

## Loremaster

*Rather than thrusting their fate into the hands of a god, loremasters seek out truth and power with facts and knowledge.*

The loremaster is an archetype of the cleric class.

**Weapon and Armor Proficiency:** A loremaster adds power rods and power staves to her list of weapon proficiencies, and loses proficiency with her deity's favored weapon.

This ability modifies a cleric's starting weapon proficiencies and replaces favored weapon.

**Limit Breaks (Su):** At 1st level, the loremaster receives a blue mage Limit Break and the following Limit Break (Boundless Inspiration).

*Boundless Inspiration (Su):* For a duration of 1 round + 1 additional round every four cleric levels after 1st, the loremaster becomes a wellspring of inspiration. While this Limit Break is active, the loremaster adds an additional die to her inspiration rolls, and rerolls 1's on her inspiration dice. This limit break requires only a swift action.

These abilities replace the cleric's deific order's standard Limit Breaks.

**Core Curriculum:** Instead of drawing power from a deity, a loremaster instead uses her vast knowledge of the world to weave her own magics. At 1st level, the loremaster picks a single domain signifying her core field of study, and granting her the associated domain powers. In addition, the loremaster selects a Knowledge skill. The loremaster gains a +2 bonus to checks made with this skill. At 5th level and every four levels thereafter, the loremaster can increase this bonus by an additional +2 or pick another knowledge skill to apply a +2 bonus to. In addition, at the beginning of each day, the loremaster can study for an hour to gain a single domain of her choice and all domain powers associated with it until the next day.

This ability replaces deific order's class skills and domains.

**Creature Magic:** A loremaster has the power to gain new spells from creatures that have supernatural abilities by learning from them. The loremaster must witness the creature use its abilities for the loremaster to learn by making an appropriate Knowledge (see below) skill check, she cannot learn by observing blue mage spells via the use of wondrous items. The initial skill check is DC 15 + 2 per spell level of the ability. A loremaster begins play with 2 1st level blue mage spells of her choice. Each time a character attains a new loremaster level, she gains one spell of her choice to add to her list of spells. The free spell must be of spell levels she can cast. Unlike the other mages, a loremaster cannot purchase or find scrolls to add spells to her spells known list, but she can learn new blue mage spells from another blue mage.

- Arcana (dragons, magical beasts)
- Dungeoneering (aberrations, oozes)
- Engineering or Technology (constructs)
- Local (humanoids, monstrous humanoids)
- Nature (animals, fey, plants, vermin)
- Planes (outsiders)
- Religion (undead)

Once learned, the ability becomes a spell in the loremaster's known spells list. See the monster's description to find out the spell level of a creature's supernatural abilities. The loremaster can learn spells above her spell level, but cannot cast those spells until she has attained the level to be able to cast them. The only limitation to this

is the loremaster cannot learn Limit Breaks through the use of this ability. Any supernatural abilities learned through this ability that doesn't have a duration will have a duration of 1 round per loremaster level. To learn or cast a spell, the loremaster must have an Intelligence score equal to at least 10 + the spell level (Int 11 for 1st-level spells, Int 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a loremaster's spell is 10 + the spell level + the loremaster's Intelligence modifier. In addition, a loremaster gains additional MP for having a high attribute (Intelligence—see Table: Bonus MP per Day (by Spell Level) on the MP System page).

This ability modifies and replaces the normal cleric spellcasting.

**Mystic Tome (Ex):** At 1st level, the loremaster gains a magicked Tome to keep her research in. While holding her tome, a loremaster can make Knowledge checks untrained. In addition, allies within 30 feet of the loremaster may use the loremaster's Intelligence modifier in place of their own when making Knowledge skill checks.

This ability replaces aura of resolve.

**Inspiration (Ex):** A loremaster is beyond knowledgeable and skilled—she also possesses keen powers of observation and deduction that far surpass the abilities of others. A loremaster generally uses these powers to aid in research, but can also use these flashes of inspiration in other situations.

