

# PATHFINDER CHRONICLER

CLASSE DE PRESTIGE

Pathfinder  
Chronicler  
Level

Niveau  
de Barde

## PERFORMANCE DE BARDE

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

## PERFORMANCE DE BARDE

Niveau  
**3**

EFFECTIVE  
BARD LEVEL

Niveau  
de Barde

Chronicler  
Level

=

+

- 2

DUREE  
PAR JOUR

Niveau  
de Barde

Divers

trs

=

2 +

(

× 2

) +

CHA

+

Tours  
Aujourd'hui

VOLONTE JET DE SAUVEGARDE

Niveau de Barde

=

10 +

(

÷ 2

) +

CHA

Niveau **9** Activer ou changer de représentation bardique par une action à la place d'une action simple.

## PERFORMANCES

### CONTRE-CHANT

Contre les effets magiques qui dépendent du son.

Les alliés dans les 9m utilisent votre jet de Performance comme jet de sauvegarde.

### DISTRACTION

Contre les effets magiques qui dépendent de la vue.

Les alliés présents dans les 9m utilisent votre jet de performance à la place d'un jet de sauvegarde.

### FASCINER

Niveau

AUDIENCE MAX de Barde

=

÷ 3

(arrondi au supérieur)

### INSPIRER LE COURAGE

+ Bonus contre les effets de charme et de compulsion  
Bonus à l'attaque et aux dommages

Niveau **5** INSPIRATION TALENTUEUSE

Niveau **6** INSPIRE MOVE ACTION

Grant one ally an immediate extra move action

Niveau **8** SUGGESTION

Suggère une action à une créature fascinée

Niveau **9** INSPIRE STANDARD ACTION

Grant one ally an immediate extra standard action

Niveau **10** CHANT FUNESTE

Les ennemis dans un rayon de 9m sont secoués

## SAVOIR BARDIQUE

CONNAISSANCE  
BONUS

Chronicler  
Level

Divers

Stacks with bard levels

Appliquer ce bonus à toutes les compétences de connaissances

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

Chronicler

CAPACITY

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

Niveau

**2**

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

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

Niveau

**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

Niveau

**4**

1 heure

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

jours

=

\_\_\_\_\_

BONUS  
DURATION

Performance  
rounds spent

÷

2

Niveau

**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

Dénoncer un ennemi pour le rendre secoué, infligeant -2 aux jets d'attaque, jets de sauvegarde et aux tests de compétence.

### ENTHRALL

Niveau

**5**

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

VOLONTE JET DE SAUVEGARDE

ANIMOSITY  
DURATION

Chronicler  
Level

=

12 +

CHA

\_\_\_\_\_

jours

=

\_\_\_\_\_

## CALL DOWN THE LEGENDS

Niveau

**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



Niveau

**10**

VOLONTE JET DE SAUVEGARDE

=

15 +

CHA

\_\_\_\_\_

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