

# 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                          |

## ✖ Skills

### ✖ Skills

#### SKILLS TABLE

| <b>Skill</b>          | <b>Mod</b> | <b>Prof.</b> | <b>Skill</b>          | <b>Mod</b> | <b>Prof.</b> |  |
|-----------------------|------------|--------------|-----------------------|------------|--------------|--|
| 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

| <b>Level</b>     | <b>Name</b>        | <b>Notes</b>                               |
|------------------|--------------------|--|
| <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

| <b>Name</b>                 | <b>Attack Bonus</b> | <b>Damage/Type</b>  | <b>Notes</b>                                   |
|-----------------------------|---------------------|---------------------|--|
| <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

**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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