

Scout

Medium, Humanoid, Any Alignment

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ARMOR CLASS

13

HIT POINTS

16 (3d8 + 3)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills Nature +4, Stealth +6, Survival +5, Perception +5

Senses Passive Perception 15

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Languages Any one language

STR11
+0**DEX**14
+2**CON**12
+1**INT**11
+0**WIS**13
+1**CHA**11
+0

Traits

Keen Hearing and Sight. The scout has Advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.

Longbow. Ranged Attack Roll: +4, range 150/600 ft. Hit: 6 (1d8 + 2) Piercing damage.

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