

LOREMASTER
CLASSE DE PRESTIGE

LOREMASTER			
Loremaster Level		Niveau de lanceur de sorts	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"/> Langue supplémentaire	+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"/> Langue supplémentaire	+8	
9	<input type="checkbox"/>	+9	<input type="checkbox"/>
10	<input type="checkbox"/> True lore	+10	

LORE			
KNOWLEDGE		Loremaster Level	
BONUS			
Niveau 2	<div></div>	=	÷ 2
Stacks with Bardic Knowledge			
Niveau 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.			
Niveau 10	ANALYSE DWEOMER		
Examine les auras magique pour apprendre un objet magique ou une personne			

SECRET	
SECRET REQUISITE	Loremaster Level
<input type="text"/>	= INT + <input type="text"/>
<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	
LANGUES SUPPLÉMENTAIRES	
<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"/> Dwarf	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

