

SCHOLAR

ADVANCED CAREER: HUMAN, DWARF, OR HIGH ELF
Academic, Intermediate, Specialist, Urban

PRIMARY
CHARACTERISTICS
Intelligence, Willpower

CAREER SKILLS
*Discipline, Education,
Folklore, Nature Lore,
Tradecraft*



ADVANCES

ACTION	TALENT
0	3
SKILL	FORTUNE
4	1
CONSERVATIVE	RECKLESS
2	0
WOUND	
0	



REPUTATION

FOCUS

FOCUS

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An especially well educated and learned individual

Within the universities of the Empire students strive to understand the basics of the subjects taught. Many students fail to fully grasp the intricacies of their chosen discipline, but those few who do are recognised as masters in their field and are given qualifications to prove it.

These scholars seek to increase their knowledge further, and often remain in academia to further their studies and to lecture about their thoughts to the next generation of students.

Subjects that scholars dedicate their lives to understanding include:

History - the study of the wars the Empire has won and the innovations its rulers have patronised. Wars that the Empire lost, or foreign innovations, are not subject to particular scrutiny.

Bestiaria - the study of the animals and plants of the world. A scholar of bestiaria will be able to divulge the vital statistics, diet and reproductive methods of organisms ranging from humble mould to the Black Leviathan.

Philosophy - the art of seeking to justify the manner in which men behave in a civilised society. Some scholars of philosophy argue that there are better ways to live, though they are usually ignored.

Literature - the study of great works written by poets, playwrights and authors of the Empire. Tilean literature is also studied by dint of its great age. Bretonnian literature is roundly ignored.

Whilst most scholars are comfortable in the halls of the universities some feel the need to explore the world outside, either seeking some form of escape or looking for new information about their chosen subject. They might even ally with adventurers if there is some promise of exploring foreign lands and ancient languages, or encountering strange beasts.

Typical Trappings: Scholars carry a writing kit and a sheaf of notes scrawled on parchment. They often carry candles or a small lantern so they can continue their studies and musings well after dark.



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Once per session, you may substitute your Intelligence for Willpower or Fellowship during a skill check