

# BARD (LEVEL 1)

Short and well-dressed, Lem always seems to have a smile on his face and a perfect joke for any situation. He always jumps to support people who are being stepped on.

## LEM

Male halfling bard 1

CG Small humanoid (halfling)

**Init** +2; **Senses** Perception +2

## DEFENSE

**AC** 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)

**hp** 11 (1d8+3)

**Fort** +3, **Ref** +5, **Will** +3; +2 vs. fear

## OFFENSE

**Speed** 20 ft.

**Melee** short sword +3 (1d4-1/19-20)

**Ranged** sling +3 (1d3-1)

**Special Attacks** bardic performance 8 rounds/day (countersong, distraction, fascinate, inspire courage +1)

**Bard Spells Known** (CL 1st; concentration +5)

1st (2/day)—*charm person* (DC 15), *sleep* (DC 15)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *prestidigitation*

## STATISTICS

**Str** 8, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 18

**Base Atk** +0; **CMB** -2; **CMD** 10

**Feats** Weapon Finesse\*

**Skills** Acrobatics +8 (+4 when jumping), Bluff +9, Climb +1, Diplomacy +8, Knowledge (arcana) +6, Knowledge (nobility) +6, Perception +2, Perform (comedy) +4, Perform (wind) +8, Sense Motive +4

**Traits** fast talker\*, freedom fighter

**Languages** Common, Elven, Halfling

**SQ** bardic knowledge +1\*

**Combat Gear** *potion of expeditious retreat*, *scroll of cure light wounds*, caltrops, smokestick; **Other Gear** leather armor, short sword, sling with 10 bullets, backpack, bedroll, flute, hooded lantern, scroll case, silk rope (50 ft.), spell component pouch, trail rations (2), waterskin, 2 gp

\* The effects of this ability have already been calculated into Lem's statistics.

## SPECIAL ABILITIES

**Bardic Performance** Lem can start a performance as a standard action and maintain it each round as a free action. He can perform for a total of 8 rounds in a day, and can have only one performance in effect at a time. This ability is described on page 35 of the *Pathfinder RPG Core Rulebook*.

**Countersong:** Lem makes a Perform (wind) skill check. Any creature within 30 feet (including Lem) that is affected by a sonic or language-dependent magical attack can use the result in place of his saving throw. If already under the effect of such an attack, he gains a new saving throw against it each round, but must use the Perform check result.

**Distraction:** This works like countersong, but uses a Perform (comedy) check and works against illusion (pattern) or illusion (figment) magical attacks.

**Fascinate:** Each creature within 90 feet that can see, hear, and pay attention to Lem attempts a Will save (DC 14). If it fails, the creature sits quietly and observes the performance as long as it lasts, taking a -4 penalty on skill checks made as reactions, including Perception checks. A potential threat gives the creature a new saving throw, and an obvious threat automatically ends the fascination.

**Inspire Courage:** Lem and his allies who can hear his performance gain a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and damage rolls.

**Spells** Lem knows the following spells. For full spell descriptions, see Chapter 10 of the *Core Rulebook*.

**Charm Person:** Makes one person within 25 feet Lem's friend for 1 hour.

**Dancing Lights:** Creates torches or other lights.

**Detect Magic:** Detects all spells and magic items within a 60-foot cone.

**Ghost Sound:** Create illusory sounds.

**Prestidigitation:** Perform minor magical tricks.

**Sleep:** Puts 4 HD of creatures into a magical slumber.

**Freedom Fighter** Lem gains a +1 trait bonus on any skill check or attack roll made during the process of escaping capture or in helping a slave escape bondage.

Although Lem was raised in a wealthy household, it was only because he was born a slave. He learned how to say what his superiors wanted to hear, which secured him less onerous jobs—like playing the flute at family gatherings. But when his kin were to be sacrificed to a devil, Lem lit a few fires in the manor and ensured that all of his halfling kin were safe in the slave's quarters.

Lem was shocked to see them rush back in a hopeless attempt to aid in extinguishing the flames. As the place burnt and the halflings bemoaned the loss of their shelter, Lem slipped away, bitter and distraught. Still quick to side with the underdog, Lem has learned that his most powerful traits are his optimism and his sense of humor.



