PATHFINDER)
CHRONICLER)

CLASSE DE PRESTIGE

Pathfinder Chronicler	7
Level	1

Pathfinder Chronicler Level	ī
Barde Niveau	ī
BARDE	,

×]	PER	FORMANCE DE BARDE 🗾 🖊
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

*	PERFOR	MAN	CE DE BA	ARDE	# (
Niveau	EFFECTIVE BARD LEVEL	Barde Niveau	Chronicle Level	er	
3	=		+	- 2	
DURE PER I		Barde Niveau			Divers
	trs = 2 + (× 2)+	CHA+	
To Aujourd	ours				
VOLO	NTE JET DE SA	UWivea	Pde barde		

Niveau Activer ou changer de représentation bardique par une action à la place d'une action simple. 9

PERFORMANCES

CONTRE-CHANT

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 MAX AUDIENCE	Barde Niveau		
=		÷ 3	(arrondi au supérieur)
INSPIRE COURAG	GE		
Bor	nus against	charm a	nd compulsion effects

Bonus à l'attaque et aux dommages

INSPIRE COMPETENCE

Niveau 5

Niveau INSPIRE MOVE ACTION

6 Grant one ally an immediate extra move action

Niveau SUGGESTION

8 Suggest actions to one already fascinated creature

Niveau INSPIRE STANDARD ACTION

9 Grant one ally an immediate extra standard action

Niveau **DIRGE OF DOOM**

10 Cause enemies within 30ft to become shaken

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KNOWLEDGE BONUS	Chronicler Level			Divers
= (2)	+	

Chronicler

Stacks with bard levels Appliquer ce bonus à toutes les compétences de connaissances

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.

CAPACITY Level **×** 100 gp Gear value ро

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. Niveau

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

Niveau

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

Niveau

PERFORMANCE Epic tale 1 hour × 2 ROUNDS USED duration

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

POTENT Chronicler Level BONUS Performance = ÷ 2 jours **DURATION** rounds spent

Niveau 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

Niveau Denounce a target to an audience, as the entrall spell. Those who fail their will save become one

5 step more hostile to the target. ANIMOSITY Chronicler **VOLONTE JET DE SAUVEGARDE** DURATION = 12 + CHA iours

CALL DOWN THE LEGENDS

CALL DOWN THE LEGENDS Niveau

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. Niveau

This week

Level

This

week

VOLONTE IET DE SAUVEGARDE 10

Foes facing the spectral warriors must make a will save = 15 + CHA or be shaken for one round per barbarian.