

# 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 **EFFECTIVE  
BARD LEVEL**

3

Livello  
da Bardo

Chronicler  
Level

=

+

- 2

**DURATA  
AL GIORNO**

Livello  
da Bardo

Varie

rd

=

2 +

(

$\times 2$

) +

**CAR**

+

Round  
Oggi

☐

☐

☐

☐

☐

☐

☐

☐

**VOLONTÀ CD SALVEZZA** Livello da Bardo

=

10 +

(

$\div 2$

) +

**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

=

$\div 3$

(per eccesso)

### ISPIRARE CORAGGIO

+

Bonus contro ammaliamento e compulsione  
Bonus a tiri di attacco e danni

### ISPIRARE COMPETENZA

5

+

### INSPIRE MOVE ACTION

6

Grant one ally an immediate extra move action

### SUGGERIZIONE

8

Impone una suggestione ad una creatura già affascinata

### INSPIRE STANDARD ACTION

9

Grant one ally an immediate extra standard action

### ISPIRARE TERRORE

10

Rende scossi i nemici entro 9 m.

## CONOSCENZE BARDICHE

**CONOSCENZA  
BONUS**

Chronicler  
Level

Varie

Stacks with bard levels  
Applicare questo bonus a tutte le Conoscenze  
Chroniclers can use all knowledge skills untrained

=

(

$\div 2$

) +

\_\_\_\_\_

## 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

mo

=

\_\_\_\_\_

$\times$

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  $\times 2$

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

**POTENT  
FOR**

Chronicler  
Level

giorni

=

\_\_\_\_\_

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

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**

**ANIMOSITY  
DURATION** Chronicler Level

=

12 +

**CAR**

\_\_\_\_\_

giorni

=

\_\_\_\_\_

## 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**

\_\_\_\_\_

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