

## LEM

BARD

7

|               |                            |               |              |
|---------------|----------------------------|---------------|--------------|
| ANCESTRY      | HALFLING (GUTSY)           | BACKGROUND    | ENTERTAINER  |
| SPEED         | 25 FEET                    | PERCEPTION    | +12 (EXPERT) |
| LANGUAGES     | COMMON, DIABOLIC, HALFLING | CLASS DC      | 23           |
| STRENGTH      | DEXTERITY                  | CONSTITUTION  |              |
| <b>STR</b> +0 | <b>DEX</b> +4              | <b>CON</b> +2 |              |
| INTELLIGENCE  | WISDOM                     | CHARISMA      |              |
| <b>INT</b> +1 | <b>WIS</b> +1              | <b>CHA</b> +4 |              |

## DEFENSES

| CURRENT HIT POINTS | MAX HIT POINTS | ARMOR CLASS |
|--------------------|----------------|-------------|
|                    | 76             | 25          |
| FORTITUDE          | REFLEX         | WILL        |
| +1                 | +1             | +12         |

**Gutsy Halfling:** When you roll a success on a saving throw against an emotion effect, you get a critical success instead.

## STRIKES

|        |                                                                                               |
|--------|-----------------------------------------------------------------------------------------------|
| MELEE  | ◆ +1 <i>shortsword</i> +14 [+10/+6] (agile, finesse, versatile S), 1d6 piercing               |
| RANGED | ◆ +1 <i>striking shortbow</i> +14 [+9/+4] (deadly d10, range increment 60 feet), 2d6 piercing |

## SKILLS

|                    |                    |                   |
|--------------------|--------------------|-------------------|
| ACROBATICS (DEX)   | ARCANA (INT)       | ATHLETICS (STR)   |
| +15 ●●             | +1                 | +0                |
| CRAFTING (INT)     | DECEPTION (CHA)    | DIPLOMACY (CHA)   |
| +1                 | +13 ●              | +13 ●             |
| INTIMIDATION (CHA) | THEATER LORE (INT) | LORE (OTHER; INT) |
| +4                 | +10 ●              | +1                |
| MEDICINE (WIS)     | NATURE (WIS)       | OCCULTISM (INT)   |
| +1                 | +1                 | +10 ●             |
| PERFORMANCE (CHA)  | RELIGION (WIS)     | SOCIETY (INT)     |
| +17 ●●●            | +1                 | +10 ●             |
| STEALTH (DEX)      | SURVIVAL (WIS)     | THIEVERY (DEX)    |
| +13 ●              | +1                 | +13 ●             |

● = TRAINED ●● = EXPERT ●●● = MASTER

## FEATS AND ABILITIES

|                    |                                                                                                                                     |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| ANCESTRY ABILITIES | Halfling Luck ◆, Keen Eyes, Small, Unfettered Halfling,                                                                             |
| CLASS FEATS        | Dirge of Doom, Lingering Composition, Rallying Anthem, Uplifting Overture                                                           |
| GENERAL FEATS      | Breath Control, Incredible Initiative                                                                                               |
| SKILL FEATS        | Cat Fall, Fascinating Performance, Hobnobber, Virtuoso Performer                                                                    |
| CLASS ABILITIES    | bard spellcasting, composition spells, expert spellcaster*, heightening spells, muse (maestro), reflex expertise*, signature spells |

\* Abilities with an asterisk have already been calculated into Lem's statistics and do not appear elsewhere.

## EQUIPMENT

|        |                                                                                                                                                                                                                                                      |
|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| BULK   | Current: 4, 7 L; Maximum: 5 Bulk                                                                                                                                                                                                                     |
| WORN   | backpack, moderate dread ampoule, lesser elixir of life, moderate healing potion, +1 raiment leather armor, lesser maestro's instrument (flute), +1 striking shortbow (20 arrows), +1 shortsword, infiltrator thieves' toolkit (3 replacement picks) |
| STOWED | bedroll, chalk (10), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin                                                                                                                                                  |
| WEALTH | 26 gp, 5 sp                                                                                                                                                                                                                                          |

