

HALF-ELF CLERIC

Name: **Tharian**

Tharian

As a half-elf, you combine the best features of your human and elf bloodlines. You are charismatic, confident, and a natural leader. As a cleric, you use your prayers to heal and bolster your teammates.

Hit Points 31
Bloodied 15 Healing Surge 7 Surges Per Day 9
Initiative +1 Action Points

DEFENSES

AC	Fortitude	Reflex	Will
17	13	11	16

ATTACKS

Melee Basic Attack: +4 (mace) Damage: 1d8+1
Ranged Basic Attack: +3 (crossbow) Damage: 1d8

RACIAL TRAITS

Height: 5'11" Weight: 160 lb. Size: Medium

Speed: 5 squares Vision: Low-light

Languages: Common, Draconic, Elven

Alignment: Lawful Good

Skill Bonus: +2 Diplomacy, +2 Insight (already included).

Group Diplomacy: You grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

AT-WILL POWERS

Lance of Faith

Cleric Attack 1

A brilliant ray of light sears your foe with golden radiance. Sparks of light linger around the target, guiding your ally's attack.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: +4 vs. Reflex

Hit: 1d8 + 3 radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

Sacred Flame

Cleric Attack 1

Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: +4 vs. Reflex

Hit: 1d6 + 3 radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw.



ENCOUNTER POWER

Healing Strike

Cleric Attack 1

Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.

Encounter ♦ Divine, Healing, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +4 vs. AC

Hit: 2d8 + 1 radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

DAILY POWER

Beacon of Hope

Cleric Attack 1

A burst of divine energy harms your foes and heals your allies.

Daily ♦ Divine, Healing, Implement

Standard Action Close burst 3

Target: Each enemy in burst

Attack: +4 vs. Will

Hit: The target is weakened until the end of its next turn.

Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

CLASS FEATURES

Channel Divinity: You can use one of these special divine powers once per encounter.

Healer's Lore: When you grant healing with one of your cleric powers that has the Healing keyword, add +3 to the number of restored hit points.

Healing Word: Twice per encounter as a minor action, you can use the *healing word* power.

Healing Word Cleric Feature

You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.

Encounter (Special) ♦ Divine, Healing

Special: You can use this power twice per encounter, but only once per round.

Minor Action Close burst 5

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

Channel Divinity: Divine Fortune Cleric Feature

In the face of peril, you hold true to your faith and receive a special boon.

Encounter ♦ Divine

Free Action Personal

Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

Channel Divinity: Turn Undead Cleric Feature

You sear undead foes, push them back, and root them in place.

Encounter ♦ Divine, Implement, Radiant

Standard Action Close burst 2

Target: Each undead creature in burst

Attack: +4 vs. Will

Hit: 1d10 + 3 radiant damage, and you can push the target 6 squares. The target is immobilized until the end of your next turn.

Miss: Half damage, and the target is not pushed or immobilized.

Channel Divinity: Armor of Bahamut Feat Power

Bahamut protects you or a friend from devastating harm.

Encounter ♦ Divine

Immediate Interrupt Ranged 5

Trigger: An enemy scores a critical hit on you or an ally

Effect: Turn a critical hit against you or an ally within range into a normal hit.

Ability Scores	Check Modifier
Str 13	+1
Con 14	+2
Dex 11	+0

Ability Scores	Check Modifier
Int 10	+0
Wis 16	+3
Cha 16	+3

FEAT

Channel Divinity: Armor of Bahamut: You can invoke the power of your deity to use the *armor of Bahamut* power.

GEAR

Armor: Chain mail.

Weapon: Mace, crossbow, crossbow bolts (20). Your crossbow has a range of 15/30.

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Holy symbol of Bahamut

Gold: 10 gp

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		+1
Arcana (Int)	Yes	+6
Athletics (Str)		+2
Bluff (Cha)		+4
Diplomacy (Cha)		+4
Dungeoneering (Wis)		+4
Endurance (Con)		+3
Heal (Wis)	Yes	+9
History (Int)	Yes	+6
Insight (Wis)		+4
Intimidate (Cha)		+4
Nature (Wis)		+4
Perception (Wis)		+4
Religion (Int)	Yes	+6
Stealth (Dex)		+1
Streetwise (Cha)		+4
Thievery (Dex)		+1

2ND LEVEL

At 2nd level, you gain the following:

Hit Points: Increase to 31 **Bloodied:** Increase to 15

Healing Surge: Increase to 7

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

Feat: Group Insight: You grant allies within 10 squares of you a +1 racial bonus to Insight checks and initiative checks.

Cure Light Wounds Cleric Utility 2

You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.

Daily ♦ Divine, Healing

Standard Action Melee touch

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge.

3RD LEVEL

At 3rd level, you gain the following:

Hit Points: Increase to 36 **Bloodied:** Increase to 18

Healing Surge: Increase to 9

Daunting Light Cleric Attack 3

A burning column of light engulfs your foe. Its brilliance burns and hinders your foe's defense for a short time.

Encounter ♦ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Reflex

Hit: 2d10 + 3 radiant damage.

Effect: One ally you can see gains combat advantage against the target until the end of your next turn.

Backstory

Tharian's journey began in the city of Fallcrest in the Nentir Vale. Born to a human mother and an elven father, he inherited the best of both worlds. His mother, a healer in the local temple, instilled in him a deep sense of compassion and a calling to serve others. His elven father, a wanderer by nature, gifted him with a love for the mysteries of the world. Eventually, he came to assist his mother in the temple.

At the age of 27, Tharian received a divine vision. The deity that visited him revealed the importance of balance in the world and the need for Tharian to spread the message of harmony. Inspired by this vision, Tharian set out on a pilgrimage to deepen his connection with the divine. Along the way, he honed his healing abilities and embraced the cleric's path.

During this journey of discovery, he lost all sense of time. He was focused within and completely tuned out the world around him. He lost touch with his parents and even forgot who he was for a time.

Now pushing 50 years of age, Tharian has realized how his devotion pulled him away from some of the most important things. He left behind his temple in the Dawnforge Mountains and headed west.

He returned to Fallcrest for the first time in more than 20 years and was hoping to settle down with his family again and work in their temple beside his mother. Instead, he found that his parents had died, the temple was abandoned, and no one in town knew who he was. Realizing that Fallcrest is no longer his home, he is now traveling to Winterhaven in the hopes of starting a new temple in the small town.

Personality

Tharian is a loner. Quiet. Lost in his thoughts. It is not uncommon for others to approach only to find he is lost in a trance, mumbling to himself. When in groups of others, he is content to grab an ale and sit off by himself.

Goals

He cares only for the well-being of others, especially his traveling companions and would give his own life to protect them.

He wants only to establish a temple in small town where he can practice his faith. Everything else is a step on that journey.

Complications

Ever since he learned of his parents' passing in Fallcrest, Pelor has abandoned him. He has reached out every day, but receives no response. He fears that leaving his temple in the mountains was a mistake.

