

Derrek Medic Cleric

❌ \ **Race:** Mountain Dwarf \ **Class:** Cleric (Level 7) \ **Background:** Acolyte (Exiled) \ **Alignment:** Lawful Good \ **Level:** 7 \ **Player Name:** [PLACEHOLDER]

📖 Lore & History

📖 Lore

Trait: Nothing can shake my optimistic attitude. / I see omens in every event and action. The gods try to speak to us, we just need to listen.

Ideal: Charity. I always try to help those in need, no matter what the personal cost. (Good)

Bond: I owe my life to the priest who took me in when my parents died.

Flaw: I am inflexible in my thinking.

📊 Ability Scores & Combat

📊 Ability Scores

ABILITY SCORES TABLE

Ability	Score	Modifier
Strength	16	+3
Dexterity	8	-1
Constitution	15	+2
Intelligence	12	+1
Wisdom	15	+2
Charisma	10	+0

⚔️ Combat Stats

COMBAT STATS TABLE

Stat	Value
Armor Class	16 (Assumed Armor Override)
Initiative	-1
Speed	25 ft.
Hit Points (Max)	55
Current Hit Points	55
Hit Dice	7d8
Proficiency Bonus	+3

▢ Attacks & Spellcasting

Name	Attack Bonus	Damage/Type	Notes
Warhammer	+6 (STR + PB)	1d8 + 3 Bludgeoning	Uses Strength. Proficient (Mountain Dwarf).
Dagger (Melee)	+6 (STR + PB)	1d4 + 3 Piercing	Finesse, Light. Uses Strength for best result.
Cleric Spell Save DC	13	Spell Attack +5	Spellcasting Ability: Wisdom (WIS Mod + PB)

▢ Inventory & Equipment (All Items)

Weapons & Armor:

- * Dagger (Quantity: 1)
- * Ring of Derrek (Equipped)
- * Climber's Kit (Quantity: 1)
- * Thieves' Tools (Quantity: 1)
- * Waterskin (Quantity: 1)
- * giant croc belly hide (Loot)

Currency:

- * Gold Pieces (GP): 930
- * Silver Pieces (SP): 0
- * Copper Pieces (CP): 0

▢ Additional Info

▢ Info

Proficiency Bonus: +3 **XP:** 23,000 **Languages:** Common, Dwarvish, Elvish, Halfling **Damage Resistance:** Poison **Senses:** Darkvision 60 ft. **Feats:** Healer

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