

# STAR LOG.EM-O30

## LOREFINDER



**STARFINDER**  
COMPATIBLE



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## LOREFINDER

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~ Alexander Augunas  
Publisher & Crunchmaster of Everyman Gaming LLC

## ACCESSING ARCHIVES

### QUERY: LOREFINDER

Hello, and thank you for purchasing *STAR LOG.EM030: LOREFINDER*! In the Xa-Osoro System, the term "lorefinder" is a colloquialism that typically refers to an individual who possesses a career in a field that is similar to a combination of an archaeologist, a prospector, and an adventurer. Lorefinders brave both urban sprawls and untamed wilderness in their quest for knowledge, with many looking to uncover whatever they can about what transpired during the Nova Age.

The term "lorefinders" comes from an organization native to a faraway star system. Although not a perfect translation from that system's language to the Common language of Xa-Osoro, the core tenants of the two practices remains consistent. Inspired by these foreigners, the first lorefinders of the Xa-Osoro System banded together to form the Reclamation (see page 5), and while membership to the Reclamation isn't required to be considered a lorefinder, the Reclamation employs the vast majority of these would-be adventurers, which has led to the term "lorefinder" also acting as a catchall phrase for a member of the Reclamation in some languages.

Although lorefinders often interest themselves in grandiose events and planetary shifts, their interests run the gamut in scale of importance. While some lorefinders concern themselves only with theorizing about the cause of the Nova Age and its impact on the universe, just as many specialize in a tiny area of study like anthropology or sociology, dedicated to discovering what was lost in these niche fields.



## LOREFINDER CHRONICLER (ARCHETYPE)

Information is king in the starfaring future, and none exemplify this more than lorefinder chroniclers. Whether taught by great institutions seeking the cumulation or rediscovery of knowledge or hired out as freelancers by corporations looking for information on any of multitudes of topics, lorefinder chroniclers are masters at not only knowing information, but sharing it. Specializing in stories long-since forgotten, lorefinder chroniclers inspire allies with their tales, reminding them of ancestors long forgotten and histories long passed.

Becoming a lorefinder chronicler is easy—one need only devote themselves to the twin disciplines of knowledge and learning to be considered a lorefinder chronicler. But to learn knowledge is not to chronicle it, and so lorefinder chroniclers are expected to record history in any of a multitude of fashions—this can be through oral speeches, songs, poems, or even simple textbooks meant for mass printing and distribution. As a result, lorefinder chroniclers are especially valued by those seeking to educate others, and are common fixtures in many of the great colleges and universities found throughout the cosmos.

### ALTERNATE CLASS FEATURES

The lorefinder chronicler grants alternate class features at 2nd, 6th, 9th, and 12th level.

#### KNACK FOR KNOWLEDGE (EX); 2ND LEVEL

Choose two of the following skills: Computers, Culture, Engineering, Life Science, Mysticism, Physical Science, or Profession (each profession chosen as a separate skill). You gain a +1 insight bonus to skill checks attempted with the chosen skills, add both skills to your list of class skills, and can attempt skill checks with those skills untrained. At 6th level, every 4 levels thereafter, and at 20th level, this insight bonus increases by +1, to a maximum of +6 at 20th level.

If you have or later gain a class feature or feat that grants you an insight bonus to skill checks attempted with the chosen skill (such as choosing Computers when you have the bypass class feature, or choosing Physical Science and later gaining Skill Focus [Physical Science]), you can roll twice when attempting a skill check with the chosen skills and choose the higher result. You can use this ability once per day. At 6th level, every 4 levels thereafter, and at 20th level, you can use this ability one additional time each day, to a maximum of 6 times per day at 20th level.

Possessing this alternate class feature allows you to gain the Extra Knowledge feat (see below) as an alternate class feature at 4th and 16th levels, as if the bonus feat were granted by this archetype.

#### EPIC TALES (EX); 6TH LEVEL

You can spin epic tales that spur your allies onward. You gain the hurry envoy improvisation. If you already have the hurry envoy improvisation, you gain a different 6th level or lower envoy improvisation of your choice instead.

#### IMPROVED EPIC TALES (EX); 9TH LEVEL

You cut to the chase with your epic storytelling, allowing you to spur your allies faster. You gain the improved hurry envoy improvisation, using your level as your effective envoy level to determine the improvisation's effects. If you already have the improved hurry envoy improvisation, you gain a different 8th level or lower envoy improvisation of your choice instead.

