

# PATHFINDER CHRONICLER

## PRESTIGE CLASS

Pathfinder  
Chronicler  
Level

Livello  
Bardo

### ESIBIZIONE BARDICA

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

### ESIBIZIONE BARDICA

Livello **EFFECTIVE  
BARD LEVEL**

**3**

=

Livello  
Bardo

+

Chronicler  
Level

- 2

**DURATA**

Livello  
Bardo

Varie

**PER DAY**

r

=

2 +

(

× 2

) +

CAR +

Round

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**VOLONTÀ**

CD

SALVEZZA

Livello da Bardo

**3**

=

10 +

(

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) +

CAR

Livello **9**

Inizia o cambia un esibizione bardica come azione di movim., invece che come azione standard

### ESIBIZIONI

#### CONTROCANTO

Contrasta effetti magici che dipendono dal suono. Gli alleati entro 9 m usano la prova di Esibizione al posto di un TS

#### DISTRAZIONE

Contrasta gli effetti magici che dipendono dalla vista. Gli Alleati entro 9 m usano una prova di Esibizione al posto di un TS

**AFFASCINARE  
PUBBLICO MAX**

Livello  
Bardo

=

÷ 3

(Arrotond.per eccesso)

#### ISPIRARE CORAGGIO

+

Bonus contro charme e compulsione

Bonus a tiri di attacco e danni

Livello **5**

**ISPIRARE COMPETENZA**

+

Livello **6**

**INSPIRE MOVE ACTION**

Grant one ally an immediate extra move action

Livello **8**

**SUGGERIZIONE**

Impone una suggestione ad una creatura già affascinata

Livello **9**

**INSPIRE STANDARD ACTION**

Grant one ally an immediate extra standard action

Livello **10**

**ISPIRARE TERRORE**

Rende scossi i nemici entro 9 m.

### CONOSCENZE BARDICHE

**CONOSCENZA  
BONUS**

Chronicler  
Level

Varie

Stacks with bard levels

Applicare questo bonus a tutte le Conoscenze

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

mo

=

× 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

Livello **2**

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

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

Livello **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**

Livello **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

giorni

=

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**BONUS  
DURATION**

Performance  
rounds spent

÷ 2

Livello **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**

Livello **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.

**VOLONTÀ** CD SALVEZZA

= 12 +

CAR

**ANIMOSITY  
DURATION**

Chronicler  
Level

giorni

=

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### CALL DOWN THE LEGENDS

Livello **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**

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

This week



Livello **10**

**VOLONTÀ** CD SALVEZZA

= 15 +

CAR

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