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Factions offer a variety of rewards, accessible based on reputation, that PCs can purchase with Achievement Points (AcP). Along with these faction-specific rewards, some rewards are available based on a PC's total reputation across all factions.

Reputation Tiers

There are a total of five Reputation Tiers a character can progress through with a faction. As a PC earns Reputation associated with a faction, they unlock additional benefits and access to more boons. A PC's overall standing is represented by their Reputation Tier. These tiers are numbered 0 through 4, with a Reputation Tier of 0 representing no advancement within a faction, while a Reputation Tier of 4 is the height of prestige within a faction. A Reputation Tier of 0 is not a valid Reputation Tier to collect the rewards from boons based on Reputation Tier. To advance in Reputation Tiers, a character must collect the requisite amount of Reputation as detailed on Table 2-1.

Reputation Tier Thresholds

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

All Factions

To calculate your current Reputation Tier for the purpose of all-factions boons, add up your total Reputation from all factions.

Boons Table

All Faction Boons

Name	Tier	Type	AcP	Description
Basic Hireling Access	0	Ally	2	An ally with a basic skill bonus
Mnemonic Editor	0	Slotless	<i>varies</i>	Change previous levels' decisions
Species Admittance	0	Personal	<i>varies</i>	Build a character from a playable species
Spellcasting Service	0	Slotless	<i>varies</i>	Buy spellcasting at Starfinder lodges
Starfinder Body Recovery	0	Slotless	10	Have your body recovered after dying
Starship Towing	0	Slotless	8	Get a tow when your starship is disabled
System Traveler	0	Slotless	<i>varies</i>	Unlock an ancestry for a Pathfinder Society character
Amateur Hireling Access	1	Ally	4	An ally with a minor skill bonus
Infamy Reduction	2	Slotless	<i>varies</i>	Reduce your Infamy by 1
Professional Hireling Access	2	Ally	4	An ally with a high skill bonus
Elite Hireling Access	3	Ally	4	An ally with a very high skill bonus
Year of the Scoured Stars	3	Slotless	<i>varies</i>	Boost abilities after playing Year 1 scenarios

Master Hireling Access	4	Ally	4	An ally with the best skill bonus
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Aquisitives Boons

Name	Tier	Type	AcP	Description
Publicist	1	Ally	4	An ally maintains your public image
Purveyor of Fortunes	1	Slotless	0	Gameplay objective boon
Acquisitives Champion	2	Faction	0	Recover Resolve from certain skill checks
Known Quality	2	Social	4	Improve day job checks
Skillful Sales	2	Slotless	4	Increase sale value of equipment
Sponsorship	2	Social	4	Gain one additional Promotional boon slot
Personalized Hull	3	Starship	4	Reroll starship critical hits on your ship
Shameless Sponsorship	3	Social	6	Gain two additional Promotional boon slots
Balanced Nepotism	4	Slotless	8	Start a character with 10 Reputation

Advocates Boons

Name	Tier	Type	AcP	Description
Able Assistant	1	Social	4	Gain a bonus to aid or encourage

Avid Volunteer	1	Slotless	0	Gain extra Reputation for event setup
Advocates Champion	2	Faction	0	Recover Resolve from certain skill checks
Encouraging Resolve	2	Slotless	4	Spend Resolve to heal SP or stabilize an ally
Loyal Friend	1	Slotless	2	Reduce chance of being confused
Protector's Offense	2	Slotless	4	Boost ally's AC with block weapon
Determined Medic	3	Slotless	4	Remove conditions in combat
Support Network	4	Slotless	8	Assign a free body recovery and <i>raise dead</i> to a new character

Cognates Boons

Name	Tier	Type	AcP	Description
Knowledgeable Technophobe	1	Slotless	2	Reduce DC to identify technological creatures
Multidisciplinary Approach	1	Social	4	Gain a bonus to a chosen skill
Society Diversification	1	Slotless	0	Gain extra Reputation for 4+ classes in a scenario
Cognates Champion	2	Faction	0	Recover Resolve from certain skill checks

Eclectic Toolkit	2	Slotless	4	Treat certain items as one level lower for purchase
Prudent Technophobe	2	Slotless	4	AC bonus vs technological foes
Portable Archive	3	Slotless	4	Spend Resolve to roll twice on recall knowledge
Foundational Education	4	Slotless	8	Gain free Skill Focus feat for a new character

Dataphiles Boons

Name	Tier	Type	AcP	Description
Digital Presence	1	Slotless	0	Gameplay objective boon
Enhanced Targeting	1	Starship	2	Increase range of starship weapon
Backup Info Check	2	Slotless	4	Rerolls on pre-adventure skill checks
Computation Savant	2	Starship	4	Extra node for computers on starship
Dataphiles Champion	2	Faction	0	Recover Resolve from certain skill checks
Digital Imp	2	Ally	4	Digital ally provides remote hacking
Data Concierge	3	Ally	4	Access to outside skill assistance
Information Sharing	4	Slotless	8	Access a boon from this PC

Exo-Guardians Boons

Name	Tier	Type	AcP	Description
Collector and Examiner	1	Ally	4	Deliver alien remains for future insight
Pact Worlds Defender	1	Social	2	You and nearby allies better resist fear
Theoretical Historian	1	Slotless	0	Gameplay objective boon
Exo-Guardians Champion	2	Faction	0	Recover Resolve from certain skill checks
Expert Gunnery	2	Starship	4	You can reroll critical hits
Tools for the Job	2	Slotless	4	Access better equipment
Ammo Caddy	3	Ally	4	An ally reloads your weapon
Starship Schematic	4	Slotless	8	Access a new starship

