PATH	FINDER
CHRO	NICLER

Dathfinder ---Livello

Chronicle	;	_	_	_	_	
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CLAS	SE D	I PRESTIGIO	da Bardo	1
×	ES	SIBIZIONE BAR	DICA	-
Pathfinder Chronicler Level <b>1</b>		Bardic Knowledge Deep pockets Master scribe		
2		Live to tell the tale Pathfinding		
3		Esibizione bardica Improved aid		
4		Epic tales		

# Lav of the exalted dead ESIBIZIONE BARDIC

Inspire action (standard)

Whispering campaign

Inspire action (move)

Call down the legends

Greater epic tales

Livello	EFFECTIVE BARD LEVE		Chronic Level	ler	
3		]=+	<b>-</b>	- 2	
DURAL G	ATA IORNO	Livello da Bardo			Varie
	rd = 2	+ (:	× 2)	- CAR +	
	ound Dan Daggi		]		

VOLONTÀ CD SALVEZZAvello da Bardo

= 10 +	(	•	2	)	+	CAR

Livello Inizia o cambia un'esibizione bardica come azione di 9 movimento invece che come azione standard.

## **ESIBIZIONI**

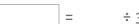
## **CONTROCANTO**

Contrasta effetti magici che dipendono dal suono. Gli alleati entro 9 m usano la prova di Esibizione al posto di un TS

## DISTRAZIONE

Contrasta gli effetti magici che dipendono dalla vista. Gli Alleati entro 9 m usano una prova di Esibizione al posto di un TS

AFFASCINARE Livello PUBBLICO MAX da Bardo



÷ 3 (per eccesso)

## ISPIRARE CORAGGIO

Bonus contro ammaliamento e compulsione + Bonus a tiri di attacco e danni

ISPIRARE COMPETENZA Livello

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Livello INSPIRE MOVE ACTION

6 Grant one ally an immediate extra move action

## Livello SUGGESTIONE

8 Impone una suggestione ad una creatura già affascinata

Livello INSPIRE STANDARD ACTION

9 Grant one ally an immediate extra standard action

Livello ISPIRARE TERRORE

10 Rende scossi i nemici entro 9 m.

NOSCENZA DNUS	Chronicler Level	÷2)+	Varie	Stacks with bard levels Applicare questo bonus a tutte le Conoscenze Chroniclers can use all knowledge skills untrained
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## **DEEP POCKETS**

As a full-round action, produce any reasonable item (up to 10lb) and deduct its cost. The gear must be replenished by spending money and time in a suitable location.

Chronicler CAPACITY Level Gear value × 100 qp

Spend 1 hour packing your gear each day to gain +4 to strength to determine your light encumberance.

+4 to Sleight of Hand checks to conceal small objects on your person.

## **MASTER SCRIBE**

Add your Pathfinder Chronicler levels to Linguistics and Profession (scribe) skills, and Use Magic Device checks involving scrolls or other written magical items.

Make Linguistics checks as a full-round action. Can always take 10 on Linguistics and Profession (scribe) checks.

## PATHFINDING

+5 to Survival checks to avoid becoming lost, and Intelligence checks to escape a maze spell. Livello

All travel is treated as if on a "road or trail" even when in trackless terrain. 2 Extend this benefit to one companion per level with a DC 15 Surival check.

## IMPROVED AID

Livello

When aiding another, grant +4 bonus rather than +2 3

#### **EPIC TALES**

Write a tale so evocative and moving that it conveys the effects of bardic music through the written word This affects only the reader.

## WRITING

Livello

mo

PERFORMANCE Epic tale 1 hour ROUNDS USED = × 2 duration

Activating an epic tale is a full-round action, which only affects the reader.

POTENT Chronicler Level FOR BONUS Performance DURATA = ÷ 2 giorni rounds spent

An epic tale read aloud takes effect as if the author had used a bardic performance.

8 Uses the reader's Charisma score where applicable

## WHISPERING CAMPAIGN

## DOOM

Denounce a foe to make them shaken, inflicting -2 to attack rolls, saving throws, skill and ability checks.

## ENTHRALL

Livello Denounce a target to an audience, as the entrall spell. Those who fail their will save become one

5 step more hostile to the target. ANIMOSITY Chronicler **VOLONTÀ** CD SALVEZZA DURATION Level = 12 + CAR giorni

## CALL DOWN THE LEGENDS

CALL DOWN THE LEGENDS Livello

Once a week as a full-round action, summon 2d4 level 4 barbarians. 7 They are constructs who serve you with absolute loyalty.

This week

## LAY OF THE EXALTED DEAD

Once a week as a full-round action, summon 1d4+1 level 5 incorporial barbarians.

This week

Livello VOLONTÀ CD SALVEZZA 10

Foes facing the spectral warriors must make a will save = 15 + CARor be shaken for one round per barbarian.