

# LOREMASTER

## PRESTIGE CLASS

### 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

Level 2  =  ÷ 2

Stacks with Bardic Knowledge

Level 6 +10to 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.

Level 10 Casting time is only 1 minute.

#### ANALYZE DWEOMER

Examine magical auras to learn about a magical object or person.

### SECRET

#### SECRET REQUISITE

Loremaster Level

= 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

### 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