



DUNGEONS & DRAGONS®

Hilmar Frodeveld

CHARACTER NAME

Cleric 5
CLASS & LEVEL

Gambler
BACKGROUND

PJBr
PLAYER NAME

Lightfoot Halfling
RACE

Neutral good
ALIGNMENT

Milestone
EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

+0

10

INTELLIGENCE

+1

12

WISDOM

+2

17

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +0 Constitution
- ☐ +1 Intelligence
- ☒ +4 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +4 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

17

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Daring. I like to make people take a chance. And I like to put them off balance.

PERSONALITY TRAITS

Creativity. The world is in need of new ideas and bold action. (Chaotic.)

IDEALS

I'm torn! Secretly, I'd like to go home. But my religious commitments have led me abroad...

BONDS

I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Sling	+4	1d4+2/b
Mace	+2	1d6/b
Unarmed	+2	1/b

Armor: Chain Shirt

Shield: Shield

Sacred Flame: sv. 12 (dex), dmg 1d8/r

Guiding Bolt: att. +4, dmg 4d6/r

Holy Symbol: a coin depicting the push and pull of luck and fate

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Halfling.

Weapons: Simple Weapons.

Armor: Light Armor, Medium Armor, Shields.

Other: Flute, Playing Card Set.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Sling, 20 Sling Bullets, Mace, Backpack, Bedroll, Mess Kit, Tinderbox, 10 Torches, 10 Days of Rations, Waterskin, 50 Feet of Hempen Rope, Pouch, Deck of Cards

Weight: 96 lb Capacity: 150 lb

EQUIPMENT

Features

Blessing of the Trickster

Channel Divinity (1x/SR)

Channel Divinity: Turn Undead

Channel Divinity: Invoke Duplicity

Lucky

Brave

Halfling Nimbleness

Naturally Stealthy

Never Tell Me the Odds

FEATURES & TRAITS



Hilmar Frodeveld

CHARACTER NAME

21

AGE

Green

EYES

2'9

HEIGHT

Tan

SKIN

39lbs

WEIGHT

Brown

HAIR



CHARACTER APPEARANCE

NAME

Clan Frodeveld

SYMBOL

ALLIES & ORGANIZATIONS

I've always been fascinated with chance. The first time I had dared my baby sister to climb a tree near our home. As she climbed higher, I felt the hairs on my feet rise. And just when my neck started to tingle, my sister lost her grip, fell down, and landed head first on a rock. Unscathed.

The second time, I had postponed my chores for the better part of the day, and my dad had begun to lose his temper. As he crossed the room, I felt that same tingle. He bumped his toe, tumbled forward, landed on a pillow, and broke his neck. Dead. That day, I learned not to tempt the powers of fate and luck, for the Lady may pull, but the Lord might push. And that's how I became a religious man.

I more and more felt the Lady's pull. Soon after, I began to hold bets, to dare people to test their luck. I always carried my dice with me, and at our festival, I encouraged people to make bets and take chances. Last year, I made a bet ad cast the dice myself: A week of revelry for the Lady's pull, or a week away from home on my own for the Lord's push. I lost that one, and now it has been much longer than a week since I left home...

CHARACTER background

I was the second son in our family. And as family tradition dictated, I was to dedicate my life to religion. Our local cleric took up my training. We were a class of three. And pretty soon, it was clear that the clerical life was not for me. But it wasn't that supernatural presences were completely outside my grasp. That is, some of the religious teachings strangely escaped my grasp, but others I could make happen quite well. Healing was no problem. One thing became clearer and clearer to me - my religious experience was very different from the the one of my peers.

And in class, I kept feeling my mind drift. And during my offtime, I found myself playing at cards and dice. I played the flute in the tavern. Could almost have been a bard. I made bets with my friends during the yearly festival, we bet on sports, dogs, even children playing. Everywhere, I found myself drawn to wherever chance could make a big difference. And when finally I noticed how many little games co-occurred with that supernatural presence, I found my calling. I said my goodbyes, became my own cleric, and left town on my first big bet.

ADDITIONAL FEATURES & TRAITS

TREASURE



Cleric 5

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

Fast Friends

Guidance (V/S/C)

Incite Greed

Motivational Speech

Sacred Flame (V/S)

Spirit Shroud

Thaumaturgy (V)

SLOTS TOTAL

SLOTS EXPENDED

1

4

☐ *Bane (V/S/M/C)*

☒ *Bless (V/S/M/C)*

☐ *Ceremony (V/S/M/R/\$)*

☒ *Charm Person (V/S)*

☐ *Command (V)*

☐ *Create Or Destroy Water (V/S/M)*

☒ *Cure Wounds (V/S)*

☐ *Detect Evil And Good (V/S/C)*

☒ *Detect Magic (V/S/R/C)*

☐ *Detect Poison And Disease (V/S/M/C)*

☒ *Disguise Self (V/S)*

☒ *Guiding Bolt (V/S)*

☐ *Guiding Hand (V/S/R/C)*

☐ *Healing Word (V)*

☐ *Inflict Wounds (V/S)*

☐ *Protection From Evil And Good (V/S/M/C)*

☐ *Purify Food And Drink (V/S/R)*

☐ *Sanctuary (V/S/M)*

☐ *Shield Of Faith (V/S/M/C)*

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☐ *Aid (V/S/M)*

☐ *Augury (V/S/M/R/\$)*

☐ *Blindness/Deafness (V)*

☒ *Calm Emotions (V/S/C)*

☐ *Continual Flame (V/S/M/\$)*

☐ *Enhance Ability (V/S/M/C)*

☐ *Find Traps (V/S)*

☐ *Gentle Repose (V/S/M/R)*

☐ *Hold Person (V/S/M/C)*

☐ *Lesser Restoration (V/S)*

☐ *Locate Object (V/S/M/C)*

☒ *Mirror Image (V/S)*

☒ *Pass Without Trace (V/S/M/C)*

☐ *Prayer Of Healing (V)*

☐ *Protection From Poison (V/S)*

☐ *Silence (V/S/R/C)*

☒ *Spiritual Weapon (V/S)*

☐ *Warding Bond (V/S/M/\$)*

☐ *Zone Of Truth (V/S)*

3

2

☐ *Animate Dead (V/S/M)*

☒ *Aura Of Vitality (V/C)*

☐ *Beacon Of Hope (V/S/C)*

☐ *Bestow Curse (V/S/C)*

☒ *Blink (V/S)*

☐ *Clairvoyance (V/S/M/C/\$)*

☐ *Create Food And Water (V/S)*

☐ *Daylight (V/S)*

☒ *Dispel Magic (V/S)*

☐ *Feign Death (V/S/M/R)*

☐ *Glyph Of Warding (V/S/M/\$)*

☐ *Life Transference (V/S)*

☐ *Magic Circle (V/S/M/\$)*

☐ *Mass Healing Word (V)*

☐ *Meld Into Stone (V/S/R)*

☐ *Protection From Energy (V/S/C)*

☐ *Remove Curse (V/S)*

☐ *Revivify (V/S/M/\$)*

☐ *Sending (V/S/M)*

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Cleric 5

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

2

3

4

SLOTS TOTAL

SLOTS EXPENDED

1

4

3

2

5

SPELLS KNOWN

- ☐ --- Overflow ---
- ☐ Speak With Dead (V/S/M)
- ☐ Spirit Guardians (V/S/M/C)
- ☐ Tongues (V/M)
- ☐ Water Walk (V/S/M/R)