A loremaster has the ability to augment skill checks and ability checks through her brilliant inspiration. The loremaster has an inspiration pool equal to half her cleric level + her Intelligence modifier (minimum 1). A loremaster's inspiration pool refreshes each day, typically after she gets a restful night's sleep. As a free action, she can expend one use of inspiration from her pool to add 1d6 to the result of that check, including any on which she takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. A loremaster can only use inspiration once per check or roll. The loremaster can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided she's trained in the skill.

Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from the loremaster's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

This ability replaces the deific ability gained at 1st level.

**Knowledge is Power (Ex):** At 2nd level, the loremaster adds her Intelligence modifier as a bonus to Strength and Dexterity ability checks as well as Strength- and Dexterity-based skill checks such as Acrobatics, Climb, Stealth, Swim, etc.

This ability replaces channel energy.

**Research Tricks (Ex or Su):** As a loremaster's knowledge grows, so does her ability to apply her research in a beneficial manner. At 3rd level and every three cleric levels thereafter, the loremaster learns a new research trick.

*Amazing Inspiration (Ex):* A loremaster uses d8's for inspiration. **Prerequisite:** The loremaster must be at least 6th level to select this trick.

*Analyze (Su):* Once per day, the loremaster can use the blue mage ability "Analysis", using her cleric level – 4 as her blue mage level. This ability can be taken more than once, each time granting 1 additional use per day. **Prerequisite:** The loremaster must be at least 6th level to select this trick.

*Applied Engineering (Ex):* The loremaster can leverage her knowledge of engineering to solve tasks that normally require brute strength or keen eyes. She can expend one use of inspiration as a full-round action to study an object or area and attempt a Knowledge (engineering) check. On her next turn, she can use the result of that Knowledge (engineering) check in place of a Strength check to break the object or in place of a Perception check to locate hidden doors or compartments in that area.

*Arcane Flexibility (Su):* As a move action, up to three times per day, the loremaster may gain the benefits of a metamagic feat she does not possess (Quicken Spell, Spell Focus, Elemental Focus, etc). This effect lasts for 1 minute. The loremaster must qualify for the feat she chooses, and may activate the ability again to change the active feat. **Prerequisite:** The loremaster must be at least 6th level to select this trick.

*Combat Inspiration (Ex):* When a loremaster uses inspiration on an attack roll or saving throw, she expends one use of inspiration instead of two. **Prerequisite:** The loremaster must be at least 9th level to select this trick.

*Concentrate (Ex):* The loremaster can reroll any concentration check she has just made with a +4 bonus. She must use this ability after the roll is made, but before the roll's outcome is determined. The loremaster must take the second roll, even if it is worse. The loremaster can use this ability once per day.

*Device Talent (Ex):* The loremaster can use the Use Magic Device skill even if not trained in that skill. If the loremaster is trained in Use Magic Device, she can use the inspiration ability with that skill without expending uses of inspiration.

*Effortless Aid (Ex):* The loremaster can use an aid another action as a move action instead of as a standard action. A loremaster can expend one use of inspiration to instead perform an aid another action as a swift action.

*Eidetic Recollection (Ex):* – A loremaster can always choose to take 10 on any of her Knowledge checks, even if she's in immediate danger or distracted. A loremaster may expend one use of inspiration to take 20 on a Knowledge skill check even if she's in immediate danger or distracted.

*Empowered Magic (Su):* - The loremaster can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell.

*Familiar (Su):* The loremaster forms a powerful bond with a familiar. A familiar is a magical pet that enhances the loremaster's skills and senses and can aid her in magic.

*Geographic Lore (Ex):* A loremaster gains a deeper understanding of wilderness terrain. Whenever she is on the Material Plane, she can determine where true north is as a full-round action. Furthermore, she can create and sell maps to earn a number of gil per week of dedicated work equal to half her Knowledge (geography) check result per week.

*Inspired Intelligence (Ex):* A loremaster can add her inspiration die to all Knowledge, Linguistics, or Spellcraft checks without expending a use of inspiration, even those she's not trained in.

