

DOCTOR BRITTLEBOTTOM

COMBAT MEDIC 2nd Level



16 STR	10 DEX	12 CON
+3	+0	+1
12 INT	18 WIS	15 CHA
+1	+4	+2
+2 Proficiency		30' Speed
+6 WIS saving throw		+4 CHA saving throw

CAPABILITIES

Turn Undead
Once per day, Brittlebottom can force all undead 30 feet in front of him to run in fear. Each undead who gets a Wisdom saving throw of 14 or higher is immune to this effect.

SKILLS

Medicine +6
Persuasion +4
Perception +6
Investigation +3

Blast of Healing
2/day Brittlebottom can send a blast of 10 Hit Points of healing towards 1 target within 30 feet.

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

Guidance

Light

Resistance

Sacred Flame

1ST LEVEL

Cast from this list 3 times per/day

Command

Guiding Bolt

Heal Wounds

Protection from Evil

SHORT SWORD

+5
to hit

1d6+3
to damage

JAVELIN

+2
to hit

1d6+3
to damage



16
Armor
Class



18
Hit
Points

EQUIPMENT

Fine suit of chainmail, Basic repair kit, First Aid Kit, Bandages, 3 Potions of Healing (3d4+3 Hit Points), Food kit, Oil lamp, 3 Flasks of oil.

TREASURE

40 Gold

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Edward Brittlebottom is the youngest of three sons in the Brittlebottom family. Edward spent most of his childhood scrambling along behind his older brothers, eventually finding his place in the family as the one who carries the first aid kit and tends to minor injuries. While his older brothers went on to join the Iron Guard, Edward petitioned to join the healers at the Temple of the Great Golden Dragon. Happy to heal the players for free, he quietly keeps a tally of each player's debt for healing. While standard rates for combat healing from the adventuring guild are 10 Gold per hit point, Doctor Brittlebottom only charges 1 Gold per hit point, at least until he gets his official guild license. He loves to remind fellow party members of their outstanding debt at the most awkward times. Doctor Brittlebottom is also justifiably proud of his prodigious mustache.

Personality Trait: "Hoo boy, that looks infected."

*Ideal: "The armies of good are here to defeat evil.
Even during flu season."*

Bond: "Danger, Daggers, or Dragons! I'm here to help!"

*Flaw: "I'm sure you'll pay off your ledger with the next
treasure we find!"*

SPELLS & CANTRIPS

GUIDANCE Brittlebottom grants one person (maybe himself) an extra 1d4 added to the next ability check of their choice.

LIGHT Brittlebottom creates a dim glowing light that lasts for an hour.

RESISTANCE Brittlebottom grants one person an extra 1d4 added to the next saving throw of their choice.

SACRED FLAME Brittlebottom's target must make a Dexterity saving throw of 14 or higher or take 1d8 fire damage.

1st Level Spells **COMMAND** Brittlebottom utters a single word of command. One target needs to make a Wisdom saving throw of 14 or higher or obey the command for one turn. "Halt!", "Stop!" or "Careful!!" are a few of his favorites.

GUIDING BOLT A shimmering bolt strikes one target. Roll to hit with a +6 and do 4d6 damage. The next attack against this target is at advantage.

HEAL WOUNDS One person Brittlebottom touches gets 1d8+4 Hit Points back.

PROTECTION FROM EVIL For 10 minutes, evil creatures are at Disadvantage on all attacks against Brittlebottom.

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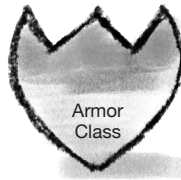
STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

ABILITIES

SKILLS

SPELLS

	to hit	to damage
	to hit	to damage



EQUIPMENT

TREASURE

Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

