

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.

Stat	Value
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
Languages: Common, Dwarvish, Elvish, Halfling
Damage Resistance: Poison
Senses: Darkvision 60 ft.
Feats: Healer

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