

# PATHFINDER CHRONICLER

## PRESTIGE CLASS

Pathfinder  
Chronicler  
Level

Livello  
da 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  
da Bardo

Chronicler  
Level

=

+

- 2

**DURATA  
PER DAY**

Livello  
da Bardo

Varie

$$\boxed{\phantom{00}}_r = 2 + (\phantom{00} \times 2) + \text{CAR} +$$

Round oggi ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**VOLONTÀ CD SALVEZZA** Livello da Bardo

$$\boxed{\phantom{00}} = 10 + (\phantom{00} \div 2) + \text{CAR}$$

Livello **9** Inizia o cambia un'esibizione bardica come azione di movimento 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  
da Bardo

$$\boxed{\phantom{00}} = \phantom{00} \div 3 \quad (\text{per eccesso})$$

#### ISPIRARE CORAGGIO

+

Bonus contro charme e compulsione  
Bonus a tiri di attacco e danni

Livello **ISPIRARE COMPETENZA**

**5**

+

Livello **INSPIRE MOVE ACTION**

**6**

Grant one ally an immediate extra move action

Livello **SUGGERIZIONE**

**8**

Impone una suggestione ad una creatura già affascinata

Livello **INSPIRE STANDARD ACTION**

**9**

Grant one ally an immediate extra standard action

Livello **ISPIRARE TERRORE**

**10**

Infligge status scosso a nemici entro 9mt

### 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

$$\boxed{\phantom{00}} = (\phantom{00} \div 2) +$$

### 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

$$\boxed{\phantom{00}}_{mo} = \phantom{00} \times 100 \text{ gp}$$

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  $\times 2$

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

**POTENT  
FOR**

Chronicler  
Level

$$\boxed{\phantom{00}}_{\text{giorni}} =$$

**BONUS  
DURATION** = Performance rounds spent  $\div 2$

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**

$$\boxed{\phantom{00}} = 12 + \text{CAR}$$

**ANIMOSITY  
DURATION** Chronicler Level

$$\boxed{\phantom{00}}_{\text{giorni}} =$$

### 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

Livello

**10**

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

This week ☐

**VOLONTÀ CD SALVEZZA**

$$\boxed{\phantom{00}} = 15 + \text{CAR}$$

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