

Scholar

Academic, Archaeologist, Astrologer, Clerk, Detective, Economist, Educator, Explorer, Historian, Journalist, Lawyer, Occultist, Writer

Scholars are those who have made the pursuit of knowledge an end unto itself. The ranks of researchers, philosophers, explorers, intellectuals and wise men are a diverse and peculiar lot. Some carry out their work sheltered by the ivy-clad walls of universities, while others prefer to make their discoveries in the ancient ruins of bygone civilizations. Most scholars are drawn to their work by some kind of fascination, rather than a desire for wealth or power. In spite of this, however, it is not uncommon for a scholar to acquire some renown and widespread recognition for notable work in their field. Researchers in the fields of science and medicine have especially taken hold of the public imagination in recent times as technology surges to the forefront of world affairs.

Universally, scholars learn the art of research and analysis. Scholars often have particular areas of expertise in addition to superb generalist knowledge, but their ability to collect and distill information is applicable to almost any subject. As such, scholars are very useful as intermediaries when other professions seek to work together to create works of unique value.

One should play a scholar if they would like to explore the intricacies of the new world by means of digging through historical fact or by conducting research and putting facts together.

Scholar Skills

Apprentice: (Rank 1-10)

Starting Profession Skills:

A short note on response length: In general scholars and authorities will receive responses that are about one sentence long per tier of information (1 sentence for commonly known information, 2 for specialized, etc.). However, at staff's discretion, they may receive longer or shorter responses based on PP spent, relevance to plot or in-game effort made prior to the expenditure (including things like items or notes submitted for research). If staff sees a player pursuing a dead end in terms of their scholarly research they will generally seed hints in their responses that could guide scholars to areas of study that might be more useful and more connected to relevant plot.

Research: The most important skill in a scholars repertoire. Scholars have access to an extraordinary body of knowledge, through libraries, public records, museum archives and contact with other notable scholars. With patient and dedicated effort, they can find useful information on nearly any subject known to the civilized world. Through the use of this profession skill, a scholar can seek out information about anything in the world. The more specialized and arcane the knowledge they seek, however, the more time and effort will be required to unearth any useful information. Research is differentiated by type, Historical, and Field/Laboratory work. The latter is available after the second gateway point.

Historical Research: Scholars may gather historical information using contacts, libraries, and exclusive access to specialized documentation. They may look into public records, case files, folklore, legal precedent, census information, or private collections (if granted access). If it has been written down, a scholar should be able to glean some sort of information on the subject given time, resources, and perseverance.

Aim	Approximate Cost in PP
Commonly known information	1
Specialized information	5
Closely held information	10
Rarely known information	20

Note: The Historical Research skill is used to gather information from publications, the historical record, and fellow scholars. It should be noted that any information received from these resources will be in line with the source's experience and scope. Information received on current or recent events from gossip, informants, or non-scholarly NPCs would normally fall under the purview of the Authority profession. If you have a question as to whether the information is considered current or historical, feel free to email staff.

Library Access: Although all players may access the local Academy Branch Library, scholars gain two significant benefits over the general populace. First they have access to Scholarly Volumes,

which may be borrowed from the library at the rate of one per game. Each scholarly volume has its own benefit, contact your local librarian. Second, they have exclusive access to uncommon and rare volumes for in-game research.

Quirks: Scholars hunger for knowledge, and when the opportunity to study your passion shows itself in the real world, you gain a benefit. At character creation, a scholar should choose an area of knowledge with which you have an affinity (your Quirk will be reviewed by staff) Once per RESET, if you encounter your chosen passion, you may spend five minutes role-playing engagement and the taking of notes (you should have some sort of physrep with which to record your observations) after which you regain one renewable attribute. Should you choose, by role-playing a “teaching moment”, you may BESTOW one renewable attribute of the same kind to up to two other individuals who are with you at the time. Attributes gained from Quirks may go above your maximum total.

Spheres of Knowledge: Upon character creation, a scholar may choose a sphere of knowledge, and during the BGS cycle, any research done within that sphere of knowledge is granted 2 bonus PP per BGS cycle which must be spent on research within that sphere. The spheres of knowledge are:

- *Natural Sciences* include the study of the physical world and the quest to lay bare its secrets by use of empirical study. Examples include: Astronomy, Biology, Chemistry, Environmental Science, Material Science, and Physics.
- *Humanities* explores the human condition through analysis, critical thinking and speculation. Examples include the Arts, Classics, History, Language, Law, Literature, Philosophy, Praxeology, and Religion.
- *Social Sciences* examine human behavior and the structure and operation of society through the lens of the scientific method. Examples include Anthropology, Criminology, Economics, Education, History, Law, Linguistics, Political Science, Psychology, and Sociology.

