



THE & SCHOLAR

A HOMEBREW PROFESSION FOR
USE WITH THE WITCHER TRPG

ELSEWHERE
& BEYOND

SKILLS

DEDUCTION
A LANGUAGE
MONSTER LORE
TACTICS
TEACHING
FORGERY
FINE ARTS
HUMAN PERCEPTION
CRAFTING
RESIST COERCION

VIGOR

0



THE SCHOLAR

GEAR (PICK 5)

WRITING KIT
CRAFTING TOOLS
FASHIONABLE CLOTHING
LANTERN & 5 CANDLES
SATCHEL
CROSSBOW & 10 BOLTS
JOURNAL & LOCK
PORTABLE TELESCOPE
GWENT DECK
PIPE & TOBACCO

STARTING MONEY

180 CROWNS X 2D6

Some spend their lives mastering the sword or a craft, but others dedicate their lives to knowledge. Freyd and his student Junn were such people.

Freyd was a solitary man, but when unanswerable questions arose, he was the one to seek. It was for that very reason Junn knocked on his door. "I read in a book that a healing flower blooms only in a ruin in the great forest. My mother needs it. Where can I find it?" The girl asked.

The sage man stroked his beard as he answered in a gruff voice. "Head east, girl! Yes, quite. Past the white oak trees and, hmm, along the river that flows uphill."

The next day Junn returned, looking as though she had raced the very wind itself to be there. "I found the ruin, but a foul-smelling monster guards it! What can I do?"

"Hmm. What? The monsters. Yes, hmm." Freyd went into his cottage and found a gnomish sword, adorned with runes and glyphs. "Hmm. I made this. Yes. Off with you!"

When night fell, the girl returned, battered, bruised and bloodied. "I bested the creature and made it into the ruin, but a thousand flowers bloom there with colours I know not! Which one do I seek?"

"That one." the man pointed into the night sky. "See how those stars make a squiggly circle that leads into a line? Like a rose? That one, hmm. Yes. Go now."

Junn was all smiles upon her return. Her quest was done and her mother healed. "How did you know all this?" She asked the old man.

"Hmm? Oh," he said and pointed to a name on the cover of the very book she had first shown him. "I wrote the book." He answered.

Thus, Junn became the student of Freyd, for knowledge must be passed on, in books or to people. For it is not always the swing of a sword that brings victory, but the stroke of a quill. Such is the way of the Scholar.



HIGHER EDUCATION (INT)

Pioneers in academia and philosophy, Scholars are respected across the land for their intelligence. Whenever they seek to persuade through knowledge, the Scholar may roll **Higher Education** against a target's *Education*, instead of rolling *Persuasion*. Furthermore, each rank gained in this skill increases the Scholar's capacity to memorise diagrams and formulae by 2. **Higher Education** may be used in place of any check that would require *Education*.

