PATHE	INDER
CHRON	ICLER

Pathfinder Chronicler Level

Bard Level

PRESTIGE CLASS

1	BA	RDIC PERFORMANCE
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

*	BAR	RDIC PEF	RFORM	ANCE	<u>, </u>
Level	EFFECTIVE BARD LEVE		Chroni Leve		
3]=	+	- 2	
ДЛИТ В ДЕН	ЕЛЬНОСТЬ	Bard Level			Misc
	rds = 2	+(× 2)	+ CHA	+
	unds 🔲 🗆 🗆 oday 🗆 🗆 🗆				
WILI	L SAVE DC	Ва	rd Level		
	= 1	o + (*	2)+(CHA

Level Begin or switch a bardic performance as a move action, rather than as a standard action. 9

PERFORMANCES

COUNTERSONG

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 Bard

MAX AUDIENCE Level

÷ 3

(Round up)

INSPIRE COURAGE

Bonus against charm and compulsion effects + Bonus to attack and damage rolls

INSPIRE COMPETENCE Level

5

INSPIRE MOVE ACTION

6 Grant one ally an immediate extra move action

Level SUGGESTION

8 Suggest actions to one already fascinated creature

Level INSPIRE STANDARD ACTION

9 Grant one ally an immediate extra standard action

DIRGE OF DOOM

10 Cause enemies within 30ft to become shaken

RAR'			

KNOWLEDGE BONUS	Chronicler Level		Misc
= (÷ 2) +	

Chronicler

Stacks with bard levels Apply this bonus to all knowledge skills 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 gp

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. Level

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

Level

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

Level PERFORMANCE Epic tale × 2 1 hour 4 ROUNDS USED duration

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

POTENT Chronicler Level

BONUS Performance = ÷2 days DURATION rounds spent

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

Level 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 WILL SAVE DC DURATION Level = 12 + CHA days

CALL DOWN THE LEGENDS

CALL DOWN THE LEGENDS Level

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

Level WILL SAVE DC 10

= 15 + CHA

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