

LOREMASTER

CLASE DE PRESTIGIO

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

KNOWLEDGE Loremaster Level
BONUS

Nivel 2 = ÷ 2

Stacks with Bardic Knowledge

Nivel 6 +10 to Spellcraft when examining a magic item to determine its properties

Once per day, gain either:

LEGEND LORE

Nivel 10 Bring to mind knowledge and legends of a person, place, creature or object. Casting time is only 1 minute.

ANALYSE DWEOMER

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

SECRET

SECRET
REQUISITE

Loremaster
Level

= INT +

| | Requisite |
|--|-----------|
| <input type="checkbox"/> Instant mastery 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 |