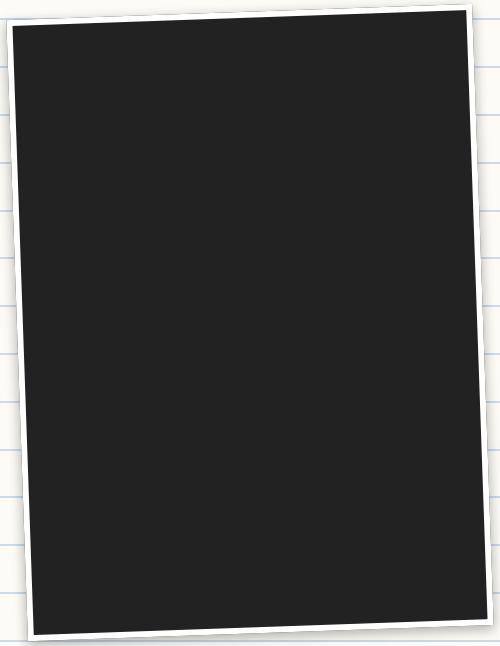
Jaysohn

Siobhan Thompson as Jaysohn

SEASON 24



RACE

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CLASS

Monk 5 / Rogue 5 (Astral Self (Monk) / Swashbuckler (Rogue))

LEVEL

10

BACKGROUND

—

STR	DEX	CON	INT	WIS	CHA
+1	+4	+2	-1	+5	+0

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
19	76	10	—

End of Burrow's End — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Burrow's End wiki (fan project), every value links to its moment on the site.

Jaysohn

FULL SHEET

Skills

- Athletics +8
- Intimidation +0
- Perception +7
- Persuasion +0
- Survival +9

Saving throws

- Intelligence -1

Features

- **Karate Boy** — Title on the character card, next to Monk (Astral Self). BE E1 00:05:17
- **Bleeding nose and ear** — Fails a Constitution save with disadvantage (8) against the unnatural wind and takes 11 damage; a trickle of blood from nose and ear follows (the DM's narration). Tula heals 11 with Lay on Hands. BE E1 01:26:16, BE E1 01:26:46
- **Ki points** — Spends a ki point in a bonus action to activate the Arms of the Astral Self. BE E2 00:34:43
- **Arms of the Astral Self** — Activated as a bonus action with a ki point; he tries to grapple a chipmunk right after. BE E2 00:34:43
- **Wisdom for Strength saves (Arms)** — Asks to use a Wisdom throw because he has his arms; the DM allows it and the Strength save is rolled as Wisdom, result nine. Bless's d4 was offered by Tula before the roll and is not part of the stated bonus. BE E2 00:42:52, BE E2 00:43:03
- **Primal Savagery** — Attack 14 hits; he asks whether damage is Primal Savagery plus modifier, the DM says yes, 11 damage. The other stoats at the table use the same attack. BE E2 01:11:35
- **Bonus-action attack without ki** — Chooses a regular bonus attack instead of spending a ki point. BE E2 01:11:51
- **Inspiration** — The DM gives him inspiration for the wildest ask, a rules argument that a forest means no difficult terrain. BE E2 01:06:03
- **Bite of blue flesh** — Bites a piece of flesh; it goes blue in his hand with a connection to the Blue. The DM says he is going to level up. Whose flesh it is is not said. Afterwards the DM says he looks better than he has ever looked. BE E2 01:34:14, BE E2 01:34:27
- **Prone** — Falls prone in the cough on the failed Strength save (rolled as Wisdom, nine) and takes no damage because he is coated in blood. BE E2 00:43:16
- **Reach of the Arms: 10 feet** — Brings out the Arms as a bonus action; they glow blue and give a 10-foot range. BE E6 01:50:27
- **Thunder damage from the cattle prod** — Tries to zap the body with the cattle prod, fails the Intelligence saving throw (die three, total four) and takes seven points; hair stands up and an ear bleeds. He hides it from Tula with Deception 10. BE E6 01:59:50, BE E6 02:00:11
- **Failed Wisdom save in the puzzle room** — Rolls 14 against DC 16 and fails; sprints toward the center of the puzzle. BE E6 02:14:03, BE E6 02:14:18
- **Two attacks** — Attacks twice in his Attack action (says he still has his two attacks when slowed later in the fight); first attack 14 with disadvantage in fog, second misses. BE E7 00:28:49
- **Attack bonus +8 (Arms)** — Attack with disadvantage in fog: die 6 plus 8 = 14; the bonus 8 is spoken. BE E7 00:28:41
- **Flurry of Blows** — Uses it as a bonus action after a hit; 23 on the first Flurry strike, then attacks again. BE E7 00:29:03, BE E7 00:29:33
- **Sneak Attack** — Uses sneak attack on a hit against Kiran: 18 plus 5, 23 damage. BE E7 00:29:12, BE E7 00:29:24
- **Stunning Strike** — Used with the sneak attack, DC 16 Strength saving throw; the target makes the save. BE E7 00:29:12, BE E7 00:29:18
- **Fear of Speaker** — Rolls a one on the Wisdom saving throw against Speaker's fear; cannot go closer to that stoat but can still hit the one in front of him. BE E7 00:43:08, BE E7 00:51:06

