

# Jackal

*Small, Beast, Unaligned*

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**ARMOR CLASS**

12

**HIT POINTS**

3 (1d6)

**CHALLENGE**

0 | 10 XP

**PROFICIENCY**

+2

**Speed** Walk 40 ft.

**Initiative** +2

**Saving Throws** N/A

**Skills** Perception +3

**Senses** Passive Perception 13

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**Languages** None

**STR**8  
-1**DEX**15  
+2**CON**11  
+0**INT**3  
-4**WIS**12  
+1**CHA**6  
-2

## Traits

**Keen Hearing and Smell.** The jackal has Advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

## Actions

**Bite.** Melee Attack Roll: +1, reach 5 ft. Hit: 1 (1d4 - 1) Piercing damage.

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