

BERRY THE BARD

GOBLIN BARD 2nd Level



13 STR	16 DEX	11 CON
+1	+3	+0
12 INT	11 WIS	18 CHA
+1	+0	+4
+2 Proficiency		25' Speed
+5 DEX saving throw		+6 CHA saving throw

ABILITIES

Darkvision

Goblin Sneakiness

Can hide or disengage as a bonus action

Bardic Inspiration

One friend gets to add a d6 to one ability check or attack

Song of Healing

Friends heal d6 hit points after a short rest

SKILLS

Stealth +5
 Persuasion +6
 Performance +6
 Nature +4

Berry gets an extra +1 to all ability checks

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

Mending

Message

Minor Illusion

1ST LEVEL SPELLS

Cast a spell from this list 3 times/day

Charm Person

Healing Word

Hideous Laughter

Thunderwave

SHORT
SWORD

+5
to hit

1d6+3
to damage

HAND
CROSS-
BOW

+5
to hit

1d4+3
to damage



EQUIPMENT

Shortsword, hand crossbow, 20 bolts, 3 silver tipped bolts, quiver, lute, extra lute strings, song book, quill, ink leather armor, dark cloak, bedroll, tinderbox, 1 flask of oil, lockpicks, spikes, 20' fine silk rope.

TREASURE

35 Gold
 20 Silver

BERRY THE BARD

GOBLIN BARD 2nd Level

Berry has owned the tiny store, “Lutes n’ Things” for as long as she can remember. But given that the underground Goblin Market isn’t quite the right audience to sell a finely crafted musical instrument for 25 Gold, she hasn’t sold a single lute in the last five years.

Undaunted in her optimistic outlook on life, Berry still passes each evening leading the other goblins in songs around the central bonfire. But recently she’s been wondering if there might be a better market for her lutes somewhere else. But where? If only she could connect with some adventurers headed toward the surface world and bigger cities.

PERSONALITY TRAIT:

“Hey there, sad clown. Turn that frown upside down!”

IDEAL: *“I’d love to give the world a song!”*

BOND: *“Lutes are magical treasures. Every one is a precious gift!”*

FLAW: *“There is no problem in the world that can’t be solved by the perfect song!”*

SPELLS & CANTRIPS

MENDING Berry can make minor repairs to wood and cloth on a small area.

MESSAGE Send a short, silent telepathic message to one person up to 120 feet away. They can respond.

MINOR ILLUSION You create either a sound or a human-sized or smaller illusionary object. The illusion lasts one minute.

1st Level Charm Person Your target must roll a Wisdom saving throw of 14 or higher or become charmed.

HEALING WORD Heals one friend within 60 feet 1d4+6 damage.

HIDEOUS LAUGHTER Your target must roll a Wisdom saving throw of 14 or higher or become paralyzed with laughter. They can remake their saving throw every round or continue to laugh.

THUNDERWAVE Everyone within 15 feet in front of Berry gets hit with a booming wave of sound. Your targets must roll a Dexterity saving throw of 14 or higher or take 2d8 damage and be knocked back 10 feet. A successful saving throw takes half damage and isn’t knocked back.

BERRY THE BARD

GOBLIN BARD 2nd Level



STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

ABILITIES

SKILLS

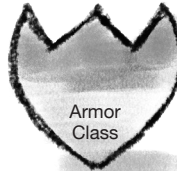
SPELLS

to hit

to damage

to hit

to damage



Armor
Class



Hit
Points

EQUIPMENT

TREASURE

Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