Manifold Host

Name	Tier	Type	AcP	Description
Field Trainee	1	Ally	2	Gain an ally who provides covering or harrying fire
First Contact Step-In	1	Social	2	Spend Resolve to reroll first contact skill checks

Ardent Diversification	2	Slotless	0	Gain extra Reputation for adventuring with a species not in the <i>Core Rulebook</i>
Living Translator	2	Ally	4	Gain an ally with additional languages
Manifold Host Champion	2	Faction	0	Recover Resolve from certain skill checks
Skillful Sales	2	Slotless	4	Increase sale value of equipment
Linguistic Decoder	3	Slotless	4	Reduce difficulty to decipher writing
Manifold Host Exemplar	4	Slotless	8	Convert your species access boon to Slotless

Second Seekers: Ehu Hadif

Name	Tier	Type	AcP	Description
Seeker of Knowledge (Ehu)	1-4	Slotless	0	Replay scenarios based upon reputation
Historical Analyst	1	Starship	2	Give Culture-based bonus to gunners
Instructor	1	Social	4	Mentor a future Starfinder in your spare time
Second Seekers (Ehu) Champion	2	Faction	0	Recover Resolve from certain skill checks
Expert Scanner	2	Starship	4	Increase sensor modifier

Well-Traveled	2	Slotless	4	Gain bonus to recall knowledge about somewhere you visited
Studious Researcher	3	Ally	4	An ally helps you complete objectives
Grand Achievement	4	Slotless	8	Gain missed Chronicle rewards

Second Seekers: Jadnura

Name	Tier	Type	AcP	Description
Analytical Tracking	1	Starship	2	Reroll an attack with a tracking weapon
Reflective Meditation	1	Slotless	4	Gain a bonus for next combat
Seeker of Knowledge (Jadnura)	1	Slotless	0	Replay a previously played scenario
Augmented Shields	2	Starship	4	Increase starship's starting shields
Scoured Flora	2	Slotless	4	Heal ability damage
Second Seekers (Jadnura) Champion	2	Faction	0	Recover Resolve from certain skill checks
Personal Mentor	3	Ally	4	Free body recovery
Mark of Leadership	4	Slotless	8	Treat other boons as Ally boons

Second Seekers: Luwazi Elsebo

Name	Tier	Type	AcP	Description
Field Trainee	1	Ally	2	An ally helps you in and out of combat
Rugged Hull	1	Starship	4	Increase the CT of your starship
Society Shepherd	1	Slotless	0	Gameplay objective boon
Efficient Administrator	2	Ally	4	Grant a bonus to other Ally boons
Experienced Diplomat	2	Slotless	4	Reroll failed Diplomacy check
Second Seekers (Luwazi) Champion	2	Faction	0	Recover Resolve from certain skill checks
Scrappy Little Ship	3	Starship	4	Your ship endures under sustained attack
Pass the Torch	4	Slotless	8	Increase an ability score on a new character

Wayfinders

Name	Tier	Type	AcP	Description
First Contact Step-In	1	Social	2	Use Resolve to reroll first contact skills
Mobile Translator	1	Slotless	4	Gain equipment to help translate languages
Worldwide Explorer	1	Slotless	0	Gameplay objective boon
Enhanced Shield Regeneration	2	Starship	4	Reduce the time for shield regeneration

Living Translator	2	Ally	4	Gain an ally with access to other languages
Wayfinders Champion	2	Faction	0	Recover Resolve from certain skill checks
Alien Observer	3	Ally	4	Reduced cost for body retrieval
Alien Allies	4	Slotless	8	Access a new alien playable species

Zero-Cost Boons

Boons that cost 0 AcP but have faction reputation requirements are listed under "Rewards purchaseable with Game Rewards - SFS" in the AcP boon store.

Boon List

A-C

Able Assistant

(Social Boon)

Prerequisites: Advocates Tier 1

Cost: 4 AcP

Benefit: Gain a +3 bonus when taking the aid another or encourage actions.

Alien Observer

(Ally Boon)

The Wayfinders have attached an alien observer to watch over your missions and report back to its people.

Prerequisites: Wayfinders Tier 3

Cost: 4 AcP

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 have access to free body recovery.

Normal: The normal price is 10 AcP for [body recovery](#) for Starfinders who have died.

Special: *If you gain Infamy at any point while this boon is slotted, you immediately lose this boon.*

Ammo Caddy

(Ally Boon)

A skilled weapons expert follows you into combat, reloading your weapons at critical moments.

Prerequisites: Exo-Guardians Tier 3

Cost: 4 AcP

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 reload only one weapon once per adventure.

Analytical Tracking

(Starship Boon)

Followers of Jadnura often prepare multiple contingencies and find themselves unprepared only when something completely unexpected occurs. You've learned how to perform actions as a science officer to help your allies operate tracking weapons.

Prerequisites: Second Seekers (Jadnura): Tier 1

Cost: 2 AcP

Benefit: When acting as a science officer aboard a starship, you can perform a special version of the target systems action that allows you to prepare a coordinated strike. Rather than selecting an enemy system, you can spend 1 Resolve Point and select one tracking weapon aboard your starship. The gunner can reroll a single attack roll with that weapon.

Ardent Diversification

(Slotless Boon)

Prerequisites: Manifold Host Tier 2

Cost: 0 AcP

Benefit: Gain extra Reputation for completing a scenario with a character whose playable species stats do not appear in the *Core Rulebook*.

Augmented Shields

(Starship Boon)

Prerequisites: Second Seekers (Jadnura) Tier 2

Cost: 4 AcP

Benefit: Increase your starship's starting shields.

Avid Volunteer

(Slotless Boon)

Prerequisites: Advocates Tier 1

Cost: 0 AcP

Benefit: Gain additional Reputation for assisting with setup or teardown at a game day or convention.

