



✕ Skills

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SKILLS TABLE: [P]=Proficient, [E]=Expertise, [J]=Jack of All Trades

Skill	Mod	Prof.	Skill	Mod	Prof.
Acrobatics (DEX)	+3	[J]	Persuasion (CHA)	+10	[E]
Animal Handling (WIS)	+5	[P]	Religion (INT)	+2	[J]
Arcana (INT)	+2	[J]	Sleight of Hand (DEX)	+3	[J]
Athletics (STR)	+5	[P]	Stealth (DEX)	+8	[E]
Deception (CHA)	+7	[P]	Survival (WIS)	+3	[J]
History (INT)	+2	[J]	<b>Saving Throws</b>		
Insight (WIS)	+3	[J]	Strength	+2	[ ]
Intimidation (CHA)	+5	[J]	Dexterity	+5	[X]
Investigation (INT)	+4	[P]	Constitution	+2	[ ]
Medicine (WIS)	+8	[E]	Intelligence	+1	[ ]
Nature (INT)	+4	[P]	Wisdom	+2	[ ]
Perception (WIS)	+3	[J]	Charisma	+7	[X]
Performance (CHA)	+5	[J]			

☐ All Spells (Bard)

Total Spell Slots: 1st (4), 2nd (3), 3rd (3), 4th (1)

Level	Spell Name	Prepared?	Notes
<b>Cantrips</b>	Dancing Lights	Yes	V, S, M (Concentration)
	Vicious Mockery	Yes	V (1d4 Psychic)
	Thunderclap	Yes	S
	Minor Illusion	Yes	S, M
<b>1st</b>	Cure Wounds	Yes	V, S
	Comprehend Languages	No	V, S, M (Ritual)
	Healing Word	Yes	V
	Thunderwave	No	V, S
	Charm Person	Yes	V, S
	Dissonant Whispers	Yes	V
	Faerie Fire	Yes	V (Concentration)
	Enhance Ability	No	V, S, M (Concentration)
<b>2nd</b>	Lesser Restoration	No	V, S
	Pyrotechnics	No	V, S
	Hold Person	No	V, S, M (Concentration)
	Silence	Yes	V, S (Ritual, Concentration)
	Suggestion	Yes	V, M (Concentration)

Level	Spell Name	Prepared?	Notes
3rd	Counterspell	Yes	S (Reaction)
	Magic Circle	No	V, S, M
	Dispel Magic	Yes	V, S
	Hypnotic Pattern	Yes	S, M (Concentration)
	Mass Healing Word	No	V
	Motivational Speech	No	V (Concentration)

## ▣ Attacks & Spellcasting

Name	Attack Bonus	Damage/Type	Notes
Rapier	+5 (DEX + PB)	1d8 + 2 Piercing	Finesse.
Shortbow	+5 (DEX + PB)	1d6 + 2 Piercing	Range 80/320 ft.
Handaxe	+5 (STR + PB)	1d6 + 2 Slashing	Thrown (20/60 ft), Light.
Dagger	+5 (DEX + PB)	1d4 + 2 Piercing	Finesse, Light, Thrown (20/60 ft).
Breath Weapon (Green)	DC 13 CON	3d6 Poison Damage	15 ft. cone (Short Rest)
Bard Spell Save DC	15	Spell Attack +7	Spellcasting Ability: Charisma

## ▣ Inventory & Equipment (All Items)

### Weapons & Armor:

- \* Rapier (Quantity: 1)
- \* Shortbow (Quantity: 1)
- \* Arrows (Quantity: 20)
- \* Dagger (Quantity: 2)
- \* Handaxe (Quantity: 1)
- \* Leather Armor (Equipped) (Quantity: 1)
- \* Studded Leather Armor (Quantity: 1)
- \* Shield (Equipped) (Quantity: 1)
- \* Revolver (Quantity: 1)

### Gear & Tools (Proficient: Lute, Flute, Horn, Water Vehicles, Thieves' Tools):

- \* Explorer's Pack (Quantity: 1)
- \* Backpack (Quantity: 1)
- \* Bedroll (Quantity: 1)
- \* Waterskin (Quantity: 1)
- \* Fishing Tackle (Quantity: 1)
- \* Lute of laughter (Quantity: 1)
- \* Candle (Quantity: 5)
- \* Rations (1 day) (Quantity: 5)
- \* Mess Kit (Quantity: 1)
- \* Rope, Hempen (50 feet) (Quantity: 1)
- \* Little Bag of Sand (Quantity: 1)
- \* Clothes, Costume (Quantity: 2)

### Currency:

- \* Gold Pieces (GP): 212

\* **Silver Pieces (SP):** 1

\* **Electrum Pieces (EP):** 1

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## ▢ Additional Info

### ▢ Info

**Proficiency Bonus:** +3

**Languages:** Common, Draconic, Dwarvish

**Damage Resistance:** Poison

**Senses:** Normal Vision

**Feats/Features:** Inspiring Leader, Bardic Inspiration (d8, 4 uses/rest), Font of Inspiration, Countercharm, Jack of All Trades, Expertise (Medicine, Persuasion, Stealth, Thieves' Tools), Cutting Words, Additional Magical Secrets, Sneak Attack (1d6), Thieves' Cant, Breath Weapon (Green)

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