

# PATHFINDER CHRONICLER

CLASE DE PRESTIGIO

Pathfinder  
Chronicler  
Level

Nivel  
Bardo

## INTERPRETACIÓN DE BARDO

Pathfinder  
Chronicler  
Level

☐

Bardic Knowledge  
Deep pockets  
Master scribe

1

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

## INTERPRETACIÓN DE BARDO

Nivel

EFFECTIVE  
BARD LEVEL

Nivel  
Bardo

Chronicler  
Level

3

=

+

- 2

DURACIÓN  
PER DAY

Nivel  
Bardo

Misc

turnos

= 2 + (

×

2)

+ CAR +

Turnos  
Hoy

☐☐☐☐

☐☐☐☐

☐☐☐☐

CD SALV VOL

Nivel de Bardo

= 10 + (

÷

2)

+ CAR

Nivel

Empieza o cambia una canción de bardo como acción de movimiento, en vez de una acción estándar.

## INTERPRETACIONES

### CONTRAODA

Contrarresta efectos mágicos que dependan del sonido.

Aliados a 30' usan la tirada de Interpretar en lugar de una tirada de salvación.

### DISTRACCIÓN

Contrarresta efectos mágicos que dependan de la vista.

Aliados a 30' usan la tirada de Interpretar en lugar de una tirada de salvación.

### FASCINAR

MAX AUDIENCE

Nivel  
Bardo

=

÷ 3

(Redondear arriba)

### INFUNDIR VALOR

+

Bon contra efectos de encantamiento y compulsión

Bon a tiradas de ataque y daño

Nivel

### INFUNDIR GRAN APTITUD

5

Nivel

### INSPIRE MOVE ACTION

6

Grant one ally an immediate extra move action

Nivel

### SUGESTIÓN

8

Sugiere acciones a una criatura ya fascinada

Nivel

### INSPIRE STANDARD ACTION

9

Grant one ally an immediate extra standard action

Nivel

### ENDECHA DE PERDICIÓN

10

Causa que enemigos a 30' queden estremecidos

## CONOCIMIENTO DE BARDO

SABER  
BONUS

Chronicler  
Level

Misc

Stacks with bard levels

Aplica este bon a todas las habilidades de Saber

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

po

=

×

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

Nivel

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

Nivel

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

Nivel

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

días

=

BONUS  
DURATION

Performance  
rounds spent

÷ 2

Nivel

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

Denounce a target to an audience, as the enthrall spell. Those who fail their will save become one step more hostile to the target.

Nivel

5

CD SALV VOL

= 12 +

CAR

ANIMOSITY  
DURATION

Chronicler  
Level

días

=

## CALL DOWN THE LEGENDS

Nivel

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

☐

Nivel

10

CD SALV VOL

= 15 +

CAR

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