

PIPER

ELVEN BARD 2nd Level



13 STR	17 DEX	12 CON
+1	+3	+1
11 INT	16 WIS	18 CHA
+0	+3	+4
+2 Proficiency		35' Speed
+5 DEX saving throw		+2 INT saving throw

ABILITIES

Bardic Inspiration

One companion of Piper's choosing gets to add a d6 to one ability check or attack. *4 times/day*

Word of Healing

Piper's companion's heal d6 hit points after a short rest.

Summon Rats 3 Times per day Piper can summon a swarm of rats to do her bidding.

SKILLS

Stealth +6
Persuasion +7
Performance +7
Nature +6

Piper gets an extra +1 to all ability checks (already calculated into her bonus).

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

Minor Illusion

Friends

Message

Prestidigitation

1ST LEVEL SPELLS

Cast a spell from this list 3 times/day

Charm Person

Healing Word

Speak with Animals

FLUTE
STAFF

+3
to hit

1d8+1
to damage

HAND
CROSS-
BOW

+5
to hit

1d4+3
to damage



15
Armor
Class



15
Hit
Points

EQUIPMENT

Flute, a nice case for her flute, mouse food, hand crossbow, 20 bolts, 3 silver tipped bolts, quiver, studded leather armor, dark cloak, bedroll, tinderbox, 1 flask of oil, spikes, 20' fine silk rope

TREASURE

25 Gold

PIPER

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Piper never knew her parents. She was abandoned in the sewers beneath TumbleDowns from an early age and has miraculously fended for herself. Quick with her daggers, she prefers her flute as a method to resolve conflicts. Her favorite friends are the creatures of the sewers: rats, bats, and other small, creepy crawly beasts, one of which is never far from her side.

SWARM OF RATS

STR-1 DEX+0 CON-1
INT-4 WIS+0 CON-1

Crawling Speed 30'
Armor Class 10, Hit Points 30
Half damage from weapons
Immune to charm and fear

Tiny bites attack +2 to hit
2d6 damage

Despite living most of the year in the sewers, she is always impeccably well-dressed and maintains a clean set of fingernails.

Personality: "You want to whistle while you work? Here's a little tune!"

Ideal: "All creatures have clean souls, even those that climb out of the muck."

Bond: "Come to me, vermin of the sewers. Hear my song!"

Flaw: "Sometimes you have to get your hands dirty."

SPELLS & CANTRIPS

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

FRIENDS For one minute Piper gets advantage on all CHARISMA-based ability checks on one target.

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

PRESTIDIGITATION Create minor magical effects like card tricks or producing a small flame.

1st Level Spells **CHARM PERSON** Piper's target needs to make a WISDOM saving throw of 14 or higher or become her best friend for the next hour.

HEALING WORD As a bonus action, a single note from her flute Piper heals one target 1d4+4.

SPEAK WITH ANIMALS Piper can speak with any animal for 10 minutes. Your Game Master will have fun roleplaying the animal voices!

PIPER

HUMAN BARD 2nd Level



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

ABILITIES

SKILLS

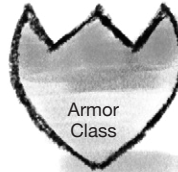
SPELLS

to hit

to damage

to hit

to damage



Armor
Class



Hit
Points

EQUIPMENT

TREASURE

Print at 50%, then cut around the character and fold in the middle for a flat miniature character to use in your game!

