

PATHFINDER CHRONICLER

PRESTIGE CLASS

Pathfinder
Chronicler
Level

Уровень
Барда

BARDIC 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

BARDIC PERFORMANCE

**EFFECTIVE
BARD LEVEL**

Уровень
Барда

Chronicler
Level

3

=

+

- 2

ДЛИТЕЛЬНОСТЬ
в ДЕНЬ

Уровень
Барда

Прочее

rds

=

2 +

(

) × 2

+

CHA

+

Rounds
Today

☐

☐

☐

☐

☐

☐

☐

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☐

WILL SAVE DC

Уровень барда

=

10 +

(

) ÷ 2

+

CHA

+

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

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

Уровень

MAX AUDIENCE

Барда

=

÷ 3

(Округлять вверх)

INSPIRE COURAGE

+

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

INSPIRE COMPETENCE

5

+

INSPIRE MOVE ACTION

6

Grant one ally an immediate extra move action

SUGGESTION

8

Suggest actions to one already fascinated creature

INSPIRE STANDARD ACTION

9

Grant one ally an immediate extra standard action

DIRGE OF DOOM

10

Cause enemies within 30ft to become shaken

BARDIC KNOWLEDGE

**KNOWLEDGE
BONUS**

Chronicler
Level

Прочее

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

Уровень **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

Уровень **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**

Уровень **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

Уровень **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

Уровень **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.

WILL SAVE DC

=

12 +

CHA

**ANIMOSITY
DURATION**

Chronicler
Level

days

=

CALL DOWN THE LEGENDS

Уровень **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

Уровень **10** Once a week as a full-round action, summon 1d4+1 level 5 incorporeal barbarians.

This week

☐

WILL SAVE DC

=

15 +

CHA

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