

# Aasimar Foot Soldier (Male Fighter)

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

*Medium Humanoid (Angel), Any Lawful Alignment*

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**Armor Class** 16 Armor Plating

**Hit Points** 20 (4d8 + 2)

**Speed** 30 ft.

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

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

**Senses** Passive Perception 14

**Languages** Celestial, Common

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

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**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

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