*Mage Focus (Su):* When the loremaster casts a spell with an area, as a free action, she may choose to focus the entire might of the spell on a single target. The spell's save DC is increased by +2, but only one target is affected by the spell. She may do this a number of times per day equal to 3 + her Intelligence modifier. **Prerequisite:** The loremaster must be at least 12th level to select this trick.

*Mage Training (Ex):* The loremaster may select an item creation or metamagic feat. The loremaster must still meet all prerequisites for a bonus feat, including caster level minimums. (Can be taken more than once.)

*Maximized Magic (Su):* The loremaster can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the MP cost or the level of the spell. **Prerequisite:** The loremaster must be at least 12th level to select this trick.

*Quickened Magic (Su):* The loremaster can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost or the level of the spell. **Prerequisite:** The loremaster must be at least 12th level to select this trick.

*Shared Inspiration (Ex):* As an immediate action, the loremaster can spend two uses of inspiration to add her inspiration dice to an ally's ability check or skill check. She can spend 3 uses to apply inspiration to an ally's saving throws and attack rolls. Inspiration dice must be rolled before the outcome of the check is revealed. **Prerequisite:** The loremaster must be at least 9th level to select this trick.

*Silent Magic (Su):* The loremaster can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

*Tenacious Inspiration (Ex):* When a loremaster rolls her inspiration die, she can roll an additional inspiration die and take the higher result. **Prerequisite:** The loremaster must be at least 12th level to select this trick.

*Underworld Inspiration (Ex):* A loremaster can use his inspiration on Bluff, Disable Device, Disguise, Intimidate, or Sleight of Hand checks without expending uses of inspiration, provided she's trained in the skill.

These abilities replace all deific abilities gained from 3rd level to 18th level.

**Unfailing Logic (Ex):** A loremaster's grasp of facts and data teaches her to anchor herself in reality, granting resistance to even the most potent illusions. At 4th level, a loremaster gains a +2 insight bonus on all Will saving throws against illusion spells or spell-like abilities that allow a save to disbelieve their effects. In addition, she can spend one point from her inspiration pool as an immediate action to use her Intelligence modifier instead of her Wisdom modifier on all such saves for one round. At 8th level, the loremaster's insight bonus increases to +4. At 16th level, she gains immunity to all illusion spells and spell-like abilities that allow a save to disbelieve the effects.

This ability replaces blessing of the faithful.

**Deep Understanding (Su):** The loremaster's knowledge of creature magic has delved so far that she can emulate a monster's magic just by hearing a description. At 7th level, the loremaster can attempt to cast a blue mage spell up to 1 spell level higher than the highest spell level available to her that must be in her known spell list. She still pays MP equal to the spell's level and must make an appropriate knowledge check based on the monster that can normally cast that spell. The DC for this check is 15 + twice the spell level of the spell being cast. If she fails the check, the spell fizzles and the loremaster still expends the MP. At 13th level, the loremaster may attempt to cast spells that are 2 spell levels higher, and at 19th level, she can attempt to cast 3 spell levels higher. For spells that are 2 or 3 spell levels higher, the DC of the knowledge check increases by 5 and 10 respectively. A loremaster can use this ability a number of times per day equal to her Intelligence modifier.

This ability replaces prayer and aura of war revelry.

**Easy Learning (Ex):** At 17th level, the loremaster can take 10 on all Knowledge checks.

This ability replaces true healer.

**True Inspiration (Ex):** At 20th level, a loremaster can use inspiration on all skill checks—even ones she isn't trained in—and all ability checks without spending inspiration. In addition, whenever she expends inspiration on an ability check, attack roll, saving throw, or skill check, she adds 2d6 rather than 1d6 to the result. Some research tricks can affect this. If using the amazing inspiration research trick, she rolls 2d8 instead. If using this with tenacious inspiration, underworld inspiration, or a similar talent, she rolls two sets of inspiration dice and uses the higher of the two results.

This ability replaces the deific capstone ability.