

THE ANTIQUARIAN

A learned scholar and seeker of knowledge, the Antiquarian has a deep understanding of the sciences, ancient mysteries, and forgotten lore. He might be a professor, an archaeologist, an occultist, an inquisitive monk, or any other individual who uses his intelligence to solve problems. Antiquarians become embroiled in Mythos investigations for any number of reasons - perhaps they are sought out for their unique knowledge, or perhaps their studies reveal some terrible secret that must be verified to satisfy their intellectual curiosity.

ANTIQUARIAN ABILITIES

CLASS SKILLS:

Antiquarians are educated in Knowledge (History, Literature, and Mythology), Research, and may choose either Appraisal or Writing. When attempting an Attribute Feat that involves one of these skills, the Antiquarian gains a +1 bonus to the roll; this bonus increases to +2 at 4th level.

LINGUIST:

Antiquarians gain one additional language at 1st level, and another at 3rd and 5th levels. Antiquarians may choose ancient or “dead” languages as well as contemporary languages.

RESEARCHER:

When presented with some difficult question or impossible mystery that he cannot immediately solve, the Antiquarian can usually find an answer or clue to help the investigation. The Antiquarian takes a minimum of 1d3 days to investigate the matter, visiting libraries, interviewing associates, collecting

witness accounts, and pouring over dusty tomes, after which the referee can share whatever information he deems appropriate.

SAVING THROW:

Antiquarians gain a +2 bonus to Saving Throws vs. mind control and insanity.

WEAPONS AND ARMOR:

Antiquarians rarely have cause to practice martial skills and can employ only clubs and handguns. They can wear only light armor.

CONTACTS:

Antiquarians begin with two Academic contacts.

XP BONUS FOR INTELLIGENCE:

Antiquarians with an Intelligence of 15 or higher gain a +5% bonus to all experience earned.

TABLE 5: THE ANTIQUARIAN

Level	XP	HD	BAB	ST
1	0	1	+0	15
2	1,500	1+1	+0	14
3	3,000	2	+0	13
4	6,000	2+1	+1	12
5	12,000	3	+1	11
6	24,000	3+1	+1	10