Backup Info Check

(Slotless Boon; Limited-Use)

You have access to several invite-only infosphere data repositories and forums.

Prerequisites: Dataphiles Tier 2

Cost: 4 AcP

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.

Champion, Acquisitives

(Faction Boon)

Your allegiance to the Acquisitives means you gain personal bonuses for completing related mission objectives as well as championing the faction.

Prerequisites: Acquisitives Tier 2

Cost: 0 AcP

Benefit: 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.

Special: This boon has no effect unless the character is championing the Acquisitives Faction this adventure.

Champion, Advocates

(Faction Boon)

Prerequisites: Advocates Tier 2

Cost: 0 AcP

Benefit: Recover Resolve for healing allies or succeeding at Diplomacy checks.

Champion, Cognates

(Faction Boon)

Prerequisites: Cognates Tier 2

Cost: 0 AcP

Benefit: Recover Resolve for identifying creatures or succeeding at a Mysticism check.

Champion, Dataphiles

(Faction Boon)

Your allegiance to the Dataphiles means you gain personal bonuses for completing related mission objectives as well as championing the faction.

Prerequisites: Dataphiles Tier 2

Cost: 0 AcP

Benefit: 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.

Special: This boon has no effect unless the character is championing the Dataphiles Faction this adventure.

Champion, Exo-Guardians

(Faction Boon)

Your allegiance to the Exo-Guardians means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Exo-Guardians Tier 2

Cost: 0 AcP

Benefit: 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.

Special: This boon has no effect unless the character is championing the Exo-Guardians Faction this

adventure.

Champion, Manifold Host

(Faction Boon)

Prerequisites: Manifold Host Tier 2

Cost: 0 AcP

Benefit: Recover Resolve for succeeding at a Culture or Diplomacy check.

Champion, Second Seekers (Ehu)

(Faction Boon)

Your allegiance to the Second Seekers (Ehu Hadif) means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Second Seekers (Ehu Hadif) Tier 2

Cost: 0 AcP

Benefit: Once per adventure, anytime you succeed at a Culture or Mysticism skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Second Seekers: Ehu Faction this adventure.

Champion, Second Seekers (Jadnura)

(Faction Boon)

Your allegiance to the Second Seekers (Jadnura) means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Second Seekers (Jadnura) Tier 2

Cost: 0 AcP

Benefit: Once per adventure, anytime you succeed at a Life Science or Physical Science skill check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Second Seekers: Jadnura Faction this adventure.

Champion, Second Seekers (Luwazi)

(Faction Boon)

Your allegiance to the Second Seekers (Luwazi Elsebo) means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 0 AcP

Benefit: 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 a Sense Motive check that is written into the adventure, you recover 1 Resolve Point, up to your Resolve Point total.

Special: This boon has no effect unless the character is championing the Second Seekers: Luwazi Elsebo Faction this adventure.

Champion, Wayfinders

(Faction Boon)

Your allegiance to the Wayfinders means you gain personal bonuses for completing related mission objectives, as well as championing the faction.

Prerequisites: Wayfinders Tier 2

Cost: 0 AcP

Benefit: 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.

Collector and Examiner

(Ally Boon)

The Exo-Guardians host a variety of professionals interested in researching alien life from the Vast. One such researcher would like to work with you.

Prerequisites: Exo-Guardians Tier 1

Cost: 4 AcP

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.

Computation Savant

(Starship Boon)

You've mastered the art of getting the most out of starship computers. Where others gain some insight from computerized assistance, you are able to take away far greater information.

Prerequisites: Dataphiles Tier 2

Cost: 4 AcP

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 benefit from only one copy of this Starship boon at a time.

D-H

Data Concierge

(Ally Boon)

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: 4 AcP

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.

Determined Medic

(Slotless Boon)

You've trained for innumerable emergency situations and are a capable combat medic in a pinch.

Prerequisites: Advocates Tier 3

Cost: 4 AcP

Benefit: Once per adventure as a standard action, you can treat a willing, adjacent creature to remove one of the following conditions: frightened, nauseated, paralyzed, shaken, sickened, or staggered. This doesn't end the effect that caused the condition, and the target can regain the condition

from any source as normal.

Digital Imp

(Ally Boon)

The Dataphiles offer you a digital construct that can assist with certain skills.

Prerequisites: Dataphiles Tier 2

Cost: 4 AcP

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 re-collect the deployed digital imp as a standard action when adjacent to a computer system where the imp is deployed.

Digital Presence

(Slotless Boon)

You work to propagate a thriving digital community.

Prerequisites: Dataphiles Tier 1

Cost: 0 AcP (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 Reputation with the Dataphiles faction (regardless of the 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.

Eclectic Toolkit

(Slotless Boon; Limited-Use)

Prerequisites: Cognates Tier 2

Cost: 4 AcP

Benefit: Treat certain items as one level lower for purchase.

Efficient Administrator

(Ally Boon)

You’ve arranged to take on the services of a manager skilled at directing other allies.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 4 AcP

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 PCs’ 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 they instead gain an insight bonus to their 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.

Encouraging Resolve

(Slotless Boon)

Prerequisites: Advocates Tier 2

Cost: 4 AcP

Benefit: Spend Resolve to restore an ally's Stamina points or stabilize them.

Enhanced Shield Regeneration

(Starship Boon)

You've learned how to get the most out of your shields, pushing them to the limit to survive the rigors of special phenomena and starship combat.

Prerequisites: Wayfinders Tier 2

Cost: 4 AcP

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 benefit from this boon only once per starship combat encounter.

Enhanced Targeting

(Starship Boon)

Through intense computational mathematics, you can temporarily rig a weapon to fire well beyond its normal range.

Prerequisites: Dataphiles Tier 1

Cost: 2 AcP

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.

