DUNGEONS & DRAGONS®

Frander Hillhelm

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
Cleric/War (1)	Acolyte (Torm)	Michael Reiley
RACE	**ALIGNMENT**	**EXPERIENCE POINTS**
Human	Lawful Good	

STRENGTH 15 (+2)

DEXTERITY 13 (+1)

CONSTITUTION 14 (+2)

INTELLIGENCE 11 (0)

WISDOM 16 (+3)

CHARISMA 9 (-1)

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- ○ +2 Strength
- ○ +1 Dexterity
- ○ +2 Constitution
- ○ 0 Intelligence
- ◉ +5 Wisdom
- ◉ +1 Charisma

SKILLS

- ○ +1 Acrobatics (Dex)
- ○ +3 Animal Handling (Wis)
- ○ 0 Arcana (Int)
- ○ +2 Athletics (Str)
- ○ -1 Deception (Cha)
- ◉ +2 History (Int)
- ◉ +5 Insight (Wis)
- ○ -1 Intimidation (Cha)
- ○ 0 Investigation (Int)
- ○ +3 Medicine (Wis)
- ○ 0 Nature (Int)
- ○ +3 Perception (Wis)
- ○ -1 Performance (Cha)
- ○ -1 Persuasion (Cha)
- ◉ +2 Religion (Int)
- ○ +1 Sleight of Hand (Dex)
- ○ +1 Stealth (Dex)
- ○ +3 Survival (Wis)

19 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

* Armor: Light, Medium, Heavy, Shields
* Weapons: Simple, Martial
* Languages: Common, Elvish

16+2 ARMOR CLASS

+1 INITIATIVE

30 SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d8 HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

* Divine Favor
* Shield of Faith
* Thaumaturgy
* Spare the Dying
* Guidance

ATTACKS & SPELLCASTING

CP SP EP GP PP

* Holy Symbol
* Prayer Book
* 5x Sticks Incense
* Vestments
* Common Clothes
* War Hammer
* Chain Mail
* Light Crossbow
* 20x Bolts
* Priest's Pack
* Shield
* Belt Pouch
-> 15gp

EQUIPMENT

* I've spent so long in the temple that I have little practical experience in the outside world. (14 years)
* I see omens in every event and action.
* I have little patience for sloths and cowards; selfish acts of cowardice anger me.

PERSONALITY TRAITS

* Charity
* Faith

IDEALS

* I would go to the ends of the earth to find the body of the fallen hero my God Torm has sent me to honor and bury.

BONDS

* I am terrified of large bodies of water, and ashamed of it.
* I am almost blind in low lighting due to an injury I sustained while defending my town.
* I am "too generous" and easily deceived or used by people who appear to be in need of help.

FLAWS

* Spellcasting
* Divine Domain
* War Priest
* Shelter of the Faithful

FEATURES & TRAITS

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