

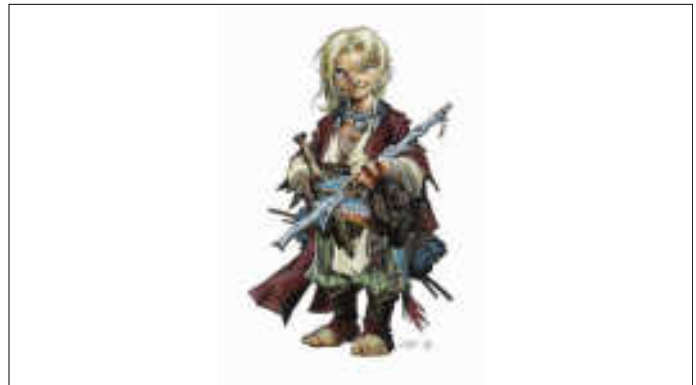
Lem (1)



Male halfling bard 1 - CR 1/2

Chaotic Good Humanoid (Halfling); Deity: **Shelyn**; Age: **25**;
Height: **3' 1"**; Weight: **35lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	17	+3	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =		+1		+1		
	Fearless: +2 vs. fear						
REFLEX (DEXTERITY)	+6 =	+2	+3		+1		
	Fearless: +2 vs. fear						
WILL (WISDOM)	+2 =	+2	-1		+1		
	Fearless: +2 vs. fear						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =	+2		+3	+1			+1	+7
Touch AC 15	Flat-Footed AC 13							
			BAB	Strength	Size	Misc		
CM Bonus -2 =	-	-1	-1	-				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
CM Defense 12 = 10			-	-1			+3	-1
			BAB	Strength	Dexterity	Size		
Base Attack	+0							
HP	9							
Initiative	+3							
Speed	20 ft							

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (3)	1	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	+1	STR (-1)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+5	DEX (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (local)	+6	INT (1)	1	
Perception	+5	WIS (-1)	1	
Perform (comedy)	+7	CHA (3)	1	
Perform (wind instruments)	+9	CHA (3)	1	
Ride	+3	DEX (3)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+5	INT (1)	1	
Stealth	+11	DEX (3)	1	
Survival	-1	WIS (-1)	-	
Swim	-1	STR (-1)	-	
Use Magic Device	+7	CHA (3)	1	

Dagger	
Main hand: +0, 1d3-1	Crit: 19-20/x2 Rng: 10' Light, P/S
Ranged: +4, 1d3-1	

Dagger	
Main hand: +0, 1d3-1	Crit: 19-20/x2 Rng: 10' Light, P/S
Ranged: +4, 1d3-1	

Dagger	
Main hand: +0, 1d3-1	Crit: 19-20/x2 Rng: 10' Light, P/S
Ranged: +4, 1d3-1	

Feats	
Armor Proficiency (Light)	
Bard Weapon Proficiencies	
Dodge	
Shield Proficiency	
Simple Weapon Proficiency - All	

Special Abilities	
Bardic Knowledge +1 (Ex)	
Bardic Performance (standard action, 7 rounds/day)	
Bardic Performance: Countersong (Su)	
Bardic Performance: Distraction (Su)	
Bardic Performance: Fascinate (1 targets, DC 13) (Su)	
Bardic Performance: Inspire Courage +1 (Su)	
Fearless	

Dagger

Main hand: **+0, 1d3-1**

Crit: 19-20/x2

Ranged: **+4, 1d3-1**

Rng: 10'
Light, P/S

Short sword

Main hand: **+0, 1d4-1**

Crit: 19-20/x2
Light, P

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

**Total Weight Carried: 19/60 lbs, Light Load
(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)**

Artisan's outfit (Free)	-
Backpack (11 @ 5.57 lbs)	0.5 lbs
Dagger	0.5 lbs
Dagger	0.5 lbs
Dagger	0.5 lbs
Dagger	0.5 lbs
Leather armor	7.5 lbs
Money <In: Backpack (11 @ 5.57 lbs)>	0.32 lbs
Musical instrument, masterwork: Flute <In:	0.75 lbs
Short sword	1 lb
Spell component pouch	2 lbs
Sunrod x3 <In: Backpack (11 @ 5.57 lbs)>	1 lb
Trail rations x6 <In: Backpack (11 @ 5.57 lbs)>	0.25 lbs

Tracked Resources

Bardic Performance (standard action, 7 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Halfling

Spells & Powers

Bard spells known (CL 1st; concentration +4)

Melee Touch +0 Ranged Touch +4

1st (2/day)—*cure light wounds*, *hideous laughter* (DC 14)

0th (at will)—*detect magic*, *ghost sound* (DC 13), *light*, *prestidigitation*

Experience & Wealth

Experience Points: **0/2000**

Current Cash: **16 gp**

Background

Although Lem was raised in the lap of luxury, his childhood was anything but comfortable. Born into slavery, Lem was sold a half-dozen times to different nobles before he reached the age of 2. Always quick to side with the underdog, Lem has learned that his most powerful trait is his optimism and sense of humor—skills that more than make up for his small stature and impulsive nature.

