

# LOREMASTER

Престиж-класс

## LOREMASTER

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

## 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

- ☐ **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