

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	

	KNOWLEDGE	Loremaster
	BONUS	Level
Stufe 2	<div style="border: 1px solid black; width: 150px; height: 60px; display: flex; align-items: center; justify-content: center;"> <div style="width: 100%; height: 100%;"></div> </div>	= <div style="width: 100px; height: 1px; background-color: black; display: inline-block;"></div> ÷ 2
	Stacks with Bardic Knowledge	
Stufe 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.	
	ANALYZE DWEOMER	
	Examine magical auras to learn about a magical object or person.	

SECRET
REQUISITE

Loremaster
 Level

$$\square = \text{IN} +$$

	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

<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