfinder* itself.

Wayfinder, Radiant

Prerequisites: Liked by Radiant Oath

You have specially reinforced your *wayfinder*, devising a way for the device to reveal hidden creatures. When you purchase this boon, you apply its benefits to one *wayfinder* in your possession, granting it the following activation ability.

Activate [two-action] command

(evocation, good, light)

Effect: The *wayfinder* glows with a spiritual radiance, revealing that which is hidden. This has the effects of faerie fire, except the effect occurs in a 10-foot radius centered around you.

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. If anyone tries to overcharge a *wayfinder* that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Special: You can apply multiple upgrades to a single *wayfinder*. Each upgrade only affects one *wayfinder* in your possession, chosen when the boon is purchased. If a *wayfinder* has multiple upgrades on it, you can only safely use each ability once per scenario.

If the *wayfinder* with this upgrade is destroyed, you

car