## SPELLS

|                    |                                                                     |          |    |
|--------------------|---------------------------------------------------------------------|----------|----|
| SPELL ATTACK       | +15                                                                 | SPELL DC | 25 |
| CANTRIPS (AT WILL) | daze, figment, light, prestidigitation, telekinetic projectile      |          |    |
| 1ST RANK           | charm, fear, phantom pain, soothe                                   |          |    |
| 2ND RANK           | dispel magic, laughing fit, revealing light                         |          |    |
| 3RD RANK           | haste, heroism, slow                                                |          |    |
| 4TH RANK           | honeyed words, suggestion                                           |          |    |
| FOCUS CANTRIPS     | courageous anthem, dirge of doom, rallying anthem, uplifting anthem |          |    |
| FOCUS SPELLS       | counter performance, lingering composition                          |          |    |



## WHAT IS A BARD?

You are a master of artistry, a scholar of hidden secrets, and a captivating persuader. Using powerful performances, you influence minds and elevate souls to new levels of heroics.

## EQUIPMENT

The following rules apply to Lem's equipment.

**Agile** (trait) The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5 and -8 instead of -10 on the third and subsequent attacks in the turn.

**Backpack** A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

**Deadly** (trait) On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage.

☐ **Dread Ampoule, Moderate** (alchemical, bomb, consumable, emotion, fear, mental, poison, splash) **Activate** ◆ Strike; **Effect** This smoke-filled alchemical bomb deals 2d6 mental damage and 2 mental splash damage. On a hit, the target becomes frightened 1 (frightened 2 on a critical hit). You gain a +1 item bonus to attack rolls with this item.

☐ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing) **Usage** held in 1 hand; **Activate** ◆ (manipulate); **Effect** Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

**Finesse** (trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

☐ **Healing Potion, Moderate** (consumable, healing, magical, potion, vitality) **Usage** held in 1 hand; **Activate** ◆ (manipulate); **Effect** A *healing potion* is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *moderate healing potion*, you regain 3d8+10 Hit Points.

**Infiltrator Thieves' Toolkit** You need these tools in order to Pick Locks or Disable Devices, and this toolkit adds a +1 item bonus to checks to Pick Locks and Disable Devices. If your thieves' toolkit is broken, you can repair it by replacing the lockpicks with replacement picks.

**Maestro's Instrument, Lesser** (magical) This magical flute grants you a +1 item bonus to Performance checks while playing music with it. **Activate—Charming Performance** ◆◆ (manipulate) **Frequency** once per day; **Effect** You play the instrument, causing it to cast a DC 17 *charm* spell.

**Raiment** (illusion, magical) This armor can be disguised with a mere thought. **Activate—Costume Change** ◆ (concentrate) **Effect** You change the shape and appearance of this armor to appear as ordinary or fine clothes of your imagining. The armor's statistics don't change. Only a creature that's benefiting from *truesight* or a similar effect can attempt to disbelieve this illusion, with a DC of 25.

**Versatile** (trait) A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.

## FEATS AND ABILITIES

Lem's feats and abilities are described below.

**Bard Spellcasting** You can cast occult spells using the Cast a Spell activity. As a bard, when you cast spells, your incantations might be musical riffs or clever limericks, your gestures might incorporate dance and dramatic pantomiming, and you might

accompany your spellcasting by playing a musical instrument. See the Spells section for details on the spells Lem has in his repertoire.

**Breath Control** You have incredible breath control, which grants you advantages when air is hazardous or sparse. You can hold your breath for 25 times as long as usual before suffocating. You gain a +1 circumstance bonus to saving throws against inhaled threats such as inhaled poisons, and if you roll a success on such a saving throw, you get a critical success instead.

**Cat Fall** Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 25 feet shorter.

**Fascinating Performance** When you Perform, compare your result to the Will DC of up to four observers. If you succeed, the target is fascinated by you for 1 round. If the observer is in a situation that demands immediate attention, such as combat, you must critically succeed to fascinate it, and the Perform action gains the incapacitation trait. You must choose which creature you're trying to fascinate before you roll your check, and the target is then temporarily immune for 1 hour.

**Gutsy Halfling** Your family line is known for keeping a level head and staving off fear when the chips are down. When you roll a success on a saving throw against an emotion effect, you get a critical success instead.

