

## RESEARCH

The research downtime is one of the easiest ways to get your party acclimated to or even familiar with a new area or objective. It's best taken advantage of frequently, especially before journeying to new lands. The party may find themselves arriving with the solution to a problem they didn't know existed before they left.

To engage in research, you must choose a keyword, choose a method of gaining information, and inform the GM of your bonus to the appropriate skill. The GM then rolls to determine whether you succeeded or not; you won't know for sure whether you succeeded or not until presented with evidence for either, and if you then recognize it.

The GM will provide information associated with the keyword, whether you succeeded or not, choosing two or more of the following.

- A spell.
- A location.
- A particular strength or weakness.
- Important persons.
- A scroll.
- A story.
- Knowledge of a magic item or materials to use it.

If you succeeded on the roll, the GM will feed you additional information, choosing at most two of the following:

- Knowledge of a unique spell.
- A dumb conclusion you previously came to about the keyword.
- A reward card.

If you failed, the GM will give you at most two true selections, and at least two false selections from the above lists. If you failed by 5 or more, 3 or more selections will be false, and at most one true selection.

## METHODS

Below are the ways you can engage in research. Each provides different advantages and disadvantages.

### ASK AROUND

*Usually Deception, Intimidation, or Persuasion.*

If your next downtime action is Hiring or Carousing, one of the people you meet will have at least one true piece of information associated with the keyword (whether the Research action was successful or not).

### DIVINATION

*Usually Arcana, Nature, or Religion.*

You ask local spirits for guidance, cast the bones and make them talk, pray to the regional saints for knowledge or do any other activity that connects you with the supernatural and grants you information.

Due to the complex nature of divinatory practices, characters without some special knowledge or tradition of using divinations are inflicted with disadvantage when using this method of Research.

This method of collecting information provides you with rumors and riddles, rather than more solid pieces of information. On a success, these revelations can provide the diviner with enough clues and directions can get them two steps or less away from knowing *exactly* what they want.

On a failure, the portents are misread or the spirits lie, and will deliver the diviner to a place or person of danger by happenstance or design. However, the location or person (often the person is the lying spirit themselves) to which the diviner is led can provide additional hints or clues as to the real information.

### HIT THE BOOKS

*Usually History, Nature, or Survival.*

This option requires a local source of readable knowledge from which details the subject under study.

Information gained from this method will often center on recorded legends, bestiaries, genealogical records, history books, and the products of scholarly or magical research.

As such, information received is biased towards places, items, or formulae of importance, and is the **most** likely to give the character available information without additional work (like traveling or having others confirm it). However, the information is limited by that which has actually entered historical records.

### SEEK WITHIN

*Usually History, Insight, or Survival.*

This option allows you to put information you've already collected under the microscope of one's own mind.

If your last downtime action was to meditate, this action is treated as if you succeeded twice.

## EXPERIENCE GAIN

Experience gained from research is adjusted so as to not clue the player in to whether their information is valid until their character is appropriately informed.

Each time a piece of information gained from Research is confirmed as accurate, you gain 200 XP. When you confirm information gained from research was false, you gain 100 XP.

When you take the research downtime action again, you can't gain experience from the previous set of information.