

# Dominic Loecas - Human Cleric 1

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



## Initiative

Score	Dex	1/2 Lvl	Misc
<b>+1</b>	<b>+1</b>	-	-

## Attributes

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

## Hit Points

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

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
<b>+0</b>	<b>Acrobatics</b>	<b>DEX +1</b>		<b>-1</b>	-
<b>+5</b>	<b>Arcana</b>	<b>INT -</b>	✓	-	-
<b>-1</b>	<b>Athletics</b>	<b>STR -</b>		<b>-1</b>	-
<b>+2</b>	<b>Bluff</b>	<b>CHA +2</b>		-	-
<b>+7</b>	<b>Diplomacy</b>	<b>CHA +2</b>	✓	-	-
<b>+4</b>	—	<b>WIS +4</b>		-	-
<b>+0</b>	<b>Endurance</b>	<b>CON +1</b>		<b>-1</b>	-
<b>+9</b>	<b>Heal</b>	<b>WIS +4</b>	✓	-	-
<b>+0</b>	<b>History</b>	<b>INT -</b>		-	-
<b>+9</b>	<b>Insight</b>	<b>WIS +4</b>	✓	-	-
<b>+2</b>	<b>Intimidate</b>	<b>CHA +2</b>		-	-
<b>+4</b>	<b>Nature</b>	<b>WIS +4</b>		-	-
<b>+4</b>	<b>Perception</b>	<b>WIS +4</b>		-	-
<b>+5</b>	<b>Religion</b>	<b>INT -</b>	✓	-	-
<b>+0</b>	<b>Stealth</b>	<b>DEX +1</b>		<b>-1</b>	-
<b>+2</b>	<b>Streetwise</b>	<b>CHA +2</b>		-	-
<b>+0</b>	<b>Thievery</b>	<b>DEX +1</b>		<b>-1</b>	-

## Defenses

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

Conditional Bonuses:

<b>12</b>	<b>Fort</b>	<b>10</b>	<b>+1</b>	-	-	-	<b>+1</b>
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Conditional Bonuses:

<b>12</b>	<b>Ref</b>	<b>10</b>	<b>+1</b>	-	-	-	<b>+1</b>
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Conditional Bonuses:

<b>17</b>	<b>Will</b>	<b>10</b>	<b>+4</b>	<b>+2</b>	-	-	<b>+1</b>
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## Action Points

<b>1</b>	<b>Action Points</b>	Milestones, +1 AP each:
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## 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
<b>5</b>	<b>Speed</b>	<b>6</b>	-	<b>-1</b>

Special Movement:

## Senses

Score	Passive Sense	Base	Skill Bonus
<b>19</b>	<b>Passive Insight</b>	<b>10</b>	<b>+9</b>
<b>14</b>	<b>Passive Perception</b>	<b>10</b>	<b>+4</b>

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
<b>Scythe</b> . . . . .		<b>+2</b>	<b>2d4</b>
Simple 2-Handed Heavy Blade			
<b>Unarmed Strike</b> . . . . .		<b>+0</b>	<b>1d4</b>
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