

LIBERTY'S EDGE



When the god Aroden died over a century ago, the catastrophe ushered in a series of rebellions that founded revolutionary nations like Andoran and Galt. The Liberty's Edge faction hopes to see all forms of tyranny wiped from the Inner Sea region while cleansing corruption from even the good-intentioned states. A Liberty's Edge operative improves his reputation by spreading freedom's ideals wherever he goes. A member of this faction should be willing to bend the rules of tyrannical law in order to plant the seed of liberty.

REWARDS

FREEDOM FIGHTER (2+ goals): Gain a +1 bonus on attack rolls and weapon damage rolls against known slavers. For the purposes of this reward, a slaver is a creature that owns at least five slaves, is maintaining a compulsion spell or effect to control a creature for at least one day, or is explicitly cited as trafficking slaves.

ABOLITIONIST (4+ goals): Once per scenario as a standard action, you can rally a freed slave (pig farmer, *NPC Codex 256*) for an encounter. At level 5, you can call two pig farmers or a tavern champion (*NPC Codex 268*). At level 7, you can call three pig farmers, two tavern champions, or a ruffian (*NPC Codex 258*). They appear adjacent to you and do not possess their combat gear.

LIBERATOR (6+ goals): When you or any of your allies reroll a check to escape a grapple, an Escape Artist check, a Will save against a compulsion effect, or a Reflex save to avoid being entangled, staggered, or paralyzed, that character may roll two dice and use the better result. Once per adventure, you can grant a free reroll to a PC who is attempting one of these checks.

Once per adventure when you accomplish one of the following goals, you may check a box that precedes it. Once all of a goal's boxes are checked, the goal is complete. You earn special rewards based on the number of goals you have completed.

Liberate one or more slaves, captives, or hostages during an adventure.

Adventure in two of the following locations: Andoran, Cheliah, Okeno, Numeria, or the River Kingdoms.

Serve as a mentor to a named NPC slave whom you freed, effectively training him or her to join your faction. Doing so requires you to purchase a follower vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide 60* or *Pathfinder Player Companion: Pathfinder Society Primer 28* for options) and have your protégé serve as the follower. As an additional follower option, the freed slave can be an Assistant who can automatically succeed at the aid another action once per game session to assist you in combat or on a skill check; this follower type costs 2 Prestige Points.

Defeat a known slaver whose Challenge Rating is at least equal to your character level. For the purposes of this goal, use the definition of slaver from the Freedom Fighter reward.

After being grappled or physically bound by an opponent, escape with an Escape Artist, Strength, or combat maneuver check. Alternatively, after failing a save against a spell or effect with the compulsion descriptor, end the effect with a subsequent save.

In a region where slavery is legal, deliver a speech against tyranny, slavery, or corruption to a crowd of at least 20 participants. Succeed at a Diplomacy or Perform (acting, comedy, or oratory) check with a DC equal to 15 plus your character level.

Serve as the GM for an adventure that grants 1 or more XP, and apply credit and the Chronicle sheet to this character. Completing this goal counts as two goals for the purpose of earning faction rewards.