



Curate

Health Levels: 3

AC: 15 (Medium Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Wisdom

Skills (+5): History, Religion

Saves (+6): Wisdom

- **Sacred Flame:** +6 to hit, range 60 ft., 1d8+3 radiant damage on a failed DC 13 DEX save.
- **Suggestion** (3 per day): On a failed DC 13 WIS saving throw, a target within 30 ft. pursues a course of action the Curate suggests to the best of its ability for up to 8 hours (maintaining concentration). If the party damages the target, the spell ends, and creatures that can't be charmed are immune to this effect.



Loremaster

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Charisma

Skills (+5): Arcana, History, Performance

Saves (+6): Dexterity, Charisma

- **Melee Weapon Attack:** +6 to hit, 1d8+2 slashing damage
- **Insult** (3 per day): After a creature the Loremaster can see within 60 ft. Makes an attack, ability check, or damage roll, the Loremaster can as a reaction roll 1d6 and subtract the result from that creature's result.



Healer

Health Levels: 3

AC: 18 (Heavy Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Wisdom

Skills (+5): Insight, Medicine

Saves (+6): Wisdom

- **Orison:** Target within 30 ft. adds 1d4 to its next attack or saving throw roll.
- **Minor Heal** (5 per day): Heals a target within 30 ft. for 1d8+3 HP.