

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** +

	Requisite
<input type="checkbox"/> Instant mastery 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

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