

# FACTION JOURNAL CARDS

This document includes seven Faction Journal Cards for Season 8 of the Pathfinder Society Roleplaying Guild Organized Play campaign. These are a special way to track your character's contributions to her faction. Each card is a half-page, double-sided handout so that you can keep it handy during play as a reminder of your faction's goals.

## HOW TO USE

Your character can use the Faction Journal Card for her faction. Each card includes three important sections: a summary of the faction's interests, three special boons on the front of the card, and multiple goals tied to earning the boons on the back of the card. Once per adventure that grants a Chronicle sheet and at least 1 XP—whether it is a Pathfinder Society scenario, a section of a Pathfinder Module, a Pathfinder Adventure Path volume, or other sanctioned content—you may earn credit toward one of the goals on the back of the card and check one of the boxes that precedes that goal; even if you fulfill multiple objectives, you can only check one box per adventure unless otherwise stated. If a goal requires you to fulfill a second goal in a particular way, you receive credit for doing so even if you have already checked all of the secondary goal's boxes.

Once all of a goal's boxes are checked, you have completed that goal. When you complete two, four, or seven goals, you also earn the corresponding boon on the front of the card. You can only fulfill goals and use the earned boons if you are a member of the faction; changing factions causes you to lose any benefits of your previous faction's card. Most of the boons provide a constant bonus or a benefit usable once per adventure, though particularly powerful boons may have limited uses.

Some faction goals require a successful skill check commonly associated with that faction; however, every faction agent has a different skill set, and not all agents can accomplish those tasks unaided. In place of attempting a goal's skill check, you can instead spend 1 Prestige Point to succeed through other channels (2 Prestige Points if the DC is 20 plus your character level or higher).

**For GMs:** By design, the Faction Journal Cards include a variety of goals, some which include very precise instructions and some that rely on interpretation. This is to allow PCs to have many opportunities to fulfill these goals, rather than forcing them to play a specific adventure to complete their cards. Err on the side of leniency when ruling whether or not a PC fulfilled a faction objective; for example, defeating an undead creature does not necessarily mean striking the killing blow, and someone who actively contributes to the combat almost certainly qualifies. Any skill check DCs associated with a goal are independent of and do not completely replace any other DCs that appear in a scenario. Several goals require a PC to recruit an NPC to join her faction. NPCs who already belong to another faction (including most venture-captains) and creatures especially hostile to the PCs or the Society (like most evil outsiders and Aspis Consortium agents) are not viable recruits. Each card also includes a special goal tied to being a GM for Pathfinder Society games.



## ADDITIONAL CARDS

The organized play campaign will release additional Faction Journal Cards to reflect each faction's evolving goals and its ties to the current season's objectives at the beginning of a season. A PC joining a faction can only acquire the most recent version of a faction's card; however, a PC who has checked at least one box on an earlier faction card may still continue to fulfill its goals and earn its rewards even into the new season. The number of goals completed is measured by those fulfilled on that card only—goals completed on a different Faction Journal Card do not contribute to those on the first card.

Each Faction Journal Card provides one or more new rewards as well as at least one reward that appeared during a previous season. If a PC would receive a duplicate reward that she earned on a previous card, she instead treats her effective number of goals completed on all cards as though it were one higher. These bonuses stack—if she earned a duplicate reward on two season's cards, she treats her effective number of goals completed as two higher.

For example, Ambrus Valsin has completed five of the goals on the Season 7 card, and he begins working on the Season 8 card. When he fulfills two goals on the new card, he earns the Explorer boon—the same boon he earned on his previous card. Instead of gaining two uses of Explorer, he gains benefits from the boon as though he had fulfilled six goals instead of five. He does not unlock any other rewards on the Season 8 card, but he increases the benefit of boons that scale based on the number of goals completed.



# LIBERTY'S EDGE Cui Xue / The Red Fox 14034-52

The past century has 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, even by bending the rules of tyrannical law in order to plant the seed of liberty. The faction now seeks to spread its message of hope and freedom to the Elemental Planes.

## SEASON 8 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.

**BOND BREAKER** (4+ goals): Once per adventure, you may perform one of two liberating acts. You may cast *shatter* as a spell-like ability, with a DC equal to 12 plus half the number of goals you have completed (rounded down). Alternatively, you may deal 1d10 additional points of damage on your next attack against a creature or object with hardness. If your weapon's critical multiplier is  $\times 3$  or  $\times 4$ , you deal 2d10 or 3d10 additional points of damage, respectively.

**LIBERATOR** (7+ 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.
- 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.
- In a region where slavery is legal, deliver a speech against tyranny, slavery, or corruption to a crowd of at least 20 participants. Doing so requires a successful Diplomacy or Perform (acting, comedy, or oratory) check (DC = 15 + your character level).
- Fulfill one of the goals above on an Elemental Plane or in pursuit of the freedom of a creature with the air, earth, elemental, fire, or water subtype. Checking one of this goal's boxes doesn't prevent you from checking one box for a different goal.
- Forgo your Downtime to nonviolently fight for the cause of liberty by spending time organizing protests, freeing slaves, or distributing revolutionary material. Doing so requires a successful Disable Device, Knowledge (local), or Stealth check (DC = 15 + your character level).
- Defy local law or tradition in a way that assists you and your allies without endangering the mission or threatening innocent lives.
- Possess a CMD against grapple of at least 25, the evasion class feature, or the ability to cast *freedom of movement* or *break enchantment*. Permanent magic items that grant these abilities count, but consumable items such as scrolls do not.
- /   Serve as the GM for an adventure that grants 1 or more XP, and apply the Chronicle sheet to this character. Checking 3 boxes counts as one goal for earning faction rewards; checking all 5 counts as two goals.