Sourcebooks Used

(none)

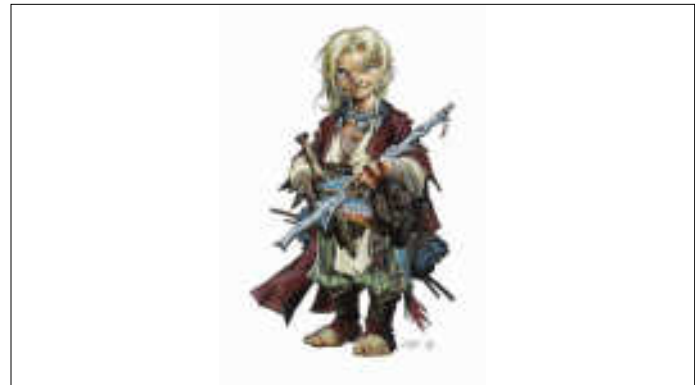
Lem (11)



Male halfling bard 11 - CR 10

Chaotic Good Humanoid (Halfling); Deity: **Shelyn**; Age: **25**;
Height: **3' 1"**; Weight: **35lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16/18	+3/+4	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	19/21	+4/+5	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+3	+1	+3	+1		

Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

REFLEX (DEXTERITY)	+15 =	+7	+4	+3	+1		
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

WILL (WISDOM)	+10 =	+7	-1	+3	+1		
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	29 =	+7	+5	+4	+1		+1	+1	+19

Touch AC 17 **Flat-Footed AC** 24

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

	CM Bonus	BAB	Strength	Size	Misc
	+6 =	+8	-1	-1	-

	CM Defense	BAB	Strength	Dexterity	Size
	22 = 10	+8	-1	+4	-1

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+8	HP	71
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	Initiative	Damage / Current HP
	+4	

Speed	20 ft
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+3 short sword

Main hand: **+16/+11, 1d4+2** Crit: 19-20/x2
Light, P

Dagger

Main hand: **+13/+8, 1d3-1** Crit: 19-20/x2
Rng: 10'
Ranged: **+13/+8, 1d3-1** Light, P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+16	DEX (4)	7	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+16	CHA (5)	-	
Climb	+5	STR (-1)	1	
Diplomacy	+21	CHA (5)	-	
Disable Device	+10	DEX (4)	4	
Disguise	+5	CHA (5)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+6	DEX (4)	-	
Handle Animal	+21	CHA (5)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+16	CHA (5)	-	
Knowledge (local)	+17	INT (1)	8	
Linguistics	+1	INT (1)	-	
Perception	+15	WIS (-1)	11	
Perform (comedy)	+16	CHA (5)	8	
Perform (wind instruments)	+21	CHA (5)	11	
Ride	+4	DEX (4)	-	
Sense Motive	-1	WIS (-1)	-	
Sleight of Hand	+4	DEX (4)	-	
Spellcraft	+15	INT (1)	11	
Stealth	+22	DEX (4)	11	
Survival	-1	WIS (-1)	-	
Swim	-1	STR (-1)	-	
Use Magic Device	+17	CHA (5)	9	

Feats

Armor Proficiency (Light)
Bard Weapon Proficiencies
Dodge
Extra Performance (6 rounds/day)
Mobility
Quick Draw
Shield Proficiency
Simple Weapon Proficiency - All
Spell Focus (Illusion)
Weapon Finesse

Dagger

Main hand: **+13/+8, 1d3-1**

Crit: 19-20/x2

Ranged: **+13/+8, 1d3-1**

Rng: 10'
Light, P/S

Dagger

Main hand: **+13/+8, 1d3-1**

Crit: 19-20/x2

Ranged: **+13/+8, 1d3-1**

Rng: 10'
Light, P/S

Dagger

Main hand: **+13/+8, 1d3-1**

Crit: 19-20/x2

Ranged: **+13/+8, 1d3-1**

Rng: 10'
Light, P/S

+4 buckler

+5

Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield

+4 studded leather

+7

Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light

Gear

Total Weight Carried: 19/60 lbs, Light Load
(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

+3 short sword	1 lb
+4 buckler	2.5 lbs
+4 studded leather	10 lbs
Artisan's outfit (Free)	-
Backpack (1 @ 0.75 lbs)	0.5 lbs
Belt of incredible dexterity +2	0.5 lbs
Cloak of resistance +3	0.5 lbs
Dagger	0.5 lbs
Dagger <In: Storage>	0.5 lbs
Dagger <In: Storage>	0.5 lbs
Dagger <In: Storage>	0.5 lbs
Headband of alluring charisma +2	0.5 lbs
Money <In: Storage>	2.2 lbs
Musical instrument, masterwork: Flute <In:	0.75 lbs
Ring of protection +1	-
Spell component pouch	2 lbs
Thieves' tools, masterwork <In: Storage>	2 lbs
Wand of cure serious wounds	-

