| PATHFINDER |
|-------------------|
| CHRONICLER |

Pathfinder Chronicler Level

WIEDZA Chronicler

Stacks with hard levels

Zastosuj tą premię do wszystkich umiejętności Wiedzy Chroniclers can use all knowledge skills untrained

KLASA PRESTIŻOWA

Poziom Barda

| | WISIÉEI DAMDA - |
|---|---|
| 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 |

WYSTEDV BADDA

WYSTEPY BARDA

EFFECTIVE Poziom Chronicler Poziom BARD LEVEL Barda Level 3 - 2 **CZAS TRWANIA** Poziom Inne NA DZIEŃ Barda Dziś WOLA ST Rz. Obr. Poziom Barda

Poziom Rozpoczyna lub zmienia występy bardów jako akcja ruchu 9 zamiast akcii standardowei

WYSTEPY

KONTRAPIEŚŃ

Niweluje magiczne efekty oparte na dźwięku. Sprzymierzeńcy w zasięgu 9m

= 10 +

ROZPROSZENIE

Niweluje magiczne efekty oparte na wzroku.

Sprzymierzeńcy w zasięgu 9m rzucają na Występy zamiast normalnych rzutów

FASCYNACIA Poziom

PEŁNA UWAGA Barda

÷ 3

(Zaokrąglane w górę)

INSPIROWANIE ODWAGI

Premia przeciwko urokom i efektom przymusu Premia do ataku i testów obrażeń

INSPIROWANIE BIEGŁOŚĆI Poziom

5

Poziom INSPIRE MOVE ACTION

6 Grant one ally an immediate extra move action

Poziom SUGESTIA

8 Sugeruje akcję jednej zafascynowanej istocie

Poziom INSPIRE STANDARD ACTION

9 Grant one ally an immediate extra standard action

Poziom LAMENT ZAGŁADY

10 Wywołuje wstrząs u wrogów w zasięgu 9m

DEEP POCKETS

WIEDZA BARDÓW

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 SZ

Level

Gear value

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. Poziom

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

Poziom

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

Poziom

4 1 hour PERFORMANCE Epic tale × 2 ROUNDS USED duration

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

POTENT Chronicler Level

dni

BONUS CZAS TRWANIA

Performance

÷ 2 rounds spent

Poziom 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

Poziom 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. WOLA ST Rz. Obr.

ANIMOSITY Chronicler DURATION Level

bronnych

dni

CALL DOWN THE LEGENDS

CALL DOWN THE LEGENDS Poziom

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. Poziom

This week

WOLA ST Rz. Obr. 10

= 15 + CHA

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