

# 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.

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## ☐ 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  |
|-----------------------------|---------------|---------------------|--|
| <b>Warhammer</b>            | +6 (STR + PB) | 1d8 + 3 Bludgeoning | Uses Strength. Proficient (Mountain Dwarf).    |
| <b>Dagger (Melee)</b>       | +6 (STR + PB) | 1d4 + 3 Piercing    | Finesse, Light. Uses Strength for best result. |
| <b>Cleric Spell Save DC</b> | 13            | Spell Attack +5     | Spellcasting Ability: Wisdom (WIS Mod + PB)    |

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## ☐ 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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