

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 |

✕ 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 | [] | Saving Throws | | |
| 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)

| Level | Spell Name | Prepared? | Notes |
|-----------------|-------------------------------|-----------|------------------------------|
| Cantrips | Guidance | Yes | V, S (Concentration) |
| | Resistance | No | V, S, M (Concentration) |
| | Toll the Dead | Yes | V, S (1d8/1d12 Necrotic) |
| 1st | 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) |
| | | | |

| Level | Spell Name | Prepared? | Notes |
|------------|---------------------|-----------|---|
| | Sanctuary | No | V, S, M |
| 2nd | Aid | No | V, S, M |
| | Lesser Restoration | Yes | V, S |
| | Prayer of Healing | No | V |
| | Spiritual Weapon | No | V, S |
| 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. |
| 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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