

LOREMASTER
CLASSE DE PRESTIGIO

LOREMASTER		
Level	Conjurador Mágico	Nível de Lore
1	<input type="checkbox"/>	+1
2	<input type="checkbox"/> Lore	+2
3	<input type="checkbox"/>	+3
4	<input type="checkbox"/> Bônus de Idioma	+4
5	<input type="checkbox"/>	+5
6	<input type="checkbox"/> Greater lore	+6
7	<input type="checkbox"/>	+7
8	<input type="checkbox"/> Bônus de Idioma	+8
9	<input type="checkbox"/>	+9
10	<input type="checkbox"/> True lore	+10

LORE		
Level	Conhecimentos	Bônus
2	<input type="checkbox"/>	÷ 2
Stacks with Bardic Knowledge		

Nível 6	+10em Artes Mágicas quando examinando um item mágico para determinar suas propriedades
Once per day, gain either:	
LENDAS E HISTÓRIAS	
Bring to mind knowledge and legends of a person, place, creature or object.	
Nível 10	Casting time is only 1 minute.
ANALYSE DWEOMER	
Examine magical auras to learn about a magical object or person.	

SECRET		
SECRET REQUISITE	Loremaster Level	
<input type="checkbox"/>	=	INT +

Instant mastery	Requisite
<input type="checkbox"/> 4 ranks of a skill in which the character has no ranks:	1
<input type="checkbox"/> Secret health +3 hp, +1 hp for every hit die beyond 3rd	2
<input type="checkbox"/> Secrets of inner strength +2 bonus on Will saves	3
<input type="checkbox"/> The lore of true stamina +2 bonus on Fortitude saves	4
<input type="checkbox"/> Secret knowledge of avoidance +2 bonus on Reflex saves	5
<input type="checkbox"/> Weapon trick +1 bonus on attack rolls	6
<input type="checkbox"/> Dodge trick +1 dodge bonus to AC	7
<input type="checkbox"/> Applicable knowledge Any one feat:	8
<input type="checkbox"/> Newfound arcana 1 bonus 1st-level spell	9
<input type="checkbox"/> More newfound arcana 1 bonus 2nd-level spell	10

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

