

Table of Contents

In addition to the boons gained by participating in Starfinder Society sessions, players can earn additional rewards.

Boons

Boons are small in-game rewards distributed for a variety of reasons, including attending events and supporting charities. As of Year 4, scenarios grant Achievement Points (AcP) instead of Fame and no longer provide boons on chronicle sheets. Instead, scenario-specific boons are available on the Boons tab of the [My Organized Play](#) site on [paizo.com](#) along with digital Achievement Points rewards. For more information on Achievement Points, review the blogs at [paizo.com/organizedplay](#).

Convention: A player can acquire a convention boon from participating in a convention supported by Paizo. You can't assign multiple copies of a convention boon to the same character. If the only difference in the Chronicle Sheet is the title of the convention or event listed at the top, it is the same boon.

Discounts: Some boons provide a discount on purchases. Unless otherwise noted, only one boon that provides any discount can be applied to any one purchase. This prevents multiple discounts from reducing the cost by an unreasonable amount.

Welcome: A player may apply the Welcome to Starfinder boon to their first character (XXXX-701). This boon is available for download [from this Guide](#).

Promotional: To reward players who show their support for the Starfinder Society campaign by purchasing and using items featuring campaign insignia, faction logos, or Starfinder branding, a player using any of the Starfinder items on [paizo.com/organizedplay/perks](#) can slot the associated boon into their Promotional boon slot. Game Masters are invited to bring promotional material to games, but they gain no additional benefits other than supporting Starfinder.

Boon Slots

To ease player record-keeping burdens, the Starfinder Society uses the boon slot system. Each boon slot represents an available space in which a player can place one of their earned boons; if you've slotted a boon, it's *active* for that adventure, and if you didn't slot one of your boons, it's *dormant*. Every Starfinder Society character has six boon slots, each of which corresponds to a different type of boon.

Most boons include a corresponding boon type, so you can slot a Social boon into your Social boon slot, but not into your Faction boon slot. This means that with the exception of the occasional slotless boons, you'll be tracking only up to six boons during a session—not sorting through stacks of paper in the middle of the game.

Shortly after beginning a scenario, the GM will call for the players to slot their boons. This typically occurs following the mission briefing, giving the players some heads up on what boons might be relevant to the scenario. In some cases, the GM will actively advise the players of pertinent boons they may have earned from Chronicle Sheets on previous scenarios. A PC can apply only one of their boons per boon slot.

Slotless boons don't take up any of your character's slots; they are in essence always active. There is no limit on how many slotless boons you can have active at a time. Some slotless boons are tagged as "limited-use." These boons grant a benefit a limited number of times, either once per boon or a limited number of uses indicated by a series of checkboxes. In most cases, you do not need to continue keeping track of a limited-use boon once it has been expended. Rarely, a limited-use boon may include additional or altered rules in the description of the individual boon.

A pregenerated character has boon slots, though such characters rarely have boons to use in these slots. In the event a pregenerated character does have such boons, such as Promotional boons or temporary boons granted by the adventure, they can slot them

as normal.

Boon Slot List

Ally: These boons typically represent an ally actively assisting the PC. This could be a hired ammo loader, a dodgy hacker, or a knightly squire from the Hellknights or Knights of Golarion. Ally boons are often an additional “body” on the team, or the presence of a creature that can bring direct aid in the form of a combat role or to assist in skill checks.

Faction: Each faction offers a unique boon to characters who frequently champion that faction, called an improved champion boon. A character with an Improved Champion Boon can slot that boon here only during missions where they are championing that faction.

Personal: Personal boons represent a wide variety of special boons available in the campaign. Uncommon playable species, typically those found outside the [Starfinder Core Rulebook](#), commonly occupy this slot. The Personal slot often requires associated boons (such as new species options) be permanently slotted, so that the slotted boon does not change on a scenario-by-scenario basis.

Promotional: Promotional boons are unique in that they often represent out-of-game acquisitions that translate to in-game benefits. Examples of these boons would be the benefits of wearing a Starfinder T-shirt, bringing a [Starfinder Player Character Folio](#) to use at the table, or otherwise possessing merchandise or promotional Starfinder material that grants a bonus in the Starfinder Society campaign. For a complete list of current Promotional boons and associated requirements, see paizo.com/organizedplay/perks.

