

# PATHFINDER CHRONICLER

## PRESTIGE CLASS

Pathfinder  
Chronicler  
Level

Nível de  
Bardo

### PERFORMANCE DE BARDO

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

### PERFORMANCE DE BARDO

Nível

**EFFECTIVE  
BARD LEVEL**

Nível de  
Bardo

Chronicler  
Level

**3**

=

+

- 2

**DURAÇÃO  
POR DIA**

Nível de  
Bardo

Outros

rds = **2 +** (  **× 2** ) + **CAR** +

Rodadas  
Hoje

☐☐☐☐  
☐☐☐☐

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☐☐☐☐

**VONTADE RESISTÊNCIA CD**

Nível de Bardo

= **10 +** (  **÷ 2** ) + **CAR**

Nível  
**9**

Começar ou trocar uma performance de bardo como uma ação padrão ao invés de ação padrão.

### PERFORMANCES

#### COUNTERSONG

Counter magical effects that depend on sound.

Allies within 30ft use Performance roll in place of a saving throw

#### DISTRAÇÃO

Contra efeitos mágicos que dependem da visão.

Aliados com 10m usam rolar Performance no lugar de resistências

#### FASCINAR

Nível de  
Bardo

=  **÷ 3** (Arredonda para Cima)

#### INSPIRE COURAGE

+

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

#### INSPIRE COMPETENCE

Nível

**5**

+

#### INSPIRE MOVE ACTION

Nível  
**6**

Grant one ally an immediate extra move action

#### SUGGESTION

Nível  
**8**

Suggest actions to one already fascinated creature

#### INSPIRE STANDARD ACTION

Nível  
**9**

Grant one ally an immediate extra standard action

#### DIRGE OF DOOM

Nível  
**10**

Cause enemies within 30ft to become shaken

### BARDIC KNOWLEDGE

**KNOWLEDGE  
BONUS**

Chronicler  
Level

Outros

Stacks with bard levels

Apply this bonus to all knowledge skills

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

gp =  × 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

Nível

**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

Nível

**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**

Nível

**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

days =

**BONUS  
DURATION**

Performance  
rounds spent

÷ 2

Nível  
**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

Nível  
**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.

**VONTADE RESISTÊNCIA CD**

= **12 + CAR**

**ANIMOSITY  
DURATION**

Chronicler  
Level

days =

### CALL DOWN THE LEGENDS

Nível  
**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

Nível  
**10**

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

This  
week



**VONTADE RESISTÊNCIA CD**

= **15 + CAR**

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