

# LOREMASTER

Престиж-класс

## LOREMASTER

Loremaster Level	Spellcaster Level	Secret
1 <input type="checkbox"/>	+1	<input type="checkbox"/>
2 <input type="checkbox"/> Lore	+2	<input type="checkbox"/>
3 <input type="checkbox"/>	+3	<input type="checkbox"/>
4 <input type="checkbox"/> Bonus language	+4	<input type="checkbox"/>
5 <input type="checkbox"/>	+5	<input type="checkbox"/>
6 <input type="checkbox"/> Greater lore	+6	<input type="checkbox"/>
7 <input type="checkbox"/>	+7	<input type="checkbox"/>
8 <input type="checkbox"/> Bonus language	+8	<input type="checkbox"/>
9 <input type="checkbox"/>	+9	<input type="checkbox"/>
10 <input type="checkbox"/> True lore	+10	<input type="checkbox"/>

## LORE

**KNOWLEDGE** Loremaster Level  
**BONUS**

Уровень 2  =  ÷ 2  
Stacks with Bardic Knowledge

Уровень 6 **+10** to Spellcraft when examining a magic item to determine its properties

Once per day, gain either:

### LEGEND LORE

Уровень 10 Bring to mind knowledge and legends of a person, place, creature or object.

Casting time is only 1 minute.

### ANALYSE DWEOMER

Examine magical auras to learn about a magical object or person.

## SECRET

**SECRET**  
**REQUISITE**

Loremaster Level

= **IHT** +

Instant mastery	Requisite
<input type="checkbox"/> 4 ranks of a skill in which the character has no ranks:	<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