THE AUTHOR

THE ARTIFICER

THE ACADEMIC

WANTED POSTER (EMP)	GRANTS & FUNDING (EMP)	AUTODIDACTICISM
By rolling WANTED Poster against a DC set by the GM, the Scholar can encourage people in an area to come forward with information or services in regard to the poster's content. This gains a +1 bonus for every 50 crowns invested as a reward. This lasts for a number of days equal to the Scholar's ranks in WANTED Poster .	By convincing guilds, nobles or influential figures within a settlement, the Scholar may roll Grants & Funding against a DC set by the GM. Success ensures the Scholar a 10% investment cost discount toward the next item they craft for every 2 points scored over this DC (to a max. of 100%). Repeat use of Grants & Funding increases the DC at the GM's discretion.	Capable of self-study without supervision, a Scholar applies half of their ranks in Autodidacticism toward the 'Study & Practice' self-learning cap of 2 (to a max. of 7 at rank 10). Furthermore, at rank 7 the Scholar's Autodidacticism doubles the amount of I.P. earned during this activity.
ENCHIRIDION (INT)	RELIC SMITH	APPLIED TRIGONOMETRY (INT)
The Scholar can write a manual about any one of their own skills by rolling Enchiridion against a DC equal to 14+ the ranks in that skill. On reading an Enchiridion , another target halves the amount of I.P. needed to level up that skill. An Enchiridion is tailored to a specific target, takes one day per rank to write and works only if the target's ranks in that skill are below or equal to the Scholar's own.	On gaining their first rank in Relic Smith , and again at additional ranks, the Scholar learns elder techniques to apply to crafted weapons and armour. These techniques increase the materials, investment cost and DC of a diagram, but provide relic worthy effects in return. Relic Smith can be used on a memorised diagram for the Scholar, or on a physical diagram for another.	At the start of their turn, and costing 5 STA, the Scholar may roll Applied Trigonometry against a DC equal to the target's DEX+10. For every point scored over this DC, the Scholar reduces the medium, long and extreme range penalty to attacks against this target by 1 (to a maximum of 6). This effect is lost once either the Scholar or the target moves.
BESTIARY: SECOND EDITION (INT)	RUNEWRIGHT (CRA)	ASTROLOGY (INT)
At the start of battle, the Scholar may roll Bestiary: Second Edition against the <i>Monster Lore</i> DC of a single beast or monster in sight. Success allows the Scholar to reallocate 1 point between the target's REF, DEX, BODY, SPD & WILL for every 3 points rolled over this DC. This changes all instances of the same creature and lasts until the end of the encounter.	The Scholar can scribe a rune or glyph directly onto an eligible piece of gear by rolling Runewright against a listed DC. Runes and glyphs require a number of materials which are lost on a failed crafting attempt, and requires a pair of <i>Crafting Tools</i> and 6 hours of labour time to complete.	Once per session, the Scholar may star gaze for an hour and roll Astrology . For every 10 points scored, the Scholar chooses one of seven constellations. At the end of the session, all players may spend general I.P. on any skill within the corresponding attribute of these constellations, whether or not they were used during the session. For every 2 constellations chosen, players gain 1 bonus point of general I.P.

ASTROLOGICAL READING



NAME	EFFECT	WT.
PORTABLE TELESCOPE	Grants a +3 bonus toward visual based <i>Awareness</i> checks at range. Comes with a detachable tripod and a carry strap.	4

NAME	DC	TIME	COMPONENTS	INVESTMENT	COST
PORTABLE TELESCOPE	15	2 Hours	Timber (x3), Glass (x5), Steel (x2), Wax (x1)	150	300

RELIC SMITH

DWARVEN	Dwarven techniques are gritty and hardy, providing form and function at the cost of losing other qualities within equipment.
ELVISH	Elvish techniques hail from centuries of cultural heritage and the arts, providing enchantments, decorations and subtle effects to augment and improve the magical capabilities of equipment.
GNOMISH	Gnomish techniques focus upon quality, perfection and precision, providing the strongest of improvements at a high material cost and level of complexity.

TETHERED (RANK 1)

DC: +1 | Type: Weapon | **DWARVEN**

Effect: The wielder is unable to be disarmed by non-magical means. Fastening a weapon's tether around the wrist requires an action.

Components: Thread (x2), Draconid Leather (x1) | **Investment:** +64

ADAPTIVE (RANK 2)

DC: +2 | Type: Two-handed Weapon | **DWARVEN**

Effect: Allows a two-handed weapon to be used in 1 hand without penalty, but reduces its Weapon Accuracy by 1.

Components: Mahkaman Steel (x1) | **Investment:** +114

METEORITE (RANK 3)

DC: +3 | Type: Weapon | **GNOMISH**

Effect: Grants the **Meteorite** weapon effect.

Components: Meteorite Ore (x2) | **Investment:** +196

DEADLY (RANK 4)

DC: +4 | Type: Weapon | **GNOMISH**

Effect: Reduces the penalty to a Strong Strike by -1.

Components: Mahkaman Steel (x2) | **Investment:** +228

EMPOWERED (RANK 5)

DC: +2 | Type: Weapon | **ELVISH**

Effect: Grants 1 additional focus (to a max. total of 3).