Experienced Diplomat

(Slotless Boon)

Your time with Luwazi Elsebo has taught you how to juggle the needs of disparate parties and smooth over diplomatic missteps.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 2

Cost: 4 AcP

Benefit: Once per adventure, when you would fail at a Diplomacy check that's written into the adventure, you can spend 1 Resolve Point to reroll that Diplomacy check. You must use the second result.

Expert Gunnery

(Starship Boon)

Through repeated exposure to the rigors of starship combat, you have learned about how to put a key shot in exactly the right place.

Prerequisites: Exo-Guardians Tier 2

Cost: 4 AcP

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 benefit from only one copy of this Starship boon at a time.

Expert Scanner

(Starship Boon)

You believe information and preparation are integral to a Starfinder's success and have learned a few tricks to get the most out of your starship's sensors.

Prerequisites: Second Seekers (Ehu Hadif) Tier 2

Cost: 4 AcP

Benefit: When you utilize a starship's sensors, you increase the modifier granted by those sensors by 2. This doesn't increase the range of those sensors. For example, if you're on a starship with basic short-range sensors, you treat the sensors as having a +4 modifier, rather than a +2 modifier.

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

Field Trainee

(Ally Boon)

A Starfinder trainee accompanies you on field missions to gain further experience.

Prerequisites: Manifold Host Tier 1 or Second Seekers (Luwazi Elsebo) Tier 1

Cost: 2 AcP

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, they are considered a noncombatant and not tracked during combat.

First Contact Step-In

(Social Boon)

When not engaged in field missions, you pore over Wayfinder briefings about various first contact missions.

Prerequisites: Manifold Host Tier 1 or Wayfinders

Tier 1

Cost: 2 AcP

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 species, 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.

Hireling Access, Basic

(Ally Boon)

You can requisition basic assistance from the Starfinder Society.

Prerequisites: All Factions Tier 0

Cost: 2 AcP

In the AcP boon store, each skill set below is listed as a separate boon.

Benefit: You have 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 hireling can attempt a given skill check only once, cannot retry a check, and cannot take 10 or 20 on a check. The hireling has no effect other than performing the selected skill checks.

While in combat, you cannot use the hireling's skills

except recall knowledge. The hireling cannot be affected by or affect combat and cannot be harmed unless willfully endangered.

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

- **Academic:** Life Science, Mysticism, Physical Science
- **Diplomat:** Bluff, Diplomacy, Intimidate
- **Medic:** Culture, Medicine, Survival
- **Tech Support:** Computers, Engineering, Physical Science

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

Hireling Access, Amateur

(Ally Boon)

You can requisition amateur assistance from the Starfinder Society.

Prerequisites: All Factions Tier 1, Basic Hireling Access

Cost: 4 AcP

Benefit: This boon acts as Basic Hireling 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 Hireling Access. When slotting this boon, you select any skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Hireling Access, Professional

(Ally Boon)

You can request the assistance of a professional agent from the Starfinder Society.

Prerequisites: All Factions Tier 2, Amateur Hireling Access

Cost: 4 AcP

Benefit: This boon acts as Basic Hireling 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 Hireling Access. When slotting this boon, you can select one skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Hireling Access, Elite

(Ally Boon)

You can requisition elite assistance from the Starfinder Society.

Prerequisites: All Factions Tier 3, Professional Hireling Access

Cost: 4 AcP

Benefit: This boon acts as Basic Hireling 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 Hireling Access. When slotting this boon, you can select one skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Hireling Access, Master

(Ally Boon)

You can requisition elite assistance from the Starfinder Society.

Prerequisites: All Factions Tier 4, Elite Hireling Access

Cost: 4 AcP

Benefit: This boon acts as Basic Hireling 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 Hireling Access. When slotting this boon, you can select one skill set from Basic Hireling Access that you already purchased but use the improved skill check bonus instead.

Historical Analyst

(Starship Boon)

Ehu Hadif teaches that one can always look to the past in order to better predict future events. Perhaps there is no better practical application for this mantra than the dance of starship combat, where knowledge of past events can help influence the outcome of current battles.

Prerequisites: Second Seekers (Ehu Hadif) Tier 1

Cost: 2 AcP

Benefit: When acting as a science officer onboard a starship, you can perform a special version of the target systems action that allows you to assist your gunner with a tidbit of past knowledge.

Rather than selecting an enemy system, you can spend 1 Resolve Point. One gunner on your starship gains a bonus to all gunnery checks equal to half your ranks in Culture (minimum 1), though this bonus can never be higher than twice your Reputation Tier with Second Seekers (Ehu Hadif). The bonus lasts for one combat.

I-R

Infamy Reduction

(Slotless Boon; Limited-Use)

You eliminate some of your bad reputation.

Prerequisites: All Factions Tier 2

Cost: 8+ AcP (see below)

Benefit: You reduce your Infamy by 1.

Special: This boon can be purchased multiple times;

each purchase is for a single reduction of one point of Infamy. The first time a character purchases this boon, it costs 8 AcP. Each later purchase by the same character costs a cumulative +8 AcP (8, 16, 24, etc.).

Instructor

(Social Boon)

You dedicate some of your time off to training an up-and-coming Starfinder recruit.

Prerequisites: Second Seekers (Ehu Hadif) Tier 1

Cost: 4 AcP

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 Reputation you earned from Scenario (not Faction) Objectives. You can expend your Downtime at the end of an adventure to increase the amount of Reputation recorded for this boon by 1. Once you have accrued 40 Reputation with this boon, your student has come into their own and is ready to become a full-fledged Starfinder (a new character). 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 applies only at 5th level.

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

Knowledgeable Technophobe

(Slotless Boon)

Prerequisites: Cognates Tier 1

Cost: 2 AcP

Benefit: Reduce your DC to identify technological creatures.

