

# LEM

BARD 5

**ANCESTRY** HALFLING (GUTSY) **BACKGROUND** ENTERTAINER

**SPEED** 25 FEET **PERCEPTION** +10 (EXPERT)

**ALIGNMENT** CHAOTIC GOOD

**LANGUAGES** COMMON, HALFLING, INFERNAL

**STRENGTH** **STR** 10 MODIFIER (+0) **DEXTERITY** **DEX** 18 MODIFIER (+4) **CONSTITUTION** **CON** 14 MODIFIER (+2)

**INTELLIGENCE** **INT** 12 MODIFIER (+1) **WISDOM** **WIS** 12 MODIFIER (+1) **CHARISMA** **CHA** 19 MODIFIER (+4)

## STRIKES

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

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

## SKILLS

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

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

**ANCESTRY ABILITIES** Halfling Luck, Keen Eyes, Titan Slinger

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

**GENERAL FEATS** Breath Control

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

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

## DEFENSES

**HIT POINTS** 56 **ARMOR CLASS** 23

**FORTITUDE** +9 **REFLEX** +13 **WILL** +10

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

## SPELLS

**SPELL ATTACK** +11 **DC** 21

# PATHFINDER

## EQUIPMENT

**BULK** **Worn:** 3, 5 L; **Stowed:** 6 L

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

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

**WEALTH** 3 gp, 1 sp, 5 cp

## SPELLS

daze, ghost sound, inspire competence, inspire courage, CANTRIPS (AT WILL) inspire defense, light, prestidigitation, telekinetic projectile

**1ST LEVEL (3/DAY)** charm, fear, magic missile, soothe

**2ND LEVEL (3/DAY)** faerie fire, hideous laughter, invisibility

**3RD LEVEL (2/DAY)** haste, slow



## WHAT IS A BARD?

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 disguise).

**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.

## 1ST

**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*).

