

# 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** Nivel de Chronicler  
**BARD LEVEL** Bardo Level  
**3**  =  +  - 2

**DURACIÓN** Nivel de Misc  
**AL DÍA** Bardo

**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 hechizo y miedo  
Bon a tiradas de ataque y daño

#### INFUNDIR GRAN APTITUD

Nivel **5** **+**

#### INSPIRE MOVE ACTION

Grant one ally an immediate extra move action

#### SUGESTIÓN

Nivel **8** Sugiere acciones a una criatura ya fascinada

#### INSPIRE STANDARD ACTION

Nivel **9** Grant one ally an immediate extra standard action

#### CANTO DE FATALIDAD

Nivel **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 saberes  
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** = Epic tale  
**ROUNDS USED** duration × 2

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

**POTENT** Chronicler  
**FOR** Level

días =  **BONUS** = Performance  
**DURACIÓN** 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

Nivel **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.

**CD SALV VOL**

= 12 + **CAR**

**ANIMOSITY** Chronicler  
**DURATION** 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

Nivel **10** Once a week as a full-round action, summon 1d4+1 level 5 incorporeal barbarians. This week ☐

**CD SALV VOL**

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