





**ANCESTRY HALFLING (GUTSY)** 

**BACKGROUND** ENTERTAINER

**SPEED** 25 FEET

PERCEPTION

+10 (EXPERT)

**ALIGNMENT CHAOTIC GOOD** 

10

LANGUAGES COMMON, HALFLING, INFERNAL

STRENGTH STR

MODIFIER (+0)

DEXTERITY DEX

MODIFIER 18 (+4)

CON

CONSTITUTION

MODIFIER (+2)

INTELLIGENCE

MODIFIER 12 (+1)

WISDOM WIS

MODIFIER 12 (+1)

**CHARISMA** CHA

MODIFIER 19 (+4)

## **STRIKES**

**MELEE** ◆ shortsword +6 (agile, finesse, versatile S), 1d6–1 piercing

RANGED • sling +11 (propulsive), 2d6 piercing

#### **SKILLS**

ACROBATICS (DEX)

+13 ••

CRAFTING (INT)

INTIMIDATION (CHA) +4

MEDICINE (WIS)

PERFORMANCE [CHA]

+13 ••

STEALTH [DEX]

+11 •

ARCANA (INT) +1

DECEPTION [CHA] +11 •

THEATER LORE [INT]

+8 • NATURE (WIS)

RELIGION (WIS)

SURVIVAL (WIS)

ATHLETICS (STR) +0

DIPLOMACY [CHA]

+11 •

LORE (OTHER; INT)

+1

OCCULTISM (INT) +8•

SOCIETY (INT)

+8 • THIEVERY (DEX)

+11 •

TRAINED •• = EXPERT •• • = MASTER



#### AND ABILITIES

ANCESTRY ABILITIES Halfling Luck, Keen Eyes, Titan Slinger

Inspire Competence, Inspire Defense, Lingering **CLASS FEATS** Composition

**GENERAL FEATS Breath Control** 

Cat Fall, Fascinating Performance, Virtuosic Performance **SKILL FEATS** 

**CLASS ABILITIES** composition spells, muse (maestro), occult spellcasting,

signature spells



#### **DEFENSES**

HIT POINTS 56

**FORTITUDE** 

+9

**ARMOR CLASS** 23 REFLEX

+13

WILL +10

Gutsy: Lem has a benefit on saves against emotion effects.

















## **EQUIPMENT**

Worn: 3, 5 L; Stowed: 6 L

backpack, flute, +1 leather armor, lesser elixir of life, lesser WORN thunderstone, shortsword, +1 striking sling (10 sling bullets), thieves' tools (3 replacement picks)

bedroll, candle (10), flint and steel, rations (3 weeks), scroll case, STOWED waterskin, writing set

WEALTH 3 gp, 1 sp, 5 cp

3RD LEVEL (2/DAY)

#### **SPELLS** daze, ghost sound, inspire competence, inspire courage, **CANTRIPS (AT WILL)** inspire defense, light, prestidigitation, telekinetic projectile IST LEVEL (3/DAY) charm, fear, magic missile, soothe 2ND LEVEL (3/DAY) faerie fire, hideous laughter, invisibility

haste, slow



You're a master of artistry, a scholar of hidden secrets, and a captivating persuader. You use your magic-infused songs to 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 on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

**Backpack** A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack don't count against your Bulk limits (and aren't included in your worn Bulk).

☐ Elixir of Life, Lesser (alchemical, consumable, elixir, healing); Activate ❖ (Interact); 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 choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

**Propulsive** (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Thieves' Tools: You need these tools in order to Pick Locks or Disable Devices.
Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.



#### **FEATS AND ABILITIES**

Lem's feats and abilities are described below.

**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.

**Gutsy Halfling:** Your ability to keep your wits about you even when the chips are down make you incredibly reliable. 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.

Muse (Maestro): Your muse grants you the lingering composition focus spell.
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's 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 *dispel magic* and *magic missile* spells, casting *magic missile* as a 1st- or 3rd-level spell using the appropriate spell slots and casting *dispel magic* as either a 2nd- or 3rd-level spell with the corresponding slots.

**Titan Slinger:** When you hit on an attack with a sling against a Large or larger creature, you deal 1d8 damage instead of 1d6.

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



#### SPELLS



Occult Spellcasting: You can cast occult spells using the Cast a Spell activity. You can usually play an instrument for spells requiring a material and somatic component, as long as it takes at least one hand to do so. If you do, you don't need a free hand or a material component pouch. You can usually also play an instrument for spells requiring verbal components instead of speaking. The spells Lem has in his repertoire are detailed below.

## **CANTRIPS**

Daze (cantrip, enchantment, mental, nonlethal); Cast ❖ somatic, verbal;
Target 1 creature; Range 60 feet; Effect You cloud the target's mind with a mental jolt, dealing 4 damage. The target must attempt a DC 21 basic Will save. If the target critically fails the save, it's also stunned 1.

