

# STAR LOG.EM-012

## LOREMASTER



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## LOREMASTER

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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~ Alexander Augunas  
Publisher & Crunchmaster of Everyman Gaming LLC

## ACCESSING ARCHIVES QUERY: LOREMASTER

Hello, and thank you for purchasing *STAR LOG.EM012: LOREMASTER!* In the cyber-magic future, the demand for data is even greater than it was in the distant past, making the profession of loremaster a highly desirable one—even to those normally less than skilled at intellectual pursuits. Operatives and soldiers who become loremasters often serve various organizations as intel specialists, while mechanics and envoys who become loremasters often dabble in various educational pursuits to enhance their own understanding of their craft—for example, a loremaster mechanic might use Life Science to assist in bionic engineering, while an envoy might use these knowledges to stay one step ahead of competitors seeking to use jargon as part of their deceptive tactics. As it turns out, knowing things is seldom a weakness.

Characters who aren't professionally-trained warriors often make outstanding soldiers, as a keen mind with a firm understanding of an opponent's strengths and weaknesses is likely to seize the upper hand with this knowledge, employing outstanding tactics to make informed judgment calls that ultimately make their attacks far more effective than they would have otherwise been. Few deny the sheer tactical advantage that comes in simply knowing what your enemy is, and how they'll likely engage you after all. What's more, loremasters often pick up tips and tricks that other characters in their profession never thought to study, giving them even more of an advantage.





## LOREMASTER

In the cyber-magic age, knowledge is the greatest treasure, a self-perpetuating commodity that expands as star systems connect, civilizations grow, and galaxies are charted. Through such endeavors, mortal understanding of the Material Plane grows, and with that understanding comes a better mastery of the Material Plane that enables innovation and invention alike. Although information is largely free to all who seek it, individuals exist who wish to cultivate and master lore as much as possible. Far more than a scientist or scholar of a single field of study, these are loremasters—seekers of knowledge and pursuers of the answers to life's greatest questions. In ages long past, the title of loremaster was a prestigious one, given only to those able to divine answers for themselves using magic. Now, however, the advent of planetary infosphere has allowed anyone to 'divine' answers to whatever questions they have, making the ways of the loremaster far more accessible. However, ultimately it is the duty of a loremaster to seek out new information rather than languish among archives of information long-since discovered. As a result, loremasters often take to a life of adventure, joining with other heroes as a means to see sights and enjoy new discoveries, content with any and all knowledge that they pick up along the way.

## ALTERNATE CLASS FEATURES

The loremaster grants alternate class features at 2nd, 4th, 6th, 12th, and 18th level.

### LOREMASTER'S NAMESAKE (EX); 2ND LEVEL

You gain a +1 enhancement bonus on all skill checks made to recall knowledge or identify creatures, and you can make these checks untrained. In addition, if any of the following skills aren't class skills for you, add them to your list of class skills: Culture, Engineering, Life Science, Mysticism, Physical Science, and Profession.

### LOREMASTER'S SECRET (EX); 4TH, 12TH, AND 18TH LEVEL

You learn a hidden secret at 4th, 12th, and 18th level. This secret takes the form of a bonus feat, except you cannot choose a feat that has any prerequisites other than a minimum ability score requirement or skill ranks as your secret. For example, you could choose Minor Psychic Power (which only has 'Cha 11' as a prerequisite) or Mobility (which only has 'Dex 13' as a prerequisite), but you could not choose Improved Combat Maneuver (which has 'base attack bonus +1' as a prerequisite) or Major Psychic Power (which has 'Cha 15, Minor Psychic Power, Psychic Power, and character level 7th as a prerequisite). You must meet the feat's prerequisites, if any.

### SAW IT ONCE (EX); 6TH LEVEL

You can use hidden lore and forgotten secrets to adjust your abilities to match specific challenges. Choose three options

from the following list: any 1st-level connection power, any 2nd-level envoy improvisations, any 2nd-level mechanic tricks, any 2nd-level operative exploits, any 2nd-level magic hack, any 2nd-level stellar revelation, or any combat feat (except Adaptive Fighting). You cannot select a class feature or feat that you have or whose prerequisites you do not meet, and you cannot select a class feature that interacts with a class feature you do not have. For example, you cannot choose the countertech magic hack if you do not have the spells class feature (and therefore cannot sacrifice spell slots to use the magic hack).

