

## Fellowship of the White Star

### **RESEARCHER**

The researcher is an information generalist who is an expert at finding and compiling available knowledge whether it is from personal knowledge or experience, other experts, libraries, ruins, miscellaneous documentation and reference materials or other more nebulous and sometimes nefarious or unscrupulous means.

With access to appropriate sources (and some extra time) researchers get a bonus to their Knowledge and Forbidden Lore rolls. If they have 5+ ranks in the relevant skill(s), researchers can halve the time it takes to perform the research.

Examples of researchers include: Archimedes, Charles Darwin, Euclid, Galileo Galilei, Lewis Latimer, Isaac Newton, Marie Curie, Voltaire and Granville Woods.

**Hit Die:** 1d6

#### **Requirements**

To qualify to become an Researcher, a character must fulfill all the following criteria:

**Skills:** Gather Information 8 ranks, Knowledge and Forbidden Lore skill (except Special Interest) 1 rank in each, 60 ranks total among all Knowledge and Forbidden Lore skills combined.

**Feats:** Perfect Memory

#### **Class Skills**

Appraise (Int), Craft, Decipher Script (Int), all Forbidden Lore (Int), Gather Information (Cha), all Knowledge (Int), Languages, Profession, Search (Int), and Sense Motive.

**Skill Points at Each Level:** 8 + Int modifier

**Table: The Researcher**

<b>Level</b>	<b>Base Attack Bonus</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Armor Bonus</b>	<b>Special</b>
1st	+0	+0	+0	+1	+1	Translate Document, Research +2
2nd	+1	+1	+1	+1	+2	Former Class Skills
3rd	+1	+1	+1	+2	+2	Research +4
4th	+2	+1	+1	+2	+3	Bonus Feat
5th	+2	+2	+2	+3	+3	Research +6
6th	+3	+2	+2	+3	+4	Skill Mastery
7th	+3	+2	+2	+4	+4	Research +8
8th	+4	+3	+3	+4	+5	Bonus Feat
9th	+4	+3	+3	+5	+5	Research +10
10th	+5	+3	+3	+5	+6	Greater Lore

#### **Class Features**

All the following are **Class Features** of the adventurer class.

**Translate Document (Ex):** With an appropriate reference material, the researcher can translate a document either into or from a language not understood by the researcher.

Approved Prestige Class

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**Research:** This is the untyped bonus the researcher receives to the relevant Knowledge or Forbidden Lore roll when time and sources are available. Five (5) or more ranks in the relevant Knowledge and Forbidden Lore skill(s) halves the base time needed to perform the research. Normal base time is one hour (or as otherwise indicated by the adventure or GM).

**Former Class Skills (Ex):** The researcher may pick two class skills from former professions to treat as class skills for the researcher due to their extensive studies.

**Bonus Feat (Ex):** Select from among Quick Learner, Savant, Skill Focus, and Skill Symbiosis.

**Skill Mastery (Ex):** A researcher becomes so certain in the use of certain skills that they can use them reliably even under adverse conditions. Upon gaining this ability, they select a number of skills equal to 3 + their Intelligence modifier. When making a skill check with one of these skills, they may take 10 even if stress and distractions would normally prevent them from doing so.

**Greater Lore (Ex):** At 10th level, a researcher gains the ability to understand magic items, as with the *identify* spell, once per day. The researcher does not need to expend a material component to utilize this ability. Also, this is an Exceptional ability, not a Supernatural or Spell-Like, so there is no Spellcasting check and no risk to the researcher.