Special Abilities

Bardic Knowledge +5 (Ex)
 Bardic Performance (move action, 29 rounds/day)
 Bardic Performance: Countersong (Su)
 Bardic Performance: Dirge of Doom (30 ft.) (Su)
 Bardic Performance: Distraction (Su)
 Bardic Performance: Fascinate (4 targets, DC 20) (Su)
 Bardic Performance: Inspire Competence +4 (Su)
 Bardic Performance: Inspire Courage +3 (Su)
 Bardic Performance: Inspire Greatness (1 allies) (Su)
 Bardic Performance: Suggestion (DC 20) (Sp)
 Fearless

Experience & Wealth

Experience Points: **155000/220000**

Current Cash: **110 gp**

Special Abilities

Jack-of-all-trades (use any skill) (Ex)
 Lore Master (2/day) (Ex)
 Versatile Performance (Acting) +0 (Ex)
 Versatile Performance (Comedy) +16 (Ex)
 Versatile Performance (Wind Instruments) +21 (Ex)
 Well Versed (Ex)

Tracked Resources

Bardic Performance (move action, 29 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Extra Performance (6 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lore Master (2/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/>
Wand of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Languages

Common	Halfling
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Spells & Powers

Bard spells known (CL 11th; concentration +16)
Melee Touch +13/+8 **Ranged Touch** +13/+8
4th (3/day)—*cure critical wounds*, *dimension door*, *greater invisibility*
3rd (5/day)—*charm monster* (DC 18), *confusion* (DC 18), *major image* (DC 19), *slow* (DC 18)
2nd (5/day)—*alter self*, *blur*, *cure moderate wounds*, *minor image* (DC 18), *mirror image*
1st (7/day)—*alarm*, *cure light wounds*, *disguise self*, *feather fall*, *hideous laughter* (DC 16), *silent image* (DC 17)
0th (at will)—*detect magic*, *ghost sound* (DC 16), *light*, *mage hand*, *prestidigitation*, *summon instrument*

Background

Although Lem was raised in the lap of luxury, his childhood was anything but comfortable. Born into slavery, Lem was sold a half-dozen times to different nobles before he reached the age of 2. Always quick to side with the underdog, Lem has learned that his most powerful trait is his optimism and sense of humor—skills that more than make up for his small stature and impulsive nature.

Sourcebooks Used

(none)

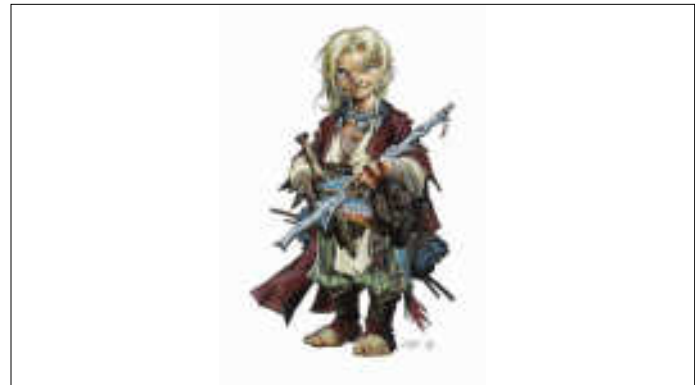
Lem (3)



Male halfling bard 3 - CR 2

Chaotic Good Humanoid (Halfling); Deity: **Shelyn**; Age: **25**;
Height: **3' 1"**; Weight: **35lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	17	+3	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	<input type="text" value="+1"/>	<input type="text" value="+1"/>	<input type="text" value=""/>	<input type="text" value="+1"/>	<input type="text" value=""/>
Well Versed : +4 vs. bardic performance, language-dependent, and sonic, Fearless : +2 vs. fear							
REFLEX (DEXTERITY)	+7	=	<input type="text" value="+3"/>	<input type="text" value="+3"/>	<input type="text" value=""/>	<input type="text" value="+1"/>	<input type="text" value=""/>
Well Versed : +4 vs. bardic performance, language-dependent, and sonic, Fearless : +2 vs. fear							
WILL (WISDOM)	+3	=	<input type="text" value="+3"/>	<input type="text" value="-1"/>	<input type="text" value=""/>	<input type="text" value="+1"/>	<input type="text" value=""/>
Well Versed : +4 vs. bardic performance, language-dependent, and sonic, Fearless : +2 vs. fear							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 18	=	<input type="text" value="+2"/>	<input type="text" value=""/>	<input type="text" value="+3"/>	<input type="text" value="+1"/>	<input type="text" value=""/>	<input type="text" value="+1"/>	<input type="text" value="+1"/>	<input type="text" value="+8"/>

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
16	14	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>

CM Bonus	BAB	Strength	Dexterity	Size	
+0	=	<input type="text" value="+2"/>	<input type="text" value="-1"/>	<input type="text" value="-1"/>	<input type="text" value="-"/>

CM Defense	BAB	Strength	Dexterity	Size		
15	=	<input type="text" value="10"/>	<input type="text" value="+2"/>	<input type="text" value="-1"/>	<input type="text" value="+3"/>	<input type="text" value="-1"/>

