

# PATHFINDER CHRONICLER

## PRESTIGEKLASSE

Pathfinder  
Chronicler  
Level

Barden-  
stufe

### BARDENAUFTRITT

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

### BARDENAUFTRITT

Stufe **EFFECTIVE** Barden- Chronicler  
**BARD LEVEL** stufe Level  
**3**  =  +  - **2**

**DAUER**  
**PRO TAG**

Barden-  
stufe

Sonstiges

Runden =  $2 + (\text{Bardenstufe} \times 2) + \text{CH} +$

Runden Heute ☐☐☐ ☐☐☐ ☐☐☐☐☐☐

**WILLEN RETTUNGSWURF (SG)** Bardenstufe

=  $10 + (\text{Bardenstufe} \div 2) + \text{CH}$

Stufe **9** Starte oder wechsele einen Bardenauftritt als Bewegungsaktion anstelle einer Standard-Aktion

### AUFTRITTE

#### BANNLIED

Bannt auf Klang basierende, magische Effekte.

Kreaturen innerhalb von 9m nutzen den Fertigkeitswurf (Auftreten) des Bardens als Rettungswurf

#### ABLENKUNG

Bannt auf Sicht basierende magische Effekte. Kreaturen innerhalb von 9m nutzen den Auftrittswurf des Bardens als RW.

**FASZINIEREN** Barden-  
**ANZ. KREATUREN** stufe

=  $\text{Bardenstufe} \div 3$  (aufrunden)

#### LIED DES MUTES

+  Bonus auf RW gegen Bezaubern und Furcht  
Bonus auf Angriffs- und Waffen-Schadenswürfe

Stufe **LIED DES ERFOLGS**

**5**

+

Stufe **INSPIRE MOVE ACTION**

**6**

Grant one ally an immediate extra move action

Stufe **EINFLÜSTERUNG**

**8**

Einem bereits faszinierten Ziel eine Handlung vorschlagen

Stufe **INSPIRE STANDARD ACTION**

**9**

Grant one ally an immediate extra standard action

Stufe **KLAGELIED**

**10**

Erschüttert Gegner in 9m Reichweite

### BARDENWISSEN

**WISSEN**  
**BONUS**

Chronicler  
Level

Sonstiges

Stacks with bard levels  
Diesen Bonus auf alle Wissensfertigkeiten anwenden  
Chroniclers can use all knowledge skills untrained

=  $(\text{Chronicler Level} \div 2) +$

### 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

**GM**

=  × 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

Stufe

+5 to Survival checks to avoid becoming lost, and Intelligence checks to escape a maze spell.

**2**

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

Stufe

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**  
**TIME**

Stufe

**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

Tage =

**BONUS**  
**DAUER** = Performance rounds spent ÷ **2**

Stufe

**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

Stufe Denounce a target to an audience, as the enthrall spell. Those who fail their will save become one  
**5** step more hostile to the target.

**WILLEN RETTUNGSWURF (SG)**

=  $12 + \text{CH}$

**ANIMOSITY**  
**DURATION** Chronicler  
Level

Tage =

### CALL DOWN THE LEGENDS

Stufe

**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

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

**10**

**WILLEN RETTUNGSWURF (SG)**

=  $15 + \text{CH}$

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

This week ☐