

PATHFINDER CHRONICLER

CLASSE DI PRESTIGIO

Pathfinder
Chronicler
Level

Livello
da Bardo

ESIBIZIONE BARDICA

Pathfinder
Chronicler
Level
1



Bardic Knowledge
Deep pockets
Master scribe

2



Live to tell the tale
Pathfinding

3



Esibizione bardica
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

ESIBIZIONE BARDICA

Livello
3

**EFFECTIVE
BARD LEVEL**

Livello
da Bardo

Chronicler
Level

=

+

- 2

**DURATA
AL GIORNO**

Livello
da Bardo

Varie

rd

=

2 +

(

× 2

) +

CAR

+

Rounds
Oggi

VOLONTÀ CD SALVEZZA

Livello da Bardo

=

10 +

(

÷ 2

) +

CAR

+

Livello
9

Inizia o cambia un'esibizione bardica come azione di movimento invece che come azione standard.

ESIBIZIONI

CONTROCANTO

Contrasta effetti magici che dipendono dal suono. Gli alleati entro 9 m usano la prova di Esibizione al posto di un TS

DISTRAZIONE

Contrasta gli effetti magici che dipendono dalla vista. Gli Alleati entro 9 m usano una prova di Esibizione al posto di un TS

**AFFASCINARE
PUBBLICO MAX**

Livello
da Bardo

=

÷ 3

(per eccesso)

ISPIRARE CORAGGIO

+

Bonus contro effetti d'ammaliamento e costrizione
Bonus a tiri di attacco e danni

Livello

ISPIRARE COMPETENZA

5

Livello

INSPIRE MOVE ACTION

6

Grant one ally an immediate extra move action

Livello

SUGGERIZIONE

8

Impone una suggestione ad una creatura già affascinata

Livello

INSPIRE STANDARD ACTION

9

Grant one ally an immediate extra standard action

Livello

ISPIRARE TERRORE

10

Rende scossi i nemici entro 9 m.

CONOSCENZE BARDICHE

**CONOSCENZA
BONUS**

Chronicler
Level

Varie

=

(

÷ 2

) +

Stacks with bard levels

Applicare questo bonus a tutte le Conoscenze

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

mo

=

×

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

Livello
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

Livello
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**

Livello
4

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

giorni

=

÷

2

BONUS

DURATA

Performance

rounds spent

÷

2

Livello
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

Livello
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.

VOLONTÀ CD SALVEZZA

=

12 +

CAR

÷

2

**ANIMOSITY
DURATION**

Chronicler
Level

giorni

=

÷

2

CALL DOWN THE LEGENDS

Livello
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

Livello
10

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

This
week

☐

VOLONTÀ CD SALVEZZA

=

15 +

CAR

÷

2

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