



# Jobin Bottleglass-Doubtfire

Jobin Bottleglass-Doubtfire

Cleric 2, Bard 2

Initiative <b>-1</b>	HP <b>31</b>	Speed <b>30</b>
-------------------------	-----------------	--------------------

Hit Dice <b>4d8</b>	Armor Class <b>11</b>	Proficiency <b>+2</b>
------------------------	--------------------------	--------------------------

<p><b>Strength</b></p> <table border="1"> <tr><td>Score</td><td>Modifier</td><td>Save</td></tr> <tr><td>8</td><td>-1</td><td>-1</td></tr> </table>	Score	Modifier	Save	8	-1	-1	<p><b>Intelligence</b></p> <table border="1"> <tr><td>Score</td><td>Modifier</td><td>Save</td></tr> <tr><td>13</td><td>+1</td><td>+1</td></tr> </table>	Score	Modifier	Save	13	+1	+1
Score	Modifier	Save											
8	-1	-1											
Score	Modifier	Save											
13	+1	+1											
<p><b>Dexterity</b></p> <table border="1"> <tr><td>Score</td><td>Modifier</td><td>Save</td></tr> <tr><td>9</td><td>-1</td><td>-1</td></tr> </table>	Score	Modifier	Save	9	-1	-1	<p><b>Wisdom</b></p> <table border="1"> <tr><td>Score</td><td>Modifier</td><td>Save</td></tr> <tr><td>13</td><td>+1</td><td>+3</td></tr> </table>	Score	Modifier	Save	13	+1	+3
Score	Modifier	Save											
9	-1	-1											
Score	Modifier	Save											
13	+1	+3											
<p><b>Constitution</b></p> <table border="1"> <tr><td>Score</td><td>Modifier</td><td>Save</td></tr> <tr><td>15</td><td>+2</td><td>+2</td></tr> </table>	Score	Modifier	Save	15	+2	+2	<p><b>Charisma</b></p> <table border="1"> <tr><td>Score</td><td>Modifier</td><td>Save</td></tr> <tr><td>15</td><td>+2</td><td>+4</td></tr> </table>	Score	Modifier	Save	15	+2	+4
Score	Modifier	Save											
15	+2	+2											
Score	Modifier	Save											
15	+2	+4											



## Jobin Bottleglass-Doubtfire

**Strength -1**

Athletics -1

**Dexterity -1**

Acrobatics +1

Sleight of Hand -1

Stealth -1

**Intelligence +1**

Arcana +1

History +3

Investigation +1

Nature +1

Religion +1

**Wisdom +1**

Animal Handling +1

Insight +1

Medicine +1

Perception +3

Survival +1

**Charisma +2**

Deception +2

Intimidation +2

Performance +4

Persuasion +4



## Jobin Bottleglass-Doubtfire

**Strength -1**

Athletics -1

**Dexterity -1**

Acrobatics +1

Sleight of Hand -1

Stealth -1

**Intelligence +1**

Arcana +1

History +3

Investigation +1

Nature +1

Religion +1

**Wisdom +1**

Animal Handling +1

Insight +1

Medicine +1

Perception +3

Survival +1

**Charisma +2**

Deception +2

Intimidation +2

Performance +4

Persuasion +4



# Jobin Bottleglass-Doubtfire

C Level

**4**

Spell Attack

**+3**

Spell DC

**11**

## Cantrips

True Strike

## 1st Level Spells

4 / 4

Bless

Cure Wounds

Slerp

Faerie Fire

## 2nd Level Spells

3 / 3

Shatter

Locate Object

Heat Metal



## Jobin Bottleglass-Doubtfire

### Class

Cleric 2, Bard 2

#### Race

Human

#### Background

Entertainer

#### Alignment

#### Experience

0

### Features

Human Features:

- One extra skill proficiency of your choosing
- One bonus feat of your choosing

Entertainer Feature:

- Your performances tend to make people like you, and you can always find somewhere to perform

Cleric Features:

- Cleric Archetype: Life
- Healing spells of at least 1st level heal an additional 2 + spell level
- Elemental Adept: Your spells that deal one of acid/cold/fire/lightning/thunder ignore resistance, and you can treat rolled 1s as 2s for those spells

Bard Features:

- Inspire an ally within 60 feet, giving them a bonus 1d6 on one ability check, attack roll, or save (Cha mod per day)
- Turn Undead (see rules)
- Preserve Life (see rules)
- Gain half your proficiency bonus on ability checks you aren't proficient in
- You can perform during a short rest to cause any ally or yourself to gain an additional 1d6 hp (once) if healed during the rest





## Jobin Bottleglass-Doubtfire

### Armor Proficiencies

Light Armor, Medium Armor, Shields  
Heavy Armor  
Light Armor

### Weapon Proficiencies

Simple Weapons

### Tool Proficiencies

Disguise kit  
One type of musical instrument  
One musical instrument

### Languages Known

Common  
Extra Language

### Equipment

scale mail  
shield  
mace  
light crossbow  
bolts (20)  
explorer's pack  
holy symbol  
one musical instrument of your choice  
a favor from an admirer  
costume  
belt pouch



# Jobin Bottleglass-Doubtfire

Proficiency

**+2**

Strength

**-1**

Channel Div

**1**

Mace

5 feet

Bludgeon

+1

1d6-1



New