

## Stason Jatham



5<sup>th</sup> Edition SRD

Player: Dom

No race Bard 1/Sorcerer 2 - CL3 - CR 3

Neutral Good

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	8	-1	-1
<b>DEX</b> DEXTERITY	15	+2	+4
<b>CON</b> CONSTITUTION	13	+1	+1
<b>INT</b> INTELLIGENCE	12	+1	+1
<b>WIS</b> WISDOM	10	0	+0
<b>CHA</b> CHARISMA	14	+2	+4

AC 14 Initiative +2 Speed 30 ft

Proficiency +2 Inspiration

HP 20 HD 2d6+1d8 Death Saves

Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

### Rapier

Main hand: +4, 1d8+2 piercing Finesse

### Shortbow

Ranged, both hands: +4, 1d6+2 piercing Rng: 80 ft./320 ft. Ammunition, Two-Handed

### Studded leather

+2

Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Animal Handling</b>	<b>+0</b>	WIS (0)	-	
<b>Arcana</b>	<b>+1</b>	INT (1)	-	
<b>Athletics</b>	<b>-1</b>	STR (-1)	-	
<b>Deception</b>	<b>+4</b>	CHA (2)	+2	
<b>History</b>	<b>+1</b>	INT (1)	-	
<b>Insight</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidation</b>	<b>+2</b>	CHA (2)	-	
<b>Investigation</b>	<b>+1</b>	INT (1)	-	
<b>Medicine</b>	<b>+0</b>	WIS (0)	-	
<b>Nature</b>	<b>+1</b>	INT (1)	-	
<b>Perception</b>	<b>+2</b>	WIS (0)	+2	
<b>Performance</b>	<b>+2</b>	CHA (2)	-	
<b>Persuasion</b>	<b>+2</b>	CHA (2)	-	
<b>Religion</b>	<b>+1</b>	INT (1)	-	
<b>Sleight of Hand</b>	<b>+4</b>	DEX (2)	+2	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	

Passive Perception: 12

### Other Proficiencies:

Tools: Calligrapher's supplies (+2); Drum (+2); Viol (+2)

Weapons: Simple weapons; Crossbow, hand;

Longsword; Rapier; Shortsword

Armor: Light armor

### Special Abilities

Bardic Inspiration (d6, 2/long rest)

Font of Magic

## Gear

**Total Weight Carried: 15.6 lbs,**  
**(Maximum: 120 lbs)**

claperless bell	-
Money	0.6 lbs
Rapier	2 lbs
Shortbow	-
Spell scroll of feather fall	-
Studded leather	13 lbs

## Tracked Resources

Bardic Inspiration (d6, 2/long rest)	<input type="checkbox"/> <input type="checkbox"/>
Sorcery Points (2/long rest)	<input type="checkbox"/> <input type="checkbox"/>

## Languages

Halfling

## Spell Slots

2nd level	<input type="checkbox"/> <input type="checkbox"/>
1st level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Spells & Powers

**Bard spells known (CL 1st)**

**Spell Save DC 12 Spell Attack +4**

**1st**—*cure wounds, detect magic<sup>R</sup>, identify<sup>R</sup>*

**Cantrips**—*vicious mockery*

**Sorcerer spells known (CL 2nd)**

**Spell Save DC 12 Spell Attack +4**

**1st**—*burning hands, mage armor, magic missile*

**Cantrips**—*acid splash, fire bolt, ray of frost*

## Experience & Wealth

Experience Points: **900/2700**

Current Cash: **30 gp**

## Role Playing