"No need to look so glum, everyone!  
I'd hardly call this *certain* death!"

# BARD (LEVEL 4)

Short and well-dressed, Lem always seems to have a smile on his face and a perfect joke for any situation. He always jumps to support people who are being stepped on.

## LEM

Male halfling bard 4

CG Small humanoid (halfling)

**Init** +2; **Senses** Perception +2

## DEFENSE

**AC** 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size)

**hp** 35 (4d8+12)

**Fort** +5, **Ref** +8, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic; +2 vs. fear

## OFFENSE

**Speed** 20 ft.

**Melee** +1 short sword +7 (1d4/19–20)

**Ranged** sling +6 (1d3–1)

**Special Attacks** bardic performance 20 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

**Bard Spells Known** (CL 4th; concentration +8)

2nd (2/day)—*heroism*, *invisibility*

1st (4/day)—*charm person* (DC 15), *grease*, *hideous laughter* (DC 15), *sleep* (DC 15)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *light*, *mage hand*, *prestidigitation*

## STATISTICS

**Str** 8, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 18

**Base Atk** +3; **CMB** +1; **CMD** 13

**Feats** Extra Performance\*, Weapon Finesse\*

**Skills** Acrobatics +9 (+5 when jumping), Bluff +12, Climb +1, Diplomacy +11, Knowledge (arcana) +10, Knowledge (nobility) +10, Perception +2, Perform (comedy) +11, Perform (wind) +11, Sense Motive +7, Stealth +11

**Traits** fast talker\*, freedom fighter

**Languages** Common, Elven, Halfling

**SQ** bardic knowledge +2\*, versatile performance (wind)

**Combat Gear** *potions of cure moderate wounds* (2), *scroll of silence*, *scroll of comprehend languages*, *scroll of glitterdust*, *wand of cure light wounds* (19 charges), caltrops, smokestick; **Other Gear** +1 studded leather, +1 short sword, sling with 10 bullets, *cloak of resistance* +1, *universal solvent* (2), backpack, bedroll, masterwork flute, hooded lantern, scroll case, silk rope (50 ft.), spell component pouch, trail rations (2), waterskin, 7 gp

\* The effects of this ability have already been calculated into Lem's statistics.

## SPECIAL ABILITIES

**Bardic Performance** Lem can start a performance as a standard action and maintain it each round as a free action. He can perform for a total of 20 rounds in a day, and can have only one performance in effect at a time. This ability is described on page 35 of the *Pathfinder RPG Core Rulebook*.

**Countersong:** Lem makes a Perform (wind) skill check. Any creature within 30 feet (including Lem) that is affected by a sonic or language-dependent magical attack can use the result in place of his saving throw. If already under the effect of such an attack, he gains a new saving throw against it each round, but must use the Perform check result.

**Distraction:** This works like countersong, but uses a Perform (comedy) check and works against illusion (pattern) or illusion (figment) magical attacks.

**Fascinate:** Each creature within 90 feet that can see, hear, and pay attention to Lem attempts a Will save (DC 16). If it fails, the creature sits quietly and observes the performance as long as it lasts, taking a –4 penalty on skill checks made as reactions, including Perception checks. A potential threat gives the creature a new saving throw, and an obvious threat automatically ends the fascination.

**Inspire Competence:** An ally within 30 feet who can hear Lem's performance gains a +2 competence bonus on skill checks with a skill Lem chooses.

**Inspire Courage:** Lem and his allies who can hear his performance gain a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and damage rolls.

**Freedom Fighter** Lem gains a +1 trait bonus on any skill check or attack roll made during the process of escaping capture or in helping a slave escape bondage.

**Versatile Performance** Lem can use his bonus for Perform (wind) in place of his normal bonus when making Diplomacy or Handle Animal checks.

Although Lem was raised in a wealthy household, it was only because he was born a slave. He learned how to say what his superiors wanted to hear, which secured him less onerous jobs—like playing the flute at family gatherings. But when his kin were to be sacrificed to a devil, Lem lit a few fires in the manor and ensured that all of his halfling kin were safe in the slave's quarters. Lem was shocked to see them rush back in a hopeless attempt to aid in extinguishing the flames. As the place burnt and the halflings bemoaned the loss of their shelter, Lem slipped away, bitter and distraught. Still quick to side with the underdog, Lem has learned that his most powerful traits are his optimism and his sense of humor.



