<b>PATHFINDER</b>	2
CHRONICLER	2

stufe

Pathfinder	7
Chronicler	1
Level	i
Barden-	ī

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<b>X</b>	BARDENAUFTRITT *	
Pathfinder Chronicler Level <b>1</b>	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	BARD LEVEL	stufe	Level	
3	=	+	- 2	
DAUI	ER	Barden-		

Sonst. Mod. PER DAY stufe Runder

Runden Heute

WILLEN RETTUNGS Bardenstufe



Stufe Starte oder wechsel einen Bardenauftritt als Bewegungsaktion 9

## **AUFTRITTE**

## **BANNLIED**

Bannt auf Klang basierende, magische Effekte.

## ABLENKUNG

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

**FASZINIEREN** Barden-

MAX. PUBLIKUM stufe

÷ 3

(aufrunden)

LIED DES MUTES

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

**LIED DES ERFOLGS** Stufe

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**

WISSENS- BONUS		Level				Sonst.	Мо
	= (		•	2	)	+	

Stacks with bard levels Diesen Bonus auf alle Wissensfertigkeiten anwenden 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.

Chronicler **CAPACITY** Level

**×** 100 gp Gear value GM

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

+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

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

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**

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

Stufe

PERFORMANCE Epic tale 4 1 hour duration

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

POTENT Chronicler Level FOR

BONUS Performance = ÷ 2 Tage DAUER rounds spent

Stufe 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**

Kreaturen innerhalb von 9m nutzen den Fertigkeitswurf (Auftreten) des Balden Asmethorgs warget to an audience, as the entrall spell. Those who fail their will save become one

step more hostile to the target. WILLEN RETTUNGS SG

= 12 +

Chronicler ANIMOSITY DURATION Level Tage

This

week

This

week

× 2

# CALL DOWN THE LEGENDS

CALL DOWN THE LEGENDS Stufe

Once a week as a full-round action, summon 2d4 level 4 barbarians 7

They are constructs who serve you with absolute loyalty.

LAY OF THE EXALTED DEAD

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

WILLEN RETTUNGS SG 10

= 15 + CH

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