



Retail Incentive Programs

This program is designed to encourage players to reward retail locations that are providing space for Paizo Organized Play players and GMs. 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 Organized Play community, and it's important to support them so that they continue to provide support for Organized 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 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 primary benefit described below, and each character chooses one of the secondary benefits described below. This selection is not made until the player elects to use the secondary benefit. If the combined value exceeds \$50, you instead use the enhanced version of the applicable benefits; if the combined value exceeds \$100, you use the heroic version. (In countries that use currencies other than US Dollars, use approximate equivalents of these amounts; don't worry too much about figuring out the exact exchange rate.) The primary benefit lasts for up to 5 hours, and each character may use their chosen secondary benefit once in each scenario played during those 5 hours.

The benefits gained from this program are in addition to benefits on the Accessory Perks page.

Conventions: For games taking place at conventions, players may take advantage of the Retail Incentive Program by making purchases in a convention vendor hall, artist's alley, official convention store or similar area and showing receipts. Food and beverage purchases from unaffiliated restaurants or delivery services do not count, though bake sales and similar do qualify.

Pathfinder Society (second edition) Retail Incentive Program

Primary Benefit (for all characters)

Harder to Kill:

Basic Version: Once per game when your dying value would increase, reduce your dying condition value by 1. This can prevent you from dying.

Enhanced Version: As the basic, but reduce your dying condition value by 2. Alternatively, if you would be reduced to 0 Hit Points by a Death effect or killed outright by massive damage, you instead remain unconscious at 0 Hit Points.

Heroic Version: As the enhanced, but reduce your dying condition value by 3. If this reduces your dying value to 0, you regain 25% of your maximum hit points and are no longer unconscious, though you remain prone.

Additional Benefits (each character chooses one)

Sturdy Pathfinder:

Basic Version: Once per game as a free action when you would roll a saving throw, you may add a +2 circumstance bonus to the result of your roll.

Enhanced Version: Once per game, when you would roll a saving throw you may choose to roll twice and take the higher of the two rolls. This is a fortune effect.

Heroic Version: Once per game, you may improve the result of a saving throw you rolled by one step. This ability may not be used in conjunction with other abilities that improve your degree of success.

Recover from Wounds:

Basic Version: Once per game, you may rest for 10 minutes to gain the result of a success on a trained DC 15 Treat Wounds. Alternatively, when someone succeeds at a check to Treat your Wounds, recover an additional 1d8 Hit Points if they are trained, 1d8+5 if they are an expert, 1d8+15 if they are a master, or 1d8+25 if they are legendary. Double these additional dice on a critical success.

Enhanced Version: Once per game, you may rest for 10 minutes to gain the result of a success on a master Treat Wounds. Alternatively, when someone succeeds at a check to Treat your Wounds, recover an additional 2d8 Hit Points if they are trained, 2d8+10 if they are an expert, 2d8+30 if they are a master, or 2d8+50 if they are legendary. Double these additional dice on a critical success.

Heroic Version: Once per game, you may rest for 10 minutes to gain the result of a success on a legendary Treat Wounds. Alternatively, when someone succeeds at a check to Treat your Wounds, recover an additional 2d8+10 Hit Points if they are trained, 2d8+30 if they are an expert, 2d8+50 if they are a master, or 2d8+80 if they are legendary. Double these additional dice on a critical success.

Improved Downtime:

Basic Version: When you roll a failure or a critical failure on a check to Earn Income, you may improve the result by one step. Alternatively, you may gain two additional days of Downtime to use for another task, such as crafting or retraining. This selection must be made prior to making a roll to Earn Income.

Enhanced Version: You may earn gold as if you had rolled a success on a check to Earn Income without rolling; this does not stack with any other boons or abilities which improve your Earn Income results. Alternatively, you may gain four additional days of Downtime to use for another task. This selection must be made prior to making a roll to Earn Income.

Heroic Version: You may earn gold as if you had rolled a critical success on a check to Earn Income without rolling; this does not stack with any other boons or abilities which improve your Earn Income results. Alternatively, you may gain eight additional days of Downtime to use for another task. This selection must be made prior to making a roll to Earn Income.

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