

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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