Known Quality

(Social Boon)

You have become a rising celebrity backed by your faction.

Prerequisites: Acquisitives Tier 2

Cost: 4 AcP

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. Apply this additional multiplier after doubling the result of your Profession skill check and determining your total earnings.

Linguistic Decoder

(Slotless Boon)

You have friends from all over the galaxy and have been exposed to countless languages. This linguistic exposure has made you adept at decoding messages.

Prerequisites: Manifold Host Tier 3

Cost: 4 AcP

Benefit: You reduce the DC of Culture checks to decipher writing by 5.

Living Translator

(Ally Boon)

A skilled linguist accompanies you as a translator on missions.

Prerequisites: Manifold Host Tier 2 or Wayfinders Tier 2

Cost: 4 AcP

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 boon's 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 with the boon's faction increases, you can add an additional language to those known by your translator.

Loyal Friend

(Slotless Boon)

Your strong bonds of friendship help center your thoughts.

Prerequisites: Advocates Tier 1

Cost: 2 AcP

Benefit: You gain a +1 morale bonus to saving throws against the confused condition. When you have the confused condition and would be forced to attack an ally, you instead do nothing but babble incoherently.

Mnemonic Editor

(Slotless Boon; Limited-Use)

Every Starfinder can purchase mnemonic editors from the Starfinder Society.

Prerequisites: All Factions Tier 0

Cost: 4+ AcP (see below)

In the AcP boon store, each model below is listed as a separate boon.

Benefit: A *mnemonic editor* undoes all decisions made when advancing through your two previous character levels; you then make new decisions as if you had advanced those two levels again. Normal rules for *mnemonic editors* apply: a character can only benefit once from each model (mark) of editor. The price for each model is given below:

Mnemonic Editor	AcP
Mark 1	4

Mark 2	8
Mark 3	12
Mark 4	16

Special: This boon can be purchased multiple times; each purchase is for one use of a single editor.

Mobile Translator

(Slotless Boon)

Your connections with the Wayfinders grant you easier access to a rudimentary translation device useful in first contact situations.

Prerequisites: Wayfinders Tier 1

Cost: 4 AcP

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

Technological Item

Price 500

Bulk L

Capacity: 10 **Usage:** 1/hour

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 extraordinarily complex or obscure languages might not translate clearly with this device.

Multidisciplinary Approach

(Social Boon)

The Cognates believe that a multidisciplinary approach to knowledge is fundamental to the future stability of the Starfinder Society, and you have cultivated contacts in a variety of fields of study.

Prerequisites: Cognates Tier 1

Cost: 4 AcP

Benefit: When you slot this boon, select either Life Science, Mysticism, or Physical Science. You gain a circumstance bonus to that skill check equal to half your current Cognates Reputation Tier (rounding up).

Pact Worlds Defender

(Social Boon)

You make no secret your desire to defend the Pact Worlds from external threats.

Prerequisites: Exo-Guardians Tier 1

Cost: 2 AcP

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.

Personal Mentor

(Slotless Boon)

During his time as First Seeker, Jadnura learned to form strong connections with skilled individuals both within and outside the Society's membership. As you've earned Jadnura's respect, the First Seeker (or his closest allies) has put you in touch with trainers suited to your specific personal goals who look out for your long-term interests.

Prerequisites: Second Seekers (Jadnura): Tier 3

Cost: 4 AcP

Benefit: Once you purchase this boon, you always have access to free body recovery service, regardless of where the body recovery takes place.

Normal: The normal price is 10 AcP for [body recovery](#) for Starfinders who have died.

Personalized Hull

(Starship Boon)

The outer hull of your starship includes a variety of personalized flair that has an unintended side effect of making it hard to target certain systems.

Prerequisites: Acquisitives Tier 3

Cost: 4 AcP

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 be rerolled in this way only once.

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

Portable Archive

(Slotless Boon)

You maintain a detailed, well-indexed physical archive, such as a book or collection of essays, which you always keep with you and can reference on the fly.

Prerequisites: Cognates Tier 3

Cost: 4 AcP

Benefit: During an adventure, when you attempt a skill check to recall knowledge, you can spend 1 Resolve Point to reference your portable archive. If you do so, you roll the skill check twice and keep the higher result. Referencing your portable archive takes 10 minutes.

Protector's Offense

(Slotless Boon)

You've trained to protect your allies from harm as often as you protect yourself.

Prerequisites: Advocates Tier 2

Cost: 4 AcP

Benefit: When you successfully strike a target with a melee attack using a weapon with the block special property and increase your AC against that target, your adjacent allies gain a +1 enhancement bonus to their AC for 1 round against melee attacks from that same target. This bonus only applies as long as they remain adjacent to you.

Prudent Technophobe

(Slotless Boon)

You know well the dangers of technology and have trained to protect yourself from technological foes.

Prerequisites: Cognates Tier 2

Cost: 4 AcP

Benefit: You gain a +1 insight bonus to AC against attacks from creatures with the technological subtype.

Publicist

(Ally Boon)

You have a follower who provides free publicity and can cover up some misdeeds.

Prerequisites: Acquisitives Tier 1

Cost: 4 AcP

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.

Purveyor of Fortunes

(Slotless Boon)

You know the importance of supporting those who support you.

Prerequisites: Acquisitives Tier 1

Cost: 0 AcP (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 Reputation with the Acquisitives Faction.

Special: You can benefit from this boon only 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.

Species Admittance

(Personal Boon)

Prerequisites: All Factions Tier 0

Cost: 40 / 80 / 120 AcP (see below)

Benefit: Many playable species that are not freely available can be unlocked using the corresponding Species Admittance boon. Purchasing the boon allows you to build a Starfinder Society-legal character of the species. The species admittance boon permanently occupies the character's Personal boon slot.

