

Scholar

The Scholar (Guild)

Background:

The Scholars have been around for over 1,000 years. They are not well organized but do communicate enough to keep up relations, compare notes and not duplicate much of their work. They are quiet, but there are many, in the guild that do try to sell the information they discover. There is no regulation against this activity. However, the guild knows that many kingdoms and churches like first dibs on things that concern them. They try to trade this information to them first, usually after making a copy for their reference. So many times, they will keep the information secret until the organization can be take action. A fee is required only if the information is good.

The Scholars have a central location for training and archiving. This is a secret location on Latara Island; they have a keep called Acropolis of Acumen.

Characteristics:

The scholars seek and accumulate knowledge. Many choose this life because it is very safe, not many worries and it is usually steady work. It is also good for those who seek knowledge or desire to share the knowledge they have. There are many reason and personalities. Some just like to read, some like to write and some want a better job.

Those in need of historical facts call on sages and Lore Masters to recite history and to give facts of a particular event that might be relevant to those that have hired them.

A sage usually runs the guild and if they have a Lore Master he will be the greatest source of information coming into the library. As his job is to go out and gather it.

Many fear the arrival of a Lore Master as they herald events of importance and this has caused them to travel in secret.

Lore Masters

The Lore Master's maintain a secret island for their work. To gain access you need a Lore Master's Token. They can give them as they see fit, but only to trusted individuals. There is the Vault of Yesterday.

The Vault of Yesterday

The Lore Master's maintain a vault on their island for all of the important works they find and they always try to get the original but a 1st generation copy is acceptable. Anyone in the vault will always have an escort and the vault has a dozen or so wards to protect from all manner of mischief.

Membership Requirements

Personality Profile: You must have a 6 or higher in Self (Self Discipline)

Must be literate

Notice (Perception) 5+

Scholar Requirements and Benefits

Path Rank	gc	Requirements	Benefit
Librarian	3	See above	Room and board, Librarian's Eye
Scribe	100	Employment (Calligraphy) 10+, Trained in Employment	Scribes Quill, Scribe's Light, Research Genius
Sage	500	Must have Scribed 1200 pages, Trained in Faith and Culture	Sage's Tome, Lore, Discovery
Lore Master	1,500	Faith (History) 20+ Culture (History) 30+ <i>You can reverse these numbers</i>	Chronicler's Dimension Master, Memory

Room and Board: You can stay free at any guild house as long as you work ½ day.

Librarians Eye: You have a keen eye and know the organization of your library. You will notice any book or document that is in the wrong place.

Scribes Quill: This quill is a quill given to you that never runs out of ink and you can erase anything it just wrote in the last 5 minutes by brushing the feather part of the quill over the text. This quill cannot duplicate magical or supernatural power of any text.

Research Genius: Your research time is 25% faster. You gain a +10 when doing any research skill check.

Scribe's Light: This light is a gift to a new Sage as a reward for his service as a scribe. This lantern never runs out of oil and you can turn it off by using the knob on the side. The knob can change the intensity from a soft glow to a bright light that will light up a burst of two hexes. It has no magical properties to cancel out any type of magical darkness.

Sage's Notebook: This is a loose notebook. This notebook can write on any paper you place in the notebook. You open the notebook and this tome writes on the page that is up, the words he says as he says them. It is written in the sage's own hand. This notebook cannot duplicate the power of magical or supernatural texts.

Lore: The sage has the ability to recall knowledge. You can spend an action die and for the next minute his Faith (History) and Culture (History) totals double.

Discovery: This ability allows the new Lore Master to study magical or supernatural tomes before opening them. It gives the Lore Master some indications as to its origins and purpose. It will also reveal any curses on the tome and protections that the tome may

have. It does not give the Lore Master a way to remove them however. For artifacts and relics, it usually gives clues for further research. The research time is up to the GM but should be used to reveal clues as he sees fit.

Master: You can spend an action die and double any skill check involving Librarian, Scribe, Sage, or Lore Master Skill checks.

Memory: When you finally reach the level of Lore Master, you have reached the pinnacle of your achievement. You remember everything you read or hear. This does not help with spell casting. Any PC that takes this ability must take great notes. It is not the job of the GM to remember for you. But he can fill in details as needed.

Chronicler's Dimension: You obtain a supernatural invisibility so that you can observe events and chronicle them as they unfold, without interfering. You can activate this at will and you remain undetectable to all visions except True Sight. Further, if you involve yourself in the event this dimension ends. No one can harm you while in this bubble.