Base Attack	HP
<input type="text" value="+2"/>	<input type="text" value="20"/>

Initiative	Damage / Current HP
<input type="text" value="+3"/>	

Speed
<input type="text" value="20 / 15 ft"/>

Dagger

Main hand: **+2, 1d3-1** Crit: 19-20/x2 Rng: 10'
Ranged: **+6, 1d3-1** Light, P/S

Dagger

Main hand: **+2, 1d3-1** Crit: 19-20/x2 Rng: 10'
Ranged: **+6, 1d3-1** Light, P/S

Dagger

Main hand: **+2, 1d3-1** Crit: 19-20/x2 Rng: 10'
Ranged: **+6, 1d3-1** Light, P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (3)	3	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	-2	STR (-1)	-	
Diplomacy	+11	CHA (3)	-	
Disable Device	+0	DEX (3)	2	
Disguise	+3	CHA (3)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+2	DEX (3)	-	
Handle Animal	+11	CHA (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (local)	+8	INT (1)	3	
Perception	+7	WIS (-1)	3	
Perform (comedy)	+7	CHA (3)	1	
Perform (wind instruments)	+11	CHA (3)	3	
Ride	+0	DEX (3)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+7	INT (1)	3	
Stealth	+10	DEX (3)	3	
Survival	-1	WIS (-1)	-	
Swim	-4	STR (-1)	-	
Use Magic Device	+9	CHA (3)	3	

Feats

Armor Proficiency (Light)
Bard Weapon Proficiencies
Dodge
Extra Performance (6 rounds/day)
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Bardic Knowledge +1 (Ex)
Bardic Performance (standard action, 11 rounds/day)
Bardic Performance: Countersong (Su)
Bardic Performance: Distraction (Su)
Bardic Performance: Fascinate (1 targets, DC 14) (Su)

Dagger

Main hand: **+2, 1d3-1**

Crit: 19-20/x2

Ranged: **+6, 1d3-1**

Rng: 10'

Light, P/S

Short sword

Main hand: **+2, 1d4-1**

Crit: 19-20/x2

Light, P

Leather armor

+2

Max Dex: +6, Armor Check: -

Spell Fail: 10%, Light

Gear

Total Weight Carried: 21/60 lbs, Medium Load (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

Artisan's outfit (Free)	-
Backpack (11 @ 5.57 lbs)	0.5 lbs
Dagger	0.5 lbs
Dagger	0.5 lbs
Dagger	0.5 lbs
Dagger	0.5 lbs
Leather armor	7.5 lbs
Money <In: Backpack (11 @ 5.57 lbs)>	0.32 lbs
Musical instrument, masterwork: Flute <In: Ring of protection +1	-
Short sword	1 lb
Spell component pouch	2 lbs
Sunrod x3 <In: Backpack (11 @ 5.57 lbs)>	1 lb
Thieves' tools, masterwork	2 lbs
Trail rations x6 <In: Backpack (11 @ 5.57 lbs)>	0.25 lbs
Wand of cure light wounds	-

Special Abilities

Bardic Performance: Inspire Competence +2 (Su)

Bardic Performance: Inspire Courage +1 (Su)

Fearless

Versatile Performance (Wind Instruments) +11 (Ex)

Well Versed (Ex)

Tracked Resources

Bardic Performance (standard action, 11 rounds/day)

Dagger

Dagger

Dagger

Dagger

Extra Performance (6 rounds/day)

Sunrod

Trail rations

Experience & Wealth

Experience Points: **5000/9000**

Current Cash: **16 gp**

Tracked Resources

Wand of cure light wounds

Languages

Common

Halfling

Spells & Powers

Bard spells known (CL 3rd; concentration +6)

Melee Touch +2 Ranged Touch +6

1st (4/day)—*cure light wounds*, *disguise self*, *hideous laughter* (DC 14), *silent image* (DC 14)

0th (at will)—*detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *prestidigitation*, *summon instrument*

Background

Although Lem was raised in the lap of luxury, his childhood was anything but comfortable. Born into slavery, Lem was sold a half-dozen times to different nobles before he reached the age of 2. Always quick to side with the underdog, Lem has learned that his most powerful trait is his optimism and sense of humor—skills that more than make up for his small stature and impulsive nature.