☐ **Halfling Luck** ◆ (fortune) **Frequency** once per day; **Trigger** You fail a skill check or saving throw; **Effect** You can reroll the triggering check, but you must use the new result even if it's worse than your first roll.

**Heightening Spells** When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. You must have a spell in your spell repertoire at the rank you want to cast in order to heighten it to that rank. Many spells have specific improvements when they are heightened to certain ranks. The signature spells class feature lets you heighten certain spells freely. Cantrips are always heightened to half your level rounded up (to 4th rank, in Lem's case). The effects of Lem's heightened cantrips are already incorporated into their descriptions below.

**Hobnobber** You are skilled at learning information through conversation. The Gather Information exploration activity takes you half as long as normal (typically reducing the time to 1 hour).

**Incredible Initiative** You react more quickly than others can. You gain a +2 circumstance bonus to initiative rolls.

**Keen Eyes** You gain a +2 circumstance bonus when using the Seek action to find undetected creatures within 30 feet of you. When you target an opponent who is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or to 9 for a hidden one.

**Muse** (Maestro) Your muse grants you the *lingering composition* focus spell and adds *soothe* to your spell repertoire.

**Signature Spells** You can cast the heightened versions of your *phantom pain*, *dispel magic*, *slow*, and *suggestion* spells without needing to learn them separately at a higher rank but still expending a 2nd-, 3rd-, or 4th-rank spell slot when heightened.

**Small** Lem is Small and can move through the spaces of Huge creatures, but he can only grapple and use most other maneuvers against Medium or smaller creatures.

**Virtuosic Performer** You gain a +1 circumstance bonus when making Performance checks using wind instruments, such as your flute.

## SPELLS

Lem can cast the following spells. He can cast his 1st-rank, 2nd-rank, and 3rd-rank spells three times per day and his 4th-rank spells two times per day in any combination, and he can cast his cantrips at will.

## Cantrips

**Daze** ♦♦ (cantrip, concentrate, manipulate, mental, nonlethal) **Range** 60 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 round; **Effect** You push into the target's mind and daze it with a mental jolt. The jolt deals 2d6 mental damage, with a basic Will save. If the target critically fails the save, it is also stunned 1.

**Figment** ♦♦ (cantrip, concentrate, illusion, manipulate, subtle) **Range** 30 feet; **Duration** sustained; **Effect** You create a simple illusory sound or vision. A sound adds the auditory trait to the spell and the sound can't include intelligible words or elaborate music. A vision adds the visual trait, can be no larger than a 5-foot cube, and is clearly crude and undetailed if viewed from within 15 feet. This spell has the subtle trait; it can be cast without incantations or obvious manifestations such as glowing runes. When you Cast or Sustain the Spell, you can attempt to Create a Diversion with the illusion, gaining a +2 circumstance bonus to your Deception check. If the attempt fails against a creature, that creature disbelieves the *figment*.

**Light** ♦♦ (cantrip, concentrate, light, manipulate) **Range** 120 feet; **Duration** until your next daily preparations; **Effect** You create an orb of light that sheds bright light in a 60-foot radius (and dim light for the next 60 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement.

You can Dismiss the spell. If you Cast the Spell while you already have four *light* spells active, you must choose one of the existing spells to end.

**Prestidigitation** ♦♦ (cantrip, concentrate, manipulate) **Range** 10 feet; **Targets** 1 object (cook, lift, or tidy only); **Duration** sustained; **Effect** The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the spell. Each time you Sustain the spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or locus or cost for a spell.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

*Prestidigitation* can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the spell.

**Telekinetic Projectile** ♦♦ (attack, cantrip, concentrate, manipulate) **Range** 30 feet; **Targets** 1 creature; **Defense** AC; **Effect** You hurl a loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a spell attack roll against the

target's AC. If you hit, you deal 5d6 bludgeoning, piercing, or slashing damage—as appropriate for the object you hurled. No specific traits or magic properties of the hurled item affect the attack or the damage.

**Critical Success** You deal double damage.

**Success** You deal full damage.

## 1st

**Charm** ♦♦ (concentrate, emotion, incapacitation, manipulate, mental, subtle) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 hour; **Effect** To the target, your words are honey and your visage seems bathed in a dreamy haze. It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it.

