

## Memorist

*The memorist is a dedicated student of the past, and knows that what has happened is the greatest determinant of what will happen. By turning his attention more fully not only to formal history but to the theory of memory, he gains insight into how best to approach present happenings. In any meaningful sense of the word, a memorist never forgets.*

The memorist is an archetype of the scholar class.

**Limit Breaks (Su):** At 1st level, the memorist receives the Limit Breaks (Past Recollection and Perfect Memorandum).

*Past Recollection (Su):* This Limit Break allows the memorist to know the innate understanding of the universe, granting him preternatural reflexes and the uncanny ability to step out of danger at the very last second. For a duration of 1 round + 1 round per four scholar levels after 1st, the memorist adds his Wisdom or Intelligence modifier (whichever is higher), to his Armor Class and all Reflex saving throws. In addition, the memorist gains a +1 dodge bonus to AC and a +1 circumstance bonus to Reflex saves plus an additional +1 bonus to both for every four scholar levels after 1st, for the duration of the limit break. This limit break requires only a swift action.

*Perfect Memorandum (Su):* This Limit Break allows the memorist to be able to use his memorandum ability without exhausting his pool of rolls for a duration of 1 round + 1 round per four scholar levels after 1st. In addition, the memorist adds a +1 bonus + an additional +1 bonus per four scholar levels after 1st, to any replaced rolls for the duration of the limit break. This limit break requires only a swift action.

These abilities replace the scholar's standard Limit Breaks.

**Recall (Su):** At 1st level, with a touch, the memorist can cause a creature to recall some bit of forgotten lore or information. The creature can retry any Knowledge skill check it has made within the past minute, gaining an insight bonus on the check equal to the memorist's Wisdom or Intelligence modifier (whichever is higher). He can use this ability a number of times per day equal to 3 + his Wisdom or Intelligence modifier (whichever is higher).

This ability replaces grimoire.

**Memorandum (Su):** Also at 1st level, the memorist gains the ability to act uncannily swiftly on pre-made plans. At the start of each day, the memorist rolls a number of dice equal to his Wisdom or Intelligence modifier (whichever is higher). He may choose any type of die (d20, d10, etc.) or combination thereof, but must specify the type(s) before rolling. Throughout the course of the day, the memorist may choose to substitute these rolls, as a free action, for those he makes in the normal course of play so long as they are of the appropriate die type, though he is limited to one substitution per round. Once he has exhausted the pool of rolls granted by Memorandum, he may not make any more substitutions until he makes fresh rolls the next day.

At 5th level and every five scholar levels thereafter, the memorist increases the number of dice rolled at the start of each day by 1.

This ability replaces arcane hypothesis.

**Memento (Su):** Starting at 1st level, the memorist leverages his studies and understanding of the past into present insight. When confronted with an enemy of a given type, he may, as a swift action, make an appropriate Knowledge skill check as below:

- Arcana (dragons, magical beasts)
- Dungeoneering (aberrations, oozes)
- Engineering or Technology (constructs, Magitek)
- Local (humanoids, monstrous humanoids)
- Nature (animals, fey, plants, vermin)
- Planes (outsiders)
- Religion (undead)

The Knowledge skill check in general has a DC of 10 + the creature's CR, but values may vary for particularly common or rare monsters. On a successful roll, the memorist gains not only the standard monster lore, but also an insight bonus of +1 to either:

- His AC against that creature and any identical creatures in the encounter, or
- His attack and damage rolls against that creature and any identical creatures in the encounter.

This bonus lasts for the remainder of the encounter.

At 5th level and every four scholar levels thereafter, the insight bonus increases by +1, to a maximum of +5 at 17th level.

This ability replaces light arts/dark arts.

**Eidetic Memory (Su):** At 3rd level, the memorist truly begins to show the fruits of his intense study, and gains a +3 bonus to any Knowledge roll so long as he has at least one rank in that skill. At 7th level and every four scholar levels thereafter, the bonus increases by an additional +1, to a maximum of +7 at 19th level.

This ability replaces light arts: penury and dark arts: parsimony.

**Instant Recall (Su):** At 7th level, the memorist becomes able to recall the casting of a recent spell so clearly that he may manifest it in reality. If the memorist previously cast a spell on a given target (whether enemy or ally) within the last five minutes, he may repeat the casting against the same target with the same results (including rolls for attack, damage, healing, etc.) at a cost of 0 MP. The memorist may use this ability a number of times per day equal to his Wisdom or Intelligence modifier (whichever is higher). At 14th level, the memorist may cast these recalled spells as a swift action.

This ability replaces light arts: accession and dark arts: manifestation.

**Perfect Recollection (Ex):** Even brief instruction will suffice for the memorist. At 11th level, the memorist can use any skill based on Intelligence or Wisdom, even if the skill normally requires him to be trained. At 15th level, the memorist considers all Intelligence- and Wisdom-based skills to be class skills. At 19th level, the memorist can take 10 on any Intelligence- and Wisdom-based skill check, even if it is not normally allowed.

This ability replaces light arts: celerity and dark arts: alacrity.

**Obliviate (Su):** At 15th level, the memorist's grasp on the past takes on a mystical power. A number of times per day equal to his Wisdom or Intelligence modifier (whichever is higher), the memorist may alter another character or monster's memory of prior events. In order to accomplish this, the memorist rolls a Knowledge skill as he would for his Memento ability. The target must make a Will save, with a DC of 10 + half the scholar's level + his Wisdom or Intelligence modifier (whichever is higher). If the target makes the save, then the ability is ineffective and the memorist may not attempt it on the same target again for the rest of the day. If

the target fails the save, then for every value of 2 by which the memorist's Knowledge roll surpasses the target's Will save (minimum 2), he may revise its memories as follows:

2	Events within the past minute.
4	Events within the past 5 minutes.
6	Events within the past 10 minutes.
8	Events within the past hour.
10	Events within the past 6 hours.
12+	Events within the past day.

Concrete elements of a memory revision are limited to a number of discrete factors equal to the memorist's Wisdom or Intelligence modifier (whichever is higher). For example, a memorist with a modifier of 4 might revise the target's memory of 1) what the target was doing at a particular point of time, 2) what the target was thinking at a particular point in time, 3) the impression that the memorist made on the target within the time frame of revision, and 4) how the target planned to respond to a particular event. The extent and potency of the memorist's revisions are subject to the GM's discretion.

This ability replaces light arts: rapture and dark arts: ebullience.