As a move action, you can gain the benefit of one of these class features or feats for 1 minute. After using this ability, you cannot use it again until you take an 8-hour rest, or until you take a 10-minute rest to regain Stamina Points. Each time you gain a level, you can replace one of these three selected class features or feats with a different feat or class feature that meets the requirements listed above.

## NEW FEATS

While the following feats compliment the loremaster archetype, any character who meets their prerequisites can select them.

### CUNNING

You are exceptionally cunning and more skillful than your contemporaries.

**Benefit:** For every character level you have (and whenever you gain a new level), you gain 1 additional skill rank. In addition, whenever you make a skill check with a trained class skill that is associated with your class's key ability score modifier, you gain a +1 base bonus on your check. If you are a multiclass character, choose one of your class's key ability scores to apply this benefit to. If your class's key ability score is Constitution, choose one of the other abilities listed in your class's key ability score entry to apply this benefit to instead.

### RESOLUTE FIGHTING (COMBAT)

You can tap into your resolve to make use of your combat flexibility more often.

**Prerequisites:** Adaptive Fighting, three or more other combat feats.

**Benefit:** Whenever you have already used your daily use of the Adaptive Fighting feat, you can spend 1 Resolve Point to use it against without having to rest first. Spending a Resolve Point in this way doesn't require an action.

### STUDIED AIM (COMBAT)

Identifying your foes enables you to exploit their weak points.

**Prerequisites:** Deadly Aim, Engineering 2 ranks, Life Science 2 ranks, Mysticism 2 ranks.

**Benefit:** After successfully identifying a creature using Engineering, Life Science, or Mysticism, you can treat your ranks in the skill that you used to identify the creature as your base attack bonus for the purpose of determining the amount

of additional damage that you deal with the Deadly Aim feat. If the number of ranks that you possess in the skill and your base attack bonus are both equal to your level, you increase the additional damage that you deal when using Deadly Aim against that creature by +2 instead.

This benefit lasts for as long as you remain engaged in combat with the identified creature, and applies against all creatures of the same kind as that creature (you don't need to successfully identify different creatures of the same kind individually to receive this bonus against them).

## LOREMASTERS IN XA-OSORO

In many ways, the loremasters of Xa-Osoro are like adventuring librarians—always gathering what information they can and cataloging anything new they discover for wider distribution throughout the system. They're often consulted in a variety of topics ranging from warfare tactics to childhood development and beyond, and most loremasters possess one or more specialties that they study, some more specialized than others.

Although most loremasters hire themselves to specific organizations or factions, nearly all belong to the Radiant Inquirium, a league of sorts dedicated to the discovery and spread of knowledge throughout the Radiant Imperium. Members of the Radiant Inquirium range in their duties—the Recordkeepers are tasked with organizing and dating knowledge, the Verifiers with fact checking and lore maintenance, and the Loreseekers with the discovery and penning of new information. As a result, most adventuring loremasters tend to be Loreseekers, as their fieldwork is crucial to the Radiant Inquirium's ultimate goal of rediscovering as much of the system's missing history as possible while making sure that current events likewise find their proper place in the Radiant Inquirium's history logs.

Of course, the Radiant Inquirium isn't an organization without its shadier side. Although not publicly recognized, most whisper of fourth active faction, the Expungers. If one is to believe the tales, the Expungers are tasked with censoring forbidden knowledge both physically and digitally, often using a combination of coercion, property destruction, and mind-erasing magic to make sure that which should be forgotten, stays forgotten. The list of conspiracy theories regarding the Expunger's targets are manifold, with the most persistent theory being that the entirety of the Regicide's effects on temporal recollection is a hoax, and that the Expungers are hiding a terrible secret regarding what actually transpired on the day when Xa collapsed into a black hole. Of course, such claims are unprovable, as the Expungers don't actually exist. Formally, anyway.

Loremasters who don't work directly for the Radiant Inquirium often find themselves employed by factions and organizations that value knowledge and learning. Among the most common employers of loremasters are the mage-scholars of the Arcana Lavos, who rely on loremasters heavily in their quest to research and rediscover new applications of magic, as well as Helix, a deoxyian giant in the race's gene-trading industry.

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