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# BARD (LEVEL 7)

Short and well-dressed, Lem always seems to have a smile on his face and a perfect joke for any situation. He always jumps to support people who are being stepped on.

## LEM

Male halfling bard 7

CG Small humanoid (halfling)

**Init** +2; **Senses** Perception +2

## DEFENSE

**AC** 20, touch 15, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 size)

**hp** 66 (7d8+28)

**Fort** +6, **Ref** +9, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic; +2 vs. fear

## OFFENSE

**Speed** 20 ft.

**Melee** +1 short sword +9 (1d4/19-20)

**Ranged** sling +8 (1d3-1)

**Special Attacks** bardic performance 27 rounds/day (move action; countersong, distraction, fascinate, inspire competence +3, inspire courage +2)

**Bard Spells Known** (CL 7th; concentration +12)

3rd (2/day)—*deep slumber* (DC 18), *haste*

2nd (4/day)—*heroism*, *invisibility*, *silence* (DC 17), *suggestion* (DC 17)

1st (6/day)—*charm person* (DC 16), *grease*, *hideous laughter* (DC 16), *remove fear*, *silent image* (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *light*, *mage hand*, *prestidigitation*

\* The effects of this ability have already been calculated into Lem's statistics.

## STATISTICS

**Str** 8, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 20

**Base Atk** +5; **CMB** +3; **CMD** 17

**Feats** Dodge\*, Extra Performance\*, Toughness\*, Weapon Finesse\*

**Skills** Acrobatics +10 (+6 when jumping), Bluff +16, Climb +1, Diplomacy +15, Knowledge (arcana) +15, Knowledge (nobility) +15, Perception +2, Perform (comedy) +15, Perform (wind) +15, Sense Motive +10, Stealth +13

**Traits** fast talker\*, freedom fighter

**Languages** Common, Elven, Goblin, Halfling

**SQ** bardic knowledge +3\*, lore master 1/day, versatile performance (comedy, wind)

**Combat Gear** *lesser extend metamagic rod*, *potion of cure serious wounds*, *potion of expeditious retreat*, *scroll of charm monster*, *scroll of comprehend languages*, *scroll of glitterdust*, *wand of cure*

*light wounds* (24 charges), *wand of dispel magic* (12 charges), *universal solvent* (2), caltrops, smokestick; **Other Gear** +2 studded leather, +1 short sword, sling with 10 bullets, *cloak of resistance* +1, *headband of alluring charisma* +2, *ring of protection* +1, *ring of feather falling*, backpack, bedroll, masterwork flute, hooded lantern, scroll case, silk rope (50 ft.), spell component pouch, trail rations (2), waterskin, 7 gp

## SPECIAL ABILITIES

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**Distraction:** This works like countersong, but uses a Perform (comedy) check and works against illusion (pattern) or illusion (figment) magical attacks.

**Fascinate:** Each creature within 90 feet that can see, hear, and pay attention to Lem attempts a Will save (DC 18). If it fails, the creature sits quietly and observes the performance as long as it lasts, taking a -4 penalty on skill checks made as reactions, including Perception checks. A potential threat gives the creature a new saving throw, and an obvious threat automatically ends the fascination.

**Inspire Competence:** An ally within 30 feet who can hear Lem's performance gains a +3 competence bonus on skill checks with a skill Lem chooses.

**Inspire Courage:** Lem and his allies who can hear his performance gain a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and damage rolls.

**Freedom Fighter** Lem gains a +1 trait bonus on any skill check or attack roll made during the process of escaping capture or in helping a slave escape bondage.

**Lore Master** Lem can take 10 on Knowledge (arcana) or Knowledge (nobility) checks. Once per day as a standard action, he can take 20 on any Knowledge check.

**Versatile Performance** Lem can use his bonus for Perform (wind) in place of his normal bonus when making Diplomacy or Handle Animal checks, and Perform (comedy) when making Bluff or Intimidate checks.



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