

LOREMASTER  
PRESTIGE CLASS

LOREMASTER		
Loremaster Level	Spellcaster Level	Secret
1	+1	■
2	+2	
3	+3	■
4	+4	
5	+5	■
6	+6	
7	+7	■
8	+8	
9	+9	■
10	+10	

LORE		
	<b>KNOWLEDGE</b>	Loremaster
	<b>BONUS</b>	Level
Level <b>2</b>	<div></div>	= <div></div> ÷ 2
Stacks with Bardic Knowledge		
Level <b>6</b>	+10 to Spellcraft when examining a magic item to determine its properties	
Once per day, gain either:		
<b>LEGEND LORE</b>		
Bring to mind knowledge and legends of a person, place, creature or object.		
Casting time is only 1 minute.		
Level <b>10</b>	<b>ANALYSE DWEOMER</b>	
Examine magical auras to learn about a magical object or person.		

SECRET		
SECRET REQUISITE	Loremaster Level	
<div></div>	= INT + <div></div>	
<input type="checkbox"/>	<b>Instant mastery</b> 4 ranks of a skill in which the character has no ranks:	Requisite <b>1</b>
<input type="checkbox"/>	<b>Secret health</b> +3 hp, +1 hp for every hit die beyond 3rd	<b>2</b>
<input type="checkbox"/>	<b>Secrets of inner strength</b> +2 bonus on Will saves	<b>3</b>
<input type="checkbox"/>	<b>The lore of true stamina</b> +2 bonus on Fortitude saves	<b>4</b>
<input type="checkbox"/>	<b>Secret knowledge of avoidance</b> +2 bonus on Reflex saves	<b>5</b>
<input type="checkbox"/>	<b>Weapon trick</b> +1 bonus on attack rolls	<b>6</b>
<input type="checkbox"/>	<b>Dodge trick</b> +1 dodge bonus to AC	<b>7</b>
<input type="checkbox"/>	<b>Applicable knowledge</b> Any one feat:	<b>8</b>
<input type="checkbox"/>	<b>Newfound arcana</b> 1 bonus 1st-level spell	<b>9</b>
<input type="checkbox"/>	<b>More newfound arcana</b> 1 bonus 2nd-level spell	<b>10</b>
BONUS LANGUAGES		
<input type="checkbox"/>	<b>Abyssal</b>	demons and other chaotic evil outsiders
<input type="checkbox"/>	<b>Aklo</b>	derros, inhuman or otherworldly monsters, evil fey
<input type="checkbox"/>	<b>Aquan</b>	aquatic creatures, water-based creatures
<input type="checkbox"/>	<b>Auran</b>	flying creatures, air-based creatures
<input type="checkbox"/>	<b>Celestial</b>	angels and other good outsiders
<input type="checkbox"/>	<b>Common</b>	humans and the core races from Races
<input type="checkbox"/>	<b>Draconic</b>	dragons, reptilian humanoids
<input type="checkbox"/>	<b>Druidic</b>	druids only
<input type="checkbox"/>	<b>Dwarven</b>	dwarves
<input type="checkbox"/>	<b>Elven</b>	elves, half-elves
<input type="checkbox"/>	<b>Giant</b>	cyclopes, ettins, giants, ogres, trolls
<input type="checkbox"/>	<b>Gnome</b>	gnomes
<input type="checkbox"/>	<b>Goblin</b>	bugbears, goblins, hobgoblins
<input type="checkbox"/>	<b>Gnoll</b>	gnolls
<input type="checkbox"/>	<b>Halfling</b>	halflings
<input type="checkbox"/>	<b>Ignan</b>	fire-based creatures
<input type="checkbox"/>	<b>Infernal</b>	devils and other lawful evil outsiders
<input type="checkbox"/>	<b>Orc</b>	orcs, half-orcs
<input type="checkbox"/>	<b>Sylvan</b>	centaurs, fey creatures, plant creatures, unicorns
<input type="checkbox"/>	<b>Terran</b>	earth-based creatures
<input type="checkbox"/>	<b>Undercommon</b>	drow, duergar, morlocks, svirfneblin