Sourcebooks Used

(none)

Lem (5)

Male halfling bard 5 - CR 4

Chaotic Good Humanoid (Halfling); Deity: **Shelyn**; Age: **25**;
Height: **3' 1"**; Weight: **35lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	<input type="text" value="+1"/>	<input type="text" value="+1"/>	<input type="text" value=""/>	<input type="text" value="+1"/>	<input type="text" value=""/>

Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

REFLEX (DEXTERITY)	+8	=	<input type="text" value="+4"/>	<input type="text" value="+3"/>	<input type="text" value=""/>	<input type="text" value="+1"/>	<input type="text" value=""/>
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

WILL (WISDOM)	+4	=	<input type="text" value="+4"/>	<input type="text" value="-1"/>	<input type="text" value=""/>	<input type="text" value="+1"/>	<input type="text" value=""/>
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 20	=	<input type="text" value="+4"/>	<input type="text" value=""/>	<input type="text" value="+3"/>	<input type="text" value="+1"/>	<input type="text" value=""/>	<input type="text" value="+1"/>	<input type="text" value="+1"/>	<input type="text" value="+10"/>

Touch AC 16	Flat-Footed AC 16
	BAB Strength Size Misc

CM Bonus +1	=	<input type="text" value="+3"/>	<input type="text" value="-1"/>	<input type="text" value="-1"/>	<input type="text" value="-"/>
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CM Defense 16	=	10	<input type="text" value="+3"/>	<input type="text" value="-1"/>	<input type="text" value="+3"/>	<input type="text" value="-1"/>
			BAB	Strength	Dexterity	Size

Base Attack	<input type="text" value="+3"/>	HP	<input type="text" value="31"/>
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Initiative	<input type="text" value="+3"/>	Damage / Current HP	
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Speed	<input type="text" value="20 / 15 ft"/>
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+1 short sword

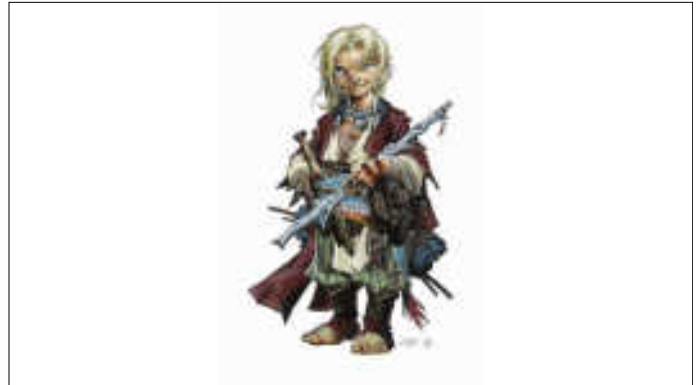
Main hand: **+4, 1d4** Crit: 19-20/x2
Light, P

Dagger

Main hand: **+3, 1d3-1** Crit: 19-20/x2
Rng: 10'
Ranged: **+7, 1d3-1** Light, P/S

Dagger

Main hand: **+3, 1d3-1** Crit: 19-20/x2
Rng: 10'
Ranged: **+7, 1d3-1** Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (3)	5	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+1	INT (1)	-	
Bluff	+4	CHA (4)	-	
Climb	-2	STR (-1)	-	
Diplomacy	+14	CHA (4)	-	
Disable Device	+4	DEX (3)	2	
Disguise	+4	CHA (4)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+2	DEX (3)	-	
Handle Animal	+14	CHA (4)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+4	CHA (4)	-	
Knowledge (local)	+11	INT (1)	5	
Perception	+9	WIS (-1)	5	
Perform (comedy)	+10	CHA (4)	3	
Perform (wind instruments)	+14	CHA (4)	5	
Ride	+0	DEX (3)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+9	INT (1)	5	
Stealth	+12	DEX (3)	5	
Survival	-1	WIS (-1)	-	
Swim	-4	STR (-1)	-	
Use Magic Device	+12	CHA (4)	5	

Feats

Armor Proficiency (Light)
Bard Weapon Proficiencies
Dodge
Extra Performance (6 rounds/day)
Shield Proficiency
Simple Weapon Proficiency - All
Spell Focus (Illusion)

Special Abilities

Bardic Knowledge +2 (Ex)
Bardic Performance (standard action, 16 rounds/day)
Bardic Performance: Countersong (Su)
Bardic Performance: Distraction (Su)

Dagger

Main hand: **+3, 1d3-1**

Crit: 19-20/x2

Ranged: **+7, 1d3-1**

Rng: 10'

Light, P/S

Dagger

Main hand: **+3, 1d3-1**

Crit: 19-20/x2

Ranged: **+7, 1d3-1**

Rng: 10'

Light, P/S

+2 leather armor

+4

Max Dex: +6, Armor Check: -

Spell Fail: 10%, Light

Gear

Total Weight Carried: 21/60 lbs, Medium Load (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

+1 short sword	1 lb
+2 leather armor	7.5 lbs
Artisan's outfit (Free)	-
Backpack (11 @ 5.69 lbs)	0.5 lbs
Dagger	0.5 lbs
Dagger	0.5 lbs
Dagger	0.5 lbs
Dagger	0.5 lbs
Money <In: Backpack (11 @ 5.69 lbs)>	0.44 lbs
Musical instrument, masterwork: Flute <In:	0.75 lbs
Ring of protection +1	-
Scroll of haste	-
Spell component pouch	2 lbs
Sunrod x3 <In: Backpack (11 @ 5.69 lbs)>	1 lb
Thieves' tools, masterwork	2 lbs
Trail rations x6 <In: Backpack (11 @ 5.69 lbs)>	0.25 lbs
Wand of cure moderate wounds	-