At every gateway rank in the profession (11, 21, 31) a player may choose to *focus* their sphere of knowledge, or *diversify* by choosing a new sphere.

If focusing, the scholar chooses a specific subset from within the previous chosen Sphere of Knowledge - *Example: Biology*, and an additional 2 PP per BGS cycle which can be spent only on research done within that sphere. (i.e. 2 additional points to spend on natural sciences and an additional 2 that could be spend on biology – allowing for all 4 points to be spent within biology if you so choose)

One may not focus more than once for any particular subset.

Diversifying grants 2 points to an additional sphere not previously selected.

Noteworthy Discovery: In the new world many scholars are concerned with cataloging the various new natural resources, minerals, plants and animals that surround them. A scholar who has made a new discovery can spend profession points to submit a scholarly claim to the relevant academies and institutions describing the new find and assigning credit for its discovery, including the right to name it. To do this the scholar must spend 1 profession point and submit some credible evidence of their new discovery, including descriptions of the time and place of the discovery and some kind of sample of the discovery (or photograph, or something substantive).

Thereafter, if the item is a component, it will be marked with the name given to it as well as the discoverer noted in the profession packet, on tags and in the cabinet of wonders/in game guides in the library.

Note that multiple scholar attempting to make claims on the same discovery may need to find a way to resolve their academic dispute and assign credit in game, and that the academies responsible for tracking these discoveries will tend to favor the scholar with the most witnesses to their discovery, the best samples, etc.

Purchasable Profession Skills:

Field Guides: Academics are proficient at creating educational documentation that allows the unskilled to perform beyond their normal capacity. The cost of creating the specific Field Guide depends upon the cost of the talent to be replicated and the level of knowledge the Scholar has with the skill. If the scholar wishes to write a guide for a skill with which they are not competent, they may spend 5 minutes in-game taking notes with an individual willing to teach what they know of one specific talent (skill activation while under observation). In the case of fractions, profession point costs are always rounded up.

Cost: 5 Profession Points

PP to use: Varies by skill, see table below.

Knowledge Base	Cost in PP
Personal Skill	.75PP/Build Cost of Skill
Observed Skill	1PP/Build Cost of Skill

Grant Funding: Through contacts at universities, government agencies, academic societies and certain wealthy families, it is possible for a scholar to gain access to additional resources and funds to further their research. By submitting proposals and convincing everyone involved that the investigation will turn up useful, lucrative or otherwise worthwhile results, a scholar can defray the expenses associated with their work and earn a living besides. The exact form of the grant can vary, and the terms sometimes dictate the legal ownership of the information or technology discovered by the research.

PP Cost: Varies by each grant, confer with staff if one wishes to propose a grant.

Translation: On occasion, scholars may come across texts in languages other than their own that will require time and effort to decipher. The cost in profession points is based upon the obscurity of the text to be studied.

Cost: 5 pp to learn

PP to use: See table below for approximate costs.

Translation Target	Cost in PP
Major Cultural Language	3
Minor Cultural Language	5
Ancient or Unknown Language	10+

Journeyman: Rank (11-20)

Academy Eligibility: A scholar that reaches rank 11 or more is considered an active member of the academic community in the eyes of the Academies of Talus. If they do not already belong to an academy, they will most certainly be sought out. Belonging to an academy can confer additional bonuses and skills not listed in this packet.

Advanced Research: As scholars gain experience, other methods of research become open to them. No longer confined to the library stacks, the learned can take samples from the material world and through experimentation and observation glean useful knowledge or maximize potential. This advanced research is split into two purviews:

Lab Study: Scholars may gather samples in-game from fallen foes, unusual artifacts, or strange materials and test them thoroughly in their personal workspace. Information gained from this form of research might yield to what a particular organism might be vulnerable or gain greater insight into how a substance interacts with the world. The material for study must be in their possession in order to perform any sort of analysis. Results vary upon its rarity, and if profession points spent are insufficient for one between-games period, the profession points used in the prior period are considered additive when performing follow up research. Some items may list a profession point requirement for its study, and some may require guesswork.

PP Cost varies by sample. Setting up a personal workspace costs 3pp and never expires.

Field Work: Much of the world has yet to be explored and catalogued, and a great deal of knowledge simply cannot be found in any book or journal. Many times, therefore, a scholar must venture forth from the ivory tower. Cartographic and exploratory expeditions, anthropological studies, astrological fieldwork, archaeological digs and artifact hunting are all examples of field work performed by scholars. Some scholars specialize in this method of study, preferring to carve their discoveries from the earth itself rather than distilling them from dusty tomes. With this skill, a scholar may spend pp to venture around the local area of Prosperity to find interesting items for study. This may confer an interesting geological sample, anthropological hint, or maybe a clue to a location that they should return to in game with a group for further inquiry. (i.e. plot) This scavenging will be completely random, and up to staff discretion.

