

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.

THE EXCHANGE

Kerstan #14034-50



The Exchange's board of directors merges the independent wealth of Qadiran merchant-nobility and the resourceful cunning of Sczarni smugglers. There are countless ways to earn a fortune, and the Exchange rewards Pathfinders for any number of them. Members of the Exchange often must choose between an aggressive approach and a more reputable one, and those choices help to shape the faction's practices. The Exchange now seeks to expand its sphere of influence into thriving extraplanar markets.

SEASON 8 REWARDS

SLUSH FUND (2+ goals): You can attempt a Day Job check untrained. When you roll a Day Job check, you always receive at least 25 gp for every two goals you've completed. If you expended gold on tolls, bribes, living expenses, or other non-permanent costs during an adventure, your faction reimburses you for the gold spent, to a maximum of the amount you earned on your Day Job check.

SHOWMANSHIP (4+ goals): Once per adventure, you can use your bonus for any Craft or Profession skill in place of your bonus for a Disable Device, Knowledge (engineering), or Use Magic Device check as if you were trained in that skill.

UNPARALLELED SUPPLIER (7+ goals): Your access to superior resources makes your team deadlier. You can re-roll a total number of your or your allies' weapon or spell damage dice per day equal to your number of goals completed; you must use the new result.



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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.

- Visit one of the following planar metropolises during the course of an adventure: Armun Kelisk, the City of Brass, the Opaline Vault, or Vialesk. While in the city, purchase or sell an item worth at least 100 gp per character level.
- Recruit a named NPC merchant, trader, smuggler, or similar figure to cooperate with the Exchange. Doing so requires a successful Diplomacy or Profession (merchant) check (DC = 15 + your character level).
- Resolve a combat encounter nonviolently through diplomacy, trickery, bribery, or a similar tactic.
- Gain access to a unique or variant item during the course of an adventure whose rules are printed on your Chronicle sheet.
- Create a lasting impression on a sentient creature by exceeding the DC of the Intimidate check to make the creature friendly by 10 or more. Alternatively, foster peaceful interactions by learning how to speak and read seven or more languages, at least one of which must be Aquan, Auran, Ignan, or Terran. If you do so, check both of this goal's boxes.
- Undermine a rival entrepreneur or merchant so that you can claim his market share. Doing so requires a successful Bluff, Intimidate, or Profession (merchant) check (DC = 15 + your character level).
- Identify a valuable business prospect during the course of an adventure. Doing so requires a successful Appraise, Knowledge (local), Profession (merchant), Sense Motive, Stealth check (DC = 15 + your character level).
- / 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.

