PATHFINDER CHRONICLER

PRESTIGE CLASS

Pathfinder Chronicler Level

Bard Level

BARDIC PERFORMANCE

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

BARDIC PERFORMANCE

Level 3 — **EFFECTIVE BARD LEVEL** = Bard Level + Chronicler Level − 2

DURATION PER DAY = 2 + (Bard Level × 2) + CHA + Misc rds

Rounds Today

WILL SAVE DC = 10 + (Bard Level ÷ 2) + CHA

Level 9 — Begin of verander een bard optreden als een bewegingsactie, in plaats van als een standaard actie.

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 MAX AUDIENCE = Bard Level ÷ 3 (Naar boven afgerond)

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

Level 5 — **INSPIRE COMPETENCE** +

Level 6 — **INSPIRE MOVE ACTION**
Grant one ally an immediate extra move action

Level 8 — **SUGGESTION**
Suggest actions to one already fascinated creature

Level 9 — **INSPIRE STANDARD ACTION**
Grant one ally an immediate extra standard action

Level 10 — **DIRGE OF DOOM**
Cause enemies within 30ft to become shaken

BARDIC KNOWLEDGE

KNOWLEDGE BONUS = (Chronicler Level ÷ 2) + Misc

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.

GEAR CAPACITY = Chronicler Level × 100 gp

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

Level 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 Surival check.

IMPROVED AID

Level 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.

Level 4 — **WRITING TIME** 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 days

BONUS DURATION = Performance rounds spent ÷ 2

Level 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.

Level 5 — **ENTHRALL**
Denounce a target to an audience, as the entrall spell. Those who fail their will save become one step more hostile to the target.

WILL SAVE DC = 12 + CHA

ANIMOSITY DURATION = Chronicler Level days

CALL DOWN THE LEGENDS

Level 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 ☐

Level 10 — **LAY OF THE EXALTED DEAD**
Once a week as a full-round action, summon 1d4+1 level 5 incorporial barbarians.
This week ☐

WILL SAVE DC = 15 + CHA

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