

# Guard

Medium, Humanoid, Any Alignment

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**ARMOR CLASS**

16

**HIT POINTS**

11 (2d8 + 2)

**CHALLENGE**

1/8 | 25 XP

**PROFICIENCY**

+2

**Speed** Walk 30 ft.

**Initiative** +1

**Saving Throws** N/A

**Skills** Perception +2

**Senses** Passive Perception 12

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**Languages** Any one language

**STR**13  
+1**DEX**12  
+1**CON**12  
+1**INT**10  
+0**WIS**11  
+0**CHA**10  
+0

## Actions

**Spear.** Melee or Ranged Attack Roll: +3, reach 5 ft. or range 20/60 ft. Hit: 4 (1d6 + 1) Piercing damage, or 5 (1d8 + 1) Piercing damage if used with two hands.

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