

FACTION JOURNAL CARDS

This document includes seven Faction Journal Cards for Season 7 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. 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.

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 the 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.

For example, Ambrus Valsin has completed five of the main goals on the Season 6 card, and he begins working on the Season 7 card. When he fulfills two goals on the new card, he earns the Explorer boon—the same boon he earned on his previous card. Rather than get two uses with different values, he now calculates the benefit he earns for the Explorer boon as though he had fulfilled six goals instead of five, which increases the bonus it grants. He would not unlock any additional rewards on the Season 6 card; he merely increases the benefit of any boon that scales based on the number of goals completed.

DARK ARCHIVE



Deep beneath the Grand Lodge in Absalom lie the fruits of countless expeditions, deemed too insignificant for immediate examination but too dangerous for inexperienced agents to handle. The Dark Archive formed with the Decemvirate's blessing to catalogue centuries of finds—a job far more exciting than it seems given the unpredictable and occult nature of the collection. Member of the faction recruit specialists to serve as faction leader Zarta Dralneen's agents, and help the Society recover treasures that aid the faction's secretive goals.

REWARDS

HEX ADEPT (2+ goals): By working around dangerous objects, you are inured against their lingering defenses. You gain a bonus on saving throws against spells and effects with the curse descriptor equal to 1 plus 1 for every four goals you have completed.

ARCHIVIST (4+ goals): You often have just the right tome on hand. Once per adventure, you may apply a bonus on any Knowledge or Linguistics check equal to half of the number of Dark Archive goals you have completed, rounded down. You also learn an additional language.

MASTER LIBRARIAN (7+ goals): Before the start of an adventure, you may requisition up to three alchemical or magic items (except wands or scrolls with multiple spells) whose total gold piece value is equal to 100 times your character level or less. You and your allies may use these items freely, but Zarta expects you to return any unused items at the end of the adventure.

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.

- Recover a named text found during the course of an adventure.
- Recruit a named NPC scholar, knowledgeable spellcaster, or similar figure to the Dark Archive. Recruitment requires a Diplomacy or Knowledge (arcana) check with a DC equal to 15 plus your character level.
- Recover a spellbook that contains spells whose combined spell levels equals or exceeds three times your character level (minimum 9).
- Recover a named minor artifact or major artifact during the course of an adventure.
- Resolve an encounter with Hellknights nonviolently through diplomacy, trickery, collaboration, or a similar tactic.
- Possess a number of ranks in one of the following skills equal to your character level (minimum 4): Bluff, Knowledge (arcana), Profession (archivist, librarian, or scribe), Spellcraft, or Use Magic Device.
- Participate in an adventure in Cheliax for which you receive the full Prestige Point award.
- 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.



GRAND LODGE

Members of the Pathfinder Society consider the Grand Lodge in Absalom a second home, regardless of their national origin. Many Pathfinders have spent years training within the Grand Lodge's walls, and those agents who reject distractions from outside political or religious factions are the pride of the Grand Lodge. Often, Pathfinders who acquire lost knowledge and forgotten treasures benefit directly from their discoveries, and consider the Decemvirate's orders to be advice on how to maximize their own success.

REWARDS

EXPLORER (2+ goals): Once per adventure before attempting an Acrobatics, Climb, Survival, or Swim check, you gain a circumstance bonus equal to 1 plus half of the number of goals you have completed (rounded down) when attempting the check. You also halve your armor check penalty for the purpose of this skill check.

NEMESIS (4+ goals): Once per adventure, you gain a +2 bonus on your next attack against that agent, and if you hit, you deal additional damage equal to the number of goals you have completed. Alternatively, you impose a -1 penalty on the agent's next saving throw against a spell you cast; the penalty increases to -2 if you have completed seven or more goals.

EXPEDITION COORDINATOR (7+ goals): You can forgo your Downtime to organize an expedition to a site you recently visited and discover things you missed before. Check one of the boxes to retroactively succeed at the scenario's secondary success condition that you would have failed. If you do so, all other PCs at the table also succeed at the secondary success condition.

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.

