PATHF	INDER
CHRON	IICLER

BARDIC PERFORMANCE

Bardic Knowledge

Live to tell the tale

Bardic performance

Whispering campaign

Inspire action (move)

Call down the legends

Inspire action (standard)

Lay of the exalted dead

Greater epic tales

Deep pockets

Master scribe

Pathfinding

Improved aid

Epic tales

Pathfinder	7	
Chronicler	1	
Level	i	
Dard	7	

Level

PRESTIGE CLASS

Pathfinder

Chronicler

Level

1

2

3

4

5

6

7

8

9

10

П

П

Pathfinder Chronicler Level	1	
Bard	Ţ	

, , , , , , , , , , , , , , , , , , ,	7
	As
	Th
	GI CA
	Sp
	+4
	7
	Ad
	inv
	Ма
	_
	L
	_
	×

×	BARDI	C PERE	FORMANO	CE	*
Level	EFFECTIVE BARD LEVEL	Bard Level	Chronicler Level		
3	=		+	2	
DUR. PER	ATION DAY	Bard Level			Misc
	rds = 2 + (× 2)+ C	HA+	
	unds				
WILI	L SAVE DC	Bard	Level		

Level Begin or switch a bardic performance as a move action, 9 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

INSPIRE COMPETENCE Level

5

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.

DIRGE OF DOOM

10 Cause enemies within 30ft to become shaken

RARI			

NOWLEDGE ONUS	Chronicler Level		Misc	Stacks with bard levels
=	· · ·	2)+		Apply this bonus to all knowledge skills Chroniclers can use all knowledge skills untrained

DEEP POCKETS

a full-round action, produce any reasonable item (up to 10lb) and deduct its cost.

e gear must be replenished by spending money and time in a suitable location.

Chronicler EAR APACITY Level

> × 100 qp gp

Gear value

end 1 hour packing your gear each day to gain +4 to strength to determine your light encumberance

to Sleight of Hand checks to conceal small objects on your person.

MASTER SCRIBE

d your Pathfinder Chronicler levels to Linguistics and Profession (scribe) skills, and Use Magic Device checks olving scrolls or other written magical items.

ke Linguistics checks as a full-round action. Can always take 10 on Linguistics and Profession (scribe) checks.

PATHFINDING

+5 to Survival checks to avoid becoming lost, and Intelligence checks to escape a mazespell. evel

All travel is treated as if on a "road or trail" even when in trackless terrain. 2 Extend this benefit to one companion per level with a DC 15 Surival check.

IMPROVED AID

When aiding another, grant +4 bonus rather than +2 3

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

Level

4 1 hour PERFORMANCE Epic tale × 2 ROUNDS USED duration

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

POTENT Chronicler Level

days

BONUS Performance = ÷ 2 **DURATION** rounds spent

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

Level Denounce a target to an audience, as the entrall spell. Those who fail their Will save become one

5 step more hostile to the target. WILL SAVE DC

ANIMOSITY Chronicler DURATION Level

= **12** + CHA

days

CALL DOWN THE LEGENDS

CALL DOWN THE LEGENDS Level

Once a week as a full-round action, summon 2d4 level 4 barbarians. 7 They are constructs who serve you with absolute loyalty.

This week

LAY OF THE EXALTED DEAD

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

This week

Level WILL SAVE DC 10

= 15 + CHA

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