

Discoveries

Out Of Game Clarification

Welcome to the Discoveries Rulebook! This In-Game tome holds knowledge the players have found while playing the game. The skills found within these pages are only purchasable **AFTER** a player has attended a game as the character trying to learn these skills, along with any other additional requirements the skills might ask for. The book has started out empty, but as new pages are discovered, they can be added by the players to the physical copy residing within the tavern. The online PDF will be updated after the event. Keep in mind that these new skills are meant to be shared with your fellow compatriots. If you choose not to add the page yourself to this book, it will be updated nonetheless after the event with the new page discovered.

This book cannot be taken from the tavern by anyone. If a player attempts to remove this book from the tavern, they must report to Logistics immediately.

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Information Gathering - Library

CP Cost: 15

Prerequisite: None

Max Purchase: 1

This skill allows a player to submit an inquiry to their local library about a written topic of their choice.

To use this skill, the player will be required to submit their question at the end of the Event Summary Survey that is sent out after each event. If the player misses the deadline of the Event Summary Survey, they will forfeit the use of this skill in between those events.

The answer will be given either at Check In of the next event OR by some other In Game means at the next event. The answers players receive will vary in quality of information, length, & amount of detail.

There is always the possibility of there NOT being a book at the library on the topic of your choice, in which case the answer received will reflect as such.