

PATHFINDER CHRONICLER

PRESTIGE CLASS

Pathfinder
Chronicler
Level

Bard
Level

BARDIC PERFORMANCE

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

BARDIC PERFORMANCE

Level **EFFECTIVE** Bard Chronicler
BARD LEVEL Level Level
3 = + - 2

DURATION Bard Misc
PER DAY Level

rds = 2 + (× 2) + **CHA** +

Rounds ☐☐☐☐☐☐☐☐
Today ☐☐☐☐☐☐☐☐

WILL SAVE DC Bard Level

= 10 + (÷ 2) + **CHA**

Level **9** Begin or switch a bardic performance as a move action, rather than as a standard action.

PERFORMANCES

COUNTERSONG

Counter magical effects that depend on sound.
Allies within 30ft use Performance roll in place of a saving throw

DISTRACTION

Counter magical effects that depend on sight.
Allies within 30ft use Performance roll in place of a saving throw

FASCINATE Bard
MAX AUDIENCE Level

= ÷ 3 (Round up)

INSPIRE COURAGE

+ Bonus against charm and compulsion effects
Bonus to attack and damage rolls

Level **INSPIRE COMPETENCE**

5 +

Level **INSPIRE MOVE ACTION**

6 Grant one ally an immediate extra move action

Level **SUGGESTION**

8 Suggest actions to one already fascinated creature

Level **INSPIRE STANDARD ACTION**

9 Grant one ally an immediate extra standard action

Level **DIRGE OF DOOM**

10 Cause enemies within 30ft to become shaken

BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Chronicler
Level

Misc

= (÷ 2) +

Stacks with bard levels
Apply this bonus to all knowledge skills
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

gp = × 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

Level +5 to Survival checks to avoid becoming lost, and Intelligence checks to escape a maze spell.

2 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

Level **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

Level

4 1 hour

PERFORMANCE = Epic tale
ROUNDS USED = duration × 2

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

POTENT Chronicler
FOR Level

days =

BONUS = Performance
DURATION = rounds spent ÷ 2

Level **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

Level **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.

WILL SAVE DC

= 12 + **CHA**

ANIMOSITY Chronicler
DURATION Level

days =

CALL DOWN THE LEGENDS

Level **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

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

This week ☐

WILL SAVE DC

= 15 + **CHA**

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