

LORE MASTER (MASTER)

The Lore Master is adept at versatility, applying his knowledge and expertise on and off the battlefield. He is able to provide linguistics translation, versatile skill support, key tactical knowledge of the enemy and the ability apply this knowledge in a number of ways to help his allies. As the old adage goes, knowledge is power.

Depending on your campaign, a Lore Master could be...

- An intelligent scholar, who is bored of constant study, and therefore leaves the class room to find adventure
- A well-studied commander who has led his men into many battles armed with common weapons, but superior tactics
- A curious naturalist, striving to learn everything he can about dangerous creatures... firsthand
- A special operative, able to complete a range of difficult missions for the King due to his vast knowledge
- A studious youth, whose thirst for knowledge (and the joy of applying that knowledge) must have an outlet

Party Role: Backer/Combatant. Your versatility allows you to support your team mates with a combination of offence and defense, as well as helping in numerous fields off the combat field. In combat, although you are not necessarily a focused combatant, you show that nerds can fight when they need to.

CLASS FEATURES

Requirements: Investigation or Tactics 10+ ranks, Intelligence 13+, Basic Skill Mastery (Any), Exceptional Skill Mastery

Favored Attributes: Intelligence, Wisdom, Charisma

Class Skills: Athletics, Crafting, Impress, Intimidate, Investigate, Medicine, Notice, Resolve, Sense Motive, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CLASS ABILITIES

Technician: You are a master at getting the best out of each piece of equipment in any situation. At level 1, all your gear bonuses for skill checks are doubled. Also, kits you use are considered to be masterwork.

Scholar I: You have studied long and hard in numerous fields, allowing you to have a versatile range of expertise. At level 1, once per scene, you may choose to cast the Tongues I spell as a

natural spell. Also, choose a class skill. At this and every class level, this skill gains a +1 (cumulative) morale bonus. Finally, this and every class level, you gain an extra study interest.

Scholar II: At level 4, your Tongues I natural spell from Scholar I may be used a number of times per scene equal to your starting action dice. Also, your chosen class skill from Scholar I has a reduced error range of 1 (minimum 0) and an increased threat range of 1. Finally, any bonuses that you gain from your studies are doubled (*as per page 61, Fantasy Craft*), to a maximum of a +4 bonus or 4 hints with any check.

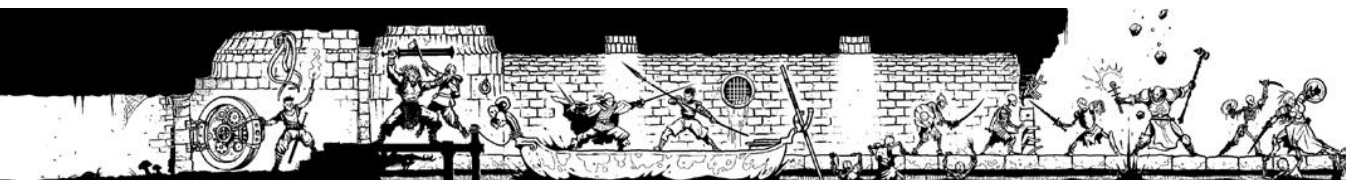
Knowledgeable Adversary: Your vast knowledge, coupled with your experience allows you to direct your allies in combat to the most vulnerable points of your enemy. At level 2, once during each combat as a free action, you may choose one special NPC or mob of standard NPCs and make a DC 20 knowledge check to understand your enemy's defenses and defensive tactics.

With success, you and your allies who can see or hear you during the combat learn 1 random ability or quality (in detail) that the targeted NPC(s) possess, and gain a +1 to attack and skill checks made against the targeted NPC(s). This bonus to hit and skill checks increases by 1 for every 5 you exceed the DC by, to a maximum of +5.

Cross-Training: You pick up the tricks of others to augment your own abilities. At Level 3, you may choose 1 of the following Base Class abilities. You may choose most abilities only once but when 2 or more grades follow an ability name you may take it multiple times, gaining 1 grade each time it's taken.

- **Assassin:** *Hand of death; cold read 1/session; quick on your feet 1/session; unspoken name +1*
- **Burglar:** *Very, very sneaky; evasion I; bonus feat; uncanny dodge I*
- **Captain:** *Right-hand man; master and commander I; battle planning I; take command +1*
- **Courtier:** *With a word; gifts and favors I; obligations; eloquence*
- **Crusader:** *Called to arms I; battle chants I; bonus feat; path of the crusader.*
- **Emissary:** *Human nature; sources I; bonus feat; insightful*
- **Explorer:** *Tomb raider; bookworm I (1/2 time); bonus feat; uncanny dodge I*
- **Keeper:** *Man of reason; trade secrets (1 skill); bright idea 1/session; bonus feat*
- **Lancer:** *Born in the saddle; mettle I; bonus feat; bred for war*
- **Mage:** *Subtle and quick to anger; arcane might; bonus feat*
- **Martial Artist:** *Martial arts; life of discipline; way of the warrior; improved reach +1*
- **Priest:** *Acolyte; signs & portents I; path of the devoted (1 Step); bonus feat*
- **Sage:** *Wise counsel; assistance I; best of the best*
- **Scout:** *Stalker; rough living +2; bonus feat; sneak attack +1d6*
- **Soldier:** *Fight on x2; fortunes of war I; armor use I*

Spell points are *not* granted, limiting a cross-trained character without additional spellcasting ability to Level 0 spells. Neither is Alignment, effectively rendering *acolyte* and *devoted* useless to anyone without an Alignment from another character option.



LORE MASTER (LTI) (MASTER CLASS)



Table X.X: Lore Master

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+0	+1	+2	+1	+1	+1	+1	Scholar I, technician
2	+1	+0	+2	+3	+1	+1	+2	+1	Knowledgeable adversary
3	+2	+1	+2	+3	+2	+2	+2	+2	Cross-training
4	+3	+1	+2	+4	+2	+2	+2	+2	Combat foresight, scholar II
5	+3	+1	+3	+4	+3	+3	+3	+3	Knowing strike

You may *not* choose an ability you already have, and if you later gain an ability you’ve chosen here you do *not* gain it a second time; instead, you make a new *cross-training* choice to replace the former one.

When a cross-trained ability uses Class or Caster Level to determine its effect, it is considered to be 4.

If the GM excludes a Base Class from play, then you lose access to its *cross-training* abilities; likewise, if the GM approves additional Base Classes, new options become available. *(The above list only lists official Crafty base classes. License to Improvise base classes have their cross-training choices listed after the class description.)*

Combat Foresight: You have attained the ability to understand your enemy’s moves and ploys, allowing you and your allies to defend against their attacks. At level 4, once during each combat as a free action, you may choose one special NPC or mob of standard NPCs and make a DC 20 knowledge check to understand your enemy’s fighting style and offensive tactics.

With success, you and your allies who can see or hear you during the combat cannot be flanked by the targeted NPC(s) and gain DR 1 vs. the targeted NPC(s) attacks. This DR increases by 1 for every 5 you exceed the DC by, to a maximum of DR 5.

Knowing Strike: Knowing is half the battle... At level 5, once per round as a full action, you may make an unarmed or melee attack substituting your knowledge check bonus in place of your melee or unarmed attack bonus. If you hit, you may add your intelligence bonus to damage instead of the attack’s standard attribute modifier (if applicable).

NPC CLASS ABILITIES

The following new class abilities from the Lore Master master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Combat foresight	4
Knowing strike	6
Knowledgeable adversary	4
Technician	2

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