

LOREMASTER
KLASA PRESTIŻOWA

LOREMASTER		
Level	Poziom Czarującego	Secret
1	+1	
2	+2	
3	+3	
4	+4	
5	+5	
6	+6	
7	+7	
8	+8	
9	+9	
10	+10	

LORE		
Poziom 2		
Stacks with Bardic Knowledge		
Poziom 6		
Once per day, gain either:		
LEGEND LORE		
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	Level	
Instant mastery	Requisite	
4 ranks of a skill in which the character has no ranks:	1	
Secret health	2	
+3 hp, +1 hp for every hit die beyond 3rd		
Secrets of inner strength	3	
+2 bonus on Will saves		
The lore of true stamina	4	
+2 bonus on Fortitude saves		
Secret knowledge of avoidance	5	
+2 bonus on Reflex saves		
Weapon trick	6	
+1 bonus on attack rolls		
Dodge trick	7	
+1 dodge bonus to AC		
Applicable knowledge	8	
Any one feat:		
Newfound arcana	9	
1 bonus 1st-level spell		
More newfound arcana	10	
1 bonus 2nd-level spell		

BONUS LANGUAGES		
Abyssal	demons and other chaotic evil outsiders	
Aklo	derros, inhuman or otherworldly monsters, evil fey	
Aquan	aquatic creatures, water-based creatures	
Auran	flying creatures, air-based creatures	
Celestial	angels and other good outsiders	
Common	humans and the core races from Races	
Draconic	dragons, reptilian humanoids	
Druidic	druids only	
Dwarven	dwarves	
Elven	elves, half-elves	
Giant	cyclopes, ettins, giants, ogres, trolls	
Gnome	gnomes	
Goblin	bugbears, goblins, hobgoblins	
Gnoll	gnolls	
Halfling	halflings	
Ignan	fire-based creatures	
Infernal	devils and other lawful evil outsiders	
Orc	orcs, half-orcs	
Sylvan	centaurs, fey creatures, plant creatures, unicorns	
Terran	earth-based creatures	
Undercommon	drow, duergar, morlocks, svirfneblin	