

THE EXCHANGE Kerstan 14034-50



The Exchange seeks to rule the markets of the Inner Sea. The Exchange's board of directors merges the independent wealth of Qadiran merchant-nobility and the resourceful cunning of Szarni smugglers. There are countless ways to earn a fortune, and the Exchange rewards Pathfinders for any number of them. Not all of the Exchange's dealings are legal or even honorable. 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.

REWARDS

50 50 50 75 20

INVESTOR (2+ goals): Once per game session, you may purchase an item found on one of your Chronicle sheets at a 5% discount (maximum 15% discount). When you attempt a Day Job check, you may record the gp earned in an investment box (to the left) rather than receive the gold. You can line through all investment boxes to immediately receive gp equal to twice the sum recorded in the boxes.

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

TYCOON (7+ goals): The discount provided by the Investor boon increases to 10%, and treat the gp value of each investment box as 50% higher. Before the start of an adventure, you receive 150 gp that you can spend on spellcasting services, transportation, bribes, and similar expenditures. You lose any of this gold left over at the end of the adventure.

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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 centers of trade during the course of an adventure: Goka, Katapesh, Katheer, or Kerse. 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 with a DC equal to 15 plus your character level.
- Resolve a combat encounter nonviolently through diplomacy, trickery, bribery, or a similar tactic.
- Earn at least 50 gp as the result of a Day Job check.
- Know how to speak and read seven or more languages, at least one of which must be Dwarven, Kelish, Osiriani, or Tien.
- Undermine a rival entrepreneur or merchant so that you can claim his market share. Doing so requires a successful Intimidate or Profession (merchant) check with a DC equal to 15 plus your character level.
- Acquire a merchant's license in a city with a population of 5,000 or more other than Absalom. Doing so requires spending 25 gp per character level and succeeding on an Appraise or Profession (merchant) check with a DC equal to 15 plus your character level. If you exceed the DC of the check by 10 or more, you instead receive the license for free. Whenever you are in that city, you may purchase all mundane items at a 10% discount (maximum 15% discount). **Tamran**
- 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.

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