LOREMASTER

Ah, I knew this was going to happen.

Loremasters are known for their insatiable curiosity and appetite for discovery. They firmly believe that knowledge equates to power, and would often trade all gold in the world for a chance at solving a good mystery.

Unfortunately, a majority of Loremasters tend to be aloof and easily distracted, rarely concerning themselves with "pragmatic" matters... to the point of sometimes failing to realize the darker implications of their discoveries.

- Who is (or was) your mentor? What is (or was) your relationship with them?
- Did you attend an academy or college? What kind of people did you meet there?
- There is this centuries-old mystery you're obsessed with. What is it?
- Is it true that some things are better left buried beneath the sands of time?

LOREMASTER FREE BENEFITS

- Permanently increase your maximum Mind Points by 5.

LOREMASTER SKILLS

FLASH OF INSIGHT 【✦3】

When you roll a **13 or higher** on a Check performed to investigate a creature, item or location — this includes using the **Study** action during a conflict — you may ask the Game Master up to 【SL】 questions concerning the subject of your investigation. You may ask these questions immediately or save them for later; whenever you ask one of these questions, the Game Master will answer truthfully and you will describe your character's deductive process.

This Skill may only be used once on the same creature, item or location.

FOCUSED 【✦5】

Permanently increase your maximum Mind Points by 【SL × 3】.

When you perform an Open Check using 【INS + INS】, you gain a bonus equal to 【SL】 on that Check (this **only** applies to Open Checks).

KNOWLEDGE IS POWER

When you perform an Accuracy Check, you may replace **one** of the Attribute dice with **Insight** (such as 【INS + INS】 for a **pistol** or 【INS + MIG】 for a **waraxe**).

QUICK ASSESSMENT 【✦6】

At the start of a conflict, you may spend up to 【SL × 5】 Mind Points. For every 5 Mind Points you spend this way, choose one option: choose a creature you can see and the GM reveals one of their **Traits**; **or** name a damage type and choose a creature you can see, and the GM reveals that creature's **Affinity** towards that damage type.

TRAINED MEMORY

You may perfectly recall the details of any scene you have visited within the past week. You can "go back in time" within your mind in order to examine and investigate such scenes again — your **Flash of Insight** Skill will apply to these memories as well.