Special Abilities

Bardic Performance: Fascinate (2 targets, DC 16) (Su)

Bardic Performance: Inspire Competence +2 (Su)

Bardic Performance: Inspire Courage +2 (Su)

Fearless

Lore Master (1/day) (Ex)

Versatile Performance (Wind Instruments) +14 (Ex)

Well Versed (Ex)

Tracked Resources

Bardic Performance (standard action, 16 rounds/day)

Dagger

Dagger

Dagger

Dagger

Extra Performance (6 rounds/day)

Lore Master (1/day) (Ex)

Sunrod

Experience & Wealth

Experience Points: **15000/23000**

Current Cash: **22 gp**

Tracked Resources

Trail rations

Wand of cure moderate wounds

Languages

Common

Halfling

Spells & Powers

Bard spells known (CL 5th; concentration +9)

Melee Touch +3 Ranged Touch +7

2nd (3/day)—*alter self*, *cure moderate wounds*, *mirror image*

1st (5/day)—*cure light wounds*, *disguise self*, *hideous laughter* (DC 15), *silent image* (DC 16)

0th (at will)—*detect magic*, *ghost sound* (DC 15), *light*, *mage hand*, *prestidigitation*, *summon instrument*

Background

Although Lem was raised in the lap of luxury, his childhood was anything but comfortable. Born into slavery, Lem was sold a half-dozen times to different nobles before he reached the age of 2. Always quick to side with the underdog, Lem has learned that his most powerful trait is his optimism and sense of humor—skills that more than make up for his small stature and impulsive nature.

Sourcebooks Used

(none)

Lem (7)

Male halfling bard 7 - CR 6

Chaotic Good Humanoid (Halfling); Deity: **Shelyn**; Age: **25**;
Height: **3' 1"**; Weight: **35lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16/18	+3/+4	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	18/20	+4/+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+2	+1	+1	+1		

Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

REFLEX (DEXTERITY)	+11 =	+5	+4	+1	+1		
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

WILL (WISDOM)	+6 =	+5	-1	+1	+1		
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 23 =	+4	+3	+3	+1		+1	+1	+13

Touch AC 16	Flat-Footed AC 19
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CM Bonus	BAB	Strength	Size	Misc
+3 =	+5	-1	-1	-

CM Defense	BAB	Strength	Dexterity	Size
19 = 10	+5	-1	+4	-1

Base Attack	+5	HP	49
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Initiative	Damage / Current HP
+4	

Speed	20 / 15 ft
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+1 short sword

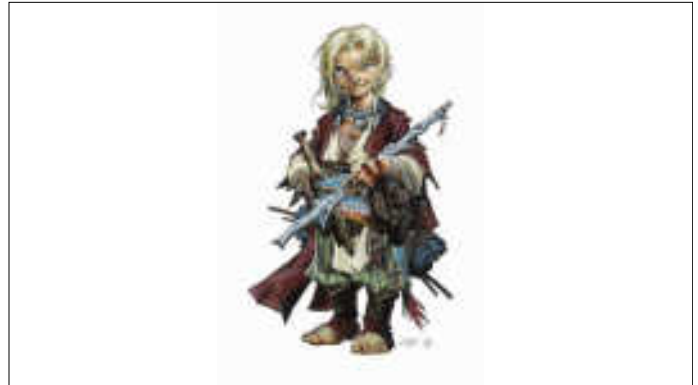
Main hand: **+11, 1d4** Crit: 19-20/x2
Light, P

Dagger

Main hand: **+10, 1d3-1** Crit: 19-20/x2
Rng: 10'
Ranged: **+10, 1d3-1** Light, P/S

Dagger

Main hand: **+10, 1d3-1** Crit: 19-20/x2
Rng: 10'
Ranged: **+10, 1d3-1** Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (4)	5	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+1	INT (1)	-	
Bluff	+12	CHA (5)	-	
Climb	-2	STR (-1)	-	
Diplomacy	+17	CHA (5)	-	
Disable Device	+4	DEX (4)	1	
Disguise	+5	CHA (5)	-	
Escape Artist	+1	DEX (4)	-	
Fly	+3	DEX (4)	-	
Handle Animal	+17	CHA (5)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+12	CHA (5)	-	
Knowledge (local)	+13	INT (1)	6	
Perception	+11	WIS (-1)	7	
Perform (comedy)	+12	CHA (5)	4	
Perform (wind instruments)	+17	CHA (5)	7	
Ride	+1	DEX (4)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+11	INT (1)	7	
Stealth	+14	DEX (4)	6	
Survival	-1	WIS (-1)	-	
Swim	-4	STR (-1)	-	
Use Magic Device	+14	CHA (5)	6	

Feats

Armor Proficiency (Light)
Bard Weapon Proficiencies
Dodge
Extra Performance (6 rounds/day)
Shield Proficiency
Simple Weapon Proficiency - All
Spell Focus (Illusion)
Weapon Finesse