See the AcP boon store on paizo.com for the complete list of available playable species. Each species has its own Admittance boon listed separately.

Normal: Only always-available species are legal for Starfinder Society characters.

Reflective Meditation

(Slotless Boon)

You've taken Jadnura's lessons to heart and have spent a great deal of time contemplating your place in the universe and within the Starfinder Society.

Prerequisites: Second Seekers (Jadnura) Tier 2

Cost: 4 AcP

Benefit: Once per scenario, you can spend 1 Resolve Point to meditate on your current course for 10 minutes. When you do so, select mind or matter. If you select mind, for the duration of the next combat encounter, you gain a +1 bonus to saving throws. If you select matter, for the duration of the next combat encounter, you gain a +1 bonus to AC.

Rugged Hull

(Starship Boon)

Your starship includes retrieved pieces of old Starfinder starship hulls. These hull sections have survived countless battles and clearly have some strange luck around them.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 4 AcP

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 benefit from only one copy of this Starship boon at a time.

S-Z

Scoured Flora

(Slotless Boon)

Those who followed Jadnura into the Scoured Stars and survived brought back a treasure trove of information. Along with these, they also brought back unique fauna and flora for the Society to study. Some of the plants brought back have proven to be particularly effective at healing.

Prerequisites: Second Seekers (Jadnura): Tier 2

Cost: 4 AcP

Benefit: At the end of a session, you can harvest parts of your plant and use them as part of a medicinal concoction to heal 1 point of permanent ability damage, though you can use this ability healing only on yourself.

Alternatively, you can use a part harvested from this plan to increase the effective caster level of any one spell cast by an ally or purchased as a service at the end of the session by 2 without increasing the cost of the spell. The spell receiving this benefit must restore hit points, remove ability damage, or remove an affliction (such as a curse or disease). This caster level increase does not stack with other effects that increase the spell's effective caster level. You can use this secondary effect on a spell purchased by an ally.

Scrappy Little Ship

(Starship Boon)

Followers of Luwazi Elsebo know they are part of the last chance to keep the Starfinder Society alive. As starship battles rage across the galaxy, you need to survive for the Society to do the same.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 3

Cost: 4 AcP

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 benefit from only one copy of this Starship boon at a time.

Seeker of Knowledge (Ehu)

(Slotless Boon)

Much like former First Seeker Jadnura, Ehu Hadif is renowned for his meticulous nature in examining the reports of field agents. He actively encourages agents to research prior missions to see what they can learn for future assignments.

Prerequisites: Second Seekers (Ehu Hadif): Tier 1–4

Cost: 0 AcP

Benefit: You can use this boon once for every Reputation Tier you possess with the Second Seekers (Ehu Hadif) faction. Each time you use this boon, you can replay one scenario you've previously played as though that scenario had the repeatable scenario tag. This allows you to earn a Chronicle Sheet and all associated rewards with the scenario, though you cannot select a scenario you've already played with this character.

Special: You can only benefit from this boon once, regardless of which Second Seeker faction you gain it from. This boon may only be used to replay Starfinder Society scenarios and not other types of sanctioned adventures (like Adventure Paths, Free RPG Day adventures, etc.).

Seeker of Knowledge (Jadnura)

(Slotless Boon)

Jadnura was renowned for his meticulous nature in examining the reports of field agents. He instilled in his followers the same desire to understand past events.

Prerequisites: Second Seekers (Jadnura): Tier 1–4

Cost: 0 AcP

Benefit: You can use this boon once for every Reputation Tier you possess with the Second Seekers (Jadnura) faction. Each time you use this boon, you can replay one scenario you've previously played as though that scenario had the repeatable scenario tag. This allows you to earn a Chronicle Sheet and all associated rewards with the scenario, though you cannot select a scenario you've already played with this character.

Special: You can only benefit from this boon once, regardless of which Second Seeker faction you gain it from. This boon may only be used to replay Starfinder Society scenarios and not other types of sanctioned adventures (like Adventure Paths, Free RPG Day adventures, etc.).

Shameless Sponsorship

(Social Boon)

Your armor's almost out of space to display sponsorship logos.

Prerequisites: Acquisitives Tier 3, Sponsorship

Cost: 6 AcP

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.

Skillful Sales

(Slotless Boon; Limited-Use)

Through your connections, you have discovered a way of getting the best deals when selling equipment.

Prerequisites: Acquisitives Tier 2 or Manifold Host Tier 2

Cost: 4 AcP

Benefit: At the end of a scenario, you can spend 4 AcP 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. If you sell equipment later, you gain 10% of the equipment's price (as normal) unless you purchase this boon (and pay its cost) again.

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

Society Diversification

(Slotless Boon)

Prerequisites: Cognates Tier 1

Cost: 0 AcP

Benefit: Gain extra Reputation for completing a scenario with at least 4 different character classes.

Society Shepherd

(Slotless Boon)

You work to rebuild the Starfinder Society from the brink of disaster by recruiting new agents.

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 1

Cost: 0 AcP (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 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. The player you bring does not have to play at the same table as you.

Spellcasting Service

(Slotless Boon; Limited-Use)

Every Starfinder can purchase certain spellcasting services from the Starfinder Society.

Prerequisites: All Factions Tier 0

Cost: Varies (see below)

Benefit: At Starfinder Society lodges, all Starfinders have access to spellcasters who can cast the following spells:

Spell	AcP
<i>Dispel magic</i>	2
<i>Lesser restoration</i>	2
<i>Make whole</i>	2
<i>Remove affliction</i>	2
<i>Break enchantment</i>	4
<i>Greater dispel magic</i>	4
<i>Remove radiation</i>	4
<i>Restoration</i>	4
<i>Regenerate</i>	12
<i>Raise dead</i>	28

Special: Spells cast using this service automatically succeed. This boon can be purchased multiple times; each purchase is for one casting of a single spell from the list.