PP Cost: 5+ pp per scavenging attempt. The more points, the more interesting ones find may be.

Master: Rank (21-30)

Field Expedition: With this trade secret, a scholar can organize a one-time or ongoing field work project past the confines of Prosperity. Expeditions can be costly and dangerous, however, and it is therefore in the scholar's best interest to arrange financial backing, as well as give close attention to details of supply, protection and any necessary legal permissions. Multiple scholars may add support points to this venture. Staff should be consulted before point expenditure to set up exactly how many points it will cost, and what exactly the goal is. It is recommended that points be applied by multiple sources over several BGS cycles, to represent the preparation needed.

PP Cost: Varies by expedition, and other resources will likely be necessary. Field expeditions should be scheduled for the summer or winter break.

Scholarly Volumes: Unlike the flimsy, disposable field guide, a scholarly volume is built to last, and it is meant to join the ranks of other bound volumes in a library or other permanent home. Scholarly Volumes follow the same rules as Field Guides in regards to which skills can be transcribed - the only difference is the increase in cost due to permanence and the required materials.

PP to Learn: 10

PP to Use: 20 + [Build Cost of Skill] per Volume.

Additional Cost: Materials (binding, paper, ink)

New Discipline: Over time, an experienced scholar may find that a chosen field no longer suits their line of inquiry. Throwing herself into studying a new branch or sphere of knowledge, the scholar may redefine a previously chosen focus or diversification choice. This proficiency may only be purchased once.

PP to Learn: 0

PP to Use: 10

Grandmaster: (Rank 31+)

Many skills from this rank onward are plot specific. Find out in game.

Noegenesis: Once a scholar has reached this level of expertise, those in the Academies look upon you as a potential compatriot in the administration of the organization. At this time, you may submit all of your research and publications to date for review and undergo a full evaluation. This is an all-consuming effort - and no other scholar actions may be taken during this time period. If the body of your work is acceptable, you are officially inducted into the Council of your affiliated Academy. This action may be performed as many times as you wish until acceptance - though feedback from the evaluators should be weighed heavily on subsequent submissions. It should be noted that this is a tenured position, of great importance, and the responsibilities inherent in becoming a Councilman should not be taken lightly.

PP to Learn: 0

PP to Use: All available PP for the BGS cycle.

Reference Volumes: Scholars of this rank may create superior versions of scholarly volumes allowing for the use of professions, proficiencies within professions, and cultural abilities. Some volumes permanently convey the use of the reference subject matter as long as the volume is in the possession of the user.

Example Costs:

Profession: 3 PP if known, 10 PP if unknown.

Profession Proficiency: 3PP if known, 13 pp if unknown.

Culture: 5 PP if known or previously researched, 15 PP if unknown.

PP to Learn: 20

PP to Use: 30 + [variable] per Volume.

Additional Cost: Materials (binding, paper, ink)

Grandmaster: (Rank 35+)

Opus:

You may spend build and XP to take scholarly actions which shape the world (or the scholar profession) in permanent and lasting ways. Doing so requires staff approval for the particular

action being taken, staff will also set the price in both XP and build. Expect to spend 5-10 build per “Opus” created, which cannot be done more than once per season.

In-Game Abilities:

At the start of each game players receive in game scholar PP equal to their rank in Scholar. These profession points do NOT refresh during resets, and may be spent throughout the course of the weekend.

Knowledge: (Pick one Knowledge skill for free)

Minimum Rank: 1

Cost: 0 to read tags, variable based on cost listed on tags

You can read tags which state that they require a specific knowledge on them. These tags may cost PP to read- your scholar PP can be used in place of the type of profession points normally required (EG: Apothecary PP for knowledge: biology)

Eclectic Knowledge

Minimum Rank: 1

Cost: Varies based on tag+1

You spend a lot of time learning about all sorts of different things. You can read ANY knowledge tag by spending 1+the require amount of PP listed on the tag.

Warning

Minimum Rank: 11

Cost: 2

Bestow a single RESIST FEAR, RESIST STUN, RESIST TRIP, RESIST DISARM, or RESIST "BY DISCOURSE" which only becomes active against a certain type of opponent or named situation (Eg: "Be careful in that cave, the stones are slippery and if you lose your footing the current in the river below you will sweep you away. You should stand with your legs far apart and check your weight before stepping anywhere: BESTOW RESIST TRIP WHILE IN THIS MOD.)

Instruction

Minimum Rank: 21

Cost: Varies based on skill build cost

Bestow a skill from any SKILL BLOCK with no prerequisites to another player or yourself for half an hour (no header skills). Takes 1 minute and 2 pp per build point to bestow. This must be done with the assistance of a player who actually possesses the skill, who must pay the activation cost to 'demonstrate' the skill once.