

Aasimar Foot Soldier (Female Wizard)

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<https://www.dndbeyond.com/monsters/3099171-aasimar-foot-soldier-female-wizard>

Medium Humanoid (Angel), Any Lawful Alignment

Armor Class 14 Armor Plating

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	15 (+2)	12 (+1)	16 (+3)

Skills [Arcana](#) +4, [Medicine](#) +4, [Religion](#) +2

Senses Passive Perception 14

Languages Celestial, Common

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Radiant Strike. Blinding radiance comes to every successful strike with a Melee Weapon Attack, granting an extra 1d4 Radiant damage.

Healing Touch. The Aasimar can heal one creature 5 hit points once per long rest.

Innate spellcasting. The Aasimar uses Charisma. (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: [Light](#)

Actions

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spellcasting. The Aasimar's spellcasting ability is Charisma (spell save DC 14).

Cantrips (at will): [Fire Bolt](#), [Mending](#)

1st level (2 slots): [Chromatic Orb](#), [Cure Wounds](#)

2nd level (1 slot): [Moonbeam](#)