#### CALL DOWN THE LEGENDS (SP); 12TH LEVEL

You can call down legendary figures to assist you in battle by reciting their tales, granting you the following spell-like ability: 1/day—*summon creature*<sup>AA</sup> (4th-level). You choose when you gain this ability which creatures you can summon and whether you cast this spell as if you were a mystic or a technomancer—if you added this archetype to a class that has *summon creature* on its spell list, you must cast this spell-like ability using the creatures on your class's lists. This ability functions as the 5th-level version of *summon creature* at 16th level, and the 6th-level version of *summon creature* at 20th level. Each time this ability improves, you learn additional creatures from your *summon creature* list to summon as usual. If you've already used your daily use of this spell-like ability, you can spend 2 Resolve Points to cast it again—these Resolve Points are spent when you begin the action to cast the spell-like ability, and are lost if you are interrupted during the casting.

### NEW FEATS

The following feats compliment the lorefinder chronicler archetype.

#### DEEP POCKETS

You are skilled at carrying items and can optimize your carrying capacity.

**Benefit:** You can spend 1 hour packing your gear to efficiently distribute your gear's weight across your body, increasing the total amount of bulk that you can carry before becoming encumbered by 4. This does not affect the maximum amount of bulk that you can carry. This benefit lasts until the next time that you take an 8-hour rest, after which you must spend another hour packing your gear to receive this benefit again.

#### EXTRA KNOWLEDGE

You have a better knack for knowledge than most.

**Prerequisite:** Knack for knowledge alternate class feature.

**Benefit:** Choose any two skills. You gain the benefits of your knack for knowledge alternate class feature with those skills, even if they aren't among those listed by the knack for knowledge alternate class feature.

**Special:** You can learn this feat multiple times. Each time you learn it, choose two additional skills to apply its benefit to.

#### LIVE TO TELL THE TALE

Your knack for knowledge translates into a knack for survival.

**Prerequisite:** Knack for knowledge alternate class feature.

**Benefit:** Once per day, you can attempt a new saving throw against all ongoing conditions against which you failed a saving throw in a previous round, even if the effect is normally permanent. This ability has no effect on conditions that do not allow saving throws or against instantaneous effects. When attempting these saving throws, you can spend 2 Resolve Points to add your knack for knowledge alternate class feature's insight bonus to the result of your save.

Starting at 6th level, you can spend 1 Resolve Point to use this ability again even after you've already used it for the day. You can instead spend 3 Resolve Points to use this ability again and add your knack for knowledge alternate class feature's insight bonus to the result of your saving throw.

### SWIFT AID (COMBAT)

You can assist your allies faster than most.

**Prerequisite:** Character level 6th.

**Benefit:** You can use the covering fire or harrying fire actions as a move action. Alternatively, you can use either action as a swift action by spending 1 Resolve Point. Multiple uses of the same action (covering fire or harrying fire) do not stack, but you can provoke one target with multiple bonuses to the same statistic (AC or attack rolls) against multiple, different opponents. This feat cannot reduce the action needed to use other feats that involve the covering fire or harrying fire actions, such as the Suppressive Fire feat.

### LOREFINDERS ON XA-OSORO

In the Xa-Osoro System, lorefinders are most readily associated with the Reclamation, a widespread multi-disciplinary coalition of scientists, professionals, and adventurers dedicated to task of piecing together the shattered history of the Xa-Osoro star system. As the organization's name implies, the goal of the Reclamation goes beyond merely understanding what occurred during the traumatic fugue of the Nova Age, but "reclaiming" all that lost knowledge and its tangible fruits in hopes of rebuilding civilization across the system.

The Reclamation has before it an unimaginably daunting task, with enormous implications for the Xa-Osoro system. When the star Osoro went supernova, the devastation wrought across the system was extensive beyond description. Planets and moons were cast from their orbits, destroyed entirely, or subjected to apocalyptic transformations by the mutating star-viscera now known as Blood Space. Even those lucky places who suffered lesser calamities were wracked with strife as the entire system plunged into the hazy amnesia of the Nova Age. Civilizations crumbled, an empire fell, and untold trillions perished. Emerging from the collective fugue into the modern age approximately 300 years ago, the survivors of Xa-Osoro knew the terrible pain of their great losses, compounded by the fear of not knowing exactly what had been lost or how to get it back. Therefrom sprang the mission of the Reclamation—to reclaim the shattered, scattered pieces of an entire star system, and from there to build a new future, rising from the ashes.

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