

# NPC Codex, Bard (Level 1)



## LEM

### HALFLING BARD 1

Small humanoid (halfling) CG

Init +2; Senses Perception +2

### DEFENSE

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

hp 10 (1d8+2)

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

### TACTICS

**During Combat** Lem knows he is best in a supporting role, and tries to stay out of melee if possible. Instead, he uses his bardic performance ability to inspire courage in his companions, alternating between giving support and using well-placed spells to charm or otherwise waylay foes.

### 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 +8, Climb +1, Diplomacy +8, Knowledge (arcana, nobility) +6, Perception +2, Perform (wind) +8, Sense Motive +4, Stealth +10

Languages Common, Elven, Halfling

SQ bardic knowledge +1

**Combat Gear** scroll of cure light wounds, caltrops; **Other Gear** leather armor, short sword, sling with 10 bullets, backpack, bedroll, flute, hooded lantern, scroll case, silk rope (50 ft.), smokestick, spell component pouch, trail rations (2), water-skin, 7 gp

*Born a slave in a land under the shadow of devils, Lem was blessed with a quick wit that earned him easier work as an entertainer. He escaped from slavery, and looks for things to laugh about so he can forget the misery his fellow halflings endure back home.*

**Bardic Knowledge (Ex):** A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

**Countersong (Su):** At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the



bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

**Distraction (Su):** At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the Distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the Distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the Distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

**Fascinate (Su):** At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The Distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard has attained beyond 1st, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

**Inspire Courage (Su):** A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.