

Dominic Loecas - Human Cleric 1

Male; Age: 25; Height: 5' 8"; Weight: 160lb.; Alignment: Good; Deity: Erathis



Initiative

Score	Dex	1/2 Lvl	Misc
+1	+1	-	-

Attributes

Score	Ability	Ability Mod	Mod + 1/2 Lvl
11	STR	+0	+0
12	CON	+1	+1
13	DEX	+1	+1
10	INT	+0	+0
18	WIS	+4	+4
14	CHA	+2	+2

Hit Points

Max HP	Bloodied (1/2 HP)	Surge Value (1/4 HP)	Surges per Day
29	14 hp	7 hp	8

Current HP / Surges:

Second Wind (1 / encounter)

Temporary HP:

Death Saving Throw Failures

Saving Throws: **10+**

Resistances:

Current Conditions and Effects:

Skills

Score	Skill	Abil + 1/2 Lvl	Trained (+5)	Armor Penalty	Misc
+0	Acrobatics	DEX +1		-1	-
+5	Arcana	INT -	✓	-	-
-1	Athletics	STR -		-1	-
+2	Bluff	CHA +2		-	-
+7	Diplomacy	CHA +2	✓	-	-
+4	---	WIS +4		-	-
+0	Endurance	CON +1		-1	-
+9	Heal	WIS +4	✓	-	-
+0	History	INT -		-	-
+9	Insight	WIS +4	✓	-	-
+2	Intimidate	CHA +2		-	-
+4	Nature	WIS +4		-	-
+4	Perception	WIS +4		-	-
+5	Religion	INT -	✓	-	-
+0	Stealth	DEX +1		-1	-
+2	Streetwise	CHA +2		-	-
+0	Thievery	DEX +1		-1	-

Defenses

Score	Defense	10 + 1/2 Lvl	Armor / Ability	Class	Feat	Enhance	Misc
16	AC	10	+6	-	-	-	-

Conditional Bonuses:

12	Fort	10	+1	-	-	-	+1
-----------	-------------	-----------	-----------	---	---	---	-----------

Conditional Bonuses:

12	Ref	10	+1	-	-	-	+1
-----------	------------	-----------	-----------	---	---	---	-----------

Conditional Bonuses:

17	Will	10	+4	+2	-	-	+1
-----------	-------------	-----------	-----------	-----------	---	---	-----------

Action Points

1	Action Points	Milestones, +1 AP each:
----------	----------------------	-------------------------

Race Features

- +2 to Ability: Wisdom** Gives a +2 bonus to the selected ability score.
- Bonus At-Will Power** You know one extra 1st level at-will attack power from your class.
- Bonus Feat** You gain a bonus feat at 1st level. You must meet the feat's prerequisites.
- Bonus Skill** You gain training in one additional skill from your class skill list.
- Human Defense Bonuses** +1 to Fortitude, Reflex, and Will defenses.

Class, Path & Destiny Features

- Channel Divinity** Once per encounter you can invoke divine power, filling yourself with the might of your patron deity. With the divine might you invoke
- Healer's Lore** Your study of healing allows you to make the most of your healing prayers. When you grant healing with one of your cleric powers that has
- Ritual Casting** You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals.

Feats

- Astral Fire** You gain a +1 feat bonus to damage rolls when you use a power that has the fire or the radiant keyword.
- Ritual Caster** You can master and perform rituals of your level or lower. See Chapter 10 for information on acquiring, mastering, and performing
- Toughness** When you take this feat, you gain additional hit points. You gain an additional 5 hit points at each tier of play (at 1st, 11th, and 21st

Languages Known

Common	Primordial
---------------	-------------------

Movement

Score	Base	Item	Armor	Misc
5	Speed	6	-	-1

Senses

Score	Passive Sense	Base	Skill Bonus
19	Passive Insight	10	+9
14	Passive Perception	10	+4

Special Senses: **Normal**

Attacks

- Lance of Faith** (Holy Symbol) +4 [Wis] vs. Ref
- Priest's Shield** (Scythe) +2 [Str] vs. AC
- Sacred Flame** (Holy Symbol) +4 [Wis] vs. Ref
- Cause Fear** (Holy Symbol) +4 [Wis] vs. Will
- Turn Undead** (Holy Symbol) +4 [Wis] vs. Will
- Cascade of Light** (Holy Symbol) +4 [Wis] vs. Will

Weapons

	Range	Attack	Damage
Scythe		+2	2d4
Simple 2-Handed Heavy Blade			
Unarmed Strike		+0	1d4
Improvised Unarmed			

Armor

- Chainmail, AC +6** (Chk: -1, Spd: -1) (Spd: -1)

At-Will Powers

Lance of Faith
Priest's Shield
Sacred Flame

Encounter Powers

Cause Fear
Divine Fortune (Feature)
Healing Word (Feature)
Turn Undead (Feature)

Daily Powers

Cascade of Light

Gear (Cash: 30 gp)

- Adventurer's Kit
- Backpack
- Bedroll
- Black Iron Scale Armor +1
- Chainmail
- Flint and Steel
- Holy Symbol
- Pouch, Belt
- Scythe

Magic Items

Armor

Black Iron Scale Armor +1

Daily Magic Item Uses

Heroic (1 use)
 +1 per Milestone

Rituals

Gentle Repose
Silence [Bonus]

Validation Report (0 issues): Nothing identified