

# 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	[ ]				

## □ All Spells (Cleric)

Total Spell Slots: 1st (4), 2nd (3), 3rd (3), 4th (1)

<b>Level</b>	<b>Spell Name</b>	<b>Prepared?</b>	<b>Notes</b>
<b>Cantrips</b>	Guidance	Yes	V, S (Concentration)
	Resistance	No	V, S, M (Concentration)
	Toll the Dead	Yes	V, S (1d8/1d12 Necrotic)
<b>1st</b>	Bane	No	V, S, M (Concentration)
	Bless	No	V, S, M (Concentration)
	Command	No	V
	Create or Destroy Water	No	V, S, M
	Cure Wounds	Yes	V, S
	Detect Magic	No	V, S (Ritual, Concentration)
	Healing Word	No	V
	Protection from Evil and Good	No	V, S, M (Concentration)
	Sanctuary	No	V, S, M
<b>2nd</b>	Aid	No	V, S, M
	Lesser Restoration	Yes	V, S
	Prayer of Healing	No	V
	Spiritual Weapon	No	V, S

Level	Spell Name	Prepared?	Notes
3rd	Spirit Guardians	Yes	V, S, M (Concentration, Radiant/Necrotic)
4th	Freedom of Movement	No	V, S, M

## ☐ 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.
Sickle	+6 (STR + PB)	1d4 + 3 Slashing	Uses Strength. (Unequipped)
Cleric Spell Save DC	13	Spell Attack +5	Spellcasting Ability: Wisdom (WIS Mod + PB)

## ☐ Inventory & Equipment (All Items)

### Weapons & Armor:

- \* Warhammer (Quantity: 1)
- \* Dagger (Quantity: 1)
- \* Sickle (Quantity: 1)
- \* Ring of Derrek (Equipped)
- \* Boots of foggy jump
- \* Potion of Healing (Quantity: 2)

### Gear & Tools:

- \* Backpack (Quantity: 1)
- \* 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/Features:** Healer, Channel Divinity (1 use/short or long rest), Harness Divine Power (1 use/long rest)

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