

# PATHFINDER CHRONICLER

## PRESTIGEKLASSE

Pathfinder  
Chronicler  
Level

Barden-  
stufe

### BARDENAUFTRITT

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

### BARDENAUFTRITT

Stufe **EFFECTIVE** Barden- Chronicler  
**3** **BARD LEVEL** stufe Level  
 $\boxed{\phantom{000}} = \phantom{000} + \phantom{000} - 2$

**DAUER**  
**PRO TAG**

Barden-  
stufe

Sonstiges

Runden  $= 2 + (\phantom{000} \times 2) + \text{CH} +$

Runden ☐☐☐☐☐☐☐☐  
Heute ☐☐☐☐☐☐☐☐

**WILLEN RETTUNGSWURF (SG)** Bardenstufe

$\boxed{\phantom{000}} = 10 + (\phantom{000} \div 2) + \text{CH}$

Stufe **9** Starte oder wechsele einen Bardenauftritt als Bewegungsaktion anstelle einer Standard-Aktion

### AUFTRITTE

#### BANNLIED

Bannt auf Klang basierende, magische Effekte.

Kreaturen innerhalb von 9m nutzen den Fertigkeitswurf (Auftreten) des Bardens als Rettungswurf

#### ABLENKUNG

Bannt auf Sicht basierende magische Effekte. Kreaturen innerhalb von 9m nutzen den Auftrittswurf des Bardens als RW.

**FASZINIEREN** Barden-  
**ANZ. KREATUREN** stufe

$\boxed{\phantom{000}} = \phantom{000} \div 3$  (aufrunden)

#### LIED DES MUTES

+  $\boxed{\phantom{000}}$  Bonus auf RW gegen Bezaubern und Furcht  
Bonus auf Angriffs- und Waffen-Schadenswürfe

Stufe **LIED DES ERFOLGS**

**5** +  $\boxed{\phantom{000}}$

Stufe **INSPIRE MOVE ACTION**

**6** Grant one ally an immediate extra move action

Stufe **EINFLÜSTERUNG**

**8** Einem bereits faszinierten Ziel eine Handlung vorschlagen

Stufe **INSPIRE STANDARD ACTION**

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

Stufe **KLAGELIED**

**10** Erschüttert Gegner in 9m Reichweite

### BARDENWISSEN

**WISSEN**  
**BONUS**

Chronicler  
Level

Sonstiges

Stacks with bard levels  
Diesen Bonus auf alle Wissensfertigkeiten anwenden  
Chroniclers can use all knowledge skills untrained

$\boxed{\phantom{000}} = (\phantom{000} \div 2) +$

### 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

$\boxed{\phantom{000}} \text{ GM} = \phantom{000} \times 100 \text{ gp}$

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

Stufe +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

Stufe **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**

Stufe

**4**

$\boxed{1 \text{ hour}}$

**PERFORMANCE**  
**ROUNDS USED** = Epic tale duration  $\times 2$

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

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

$\boxed{\phantom{000}} \text{ Tage} =$

**BONUS**  
**DAUER** = Performance rounds spent  $\div 2$

Stufe **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

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

**WILLEN RETTUNGSWURF (SG)**

$\boxed{\phantom{000}} = 12 + \text{CH}$

**ANIMOSITY** Chronicler  
**DURATION** Level

$\boxed{\phantom{000}} \text{ Tage} =$

### CALL DOWN THE LEGENDS

Stufe **CALL DOWN THE LEGENDS**  
**7** 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

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

**WILLEN RETTUNGSWURF (SG)**

$\boxed{\phantom{000}} = 15 + \text{CH}$

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