You can Dismiss the spell. If you use hostile actions against the target, the spell ends. When the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, meaning you could potentially convince the target to continue being your friend via mundane means.

**Critical Success** The target is unaffected and aware you tried to charm it.

**Success** The target is unaffected but thinks your spell was something harmless instead of *charm*, unless it identifies the spell (see Identifying Spells on page 303 of *Pathfinder Player Core*).

**Failure** The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't use hostile actions against you.

**Critical Failure** The target's attitude becomes helpful toward you, and it can't use hostile actions against you.

**Fear** ♦♦ (concentrate, emotion, fear, manipulate, mental) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** You plant fear in the target; it must attempt a Will save.

**Critical Success** The target is unaffected.

**Success** The target is frightened 1.

**Failure** The target is frightened 2.

**Critical Failure** The target is frightened 3 and fleeing for 1 round.

**Phantom Pain** ♦♦ (concentrate, illusion, manipulate, mental, nonlethal) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 minute; **Effect** Illusory pain wracks the target, dealing 2d4 mental damage and 1d4 persistent mental damage with a Will save.

**Critical Success** The target is unaffected.

**Success** The target takes full initial damage but no persistent damage, and the spell ends immediately.

**Failure** The target takes full initial and persistent damage, and the target is sickened 1. If the target recovers from being sickened, the persistent damage ends and the spell ends.

**Critical Failure** As failure, but the target is sickened 2.

**Signature Spell:** You can cast phantom pain in a 2nd-, 3rd-, or 4th-rank slot to heighten it and increase its power. For every rank above 1st, increase the mental damage by 2d4 and the persistent mental damage by 1d4.

**Soothe** ♦♦ (concentrate, emotion, healing, manipulate, mental) **Range** 30 feet; **Targets** 1 willing creature; **Duration** 1 minute; **Effect** You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.



## 2nd

**Dispel Magic** ♦♦ (concentrate, manipulate) **Range** 120 feet; **Targets** 1 spell effect or unattended magic item; **Effect** You unravel the magic behind a spell or effect. Attempt a counteract check against the target. If you successfully counteract a magic item, it becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

**Signature Spell:** You can cast dispel magic in a 3rd-rank or 4th-rank slot to heighten it and increase its power. When you do, you can counteract higher rank effects.

**Laughing Fit** ♦♦ (concentrate, emotion, manipulate, mental) **Range** 30 feet; **Targets** 1 living creature; **Defense** Will; **Duration** sustained; **Effect** The target is overtaken with uncontrollable laughter. It must attempt a Will save.

**Critical Success** The target is unaffected.

**Success** The target is plagued with uncontrollable laughter. It can't use reactions.

**Failure** The target is slowed 1 and can't use reactions.

**Critical Failure** The target falls prone and can't use actions or reactions for 1 round. It then takes the effects of a failure.

**Revealing Light** ♦♦ (concentrate, light, manipulate) **Range** 120 feet; **Area** 10-foot burst; **Defense** Reflex; **Duration** varies; **Effect** A wave of magical light washes over the area. You choose the appearance of the light, such as colorful, heatless flames or sparkling motes. A creature affected by *revealing light* is dazzled. If the creature was invisible, it becomes concealed instead. If the creature was already concealed for any other reason, it is no longer concealed.

**Critical Success** The target is unaffected.

**Success** The light affects the creature for 2 rounds.

**Failure** The light affects the creature for 1 minute.

**Critical Failure** The light affects the creature for 10 minutes.

## 3rd

**Haste** ♦♦ (concentrate, manipulate) **Range** 30 feet; **Target** 1 creature; **Duration** 1 minute; **Effect** Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round only for Strike and Stride actions.

**Heroism** ♦♦ (concentrate, manipulate, mental) **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** You unlock the target's inner heroism, granting it a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.

**Slow** ♦♦ (concentrate, manipulate) **Range** 30 feet; **Target** 1 creature; **Defense** Fortitude; **Duration** varies; **Effect** You dilate the flow of time around the target, slowing its actions.

