

Merfolk

Medium, Humanoid (Merfolk), Neutral

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ARMOR CLASS

11

HIT POINTS

11 (2d8 + 2)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Swim 40 ft., Walk 10 ft.

Initiative +1

Saving Throws N/A

Skills Perception +2

Senses Passive Perception 12

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Languages Aquan, Common

STR10
+0**DEX**13
+1**CON**12
+1**INT**11
+0**WIS**11
+0**CHA**12
+1

Traits

Amphibious. The merfolk can breathe air and water.

Actions

Spear. Melee or Ranged Attack Roll: +2, reach 5 ft. or range 20/60 ft. Hit: 3 (1d6) Piercing damage, or 4 (1d8) Piercing damage if used with two hands.

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