

Aasimar Foot Soldier (Male Fighter)

Version 1.00 (November 2022)

<https://www.dndbeyond.com/monsters/3099102-aasimar-foot-soldier-male-fighter>



Medium Humanoid (Angel), Any Lawful Alignment

Armor Class 16 Armor Plating

Hit Points 20 (4d8 + 2)

Speed 30 ft.

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

Skills [Athletics](#) +4, [Religion](#) +2, [Survival](#) +4

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

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.