Components: Gem Stone (x1) | **Investment:** +100

ETCHED (RANK 5)

DC: +2 | Type: Weapon or Armour | **ELVISH**

Effect: Grants 1 additional enhancement slot (to a max. total of 3).

Components: Pearl (x1), Etching Acid (x1) | **Investment:** +102

SILVER (RANK 6)

DC: +3 | Type: Weapon | **DWARVEN**

Effect: Grants the **Silver** weapon effect, reducing the weapon's steel damage to 1d6 and its reliability by 5.

Components: Silver (x2) | **Investment:** +142

BALANCED (RANK 7)

DC: +3 | Type: Weapon | **GNOMISH**

Effect: Grants the **Balanced** weapon effect.

Components: Dark Steel (x1), Drake Oil (x3) | **Investment:** +217

REINFORCED (RANK 7)

DC: +3 | Type: Armour | **DWARVEN**

Effect: Increases the wielder's STUN by 1 (to a max. of 10), but decreases the SP of this piece of armour by 2.

Components: Dark Steel (x2) | **Investment:** +164

SUNDERING (RANK 7)

DC: +4 | Type: Two-handed Weapon | **GNOMISH**

Effect: Grants the **Ablating** weapon effect.

Components: Dark Steel (x2), Leather (x2) | **Investment:** +220

ENCHANTED (RANK 8)

DC: +3 | Type: Weapon | **ELVISH**

Effect: Grants the **Greater Focus** weapon effect.

Components: Gem Stone (x2) | Investment: +200

FLEXIBLE (RANK 8)

DC: +3 | Type: Armour | **DWARVEN**

Effect: Reduces the EV rating for a piece of armour by 1, but halves the number of AE slots it has (rounded down to a min. of 0).

Components: Draconid Leather (x2) | Investment: +79

LETHAL (RANK 8)

DC: +2 | Type: Weapon | **DWARVEN**

Effect: Increases steel damage dealt by 1d6, but reduces reliability by 5. This technique has no effect when used alongside **Silver**.

Components: Mahkaman Steel (x1) | Investment: +114

STURDY (RANK 8)

DC: +4 | Type: Armour | **DWARVEN**

Effect: Grants +5 SP to a piece of armour and increases its EV by 1.

Components: Mahkaman Steel (x2), Leather (x2) | Investment: +280

DECORATED (RANK 9)

DC: +4 | Type: Weapon or Armour | **GNOMISH**

Effect: Doubles the value and improves the availability to 'Rare'.

Components: Gemstone (x2), Silk (x1) | Investment: +250

SLAYING (RANK 9)

DC: +3 | Type: Weapon | **ELVISH**

Effect: Grants a permanent blade oil effect which must be present when crafting. This does not stack with another use of the same oil.

Components: Blade Oil (x1), Infused Dust (x2) | Investment: N/A

PIERCING (RANK 9)

DC: +3 | Type: Bladed Weapon | **GNOMISH**

Effect: Adds **Armour Piercing**. This becomes **Improved AP** if the diagram already provides **Armour Piercing**.

Components: Dark Steel (x2) | Investment: +164

INVIGORATING (RANK 10)

DC: +3 | Type: Armour | **ELVISH**

Effect: Increases the wearer's maximum health & stamina by 5.

Components: Glowing Ore (x2) | Investment: +160

RUNEWRIGHT

RUNE	MATERIAL	DC
STRIBOG & ZORIA	Glowing Ore (x1), Infused Dust (x3)	16
DEVANNA, MORANA, PERUN, SVAROG & TRIGLAV	Meteorite (x1), Infused Dust (x3)	18
CHEMOBOG, DAZHBOG & VELES	Gemstone (x1), Infused Dust (x4)	20

GLYPH	MATERIAL	DC
AIR	Essence of Wraith (x1), Infused Dust (x3)	18
EARTH	Dwarven Immortelle (x1), Infused Dust (x3)	
FIRE	Lunar Shard (x1), Infused Dust (x3)	
WATER	Optima Mater (x1), Infused Dust (x3)	
MAGIC	Fifth Essence (x1), Infused Dust (x4)	20

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