

LOREMASTER
PRESTIGE CLASS

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

Livello 2

=

÷ 2

Stacks with Bardic Knowledge

Livello 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.

Livello 10

ANALIZZA DWEOMER

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

SECRET

SECRET REQUISITE

Loremaster Level

=

INT

+

<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	

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

