

Background: Folk Healer

You come from a humble social rank, but you are destined for so much more. Already the people of your home village highly regard you, the fellow villager who helps their neighbors in need with simple folk remedies and attentive care.



Skill Proficiencies: Medicine and either Nature or Investigation

Tool Proficiencies: Herbalism Kit, Poisoner's Kit

Equipment: A healer's badge or emblem, an Herbalism kit, a Poisoner's kit, a set of traveler's clothes, and a belt pouch with 15 gp.

Feature: The Doctor Is In

Healers can gain the trust of almost any intelligent creature that is sick or hurt if they present themselves as willing to help. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Folk Healer Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Folk Healer Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Spell Level	Spells
Cantrip	guidance, resistance, spare the dying
1st	detect poison and disease, healing word
2nd	calm emotions, gentle repose
3rd	beacon of hope, mass healing word
4th	aura of purity, death ward
5th	mass cure wounds

Suggested Characteristics

A folk healer is one of the common people, for better or for worse. Most folk healers look on their humble origins as a virtue, not a shortcoming, and their home communities remain very important to them.

d8 Personality Trait

- 1 I judge people by their actions, not their words.
 - 2 If someone is in trouble, I'm always ready to lend help.
 - 3 When I set my mind to something, I follow through no matter what gets in my way.
 - 4 I have a strong sense of fair play and always try to find the most equitable solution to arguments.
 - 5 I'm confident in my own abilities and do what I can to instill confidence in others.
 - 6 I proudly wear a badge that marks me as a healer—perhaps a little too proudly.
 - 7 You don't get into this trade unless you like people. I've never met someone I couldn't relate to in some way.
 - 8 Sometimes you must bend the rules if it is in the name of helping others or advancing knowledge.
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d6 Ideal

- 1 Charity. All creatures have a right to proper medical care. (Good)
 - 2 Control. Death is an implacable foe, but with my skills I can strive to change the world. (Lawful)
 - 3 Prestige. Healers are held in high esteem; I really like the job Perks that come about because of that. (Chaotic)
 - 4 Power. The power to heal gives me power over people. (Evil)
 - 5 Sincerity. I don't pretend to be something I'm not. (Neutral)
 - 6 Excitement. People see me when there is a problem, and I love solving problems. (Any)
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d6 Bond

- 1 I have a family, but no idea where they are. One day, I hope to be reunited with them.
 - 2 I learned the healing arts after someone I loved died and there was nothing I could do to help them.
 - 3 I have a fascination with a particularly specialized field of medicine, such as leeching or amputation.
 - 4 There are many charlatans who call themselves healers but are dangerous quacks. They must be exposed.
 - 5 I have a precious research diary which contains all my medical thoughts and observations.
 - 6 There is a particular plague that has struck my people—my life's work is to find a cure.
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d6 Flaw

- 1 I care so much about the people who come to me that when I can't help it is a devastating blow.
 - 2 I tend to treat my patients as problems to be solved rather than real people.
 - 3 I have a habit of self-medicating with tinctures of my own making.
 - 4 I treated a high-ranking person who died—their kin blamed me and have sworn vengeance.
 - 5 I see sickness everywhere whether real or imagined.
 - 6 I do not have a sense of humor, especially when it comes to jokes at my expense.
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