PATHE	INDER
CHRON	ICLER

Pathfinder 7-

PRESTIGE CLASS

Chronicler Level	1	
Bard	ī	

	BA	RDIC PERFORMANCE
Pathfinder Chronicler Level <b>1</b>		Bardic Knowledge Deep pockets Master scribe
2		Live to tell the tale Pathfinding
3		Bardic performance Improved aid
4		Epic tales
5		Whispering campaign
6		Inspire action (move)
7		Call down the legends
8		Greater epic tales
9		Inspire action (standard)
10		Lay of the exalted dead

*	BARD	IC PERFO	RMANCE	, i
Level	EFFECTIVE BARD LEVEL	Bard ( Level	Chronicler Level	
3	=	+	- 2	
DUR PER	ATION DAY	Bard Level		Misc
	rds = 2 + (	( ×	2)+CHA	+
	unds 🗆 🗆 🗆		] ] ]	
WILI	L SAVE DC	Bard Le	evel	
	= 10 -	+ (	÷ 2 ) +	CHA

Level Begin or switch a bardic performance as a move action, rather than as a standard action. 9

## **PERFORMANCES**

## COUNTERSONG

Counter magical effects that depend on sound.

Allies within 30ft use Performance roll in place of a saving throw

## DISTRACTION

Counter magical effects that depend on sight.

Allies within 30ft use Performance roll in place of a saving throw

## **FASCINATE** Bard

MAX AUDIENCE Level

÷ 3

(Round up)

## INSPIRE COURAGE

Bonus against charm and compulsion effects + Bonus to attack and damage rolls

#### INSPIRE COMPETENCE Level

5

## INSPIRE MOVE ACTION

6 Grant one ally an immediate extra move action.

#### Level SUGGESTION

8 Suggest actions to one already fascinated creature

# Level INSPIRE STANDARD ACTION

9 Grant one ally an immediate extra standard action.

## **DIRGE OF DOOM**

10 Cause enemies within 30ft to become shaken

## BARDIC KNOWLEDGE

KNOWLEDGE Chronicler Level

Stacks with bard levels Apply this bonus to all knowledge skills Chroniclers can use all knowledge skills untrained

## **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

**×** 100 gp Gear value gp

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 mazespell. Level

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**

Level

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

Level

1 hour 4

PERFORMANCE Epic tale × 2 ROUNDS USED duration

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

POTENT Chronicler Level

days

BONUS Performance = DURATION rounds spent

÷ 2

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**

Level 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. WILL SAVE DC

ANIMOSITY Chronicler DURATION Level

= 12 +

HA	days
TI DOMESTIC LEGENDO	

# CALL DOWN THE LEGENDS

CALL DOWN THE LEGENDS Level

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

Level WILL SAVE DC 10

= 15 + CHA

Foes facing the spectral warriors must make a will save or be shaken for one round per barbarian.