

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		
KNOWLEDGE Loremaster		
BONUS Level		
Poziom 2	<div></div>	= _____ ÷ 2
Stacks with Bardic Knowledge		
<hr/>		
Poziom 6	+10 to Spellcraft when examining a magic item to determine its properties	
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.		
Poziom 10	ANALYSE DWEOMER	
Examine magical auras to learn about a magical object or person.		

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

