

# 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

✕ Skills

✕ Skills

SKILLS TABLE

Skill	Mod	Prof.	Skill	Mod	Prof.
Acrobatics (DEX)	-1	[ ]	Persuasion (CHA)	+0	[ ]
Animal Handling (WIS)	+2	[ ]	Religion (INT)	+4	[X]
Arcana (INT)	+1	[ ]	Sleight of Hand (DEX)	-1	[ ]
Athletics (STR)	+3	[ ]	Stealth (DEX)	-1	[ ]
Deception (CHA)	+0	[ ]	Survival (WIS)	+5	[X]
History (INT)	+1	[ ]	<b>Saving Throws</b>		
Insight (WIS)	+5	[X]	Strength	+3	[ ]
Intimidation (CHA)	+0	[ ]	Dexterity	-1	[ ]
Investigation (INT)	+1	[ ]	Constitution	+5	[X]
Medicine (WIS)	+5	[X]	Intelligence	+1	[ ]
Nature (INT)	+1	[ ]	Wisdom	+2	[ ]
Perception (WIS)	+2	[ ]	Charisma	+3	[X]
Performance (CHA)	+0	[ ]			

☐ Active Spells

Level	Name	Notes
<b>Cantrips</b>	Guidance	Gives +1d4 to one ability check
	Toll the Dead	1d8/1d12 Necrotic damage
<b>1st Level</b>	Cure Wounds	Heals 1d8 + WIS Mod + 2 + Spell Level
<b>2nd Level</b>	Lesser Restoration	Cures one disease or ends one condition
<b>3rd Level</b>	Spirit Guardians	Creates spectral guardians for damage/slow

☐ 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

☐ Inventory & Equipment (All Items)

**Weapons & Armor:**

- \* Warhammer (Quantity: 1)
- \* Dagger (Quantity: 1)
- \* Ring of Derrek (Equipped)
- \* Boots of foggy jump
- \* Climber's Kit (Quantity: 1)

**Gear & Tools:**

- \* 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

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**Additional Info****Info****Proficiency Bonus:** +3**Languages:** Common, Dwarvish, Elvish, Halfling**Damage Resistance:** Poison**Senses:** Darkvision 60 ft.**Feats/Features:** Healer, Channel Divinity (1 use/short or long rest), Harness Divine Power (1 use/long rest)

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