

PATHFINDER CHRONICLER

PRESTIGEKLASSE

Pathfinder
Chronicler
Level

Barden-
stufe

BARDENAUFTRITT

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

BARDENAUFTRITT

Stufe **EFFECTIVE** Barden- Chronicler
3 **BARD LEVEL** stufe Level
 = + - 2

DAUER
PRO TAG

Barden-
stufe

Sonstiges

Runden

= 2 + (× 2) + **CH** +

Runden
Heute

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WILLEN RETTUNGSWURF (SG) Bardenstufe

= 10 + (÷ 2) + **CH**

Stufe **9** Starte oder wechsele einen Bardenauftritt als Bewegungsaktion anstelle einer Standard-Aktion

AUFTRITTE

BANNLIED

Bannt auf Klang basierende, magische Effekte.

Kreaturen innerhalb von 9m nutzen den Fertigkeitswurf (Auftreten) des Bardens als Rettungswurf

ABLENKUNG

Bannt auf Sicht basierende magische Effekte. Kreaturen innerhalb von 9m nutzen den Auftrittswurf des Bardens als RW.

FASZINIEREN Barden-
ANZ. KREATUREN stufe

= ÷ 3 (aufrunden)

LIED DES MUTES

+ Bonus auf RW gegen Bezaubern und Furcht
Bonus auf Angriffs- und Waffen-Schadenswürfe

Stufe **LIED DES ERFOLGS**

5 +

Stufe **INSPIRE MOVE ACTION**

6 Grant one ally an immediate extra move action

Stufe **EINFLÜSTERUNG**

8 Einem bereits faszinierten Ziel eine Handlung vorschlagen

Stufe **INSPIRE STANDARD ACTION**

9 Grant one ally an immediate extra standard action

Stufe **KLAGELIED**

10 Erschüttert Gegner in 9m Reichweite

BARDENWISSEN

WISSEN
BONUS

Chronicler
Level

Sonstiges

Stacks with bard levels

Diesen Bonus auf alle Wissensfertigkeiten anwenden

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

GM

= × 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

Stufe

+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

Stufe

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
TIME

Stufe

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

Tage

=

BONUS
DAUER = Performance rounds spent ÷ 2

Stufe

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

Stufe 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

WILLEN RETTUNGSWURF (SG)

= 12 + **CH**

ANIMOSITY
DURATION Chronicler Level

Tage

=

CALL DOWN THE LEGENDS

Stufe

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 ☐

7

LAY OF THE EXALTED DEAD

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

This week ☐

Stufe

10 **WILLEN RETTUNGSWURF (SG)**

= 15 + **CH**

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