The AcP cost for a casting of *Raise dead* includes the cost of the necessary beacon. There is no additional cost in credits.

Sponsorship

(Social Boon)

The Acquisitives have connected you with an organization interested in using you to promote its logos and merchandise.

Prerequisites: Acquisitives Tier 2

Cost: 4 AcP

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.

Starfinder Body Recovery

(Slotless Boon; Limited-Use)

Every Starfinder can pay to have their body recovered after dying on a mission.

Prerequisites: All Factions Tier 0

Cost: 10 AcP

Benefit: If you die during an adventure, your body must be recovered before you can be brought back to life through the Starfinder Society's [Spellcasting Service](#). Your party can recover your body during the mission; this boon is for situations where your party is unable to do so.

Special: This boon can be purchased multiple times; each purchase is for a single recovery of one body.

Starship Towing

(Slotless Boon; Limited-Use)

The Starfinder Society has connections with multiple organizations that own starships. You can call in those favors when your own starship endeavors have not worked out as well as you'd hoped.

Prerequisites: All Factions Tier 0

Cost: 8 AcP

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: You can purchase this boon multiple times.

Studious Researcher

(Slotless Boon; Limited-Use)

During his time as First Seeker, Ehu learned to form strong connections with skilled individuals both within and outside the Society's membership. As you've earned Ehu's respect, the First Seeker (or his closest allies) have put you in touch with trainers suited to your specific personal goals and who look out for your long-term interests.

Prerequisites: Second Seekers (Ehu Hadif): Tier 3

Cost: 4 AcP

Benefit: When this boon is slotted, you have an allied researcher who is available for you in the aftermath of important missions. If, during the course of an adventure, your party fails a Computers, Engineering, Life Science, Mysticism, or Physical Science skill check tied to a secondary objective, you can choose to have

your researcher make one additional attempt at that skill check at the end of the adventure. This can only be performed on tasks that could logically be performed after the session (such as hacking a computer or researching a topic with information provided).

The researcher has a bonus equal to your current level +5 for the associated skill check and can benefit from no additional modifiers. If the researcher succeeds at this check, then your party succeeds at that part of the objective.

System Traveler

(Slotless Boon)

Prerequisites: All Factions Tier 0

Cost: 40 / 80 AcP (see below)

Benefit: Playable ancestries that are not freely available can be unlocked using the corresponding System Traveler boon. Purchasing the boon allows you to build a Pathfinder Society (second edition)-legal character with the ancestry.

See the AcP boon store on paizo.com for the complete list of available ancestries.

Normal: Some ancestries are not legal for Pathfinder Society characters.

Theoretical Historian

(Slotless Boon)

You use some of your time to replay past encounters with different parameters, hoping to devise improved tactics for future use.

Prerequisites: Exo-Guardians Tier 1

Cost: 0 AcP (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. Cross out all information on the Chronicle Sheet and

mark it as “Theoretical Historian Reward.” 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 Reputation with the Exo-Guardians Faction for your associated character. The marked Chronicle Sheet is strictly meant as a record to track the additional Reputation. It does not prevent the associated character from playing in that scenario, assuming the character is eligible to play that scenario, as the rules on replaying adventures.

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.

Tools for the Job

(Slotless Boon; Limited-Use)

The Exo-Guardians have contacts throughout numerous corporations, factories, and forges throughout the Pact Worlds. You can leverage this association for access to better equipment.

Prerequisites: Exo-Guardians Tier 2

Cost: 4 AcP (see below)

Benefit: At the end of a scenario, you can spend 4 AcP 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.

Well-Traveled

(Slotless Boon)

Prerequisites: Second Seekers (Ehu Hadif) Tier 2

Cost: 4 AcP

Benefit: Select a planet or plane you've visited. Gain an insight bonus to recall knowledge about it.

Worldwide Explorer

(Slotless Boon)

You earn additional experience by traveling outside your typical comfort zone.

Prerequisites: Wayfinders Tier 1

Cost: 0 AcP (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 Reputation with the Wayfinders faction. For more information on the regions overseen by regional venture-coordinators, see the Organized Play Foundation [list](#).

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. Online does not count as a region for the purposes of this boon (instead, see [Digital Presence](#).)

Year of the Scoured Stars

(Slotless Boon; Limited-Use)

Whether through your direct accomplishments or the actions of allied Starfinders, you've made serious headway against or completely triumphed over the threat of the Scoured Stars. The Society remembers the deeds of the noble Starfinders who battled against the jinsul threat and discovered the mysteries of the Scoured Stars. Many other Starfinders benefit from the actions of these brave veteran agents.

Prerequisites: All Factions Tier 3; four or more Journey to the Scoured Stars segment boons

Cost: 8+ AcP (see below)

Benefit: Throughout the course of the first season of the Starfinder Society (Starfinder Society Scenarios #1-01 to #1-39), players had the chance to collect several unique boons relating to the season's primary storyline. Titled "Journey to the Scoured Stars: Segments 1-8," these boons each contributed to a single overall boon for Season 1. Count segments completed across all your characters toward the requirements of the season boon. Each specific numbered segment counts only once toward your total.

When you purchase this boon, select a benefit based on how many segments the player has completed. Choose one of the following for the character:

Benefit	4 of 8 segments	6 of 8 segments	8 of 8 segments
Increase maximum Resolve Points	+1 RP	+1 RP	+2 RP
Increase maximum Hit Points	+1 HP per level	+1 HP per level	+2 HP per level
Increase saving throw(s) +1	1 throw	2 throws	all 3 throws

Increase an ability score +2
(*must currently be 16 or lower*)

Special: You can purchase this boon multiple times, once for each character. The first time a player purchases this boon, it costs 8 AcP. Each later purchase costs a cumulative +8 AcP (8, 16, 24, etc.).

