

PATHFINDER CHRONICLER

CLASE DE PRESTIGIO

Pathfinder
Chronicler
Level

Nivel de
Bardo

INTERPRETACIÓN DE BARDO

Pathfinder
Chronicler
Level

1



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

INTERPRETACIÓN DE BARDO

Nivel **EFFECTIVE BARD LEVEL** Nivel de Bardo Chronicler Level

3 = + - 2

DURACIÓN AL DÍA Nivel de Bardo Misc

turnos = 2 + (× 2) + CAR +

Turnos ☐☐☐☐☐☐☐☐
Hoy ☐☐☐☐☐☐☐☐

CD SALV VOL Nivel de Bardo

= 10 + (÷ 2) + CAR

Nivel 9 Empieza o cambia una canción de bardo como acción de movimiento, en vez de una acción estándar.

INTERPRETACIONES

CONTRAODA

Contrarresta efectos mágicos que dependan del sonido.
Aliados a 30' usan la tirada de Interpretar en lugar de una tirada de salvación.

DISTRACCIÓN

Contrarresta efectos mágicos que dependan de la vista.
Aliados a 30' usan la tirada de Interpretar en lugar de una tirada de salvación.

FASCINAR

MAX AUDIENCIA Nivel de Bardo

= ÷ 3 (Redondear arriba)

INFUNDIR VALOR

+ Bon contra efectos de encantamiento y compulsión
Bon a tiradas de ataque y daño

INFUNDIR GRAN APTITUD

Nivel 5 +

INSPIRE MOVE ACTION

Grant one ally an immediate extra move action

SUGESTIÓN

8 Sugiere acciones a una criatura ya fascinada

INSPIRE STANDARD ACTION

9 Grant one ally an immediate extra standard action

CANTO DE FATALIDAD

10 Causa que enemigos a 30' queden estremecidos

CONOCIMIENTO DE BARDO

BON SABER

Chronicler
Level

Misc

Stacks with bard levels
Aplica este bon a todas las habilidades de Saber
Chroniclers can use all knowledge skills untrained

= (÷ 2) +

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.

GEAR

CAPACITY

Chronicler
Level

po = × 100 gp

Gear value

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

+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

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

2

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

IMPROVED AID

Nivel

3

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

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 TIME

Nivel

4

1 hour

PERFORMANCE ROUNDS USED = Epic tale duration × 2

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

POTENT FOR

Chronicler
Level

días =

BONUS DURACIÓN = Performance rounds spent ÷ 2

Nivel

8

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

Denounce a target to an audience, as the enthrall spell. Those who fail their will save become one step more hostile to the target.

Nivel

5

CD SALV VOL

= 12 + CAR

ANIMOSITY DURATION Chronicler Level

días =

CALL DOWN THE LEGENDS

Nivel

7

CALL DOWN THE LEGENDS

Once a week as a full-round action, summon 2d4 level 4 barbarians.
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 incorporeal barbarians.

This week ☐

Nivel

10

CD SALV VOL

= 15 + CAR

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