Social: These boons often encompass agreements or alliances with in-game organizations or NPCs. The benefits of these arrangements often come in the form of a boon granted as part of a Chronicle Sheet. Social boons relevant to specific scenarios will often be called out by the GM during the boon-slotting

portion of the scenario.

Starship: Starfinder Society scenarios call out the inclusion of starship combat by means of the Starship scenario tag. Starship boons are most relevant to these scenarios, allowing for the customization of the standard ships offered by the Starfinder Society organization. More information on these boons and customizing ships is presented in the [Starships section](#) of this Guide.

Vanity: Some boons may have this descriptor in addition to any of the above boon slot types. Vanity boons are often boons that have little or no in-game effect and are intended to provide players with interesting background hooks for their characters.

New Character Boons

Some boons must be applied to new characters. Such boons must be assigned to a particular character when received but may be held and applied later during character building or rebuilding. Such boons are applied in the following order:

1. Any boon that specifies it must be the **first boon applied**.
If you can apply multiple such boons, you can choose the order in which they are applied, provided that all such boons are applied before any other boons.
2. Any boon that specifies it must be **applied to a character with 0 XP**.
If you can apply multiple such boons, you can choose the order in which they are applied, provided that all such boons are applied before the character gains any XP.
3. Other boons are then applied as normal.

You may use the normal rebuild rules for level 1 characters with the rules above. However, remember that single-use boons (such as capstone boons or boons which grant access to playable species) **will be lost** if they are removed from a character they were previously applied

Boons Which Unlock Over Time

Some boons allow players to unlock access to character options over time by checking boxes after meeting the criteria. The following additional rules apply to such boons:

- **Adventure Specific boons:** These are boons which allow you to check off a box after completing a specific adventure. These boxes can always be checked when that adventure is completed, even if using that adventure completion to check off boxes on other boons.
- **Adventure Completion Boons:** These are boons that allow you to check one or more boxes after completing any adventure. After completing a given adventure, you can check off the relevant number of boxes on any **one** of these boons. Note the boon affected on the chronicle for the adventure.
- **Income-donation boons:** These boons require the PC to donate a portion of their income. After completing an adventure, you can check off boxes on any number of boons that require you to donate a portion of your income, provided you can afford to donate that amount. Any boons that require a percentage donated are calculated as a percentage of total income (including Day Job, if any), not as a percentage of what remains after earlier donations.
- **Downtime-donation boons:** These boons require the PC to forgo their downtime or their Day Job roll. PCs can check boxes on only **one** of these boons per adventure.

Achievement Points

Players earn Achievement Points (AcP) by participating in and reporting Starfinder Society games. AcP is used online to purchase character boons. Currently, there are three levels of AcP events. The number of points earned depends on time involved, the event level, and the type of involvement as in the chart below. Event classifications are:

- **Standard events:** games played in stores, homes, or other locations .
- **Premier events:** games played at conventions and local events designated part of the Regional Support Program.
- **Premier Plus events:** Paizo-sponsored conventions and conventions running more than 75 blocks of organized play.

Table: Typical AcP rewards

Adventure XP	Player / GM	Standard Event	Premier Event	Premier+ Event
0.25 XP (Bounties)	Player	1	1.25	1.5
	GM	2	2.5	3
1 XP (Scenarios)	Player	4	5	6
	GM	8	10	12
3 XP (Some Adventures, Adventure Path books*)	Player	12	15	18
	GM	24	30	36

*Not all Adventures and Adventure Path books award 3 XP. See the individual sanctioning documents for details.

A list of Achievement Points rewards available for purchase lives on the Boon tab of your [My Organized Play](#) page. To purchase a boon, select a character from the dropdown list, then click the purchase button of the desired boon. A list of purchased boons appears at the bottom of the page. Each purchased boon generates a downloadable and printable boon. Store your AcP boons with your Chronicles, either digitally or on paper.

Retail Incentive Program

The Retail Incentive Program (RIP) rewards players with rewards for their characters when they patronize retailers who are providing space for Organized Play

activities. Purchases made at the location within a stated time frame tally by table and unlock benefits at