

Pathfinder Society (Second Edition) Retail Incentive Program [UNOFFICIAL]

This program is designed to encourage players to reward retail locations that are providing space for Pathfinder Society Roleplaying Guild players. Locations utilizing the program should advertise its presence to their clientele. We realize that each location is unique, and has an overriding right to determine what is best for their business, so participation in this program is not mandatory. In cases where the specifics of the program don't align well with the retail's procedures (for example, if they don't provide receipts, or they run daily tabs), the event coordinator should work with the retailer to best approximate the intent of the policy.

Game stores and other retail locations are an important part of the Pathfinder Society community, and it's important to support them so that they continue to provide support for Pathfinder Society play. Under this program, players can redeem receipts in exchange for modest benefits for the entire party.

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

If the combined value of the receipts redeemed by players at the table exceeds \$10, all of the characters at the table receive the ongoing benefit described below, and each character chooses one of the single-use benefits described below. If the combined value exceeds \$50, you may use the enhanced version of the applicable benefits instead. (In countries that use currencies other than US Dollars, use approximate equivalents of \$10 and \$50; don't worry too much about figuring out the exact exchange rate.) The ongoing benefit lasts for up to 5 hours, and each character may use their chosen one-time benefit once in each scenario played during those 5 hours. Characters can only receive these benefits once during any 5-hour block.

Primary Benefit (for all characters)

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

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

Additional Benefits (each character chooses one)

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

Enhanced Version: You instead reduce the cost to 80%.

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

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

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

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