PATHFINDER	2
CHRONICLER	

WYSTEPY BARDA

Bardic Knowledge

Live to tell the tale

Bardic performance

Whispering campaign

Inspire action (move)

Call down the legends

Inspire action (standard)

Lay of the exalted dead

Poziom

Barda

Poziom

Barda

WYSTĘPY BARDA

Chronicler

Level

- 2

Greater epic tales

Deep pockets

Master scribe

Pathfinding

Improved aid

Epic tales

KLASA PRESTIŻOWA

Pathfinder

Chronicler

Level

1

2

3

4

5

6

7

8

9

10

3

П

П

EFFECTIVE

Poziom BARD LEVEL

CZAS TRWANIA

NA DZIEŃ

Dziś

WOLA SAVE DC

Pathfinder Chronicler	ī
Level	1

Barda

Pathfinder	7	
Chronicler	1	
Level	İ	-
Doziom	ī	-

						1	
						1	
						1	
						1	
						1	77/1
-	-	-	-	-	-	-	AA T
							DO
_	_	_		_	_	-	BU
						1	
						1	
						1	

WIEDZA BONUS	Chron Lev		Inne
] = (÷ 2)	+
``			DEEP
As a full-roun	d action, prod	uce any reasona	able item (up

Stacks with bard levels Zastosuj tą premię do wszystkich umiejętności Wiedzy

Chroniclers can use all knowledge skills untrained

Gear value

POCKETS

WIEDZA BARDÓW

to 10lb) and deduct its cost. The gear must be replenished by spending money and time in a suitable location.

Chronicler **CAPACITY** Level

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.

× 100 gp

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. Poziom

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

Poziom

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

Poziom

Inne

1 hour 4

SZ

PERFORMANCE Epic tale × 2 duration

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

POTENT Chronicler Level FOR

dni

BONUS Performance = **CZAS TRWANIA**

÷2 rounds spent

Poziom 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

WYSTEPY

Poziom Rozpoczyna lub zmienia występy bardów jako akcja ruchu

Poziom Barda

KONTRAPIEŚŃ

9

Niweluje magiczne efekty oparte na dźwięku.

zamiast akcii standardowei

Sprzymierzeńcy w zasięgu 9m

ROZPROSZENIE Niweluje magiczne efekty oparte na wzroku.

Sprzymierzeńcy w zasięgu 9m rzucają na Występy zamiast normalnych rzutów

WHISPERING CAMPAIGN

DOOM

ENTHRALL

Denounce a foe to make them shaken, inflicting -2 to attack rolls, saving throws, skill and ability checks.

Poziom 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.

WOLA SAVE DC obronnych.

DURATION Level dni

ANIMOSITY

FASCYNACIA Poziom PEŁNA UWAGA Barda

÷ 3

(Zaokrąglane w górę)

Poziom

Once a week as a full-round action, summon 2d4 level 4 barbarians 7

This week

INSPIROWANIE ODWAGI

Premia przeciwko urokom i efektom przymusu Premia do ataku i testów obrażeń

LAY OF THE EXALTED DEAD

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

week

Chronicler

INSPIROWANIE BIEGŁOŚĆI Poziom

5

Poziom INSPIRE MOVE ACTION

6 Grant one ally an immediate extra move action

Poziom SUGESTIA

8 Sugeruje akcję jednej zafascynowanej istocie

Poziom INSPIRE STANDARD ACTION

9 Grant one ally an immediate extra standard action

Poziom LAMENT ZAGŁADY

10 Wywołuje wstrząs u wrogów w zasięgu 9m

CALL DOWN THE LEGENDS

CALL DOWN THE LEGENDS

They are constructs who serve you with absolute loyalty.

This

Poziom

WOLA SAVE DC

10

= 15 + CHA

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