- Adventure in a nation other than Absalom. You may only receive credit for visiting a particular nation once.
- Checking one of this goal's boxes does not prevent you from checking one box for a different goal.
- Forgo your Downtime to finalize a report to the Pathfinder Society. Doing so requires a successful DC 15 Intelligence, Wisdom, or Profession (scribe) check.
- Complete at least three consecutive scenarios in which you completed both the primary and secondary success conditions. Sanctioned adventures that do not include secondary success conditions neither interrupt not contribute to this goal.
- Complete six consecutive scenarios in which you completed both the primary and secondary success conditions. Sanctioned adventures that do not include secondary success conditions neither interrupt not contribute to this goal.
- Disrupt or sabotage a significant Aspis Consortium operation, such as by ruining an alliance, damaging its reputation in a large city, or preventing them from recovering an artifact.
- Defeat one or more members of the Aspis Consortium in an encounter whose Challenge Rating is at least equal to your character level.
- Save a venture-captain, one of the Pathfinder Society's three masters, or a similarly high-ranking figure in the Society from harm. The NPC must be at actual risk of death unless you intercede—often denoted by a current hit point total or other conditions—and he must survive the encounter.
- 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.

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.

UNDERCOVER EMANCIPATOR (4+ goals): You gain the assistance of a member of the Bellflower Network who is skilled at liberating slaves without being detected. Once per scenario, you can call upon this ally to gain a bonus equal to half the number of goals you have completed on one Disguise, Sleight of Hand, Stealth, or Survival check. This ally is a noncombatant.

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.
- Adventure in two of the following locations: Andoran, Cheliah, Okeno, Magnimar, or Nirmathas.
 - Forgo your Downtime to nonviolently fight for the cause of liberty by spending time organizing protests, freeing slaves, or distributing revolutionary material. To do so, you must succeed at a Disable Device, Knowledge (local), or Stealth check with a DC equal to 15 plus your character level.
 - Defy local law or tradition in a way that assists you and your allies without endangering the mission or threatening innocents.
 - 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.



SCARAB SAGES

Osirion is among the oldest nations, yet its greatness has waxed and waned over the ages. During the first great decline, the Jeweled Sages formed to preserve its wonders, storing them both in writing and within enchanted gems. A pair of scholars has revived the organization to recapture Osirion's lost glory and disseminate this forgotten knowledge to bring about a new golden age in the Inner Sea. Rebuilding the order depends upon recovering more of the original *sage jewels*, and recruiting extraordinary individuals to serve as new sages.

REWARDS

SCRIBE (2+ goals): You gain a special scarab that gradually stores your memories and guards your life force. The gem grants a bonus on saving throws against death effects equal to 1 plus 1 for every four goals you have completed (rounded down).

SOUL WARDEN (4+ goals): Your scarab increases your effective Constitution score for determining when you would die from hit point damage by 4. If you permanently die, you can donate your scarab to another of your characters that belongs to the Scarab Sages faction. This character receives this card (discarding her current card).

GUARDIAN WARD (7+ goals): You are skilled at defending yourself and your allies against constructs and undead—common sentinels in Osirian ruins. You and all allies within 10 feet gain a sacred bonus to AC and on all saving throws against such foes equal to 1 plus 1 for every 4 goals you have completed (rounded down).

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.

- Explore an ancient site during the course of an adventure. To qualify, the original occupants must have abandoned the site at least 1,000 years ago, and it must cover at least 2,500 square feet (a 50-ft.-by-50-ft. area).
- Recruit a named NPC scholar, archaeologist, or similar figure to join the Scarab Sages. Recruitment requires a Diplomacy or Knowledge (local) check with a DC equal to 15 plus your character level.
- Recover a gem worth at least 400 gp plus 100 gp per level you possess during an adventure. A gem-like wondrous item such as an *elemental gem* or a *pearl of power* fulfills this goal, but its market price must be at least twice this value.
- Recover an intact *sage jewel*, or convince a person to whom a *sage jewel* is attuned to join the Scarab Sages faction.
- Participate in an adventure that includes at least three encounters in one of the following regions once controlled by Ancient Osirion: Geb, the Mana Wastes, Nex, Osirion, Rahadoum, or Thuvia.
- Become possessed by a creature using *magic jar*, the malevolence ability, or a similar effect. Alternatively, permanently destroy a haunt.
- Possess a number of ranks in one of the following skills equal to your character level (minimum 4): Appraise, Knowledge (any), or Linguistics.
- 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.



SILVER CRUSADE

An influential group of Pathfinder clerics, paladins, and servants of good-aligned deities has banded together in a valiant effort to use the Society's influence, reach, and resources to do good throughout the Inner Sea region and beyond. A crusade in name only, the faction models itself after the staunchly virtuous silver dragons; those members who leave the indelible mark of good wherever they go—whether delivering aid or vanquishing evil—tend to move swiftly up the faction's ranks.

REWARDS

SOLDIER OF PEACE (2+ goals): You reduce the penalty on attack rolls to deal nonlethal damage with lethal weapons by 2; if you already suffer no penalty on such an attack, you instead deal 1 additional point of nonlethal damage. Once per adventure before casting a spell, you may choose to replace half the lethal damage dealt with an equal amount of nonlethal damage.