Ghost Sound (auditory, cantrip, illusion); Cast ❖ somatic, verbal; Range 30 feet; Duration sustained; Effect You create an auditory illusion of simple sounds that emanates from a location within 30 feet. This has a maximum volume equivalent to four humans shouting, but you can't create intelligible words or other complex sounds (like music).

Inspire Competence (bard, cantrip, composition, emotion, enchantment, mental); Cast ❖ verbal; Range 60 feet; Target 1 ally; Duration 1 round; Effect Your encouragement inspires your ally to succeed at a task. This counts as having taken sufficient preparatory actions to Aid your ally on a skill check of your choice, regardless of the circumstances. 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 disquise).

Inspire Courage (bard, cantrip, composition, emotion, enchantment, mental); Cast ◆ verbal; Area 60-foot emanation; Duration 1 round; Effect You inspire all allies in a 60-foot emanation, granting you and all allies a +1 status bonus to attack rolls, damage rolls, and saves against fear effects.

Inspire Defense (bard, cantrip, composition, emotion, enchantment, mental);
Cast ❖ verbal; Area 60-foot emanation; Duration 1 round; Effect 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 level to physical damage.

Light (cantrip, evocation, light); Cast → somatic, verbal; Range touch; Target 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally; Effect The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the light spell on the first object ends.

Prestidigitation (cantrip, evocation); Cast >> somatic, verbal; Range 10 feet; Target 1 object; Effect You perform minor effects for as long as you Sustain the Spell. This can include activities such as cooking a small amount of food, picking up or manipulating a light object, or cleaning a set of clothes.

Telekinetic Projectile (attack, cantrip, evocation); Cast ❖ somatic, verbal; Range 30 feet; Targets 1 creature; Effect You hurl a loose, unattended object that's within range and that has 1 Bulk or less at the target. Make a ranged attack against the target. If you hit, you deal 1d6+4 bludgeoning, piercing, or slashing damage to the target. 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.

#### 15T

Charm (emotion, enchantment, incapacitation, mental); Cast → somatic, verbal; Range 30 feet; Target 1 creature; Duration 1 hour; Effect The target must attempt a DC 21 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 Magic on page 305 of the *Pathfinder Core Rulebook*).







**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 (emotion, enchantment, fear, mental); Cast ❖> somatic, verbal; Range 30 feet; Target 1 creature; Effect You plant fear in the target; it must attempt a DC 21 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.

Magic Missile (evocation, force); Cast �, ��, or ��� somatic, verbal; Range 120 feet; Target 1 creature; Effect You fire two darts of force that automatically hit their targets, dealing 1d4+1 force damage each. For each additional action you spend Casting this Spell, you fire one additional dart that you can aim at any target within 120 feet. Heightened (+2) You shoot one additional missile with each action you spend.

Soothe (emotion, enchantment, healing, mental); Cast ❖❖ (somatic, verbal);
Range 30 feet; Target 1 willing living creature; Duration 1 minute; Effect
You grace the mind of one willing target within 30 feet, 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 1 minute.

#### SND

Faerie Fire (evocation, light) Cast ❖ (somatic, verbal); Range 120 feet; Area 10-foot burst; Duration 10 minutes; Effect All creatures in the area when you cast the spell are limned in colorful, heatless fire of a color of your choice for the duration. Visible creatures can't be concealed while affected by faerie fire. If the creatures are invisible, they're concealed while affected by faerie fire, rather than being undetected.

Hideous Laughter (emotion, enchantment, mental); Cast ◆ (somatic, verbal);
Range 30 feet; Target 1 living creature; Saving Throw Will; Duration sustained; Effect The target is overtaken with uncontrollable laughter. It must attempt a DC 21 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 suffers the failure effects.

Invisibility (evocation, light); Cast (somatic, verbal); Range touch; Target 1 creature; Duration 10 minutes; Effect Cloaked in illusion, the target becomes invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead. If the target uses a hostile action, the spell ends after that hostile action is completed.

## 3RD

Haste (transmutation); Cast ❖► somatic, verbal; 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 (transmutation); Cast (somatic, verbal); Range 30 feet; Target 1 creature; Saving Throw Fortitude; Duration 1 minute; Effect You dilate the flow of time around the target, slowing its actions. The target must attempt a DC 21 Fortitude save.

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

□ Composition Spells You gain a pool of Focus Points that allows you to cast the composition spells counter performance and lingering composition. Each use of these spells uses 1 Focus Point, and Lem currently has a total Focus Point pool of 2. You can also use the composition cantrip inspire courage without spending a Focus Point.

Counter Performance (composition, enchantment, fortune, mental); Cast somatic or verbal; 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, enchantment); Cast ♦ verbal; Effect If your next action is to cast a composition cantrip, such as inspire courage, attempt a Performance check. The DC is a standard-difficulty DC of a level equal to the highest level target of your composition. The effect depends on your check 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.