



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.

Starfinder Society Retail Incentive Program

Primary Benefit (for all characters)

Harder to Kill:

Basic Version: Reduce the number of Resolve Points required to stabilize by 1, to a minimum of 0.

Enhanced Version: Reduce the number of Resolve Points required to stabilize by 2, to a minimum of 0.

Heroic Version: Reduce the number of Resolve Points required to stabilize by 3, to a minimum of 0.

Secondary Benefits (each character chooses one)

Sturdy Starfinder

Basic Version: Once per game, when rolling a saving throw of any type, you may add a +2 circumstance bonus to the result of the roll.

Enhanced Version: Once per game, when rolling a saving throw of any type, you may roll twice and take the better of the two rolls.

Heroic Version: Once per game, when rolling a saving throw of any type, you may roll twice and take the better of the two rolls, then add a +2 circumstance bonus to the result.

Recover from Wounds:

Basic Version: When you spend a Resolve Point to regain Stamina Points through resting, you can recover either 1 Hit Point per character level or 2 points of ability damage.

Enhanced Version: As basic, but increase the Hit Points restored to 2 per character level or the amount of ability damage recovered to 4.

Heroic Version: As basic, but increase the Hit Points restored to 4 per character level or the amount of ability damage recovered to 8.

Bonus Wealth:

Basic Version: You can choose to roll twice and take the higher result when rolling a Day Job check.

Enhanced Version: As Basic, but you also increase the credits you earn from the Day Job result by 50%. This does not stack with other boons that apply to Day Job checks.

Heroic Version: Instead of rolling your Day Job check, you can receive the results of rolling a 20.



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