- **Slow** — Raises his hand for failing the DC 16 save; the DM describes the Slow spell (speed halved, -2 to AC and Dex saves, no reactions) to 'three of you'. He is then told that on his turn he has an action or a bonus action, not both. BE E7 00:50:24, BE E7 00:51:19
- **Slow ends** — A failed concentration check ends the Slow spell: everyone under it feels themselves pull up to full speed. BE E7 01:07:17
- **Jump** — Says he can jump 14 feet high. BE E9 01:23:07
- **Attack bonus +9** — Attack with advantage: 17 plus nine, 26; plus four more, 30. Nobody says what the extra four is (Bless had been cast on the kids earlier in the episode, but no one ties the four to it). Two attacks are made. BE E10 01:00:20
- **Stunning Strike DC 17** — Two Stunning Strikes tried on the two hits; DC 17 Constitution save; neither stuns. BE E10 01:01:10, BE E10 01:01:16
- **Deflect Missile** — Catches a bullet: reduces the damage by 1d10 plus nine; does not throw it back because few ki points are left. BE E10 01:02:42, BE E10 01:02:52
- **Uncanny Dodge** — Names it before the fireball: has Uncanny Dodge but only four hit points. BE E10 01:25:13
- **Ki points recharge** — The Blue's pulse gives the effects of a long rest to all abilities except hit points; Siobhan notes he gets his ki points back and the DM confirms. BE E10 01:07:40
- **Hit points after Tula's attack** — Hit points go from 81 to 14 after 67 damage from Tula (the DM: 14 hit points left); not a maximum. 81 is 76 plus the five temporary hit points of the Motivational Speech, derived. BE E10 00:57:33, BE E10 00:57:38
- **Temporary hit points lost** — Says he has advantage on the first attack because he lost his temporary hit points. They come from Thorn's Motivational Speech: five temporary hit points, and advantage on the next attack after taking damage. BE E10 01:00:20, BE E10 00:26:24
- **Dropped to four hit points and unmoving** — Has four hit points before the blast; the DM sees him slumped and unmoving on top of the monster. Ava casts Spare the Dying and Tula pours healing in; he wakes asking whether they did it. BE E10 01:25:13, BE E10 01:25:37
- **Epilogue: Resource Allocation** — Siobhan's epilogue for Jaysohn: he joins Resource Allocation and sidesteps Education; the DM answers with approval. BE E10 01:48:48

Spells

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Items

- **Strawberry** — Ava gives him a dried strawberry; he eats it ('The seeds are really crunchy'); Tula thanks someone for it, whom is not said. BE E1 01:41:27, BE E1 01:43:21
- **Egg** — Finds an egg up a tree and carries it down; the Acrobatics roll is a natural one with disadvantage, the egg drops and breaks. BE E3 01:23:59, BE E3 01:24:14
- **Egg** — lost: the egg hits the ground and he punches through it. BE E3 01:24:29
- **Mint leaf** — Teedles breaks off a piece of leaf, a gift from Olliver, and puts it in his hand; he eats it. BE E5 00:43:35, BE E5 00:44:12
- **Cattle prod** — Asks his mother whether he can have the weapon; at the later moment he mimes holding the cattle prod. BE E6 01:56:39, BE E6 01:58:58
- **Cattle prod** — Tula asks to hold the lightning gun and he says yes. BE E6 02:00:47, BE E6 02:00:51
- **Cattle prod** — lost: Tula takes it from him and smashes it to bits. BE E6 02:00:54, BE E6 02:00:59
- **Strawberry** — Ava gives him another strawberry; it turns to dust as it leaves her hand, since it had been in the Blue. He never gets it. BE E7 01:26:36, BE E7 01:26:44
- **The Stoat Pope's hat** — Takes the magical hat and throws it into the hole; it hits the water, flashes bright blue and is consumed. BE E8 00:36:48, BE E8 00:36:55