

Hyena

Medium, Beast, Unaligned

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ARMOR CLASS

11

HIT POINTS

5 (1d8 + 1)

CHALLENGE

0 | 10 XP

PROFICIENCY

+2

Speed Walk 50 ft.

Initiative +1

Saving Throws N/A

Skills Perception +3

Senses Passive Perception 13

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Languages None

STR

11
+0

DEX

13
+1

CON

12
+1

INT

2
-4

WIS

12
+1

CHA

5
-3

Traits

Pack Tactics. The hyena has Advantage on attack rolls against a creature if at least one of the hyena's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

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

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