PATHFINDE	R
CHRONICLE	R

Pathfinder Chronicler Level

Bardenstufe

PRESTIGE CLASS

*	BARDENAUFTRITT *
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
	BARDENAUFTRITT

EFFECTIVE Barden-Chronicler stufe Level **BARD LEVEL** Stufe 3 - 2 **DAUER** Barden-Sonstiges stufe PER DAY Runder

Heute WILLEN RETTUNGS SG Bardenstufe

= ;	10	+ (_	_		_	_	•	2)	+	_	C	H	

Stufe Starte oder wechsel einen Bardenauftritt als Bewegungsaktion 9

AUFTRITTE

BANNLIED

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

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 Waffenschadenswürfe

LIED DES ERFOLGS Stufe

5

Stufe INSPIRE MOVE ACTION

6 Grant one ally an immediate extra move action

Stufe EINFLÜSTERUNG

8 Einem bereits faszinierten Gegner ene Handlung vorschlagen

Stufe INSPIRE STANDARD ACTION

9 Grant one ally an immediate extra standard action

KLAGELIED

10 Erschüttert Gegner in 9m Reichweite

		22T/	

WISSENS- BONUS	Chronicler Level	Sonstiges
	= (÷ 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 1 hour 4 × 2 ROUNDS USED duration

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

POTENT Chronicler Level FOR BONUS Performance = Tage DURATION 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

Stufe 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.

WILLEN RETTUNGS SG = 12 +

Chronicler ANIMOSITY DURATION Level Tage

÷ 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.

This week

LAY OF THE EXALTED DEAD

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

This week

WILLEN RETTUNGS SG 10

Stufe

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