

PATHFINDER CHRONICLER

Престиж-класс

Pathfinder
Chronicler
Level

Уровень
Барда

ВЫСТУПЛЕНИЯ БАРДА

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

ВЫСТУПЛЕНИЯ БАРДА

EFFECTIVE
BARD LEVEL

Уровень
Барда

Chronicler
Level

3

=

+

- 2

ДЛИТЕЛЬНОСТЬ
В ДЕНЬ

Уровень
Барда

Прочее

рнд

= 2 + (

× 2)

+ XAP +

Раундов
Сегодня

☐☐☐☐☐☐

☐☐☐☐☐☐

☐☐☐☐☐☐

ВОЛИ КС СПАСА

Уровень Барда

= 10 + (

÷ 2)

+ XAP

Уровень Начать или сменить выступление барда действием движением вместо стандартного действия

9

ВЫСТУПЛЕНИЯ

ОТВЕТНАЯ ПЕСНЯ

Противостояние магическим эффектам, основанным на зрении. Союзники в 30фт применяют бросок Выступления вместо своего спас

ОТВЛЕЧЕНИЕ

Противостояние магическим эффектам, основанным на зрении. Союзники в 30фт применяют бросок Выступления вместо своего спас

ОЧАРОВАНИЕ

МАКС. ЗРИТЕЛЕЙ

Уровень
Барда

=

÷ 3

(Округлять вверх)

ВООДУШЕВЛЕНИЕ

+

Бонус против эффектов очарования и принуждения
Бонус к броскам атаки и урона

ВДОХНОВЕНИЕ

5

INSPIRE MOVE ACTION

6 Grant one ally an immediate extra move action

ВНУШЕНИЕ

8 Использовать против одного уже очарованного ранее врага

INSPIRE STANDARD ACTION

9 Grant one ally an immediate extra standard action

ПАНИХИДА ПОГИБЕЛИ

10 Вызывает потрясение у врагов в радиусе 30фт

ЗНАНИЕ БАРДА

БОНУС
ЗНАНИЯ

Chronicler
Level

Прочее

Stacks with bard levels

Применять бонус ко всем навыкам знаний

Chroniclers can use all knowledge skills untrained

=

(

÷ 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

ЗМ

=

×

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

Уровень +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

Уровень

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

Уровень

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

дней

=

BONUS
DURATION

Performance
rounds spent

÷

2

Уровень An epic tale read aloud takes effect as if the author had used a bardic performance.

8

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

Уровень Denounce a target to an audience, as the enthrall spell. Those who fail their will save become one step more hostile to the target.

5

ВОЛИ КС СПАСА

=

12 +

XAP

ANIMOSITY
DURATION

Chronicler
Level

дней

=

CALL DOWN THE LEGENDS

Уровень

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

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

10

ВОЛИ КС СПАСА

=

15 +

XAP

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

This
week

☐