

# PATHFINDER CHRONICLER

## CLASSE DE PRESTÍGIO

Pathfinder  
Chronicler  
Level

Nível de  
Bardo

### PERFORMANCE DE BARDO

Pathfinder  
Chronicler  
Level  
**1**



Conhecimento de Bardo  
Deep pockets  
Master scribe

**2**



Live to tell the tale  
Pathfinding

**3**



Atuação de Bardo  
Ajuda Melhorada

**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 BARDO

Nível  
**3**

EFEITIVO

Nível de

Bardo

Chronicler

Level

**NÍVEL DO BARDO**

=

+

- 2

DURAÇÃO POR DIA  
PER DAY

Nível de  
Bardo

Outros

**rds** = 2 + ( **× 2** ) + **CAR** +

Rodadas

Hoje

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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VONTADE

RESISTÊNCIA

Nível de Bardo

**= 10 + ( **÷ 2** ) + **CAR****

Nível  
**9**

Começar ou trocar uma atuação de bardo como uma ação de movimento

### ATUAÇÃO

#### MÚSICA DE PROTEÇÃO

Counter magical effects that depend on sound.

Allies within 30ft use Performance roll in place of a saving throw

#### DISTRAÇÃO

Contra efeitos mágicos que dependem da visão. Aliados com 10m usam rolagem de resistência

#### FASCINAR

Nível de

Bardo

**MÁXIMA AUDIÊNCIA**

**=** **÷ 3** (Arredonda para Cima)

#### INSPIRAR CORAGEM

**+** Bonus against charm and compulsion effects  
Bônus de ataque e rolagens de dano

Nível

**5**

#### INSPIRAR COMPETENCIA

**+**

Nível

**6**

#### INSPIRE MOVE ACTION

Grant one ally an immediate extra move action

Nível

**8**

#### SUGESTÃO

Suggest actions to one already fascinated creature

Nível

**9**

#### INSPIRE STANDARD ACTION

Grant one ally an immediate extra standard action

Nível

**10**

#### DIRGE OF DOOM

Cause enemies within 30ft to become shaken

### CONHECIMENTO DE BARDO

CONHECIMENTO  
BÔNUS

Chronicler  
Level

Outros

Stacks with bard levels  
Apply this bonus to all knowledge skills

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.

EQUIPAMENTO  
CAPACIDADE

Chronicler  
Level

**po** = **× 100 po**

Valor do Equipamento

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

Nível  
**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.

### AJUDA MELHORADA

Nível  
**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

Nível  
**4**

**1 hora**

ATUAÇÃO  
TURNOS USADOS = Epic tale duration **× 2**

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

POTENCIA  
FOR

Chronicler  
Level

**dias** =

BÔNUS  
DURAÇÃO = Performance rounds spent **÷ 2**

Nível  
**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.

Nível  
**5**

#### ENTHRALL

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

VONTADE  
RESISTÊNCIA CD

Atuação no lugar de resistências  
**= 12 + **CAR****

ANIMOSITY  
DURATION

**dias** =

### CALL DOWN THE LEGENDS

Nível  
**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 ☐

Nível  
**10**

#### LAY OF THE EXALTED DEAD

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

This week ☐

VONTADE  
RESISTÊNCIA CD

**= 15 + **CAR****

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