

# FACTION JOURNAL CARDS

This document includes seven Faction Journal Cards for Season 10 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.

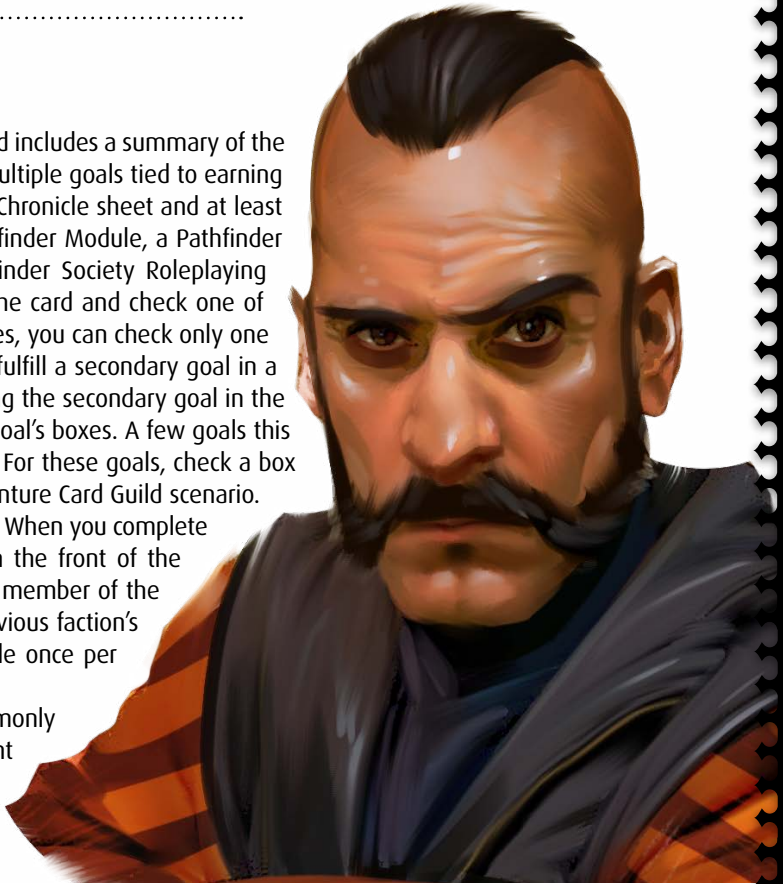
## HOW TO USE

Your character can use the Faction Journal Card for her faction. Each card includes 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 for the Pathfinder Society Roleplaying Guild—you can 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 check only one box per adventure unless otherwise stated. If a goal requires you to fulfill a secondary goal in a particular way, you can receive credit for the primary goal by satisfying the secondary goal in the required way even if you have already checked all of the secondary goal's boxes. A few goals this season are tied to playing Pathfinder Adventure Card Guild scenarios. For these goals, check a box on one of your Faction Journal cards each time you complete an Adventure Card Guild scenario.

Once you have checked all of a goal's boxes, you complete that goal. When you complete two, four, or seven goals, you also earn the corresponding boon on the front of the card. You can fulfill goals and use the earned boons only 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 check using a skill 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 higher than 15 + your character level).

**For GMs:** By design, the Faction Journal Cards include a variety of goals, some that include very precise instructions and some that rely on interpretation. This gives the PCs 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 releases Faction Journal Cards to reflect each faction's evolving goals and its ties to the current season's objectives at the beginning of each season. A PC joining a faction can acquire only the most recent version of a faction's card; however, a PC who has checked at least one box on an earlier season's faction card may still continue to fulfill its goals and earn its rewards even into the new season. Goals completed on previous Faction Journal Cards do not contribute to those on the new card, except as noted below.

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 reward that she already 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, Zarta Dralneen has completed five of the goals on the Season 9 Dark Archive card, and she begins working on the Season 10 card. When she fulfills two goals on the new card, she earns the Enduring Scholar boon—the same boon she earned on her previous card. Instead of gaining two uses of Enduring Scholar, she gains benefits from the boon as though she had fulfilled six goals instead of five. She does not unlock any other rewards on the Season 10 card, but she increases the benefit of boons that scale based on the number of goals completed.



# LIBERTY'S EDGE

Pitivio #14034-60

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 bending the rules of tyrannical law to plant the seed of liberty. Under new leadership, Liberty's Edge members expand their reach to provide ongoing support to the newly free.

## SEASON 10 REWARDS

**ORATOR (2+ goals):** You are skilled at inspiring people, particularly when you oppose tyranny. Once per adventure before rolling a skill check to convince an NPC to cooperate with you, you can add a bonus to your check equal to 1+ half the number of goals you have completed (rounded down). Double this bonus if the check involves convincing the NPC to participate in an uprising.

**BOND BREAKER (4+ goals):** Once per adventure, you can perform one of two liberating acts. You can cast *shatter* as a spell-like ability, with a DC equal to 12 + half the number of goals you have completed (rounded down). Alternatively, you can 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.

**EMANCIPATOR (7+ goals):** When you or an ally you can see rolls a check to escape a grapple, an Escape Artist check, or a saving throw against a charm or compulsion effect, that person can treat a roll on the die of 10 or less as a roll of 11. A single creature can benefit from this ability only once per adventure.



Once per adventure when you accomplish one of the following goals, you can 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 captives, hostages, or slaves during an adventure.
- Defeat a known slaver whose Challenge Rating is at least equal to your character level. For the purposes of this goal, 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 1 day, or is explicitly cited as trafficking slaves.
- Convince an NPC who serves an oppressive or tyrannical leader to abandon that leader of their own free will by succeeding at a Diplomacy or Perform (oratory) check with a DC equal to 15 + your character level.
- With an NPC of a type listed in the goals above as a witness, demonstrate your panache and bravado. Once per adventure, you can roll twice and take the lower result on a significant check (you may not reroll). If you still succeed, check a box.
- 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 with a DC equal to 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.
- Forgo your Downtime to aid to people recently freed from slavery or another form of oppression. Doing so requires a successful Craft, Heal, or Profession check (DC = 15 + your level) or a donation of resources worth 100 gp per 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.

