

# Derrek medic cleric

❌ \ **Race:** Dwarf (Hill Dwarf) \ **Class:** Cleric 7 (Life Domain) \ **Background:** Soldier \ **Alignment:** Lawful Good (LG) \ **Level:** 6 \ **Player Name:** [PLACEHOLDER]

## 📖 Lore & History

### 📖 Lore

Trait, Ideal, Bond, Flaw information is missing from the provided file. </panel> — ===== 📖 Ability Scores & Combat =====

### 📖 Ability Scores

ABILITY SCORES TABLE

Ability	Score	Modifier
Strength	16	+3
Dexterity	8	-1
Constitution	15	+2
Intelligence	13	+1
Wisdom	18	+4
Charisma	10	+0

### ⚔️ Combat Stats

COMBAT STATS TABLE

Stat	Value
Armor Class	17 (Scale Mail + Shield)
Initiative	-1
Speed	25 ft.
Hit Points (Max)	47
Current Hit Points	47
Hit Dice	6d8
Proficiency Bonus	+3

— ===== ⚔️ Skills =====

### ⚔️ Skills

SKILLS TABLE: [P]=Proficient

Skill	Mod	Prof.	Skill	Mod	Prof.
Acrobatics (DEX)	-1	[ ]	Persuasion (CHA)	+0	[ ]
Animal Handling (WIS)	+4	[ ]	Religion (INT)	+4	[P]
Arcana (INT)	+1	[ ]	Sleight of Hand (DEX)	-1	[ ]
Athletics (STR)	+3	[ ]	Stealth (DEX)	-1	[ ]
Deception (CHA)	+0	[ ]	Survival (WIS)	+4	[ ]
History (INT)	+4	[P]	<b>Saving Throws</b>		
Insight (WIS)	+7	[P]	Strength	+3	[ ]
Intimidation (CHA)	+3	[P]	Dexterity	-1	[ ]
Investigation (INT)	+1	[ ]	Constitution	+5	[X]
Medicine (WIS)	+7	[P]	Intelligence	+1	[ ]
Nature (INT)	+1	[ ]	Wisdom	+7	[X]
Perception (WIS)	+7	[P]	Charisma	+0	[ ]
Performance (CHA)	+0	[ ]			

— ===== ☐ All Spells (Cleric) ===== Total Spell Slots: 1st (4), 2nd (3), 3rd (3) ^ Level ^ Spell Name ^ Prepared? ^ Notes ^ | **Cantrips** | Guidance | Yes | V, S | | | Mending | Yes | V, S, M (1 piece of metal or wood) | | | Sacred Flame | Yes | V, S (DC 15 Dex Save, 2d8 Radiant) | | | Spare the Dying | Yes | V, S | | **1st** | Bless | Domain | V, S, M (Concentration) | | | Protection from Evil and Good | Domain | V, S, M (Concentration) | | | Cure Wounds | Yes | V, S | | | Guiding Bolt | Yes | V, S | | | Detect Magic | Yes | V, S (Ritual, Concentration) | | | Shield of Faith | Yes | V, S, M (Concentration) | | **2nd** | Lesser Restoration | Domain | V, S | | | Prayer of Healing | Domain | V | | | Warding Bond | Yes | V, S, M | | | Aid | Yes | V, S, M | | | Spiritual Weapon | Yes | V, S | | **3rd** | Mass Healing Word | Domain | V | | | Revivify | Domain | V, S, M (300gp diamonds) | </panel> — ===== ☐ Attacks & Spellcasting ===== ^ Name ^ Attack Bonus ^ Damage/Type ^ Notes ^ | **Warhammer** | +6 (STR + PB) | 1d8 + 5 Bludgeoning (Versatile 1d10 + 5) | Melee, Divine Strike (1d8 Radiant) once per turn. | | **Light Crossbow** | +2 (DEX + PB) | 1d8 - 1 Piercing | Range 80/320 ft. | | **Sacred Flame** | DC 15 Dex Save | 2d8 Radiant Damage | Cantrip, no attack roll. | | **Cleric Spell Save DC** | 15 | Spell Attack +7 | Spellcasting Ability: Wisdom | — ===== ☐ Inventory & Equipment (All Items) =====

**Weapons & Armor:**

- \* Warhammer (Equipped) (Quantity: 1)
- \* Light Crossbow (Equipped) (Quantity: 1)
- \* Bolts (Quantity: 20)
- \* Scale Mail (Equipped) (Quantity: 1)
- \* Shield (Equipped) (Quantity: 1)

**Gear & Tools (Proficient: Dice Set, Vehicles (Land)):**

- \* Adventuring Kit (Quantity: 1)
- \* Holy Symbol (Amulet) (Quantity: 1)
- \* Dice Set (Quantity: 1)
- \* Shovel (Quantity: 1)
- \* Lantern, Bullseye (Quantity: 1)

**Currency:**

- \* **Gold Pieces (GP):** 68
- \* **Silver Pieces (SP):** 5
- \* **Copper Pieces (CP):** 15

— ===== Additional Info =====

## Info

**Proficiency Bonus:** +3

**Languages:** Common, Dwarvish

**Senses:** Darkvision 60 ft.

**Features & Traits:** Dwarf Resilience (Poison advantage), Dwarven Toughness (1 extra HP per level), Combat Training (Proficiency in Battleaxe, Handaxe, Throwing Hammer, Warhammer), Hearth of the Hill, Channel Divinity (2 uses/rest), Disciple of Life, Preserve Life (12 HP per Short/Long Rest), Blessed Healer, Divine Strike (1d8 Radiant), Feat: War Caster

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