**AID TOKEN: SUBTIER 1–2 & 3–4**

* *Aid Another*: A Pathfinder agent helps the PCs solve a puzzle, disable a trap, or accomplish some other task as if performing the aid another action for a PC.
* *Allied Offensive*: A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 1d8 points. In addition, after the attack, the target is considered to be flanked until the beginning of the attacker’s next turn.
* *Burst of Healing*: A Pathfinder agent heals all of the PCs of 1d6 points of damage. Alternatively, the agent can instead cast *neutralize poison*, *remove curse*, or *remove disease* with a caster level equal to the table’s APL (minimum 5).
* *Spellcasting Synergy*: A Pathfinder agent casts a spell at the same time, increasing the save DC and caster level of a PC’s spell by 1.
* *Timely Inspiration*: A Pathfinder agent provides the effects of a bard’s inspire courage bardic performance for 3 rounds with a competence bonus of +1. In Subtiers 5–6 and 7–8, the competence bonus increases to +2. In Subtier 10–11, the competence bonus increases to +3.

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**AID TOKEN: SUBTIER 5–6**

* *Aid Another*: A Pathfinder agent helps the PCs solve a puzzle, disable a trap, or accomplish some other task as if performing the aid another action for a PC, granting a +3 bonus instead of the normal +2 bonus for aid another.
* *Allied Offensive*: A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 2d8 points. In addition, after the attack, the target is considered to be flanked until the beginning of the attacker’s next turn.
* *Burst of Healing*: A Pathfinder agent heals all of the PCs of 3d6 points of damage. Alternatively the agent can instead cast *neutralize poison*, *remove curse*, or *remove disease* with a caster level equal to the table’s APL (minimum 5).
* *Spellcasting Synergy*: A Pathfinder agent casts a spell at the same time, increasing the save DC and caster level of a PC’s spell by 1.
* *Timely Inspiration*: A Pathfinder agent provides the effects of a bard’s inspire courage bardic performance for 3 rounds with a competence bonus of +2.

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* *Burst of Healing*: A Pathfinder agent heals all of the PCs of 3d6 points of damage. Alternatively the agent can instead cast *neutralize poison*, *remove curse*, or *remove disease* with a caster level equal to the table’s APL (minimum 5).
* *Spellcasting Synergy*: A Pathfinder agent casts a spell at the same time, increasing the save DC and caster level of a PC’s spell by 1.
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**AID TOKEN: SUBTIER 7–8**

* *Aid Another*: A Pathfinder agent helps the PCs solve a puzzle, disable a trap, or accomplish some other task as if performing the aid another action for a PC, granting a +3 bonus instead of the normal +2 bonus for aid another.
* *Allied Offensive*: A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 2d8 points. In addition, after the attack, the target is considered to be flanked until the beginning of the attacker’s next turn.
* *Burst of Healing*: A Pathfinder agent heals all of the PCs of 3d6 points of damage. Alternatively the agent can instead cast *neutralize poison*, *remove curse*, or *remove disease* with a caster level equal to the table’s APL (minimum 5).
* *Spellcasting Synergy*: A Pathfinder agent casts a spell at the same time, increasing the save DC and caster level of a PC’s spell by 2.
* *Timely Inspiration*: A Pathfinder agent provides the effects of a bard’s inspire courage bardic performance for 3 rounds with a competence bonus of +2.

**AID TOKEN: SUBTIER 7–8**

* *Aid Another*: A Pathfinder agent helps the PCs solve a puzzle, disable a trap, or accomplish some other task as if performing the aid another action for a PC, granting a +3 bonus instead of the normal +2 bonus for aid another.
* *Allied Offensive*: A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 2d8 points. In addition, after the attack, the target is considered to be flanked until the beginning of the attacker’s next turn.
* *Burst of Healing*: A Pathfinder agent heals all of the PCs of 3d6 points of damage. Alternatively the agent can instead cast *neutralize poison*, *remove curse*, or *remove disease* with a caster level equal to the table’s APL (minimum 5).
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* *Timely Inspiration*: A Pathfinder agent provides the effects of a bard’s inspire courage bardic performance for 3 rounds with a competence bonus of +2.

**AID TOKEN: SUBTIER 10–11**

* *Aid Another*: A Pathfinder agent helps the PCs solve a puzzle, disable a trap, or accomplish some other task as if performing the aid another action for a PC, granting a +4 bonus instead of the normal +2 bonus for aid another.
* *Allied Offensive*: A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 3d8 points. In addition, after the attack, the target is considered to be flanked until the beginning of the attacker’s next turn.
* *Burst of Healing*: A Pathfinder agent heals all of the PCs of 5d6 points of damage. Alternatively the agent can instead cast *neutralize poison*, *remove curse*, or *remove disease* with a caster level equal to the table’s APL (minimum 5).
* *Spellcasting Synergy*: A Pathfinder agent casts a spell at the same time, increasing the save DC and caster level of a PC’s spell by 2.
* *Timely Inspiration*: A Pathfinder agent provides the effects of a bard’s inspire courage bardic performance for 3 rounds with a competence bonus of +3.

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* *Allied Offensive*: A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 3d8 points. In addition, after the attack, the target is considered to be flanked until the beginning of the attacker’s next turn.
* *Burst of Healing*: A Pathfinder agent heals all of the PCs of 5d6 points of damage. Alternatively the agent can instead cast *neutralize poison*, *remove curse*, or *remove disease* with a caster level equal to the table’s APL (minimum 5).
* *Spellcasting Synergy*: A Pathfinder agent casts a spell at the same time, increasing the save DC and caster level of a PC’s spell by 2.
* *Timely Inspiration*: A Pathfinder agent provides the effects of a bard’s inspire courage bardic performance for 3 rounds with a competence bonus of +3.

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