**Critical Success** The target is unaffected.

**Success** The target is slowed 1 for 1 round.

**Failure** The target is slowed 1 for 1 minute.

**Critical Failure** The target is slowed 2 for 1 minute.

## 4th

**Honeyed Words** ♦♦ (concentrate, manipulate, mental) **Duration** 10 minutes; **Effect** Falsehoods pass your lips as smoothly as silk. You gain a +4 status bonus to Deception checks to Lie and against Perception checks to discern if you are telling the truth, and you add your level even if untrained. If the implausibility of your lies prompts

a circumstance penalty or a DC increase, reduce that penalty by half or increase it by half.

**Suggestion** ♦♦ (concentrate, incapacitation, linguistic, manipulate, mental, subtle) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** Your words are difficult for creatures to resist. You suggest a course of action to the target, which must be phrased in such a way as to seem like a logical course of action to the target and can't be self-destructive or obviously against the target's self-interest. The target must attempt a Will save.

**Critical Success** The target is unaffected and knows you tried to control it using a spell.

**Success** The target is unaffected.

**Failure** The target immediately follows your suggestion. The spell has a duration of 1 minute, or until the target has completed a finite suggestion or the suggestion becomes self-destructive or has other obvious negative effects.

**Critical Failure** As failure, but the base duration is 1 hour.

## FOCUS SPELLS

Lem can cast a number of composition spells, which are a type of focus spell, including four composition cantrips.

**Composition Spells** You gain a pool of Focus Points that allow you to cast the composition spells *counter performance* and *lingering composition*. Each use of these spells uses 1 Focus Point, and Lem has a focus pool of 2 Focus Points. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Player Core* 298) to perform, write a new composition, or otherwise engage your muse. You can also cast the composition cantrips *courageous anthem*, *dirge of doom*, *rallying anthem*, and *uplifting overture*; casting one of these cantrips does not expend a Focus Point.

## Composition Cantrips

**Courageous Anthem** ♦ (bard, cantrip, composition, concentrate, emotion, mental) **Area** 60-foot emanation; **Duration** 1 round; **Effect** You inspire yourself and your allies with words or tunes of encouragement. You and all allies in the area gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects.

**Dirge of Doom** ♦ (bard, cantrip, composition, concentrate, emotion, fear, mental) **Area** 30-foot emanation; **Duration** 1 round; **Effect** Enemies within the area are frightened 1. They can't reduce their frightened value below 1 while they remain in the area.

**Rallying Anthem** ♦ (bard, cantrip, concentrate, emotion, mental) **Area** 60-foot emanation; **Duration** 1 round; **Effect** Your song moves allies to protect themselves more effectively. You and all allies in the area gain a +1 status bonus to AC and saving throws, as well as resistance equal to half the spell's rank to physical damage.

**Uplifting Overture** ♦ (bard, cantrip, composition, concentrate, emotion, mental) **Range** 60 feet; **Targets** 1 ally; **Duration** 1 round; **Effect** Your performance makes allies feel they can succeed at anything. This counts as having prepared to Aid your ally on a skill check of your choice. When you later use the Aid reaction, you can roll Performance instead of the normal skill check, and if you roll a failure, you get a success instead. The GM might rule that you can't use this ability if the act of encouraging your ally would interfere with the skill check (such as a check to Sneak quietly or maintain a disguise).

## Composition Spells

**Counter Performance** 🌀 (bard, composition, concentrate, focus, fortune, mental) **Trigger** You or an ally within 60 feet rolls a saving throw against an auditory or visual effect; **Area** 60-foot emanation; **Effect** Your performance protects you and your allies. Roll a Performance check (auditory for an auditory trigger, visual for a visual trigger). You and allies in the area can use the better result between your Performance check and the saving throw.

**Lingering Composition** ✧ (bard, concentrate, focus, spellshape) **Effect** If your next action is to cast a cantrip composition with a duration of 1 round, attempt a Performance check. The DC is usually a standard-difficulty DC of a level equal to the highest-level target of your composition, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

**Critical Success** The composition lasts 4 rounds.

**Success** The composition lasts 3 rounds.

**Failure** The composition lasts 1 round, but you don't spend the Focus Point for casting this spell.