Special Abilities

Bardic Knowledge +3 (Ex)
Bardic Performance (move action, 21 rounds/day)
Bardic Performance: Countersong (Su)

Dagger

Main hand: **+10, 1d3-1**

Crit: 19-20/x2

Ranged: **+10, 1d3-1**

Rng: 10'

Light, P/S

+2 buckler

+3

Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield

+2 leather armor

+4

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 22/60 lbs, Medium Load (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

+1 short sword	1 lb
+2 buckler	2.5 lbs
+2 leather armor	7.5 lbs
Artisan's outfit (Free)	-
Backpack (2 @ 3.75 lbs)	0.5 lbs
Belt of incredible dexterity +2	0.5 lbs
Cloak of resistance +1	0.5 lbs
Dagger	0.5 lbs
Dagger	0.5 lbs
Dagger	0.5 lbs
Headband of alluring charisma +2	0.5 lbs
Money <In: Backpack (2 @ 3.75 lbs)>	3 lbs
Musical instrument, masterwork: Flute <In:	0.75 lbs
Ring of protection +1	-
Scroll of haste	-
Spell component pouch	2 lbs
Thieves' tools, masterwork	2 lbs
Wand of cure moderate wounds	-

Special Abilities

Bardic Performance: Distraction (Su)
Bardic Performance: Fascinate (3 targets, DC 18) (Su)
Bardic Performance: Inspire Competence +3 (Su)
Bardic Performance: Inspire Courage +2 (Su)
Bardic Performance: Suggestion (DC 18) (Sp)
Fearless
Lore Master (1/day) (Ex)
Versatile Performance (Comedy) +12 (Ex)
Versatile Performance (Wind Instruments) +17 (Ex)
Well Versed (Ex)

Tracked Resources

Bardic Performance (move action, 21 rounds/day)

Dagger
Dagger
Dagger

Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **150 gp**

Tracked Resources

Extra Performance (6 rounds/day)
Lore Master (1/day) (Ex)
Wand of cure moderate wounds

Languages

Common

Halfling

Spells & Powers

Bard spells known (CL 7th; concentration +12)

Melee Touch +10 **Ranged Touch** +10

3rd (2/day)—*charm monster* (DC 18), *major image* (DC 19)

2nd (4/day)—*alter self*, *cure moderate wounds*, *minor image* (DC 18), *mirror image*

1st (6/day)—*cure light wounds*, *disguise self*, *feather fall*, *hideous laughter* (DC 16), *silent image* (DC 17)

0th (at will)—*detect magic*, *ghost sound* (DC 16), *light*, *mage hand*, *prestidigitation*, *summon instrument*

Background

Although Lem was raised in the lap of luxury, his childhood was anything but comfortable. Born into slavery, Lem was sold a half-dozen times to different nobles before he reached the age of 2. Always quick to side with the underdog, Lem has learned that his most powerful trait is his optimism and sense of humor—skills that more than make up for his small stature and impulsive nature.

Sourcebooks Used

(none)

Lem (9)

Male halfling bard 9 - CR 8

Chaotic Good Humanoid (Halfling); Deity: **Shelyn**; Age: **25**;
Height: **3' 1"**; Weight: **35lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16/18	+3/+4	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	19/21	+4/+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+3	+1	+2	+1		

Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

REFLEX (DEXTERITY)	+13 =	+6	+4	+2	+1		
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

WILL (WISDOM)	+8 =	+6	-1	+2	+1		
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless**: +2 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 26 =	+6	+4	+3	+1		+1	+1	+16

Touch AC 16	Flat-Footed AC 22
	BAB Strength Size Misc

CM Bonus +4 =	+6	-1	-1	-
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CM Defense 20 = 10	BAB	Strength	Dexterity	Size
	+6	-1	+4	-1

Base Attack	+6	HP	60
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Initiative	+4	Damage / Current HP	
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Speed	20 / 15 ft
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+2 short sword

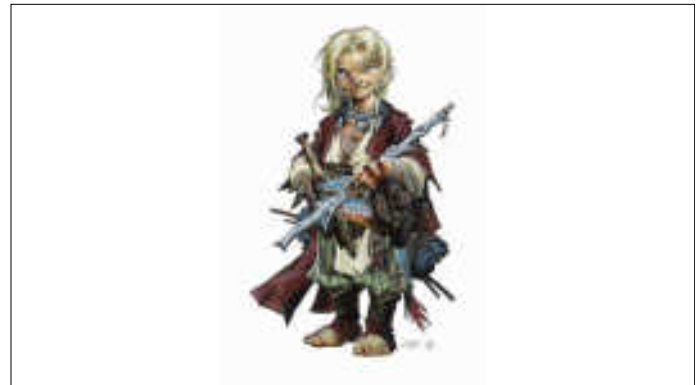
Main hand: **+13/+8, 1d4+1** Crit: 19-20/x2
Light, P

Dagger

Main hand: **+11/+6, 1d3-1** Crit: 19-20/x2
Rng: 10'
Ranged: **+11/+6, 1d3-1** Light, P/S

