

LOREMASTER  
PRESTIGEKLASSE

LOREMASTER		
Loremaster Level	Spellcaster Level	Secret
1	+1	■
2	+2	
3	+3	■
4	+4	
5	+5	■
6	+6	
7	+7	■
8	+8	
9	+9	■
10	+10	

LORE		
Stufe 2	KNOWLEDGE BONUS	Loremaster Level
		=  ÷ 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.	
Stufe 10	Casting time is only 1 minute.	
	ANALYSE DWEOMER	
	Examine magical auras to learn about a magical object or person.	

SECRET		
SECRET REQUISITE	Loremaster Level	
<div></div>	=	IN +
<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
	+3 hp, +1 hp for every hit die beyond 3rd	
<input type="checkbox"/>	Secrets of inner strength	3
	+2 bonus on Will saves	
<input type="checkbox"/>	The lore of true stamina	4
	+2 bonus on Fortitude saves	
<input type="checkbox"/>	Secret knowledge of avoidance	5
	+2 bonus on Reflex saves	
<input type="checkbox"/>	Weapon trick	6
	+1 bonus on attack rolls	
<input type="checkbox"/>	Dodge trick	7
	+1 dodge bonus to AC	
<input type="checkbox"/>	Applicable knowledge	8
	Any one feat:	
<input type="checkbox"/>	Newfound arcana	9
	1 bonus 1st-level spell	
<input type="checkbox"/>	More newfound arcana	10
	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

