

SHORTY

GOBLIN BRUTE CLERIC 2nd Level



18 STR	10 DEX	12 CON
+4	+0	+1
9 INT	17 WIS	12 CHA
-1	+4	+1
+2 Proficiency		35' Speed
+6 WIS saving throw		+3 CHA saving throw

CAPABILITIES

Darkvision

Turn Undead

Once per day, Shorty can force all undead (skeletons and zombies) 30 feet in front of him to make a WISDOM saving throw of 13 or higher or run in fear for the next minute.

SKILLS

Athletics +6
Intimidation +6
Perception +6

Spiritual Club

Shorty casts the 2nd level spell Spiritual Weapon as a cantrip. Meaning he can cast the spell at will, as often as he likes.

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like:

Spiritual Weapon
Light
Resistance

1ST LEVEL

Cast from this list 3 times per day:

Command
Find Natural Traps
Healing Word
Inflict Wounds

GIANT
PICKAXE

+6
to hit

1d10+4
to damage

SPIRITUAL
CLUB

+6
to hit

1d8+4
to damage



EQUIPMENT

Giant pickaxe, small wooden shield, stiff leather armor, basic mining equipment, lantern, oil, 50' rope, one week's rations, wine skins with fizzy soda.

TREASURE

40 Gold

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At nearly eight feet tall, it's hard to imagine that Shorty is the runt of his litter. Shorty is a goblin brute born and raised on the Cloud City of Nimbus. Being so small of stature, Shorty was never picked for any of the mining teams. This left him alone most days to explore strange magical abilities. Among other abilities, he has the ability to conjure a ghostly club. Misty and intangible, the club floats behind Shorty wherever he goes and packs quite a wallop when he sics it on someone.

Shorty has gained quite a number of loyal friends among the brute community for mine rescues. Shorty is outgoing, very friendly, and unfailingly nice to everyone he meets. But true to brute form, he secretly loves a good smash and bash.

Personality: "Um, can I carry that for you? You make it look heavy."

Ideal: "Nothing better than a good afternoon game of gnome toss!"

Bond: "Most problems can be solved with a little kindness."

Flaw: "Any leftover problems need a good bashing!"

SPELLS & CANTRIPS

SPRITUAL WEAPON Shorty creates a floating, spectral club that attacks a creature of Shorty's choosing. On a hit, the target takes 1d8 + 4 damage. The club can float away from Shorty at 20' per round. Shorty can cast this spell and attack physically in the same round. As noted, Shorty can use this spell every round.

LIGHT Shorty creates a dim glowing light that lasts for one hour.

RESISTANCE Shorty grants one person an extra 1d4 added to the next saving throw of their choice.

1st Level Spells **COMMAND** Shorty utters a single word of command. One target needs to make a WISDOM saving throw of 13 or higher or obey the command for one turn. "STOP" and "HALT" are a couple of his favorites.

FIND NATURAL TRAPS Upon casting this spell, Shorty can instantly detect any natural trap with 120' feet; weakened floors, sinkholes, collapsing ceilings.

HEALING WORD One person within 60 feet of Shorty gains 1d4+3 hit points.

INFLICT WOUNDS Shorty makes an attack at a creature he can touch. The attack is +6 to hit, and does 3d10 damage on a successful hit.

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

ABILITIES

SKILLS

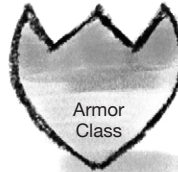
SPELLS

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!

