











LEM

BARD 

ANCESTRY	HALFLING (GUTSY)	BACKGROUND	ENTERTAINER
SPEED	25 FEET	PERCEPTION	 +10 (EXPERT)
LANGUAGES	COMMON, DIABOLIC, HALFLING	CLASS DC	21
STRENGTH	DEXTERITY	CONSTITUTION	
 +0	 +4	 +2	
INTELLIGENCE	WISDOM	CHARISMA	
 +1	 +1	 +4	

DEFENSES



















CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	56	22
FORTITUDE	REFLEX	WILL
 +9	 +13	 +10

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

STRIKES

MELEE	◆ shortsword +12 [+8/+4] (agile, finesse, versatile S), 1d6 piercing
RANGED	◆ +1 striking shortbow +12 [+7/+2] (deadly d10, range increment 60 feet), 2d6 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
 +13 ●●	 +1	 +0
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
 +1	 +11 ●	 +11 ●
INTIMIDATION (CHA)	THEATER LORE (INT)	LORE (OTHER; INT)
 +4	 +8 ●	 +1
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
 +1	 +1	 +8 ●
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
 +13 ●●	 +1	 +8 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
 +11 ●	 +1	 +11 ●

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES


ANCESTRY ABILITIES	Halfling Luck ◆, Keen Eyes, Small, Unfettered Halfling,
CLASS FEATS	Lingering Composition, Rallying Anthem, Uplifting Overture
GENERAL FEATS	Breath Control
SKILL FEATS	Cat Fall, Fascinating Performance, Virtuoso Performer
CLASS ABILITIES	bard spellcasting, composition spells, 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, 5 L; Maximum: 5 Bulk
WORN	backpack, moderate dread ampoule, minor elixir of life, <i>minor healing potion</i> , leather armor, <i>lesser maestro's instrument</i> (flute), +1 striking shortbow (20 arrows), +1 shortsword, thieves' toolkit (3 replacement picks)
STOWED	bedroll, chalk (10), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	4 gp, 6 sp

SPELLS

SPELL ATTACK	 +11	SPELL DC	21
CANTRIPS (AT WILL)	daze, figment, light, prestidigitation, telekinetic projectile		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1ST RANK	charm, fear, phantom pain, soothe		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2ND RANK	dispel magic, laughing fit, revealing light		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3RD RANK	haste, slow		
<input type="checkbox"/> <input type="checkbox"/> FOCUS SPELLS	counter performance, courageous anthem, lingering composition, rallying anthem, uplifting anthem		



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, or frightened 2 on a critical hit. You gain a +1 item bonus to attack rolls with this item.

☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Usage** held in 1 hand; **Activate** ◆ (manipulate); **Effect** Upon drinking this elixir, you regain 1d6 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, Minor** (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 minor healing potion, you regain 1d8 Hit Points.

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.

Thieves' Toolkit: You need these tools in order to Pick Locks or Disable Devices. If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks.

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 were 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 3rd rank, in Lem's case). The effects of Lem's heightened cantrips are already incorporated into their descriptions below.

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

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 9 for a hidden one.

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

Small: Lem is Small and can move through the spaces of Huge creatures, but 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 and 2nd-rank spells three times per day and 3rd-rank spells two times per day in any combination and 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 20-foot radius (and dim light for the next 20 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 4d6 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.

Heightened (+1) The damage increases by 2d4 and the persistent 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.

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.

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.

FOCUS SPELLS

Lem can cast a number of composition spells, which are a type of focus spell, including three 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*, *rallying anthem*, and *uplifting overture*; casting one of these cantrips does not expend a Focus Point.

Counter Performance ↻ (uncommon, 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.

Courageous Anthem ♦ (uncommon, 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.

Lingering Composition ♦ (uncommon, 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.

Rallying Anthem ♦ (uncommon, 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 ♦ (uncommon, 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).