

# The Wandering Scholar

When you **distinguish yourself as a scholar through training, publicized scholarship or acceptance in learned circles**, you may take this move when you level up.

## First Among Peers

When you **display your superior knowledge of a subject when spouting lore**, you may adjust the detail the GM gives you in some way. You may not contradict it.

Once you've taken **First Among Peers**, the following moves count as class moves for you. In addition to your normal list of moves, you may choose from this list when you level up:

## Preeminent Scholar

When you **meet a knowledgeable or scholarly person who has heard of you (your call)**, take +1 forward against them.

## Hit the Books

When you **research the answer to a question in a library**, choose a subject from the list below. Roll +Int. On a 10+, you can ask the GM one question concerning the subject, the GM must answer truthfully. On a 7-9, the GM will tell you where you can find the information at a price.

- \* Spells and Magicks
- \* The Dead and Undead
- \* Grand Histories of the Known World
- \* A Bestiary of Creatures Unusual
- \* The Planar Spheres
- \* Legends of Heroes Past
- \* Gods and Their Servants

## Scholar's Society

When you **first enter a civilized settlement where a fellow scholar or noble who is aware of your work and respects the customs of scholarly society lives**, they will take you in as their guest. They will have a library which you may peruse with their permission.