

PATHFINDER CHRONICLER

KLASA PRESTIŻOWA

Pathfinder
Chronicler
Level

Poziom
Barda

WYSTĘPY BARDY

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

WYSTĘPY BARDY

Poziom **EFFECTIVE BARD LEVEL** **3** = + - 2

**CZAS TRWANIA
NA DZIEŃ**

Poziom
Barda

Inne

rund = 2 + (× 2) + **CHA** +

Rundy Dziś ☐☐☐ ☐☐☐ ☐☐☐

WOLA ST Rz. Obr.

Poziom Barda

= 10 + (÷ 2) + **CHA**

Poziom **9** Rozpoczyna lub zmienia występy bardów jako akcja ruchu zamiast akcji standardowej.

WYSTĘPY

KONTRAPIEŚŃ

Niweluje magiczne efekty oparte na dźwięku.
Sprzymierzeńcy w zasięgu 9m

ROZPROSZENIE

Niweluje magiczne efekty oparte na wzroku.
Sprzymierzeńcy w zasięgu 9m rzucają na Występy zamiast normalnych rzutów obronnych.

FASCYNACJA

PEŁNA UWAGA

Poziom
Barda

= ÷ 3 (Zaokrąglane w górę)

INSPIROWANIE ODWAGI

+ Premia przeciwko urokom i efektom przymusu
Premia do ataku i testów obrażeń

INSPIROWANIE BIEGŁOŚCI

Poziom **5** +

INSPIRE MOVE ACTION

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

SUGESTIA

Poziom **8** Sugeruje akcję jednej zafascynowanej istocie

INSPIRE STANDARD ACTION

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

LAMENT ZAGŁADY

Poziom **10** Wywołuje wstrząs u wrogów w zasięgu 9m

WIEDZA BARDÓW

**WIEDZA
PREMIA**

Chronicler
Level

Inne

= (÷ 2) +

Stacks with bard levels
Zastosuj tą premię do wszystkich umiejętności Wiedzy
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

sz = × 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

Poziom **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

Poziom **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**

Poziom

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

dni =

**BONUS
CZAS TRWANIA** = Performance rounds spent ÷ 2

Poziom **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

Poziom **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.

WOLA ST Rz. Obr.

**ANIMOSITY
DURATION** Chronicler Level

= 12 + **CHA**

dni =

CALL DOWN THE LEGENDS

Poziom **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

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

This week ☐

WOLA ST Rz. Obr.

= 15 + **CHA**

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