CAPSTONE BOONS

In addition to the boons presented above, each faction has access to a unique Reputation Tier 4 boon that grants a truly special benefit.

Special: A character can purchase only a single capstone boon during their career. A new character receiving the benefits of a capstone boon can only ever benefit from one capstone boon (though they can still purchase a capstone boon when they qualify).

A new character who benefits from any of the following capstone boon effects does not have to meet the prerequisites listed in the boon.

Alien Allies

(Slotless Boon)

Your work in championing the Wayfinders' cause introduced a new variety of aliens into the Starfinder Society.

Prerequisites: Wayfinders Tier 4

Cost: 8 AcP

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 species without needing to expend the Personal boon slot. That character cannot slot a different species boon into the Personal boon slot, but can slot another type of

Personal boon.

Over the course of time, the Wayfinders encountered the ghibrani people and introduced them to the Society. You can play a husk or membrane ghibrani as detailed in Starfinder Adventure Path #5: The Thirteenth Gate. You do not need to own this additional resource and can play your character using the traits provided below.

Ghibrani Playable Species Traits

Ability Adjustments: See Subspecies below.

Hit Points: 4

Size and Type: Ghibranis are Medium humanoids with the ghibrani subtype.

Affable: Ghibranis receive a +2 species bonus to Diplomacy skill checks.

Ghibrani Movement: All ghibranis have a land speed of 30 feet. Husk ghibranis have a climb speed of 20 feet, while membranes have an extraordinary fly speed of 20 feet with average maneuverability.

Distracting Buzz: As a standard action, a membrane ghibrani can vibrate their wings fast enough to produce an almost imperceptible hum. All creatures within 15 feet of the membrane ghibrani that hear this buzz must attempt a Will saving throw (DC = 10 + half the ghibrani's character level or CR + the ghibrani's Wisdom modifier) or gain the off-target condition for 1 round. This is a mind-affecting, sense-dependent ability. The membrane ghibrani can't use their wings to fly in the same round in which they use this ability.

Low-Light Vision: Ghibranis can see twice as far as humans in conditions of dim light.

Sturdy: Husk ghibranis receive a +2 species bonus to KAC against attempts to bull rush or reposition them. **Subspecies:** Ghibranis belong to one of two subspecies: husk or membrane. All ghibranis start with +2 Wisdom at character creation. Husk ghibranis are more hardy (+2 Constitution) but less imaginative (-2 Intelligence). Membrane ghibranis are more nimble (+2 Dexterity) but weaker (-2 Strength).

Balanced Nepotism

(Slotless Boon)

Your reputation allows you to grant Social boons to new Starfinders.

Prerequisites: Acquisitives Tier 4

Cost: 8 AcP

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.

Foundational Education

(Slotless Boon)

Prerequisites: Cognates Tier 4

Cost: 8 AcP

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 a free Skill Focus feat.

Grand Achievement

(Slotless Boon)

One of Ehu Hadif's primary goals as First Seeker is to set the Society up for a time of new discoveries. Your efforts in serving Ehu Hadif's goal have likely led to you making a grand discovery of some kind, canonizing you in the annals of the Starfinder Chronicles. New Starfinders look to your diligence and retrace their own missions, going back to try to salvage anything they may have missed.

Prerequisites: Second Seekers (Ehu Hadif) Tier 4

Cost: 8 AcP

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. At the end of an adventure, if that character failed to discover any

items or credit rewards, they can return to the site of the mission to explore. That character can select one item or credit reward that the GM would cross off their Chronicle sheet as a result of not finding them, and instead count as receiving access to that item or earning the missed credits.

Information Sharing

(Slotless Boon)

You can pass on the contacts and knowledge you've learned to a new generation.

Prerequisites: Dataphiles Tier 4

Cost: 8 AcP

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, or a boon with the Vanity tag. Alternatively, you can share any boon you've previously purchased that has a Reputation Tier requirement of 2 or less.

Manifold Host Exemplar

(Slotless Boon)

Prerequisites: Manifold Host Tier 4

Cost: 8 AcP

Benefit: Your Personal boon slot is no longer filled by a species access boon.

Special: Your character must have a species access boon in their Personal boon slot.

Mark of Leadership

(Slotless Boon)

The actions of First Seeker Jadnura unified the Society in a way that had never happened since its foundation. While the Scoured Stars investigation led

to a tragic loss, Jadnura's ability to direct the Society is a testament to him and those who follow in his footsteps. You've garnered enough of a reputation that those you mark as promising new agents find themselves with an abundance of allies.

Prerequisites: Second Seekers (Jadnura) Tier 4

Cost: 8 AcP

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. At the start of any session, that character can select one of their Personal, Promotional, Social, or Starship boon slots and temporarily treat it as an Ally boon slot for the purpose of slotting boons. A character cannot slot multiples of the same boon into these slots, and cannot slot an ally boon that has matches the prerequisite of an already slotted boon. For example, you cannot slot both an Elite Hireling and Professional Hireling with this ability, though you could slot a Digital Imp and a Professional Hireling.

Pass the Torch

(Slotless Boon)

Prerequisites: Second Seekers (Luwazi Elsebo) Tier 4

Cost: 8 AcP

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 increase an ability score that is 14 or lower by 2.

Starship Schematic

(Slotless Boon)

You pass on the contacts and knowledge you've learned to a new generation.

Prerequisites: Exo-Guardians Tier 4

Cost: 8 AcP

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 cha