MIRACLE WORKER (4+ goals): Once per adventure, you can use the lay on hands class feature as though you were a paladin whose level equals the number of goals you have completed.

PARAGON (7+ goals): When you or an ally purchases the spellcasting service *raise dead*, *resurrection*, or *true resurrection*, reduce the Prestige Point cost by 25%. When you cast any of these spells, reduce the material component cost by 25%. When activating either the Soldier of Peace boon, you may grant the benefit to one ally you can see instead of receiving it yourself.

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.

- Defeat an outsider that has the evil subtype or an undead creature whose Challenge Rating is at least equal to your character level.
- Defeat a divine spellcaster whose patron is an evil deity and whose Challenge Rating is at least equal to your character level.
- Accept the surrender of an enemy combatant (other than an evil outsider or undead creature), and ensure his fair treatment until he can be safely released, ransomed, or delivered to authorities for justice. Alternatively, allow an enemy combatant with no means of escape to flee without further harm.
- Spend at least 100 gp per character level on spellcasting services for spells with the healing descriptor for another PC. You may instead purchase and expend material components or a single-use magic item that costs the same amount for that PC.
- Rescue a named NPC who is a divine spellcaster with a good-aligned deity or a named outsider with the good subtype. Alternatively, collaborate with the NPC to overcome an obstacle directly related to the PCs' success conditions, such as defeating a foe; summoned outsiders do not contribute to this goal, but called ones do if not coerced into service.
- Possess a number of ranks in one of the following skills equal to your character level (minimum 4): Diplomacy, Heal, Knowledge (religion), or Sense Motive.
- Participate in an adventure in Mendev or the Worldwound for which you receive the full Prestige Point award.
- 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.



SOVEREIGN COURT

Through diplomacy, intrigue, deception, and the occasional act of sabotage, the Sovereign Court aims to unite the nobles of the Inner Sea, and eventually forge a new, glorious empire. Although recruiting like-minded nobles is its highest priority, the faction benefits from enlisting capable diplomats, spies, and enforcers. Many monarchs would view the Sovereign Court as a rival if not a criminal operation, so it is important that agents avoid publicizing the faction's existence and goals except when dealing with potential recruits.

REWARDS

CONFIDANTE (2+ goals): Twice per adventure, you can call upon your contacts, either allowing you to attempt a Knowledge check as though you had a number of ranks in that skill equal to your number of ranks in Diplomacy or gain you a +2 bonus on the check. Calling in a favor takes 1 minute, and when not in an urban environment requires two uses of this ability.

ADVOCATE (4+ goals): When purchasing a spellcasting service, vanity, or other prestige award that costs 5 or more Prestige Points, the power of your reputation reduces the final cost by 1. If you have completed seven or more goals, you instead reduce the cost of awards that cost 4 or more Prestige Points by 1.

SPYMASTER (7+ goals): Once per adventure, you can coach up to seven other creatures in the use of a skill that you select when you use this ability. For the duration of the adventure, those creatures gain a bonus on checks using that skill equal to half the goals you have completed (rounded down) and halve their armor check penalty when using the skill.

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.

- Recruit a named NPC aristocrat, noble, ambassador, or similar figure to cooperate with the faction with a successful Diplomacy or Knowledge (nobility) check (DC = 14 + your character level + 3 for each of this goal's checked boxes).
- Recruit a servant of a named NPC aristocrat, noble, ambassador, or similar figure who is not a member of the Sovereign Court. Doing so requires a successful Diplomacy or Knowledge (local) check with a DC equal to 15 plus your character level.
- Recover blackmail or incriminating evidence against a named NPC aristocrat, noble, ambassador, or similar figure.
- Fulfill one of the goals above without revealing your faction affiliation to anyone other than a present or future member of the Sovereign Court. Checking one of this goal's boxes doesn't prevent you from checking one box for a different goal.
- Forgo your Downtime to reinforce your political connections. Doing so requires a successful Knowledge (local) or Knowledge (nobility) check equal to 15 plus your character level.
- Possess a number of ranks in one of the following skills equal to your character level (minimum 4): Bluff, Diplomacy, Disguise, Knowledge (nobility), or Sense Motive.
- Complete a mission (by completing both the primary and secondary success conditions) tied directly to enhancing or preserving the reputation of the Pathfinder Society in the eyes of another nation or organization.
- 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.



THE EXCHANGE

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

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.

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).
- 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.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Pathfinder Society Faction Journal Cards © 2015, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Giantslayer, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Inc.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Society Faction Journal Cards © 2015, Paizo Inc.; Authors: John Compton and Linda Zayas-Palmer.