

Acolyte

Medium, Humanoid, Any Alignment

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ARMOR CLASS

12

HIT POINTS

13 (3d8)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +1

Saving Throws N/A

Skills Medicine +4, Religion +2

Senses Passive Perception 12

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Languages Common plus one other language

STR10
+0**DEX**12
+1**CON**10
+0**INT**11
+0**WIS**14
+2**CHA**13
+1

Traits

Field Devotion. The acolyte has Advantage on Wisdom (Medicine) checks made to stabilize a creature or identify signs of illness, poison, or exhaustion.

Actions

Mace. Melee Attack Roll: +2, reach 5 ft. Hit: 3 (1d6) Bludgeoning damage.

Sacred Spark. Ranged Spell Attack: +4, range 60 ft. Hit: 4 (1d8) Radiant damage.

Minor Prayer. The acolyte restores 4 (1d8) Hit Points to one creature it can touch. Once used, this action cannot be used again until the acolyte finishes a short or long rest.

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