

Corban

Female Wood Elf, any alignment

Armor Class: 13 (Padded)

Hit Points: 52 (8d8 +16)

Speed: 35ft (11,5m / 7 sq)

Proficiency: +2

STR	DEX	CON
10 (+0)	14 (+2)	14 (+2)
INT	WIS	CHA
16 (+3)	21 (+5)	14 (+2)

Skills: *Perception* +7 *Nature* +5 *Medicine* +7 *Religion* +5 *Survival* +7

Saving Throws: *Wisdom* +7 *Intelligence* +5 🧠

Challenge: 1/4 (50XP)

Actions

Multiattack. The Healer makes two weapon melee attacks or two ranged attacks.

Shortbow. *Ranged Weapon Attack* +8 to hit, range 80/320ft, one target. Hit: 9 (1d6 +6) piercing damage.

Properties: Punch him!,

Special Abilities

Healing Herbs: During a long rest the healer can prepare and use a ointment on a creature. Doing so the creature receives advantage on saving throws against common diseases and poisons.

Word of Healing: The healer clap his hand and call a word of healing which gives back 2d10 +2 healing as a action (every 3 turns only)

Tool Proficiency: The healer is proficient with Herbalism Kit and Alchemist Kit.

Racial Features

Ability Modifiers: +2 Dex, +1 Wis

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision: 60ft (18m / 12sq)

Trance: meditate for 4 hours instead of sleep.

Keen Senses: proficiency in the Perception skill.

Elf Weapon Training: proficiency with the longsword, shortsword, shortbow, and longbow.

Mask of the Wild: can attempt to hide in foliage or natural climate phenomena.

Languages: speaks Common and Elvish.

Character created at rpgtinker.com