

# 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

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**

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.