

PATHFINDER CHRONICLER

CLASSE DE PRESTIGE

Pathfinder
Chronicler
Level

Barde
Niveau

PERFORMANCE DE BARDE

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

PERFORMANCE DE BARDE

Niveau

**EFFECTIVE
BARD LEVEL**

Barde
Niveau

Chronicler
Level

3

=

+

-

2

**DUREE
PAR JOUR**

Barde
Niveau

Divers

trs

=

2 +

(

$\times 2$

) +

CHA

+

Tours
Aujourd'hui

VOLONTE JET DE SAUVEGARDE

Niveau de barde

=

10 +

(

$\div 2$

) +

CHA

Niveau

9

Activer ou changer de représentation bardique par une action à la place d'une action simple.

PERFORMANCES

CONTRE-CHANT

Contre les effets magiques qui dépendent du son.

Les alliés dans les 9m utilisent votre jet de Performance comme jet de sauvegarde.

DISTRACTION

Contre les effets magiques qui dépendent de la vue.

Les alliés présents dans les 9m utilisent votre jet de performance à la place d'un jet de sauvegarde.

FASCINER

AUDIENCE MAX

Barde
Niveau

=

$\div 3$

(arrondi au supérieur)

INSPIRER LE COURAGE

+ Bonus contre les effets de charme et de compulsion
Bonus à l'attaque et aux dommages

INSPIRATION TALENTUEUSE

Niveau

5

Niveau

6

INSPIRE MOVE ACTION
Offre immédiatement une action de mouvement supplémentaire à un allié.

Niveau

8

SUGGESTION
Suggère une action à une créature fascinée

Niveau

9

INSPIRE STANDARD ACTION
Grant one ally an immediate extra standard action

Niveau

10

CHANT FUNESTE
Les ennemis dans un rayon de 9m sont secoués

SAVOIR BARDIQUE

**CONNAISSANCE
BONUS**

Chronicler
Level

Divers

Stacks with bard levels

Appliquer ce bonus à toutes les compétences de connaissances

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

po

=

\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

Niveau

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

Niveau

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**

Niveau

4

1 heure

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

jours

=

**BONUS
DURATION**

Performance
rounds spent

$\div 2$

Niveau

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

Dénoncer un ennemi pour le rendre secoué, infligeant -2 aux jets d'attaque, jets de sauvegarde et aux tests de compétence.

ENTHRALL

Niveau

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.

VOLONTE JET DE SAUVEGARDE

**ANIMOSITY
DURATION**

Chronicler
Level

=

12 +

CHA

=

CALL DOWN THE LEGENDS

Niveau

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

Niveau

10

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

This
week



VOLONTE JET DE SAUVEGARDE

=

15 +

CHA

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