Dagger

Main hand: **+11/+6, 1d3-1** Crit: 19-20/x2
Rng: 10'
Ranged: **+11/+6, 1d3-1** Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+12	DEX (4)	6	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+1	INT (1)	-	
Bluff	+14	CHA (5)	-	
Climb	+2	STR (-1)	1	
Diplomacy	+19	CHA (5)	-	
Disable Device	+7	DEX (4)	4	
Disguise	+5	CHA (5)	-	
Escape Artist	+1	DEX (4)	-	
Fly	+3	DEX (4)	-	
Handle Animal	+19	CHA (5)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+14	CHA (5)	-	
Knowledge (local)	+14	INT (1)	6	
Perception	+13	WIS (-1)	9	
Perform (comedy)	+14	CHA (5)	6	
Perform (wind instruments)	+19	CHA (5)	9	
Ride	+1	DEX (4)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+13	INT (1)	9	
Stealth	+16	DEX (4)	8	
Survival	-1	WIS (-1)	-	
Swim	-4	STR (-1)	-	
Use Magic Device	+15	CHA (5)	7	

Feats

Armor Proficiency (Light)
Bard Weapon Proficiencies
Dodge
Extra Performance (6 rounds/day)
Quick Draw
Shield Proficiency
Simple Weapon Proficiency - All
Spell Focus (Illusion)
Weapon Finesse

Special Abilities

Bardic Knowledge +4 (Ex)
Bardic Performance (move action, 25 rounds/day)

Dagger

Main hand: **+11/+6, 1d3-1**

Crit: 19-20/x2

Ranged: **+11/+6, 1d3-1**

Rng: 10'

Light, P/S

Dagger

Main hand: **+11/+6, 1d3-1**

Crit: 19-20/x2

Ranged: **+11/+6, 1d3-1**

Rng: 10'

Light, P/S

+3 buckler

+4

Max Dex: -, Armor Check: -

Spell Fail: 5%, Shield

+3 studded leather

+6

Max Dex: +5, Armor Check: -

Spell Fail: 15%, Light

Gear

Total Weight Carried: 21/60 lbs, Medium Load (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

+2 short sword	1 lb
+3 buckler	2.5 lbs
+3 studded leather	10 lbs
Artisan's outfit (Free)	-
Backpack (1 @ 0.75 lbs)	0.5 lbs
Belt of incredible dexterity +2	0.5 lbs
Cloak of resistance +2	0.5 lbs
Dagger	0.5 lbs
Dagger <In: Storage>	0.5 lbs
Dagger <In: Storage>	0.5 lbs
Dagger <In: Storage>	0.5 lbs
Headband of alluring charisma +2	0.5 lbs
Money <In: Storage>	2.2 lbs
Musical instrument, masterwork: Flute <In:	0.75 lbs
Ring of protection +1	-
Spell component pouch	2 lbs
Thieves' tools, masterwork	2 lbs
Wand of cure serious wounds	-

Special Abilities

Bardic Performance: Countersong (Su)
 Bardic Performance: Dirge of Doom (30 ft.) (Su)
 Bardic Performance: Distraction (Su)
 Bardic Performance: Fascinate (3 targets, DC 19) (Su)
 Bardic Performance: Inspire Competence +3 (Su)
 Bardic Performance: Inspire Courage +2 (Su)
 Bardic Performance: Inspire Greatness (1 allies) (Su)
 Bardic Performance: Suggestion (DC 19) (Sp)
 Fearless
 Lore Master (1/day) (Ex)
 Versatile Performance (Comedy) +14 (Ex)
 Versatile Performance (Wind Instruments) +19 (Ex)
 Well Versed (Ex)

Experience & Wealth

Experience Points: **75000/105000**

Current Cash: **110 gp**

Tracked Resources

Bardic Performance (move action, 25 rounds/day)

Dagger

Dagger

Dagger

Dagger

Extra Performance (6 rounds/day)

Lore Master (1/day) (Ex)

Wand of cure serious wounds

Languages

Common

Halfling

Spells & Powers

Bard spells known (CL 9th; concentration +14)

Melee Touch +11/+6 **Ranged Touch** +11/+6

3rd (4/day)—*charm monster* (DC 18), *confusion* (DC 18), *major image* (DC 19), *slow* (DC 18)

2nd (5/day)—*alter self*, *cure moderate wounds*, *minor image* (DC 18), *mirror image*

1st (7/day)—*cure light wounds*, *disguise self*, *feather fall*, *hideous laughter* (DC 16), *silent image* (DC 17)

0th (at will)—*detect magic*, *ghost sound* (DC 16), *light*, *mage hand*, *prestidigitation*, *summon instrument*

Background

Although Lem was raised in the lap of luxury, his childhood was anything but comfortable. Born into slavery, Lem was sold a half-dozen times to different nobles before he reached the age of 2. Always quick to side with the underdog, Lem has learned that his most powerful trait is his optimism and sense of humor—skills that more than make up for his small stature and impulsive nature.

Sourcebooks Used

(none)