

Ape

Medium, Beast, Unaligned

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ARMOR CLASS

12

HIT POINTS

19 (3d8 + 6)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 30 ft.

Initiative +2

Saving Throws N/A

Skills Athletics +5, Perception +3

Senses Passive Perception 13

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Languages None

STR

16
+3

DEX

14
+2

CON

14
+2

INT

6
-2

WIS

12
+1

CHA

7
-2

Actions

Multiattack. The ape makes two Fist attacks.

Fist. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Bludgeoning damage.

Rock. Ranged Attack Roll: +5, range 25/50 ft. Hit: 6 (1d6 + 3) Bludgeoning damage.

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