

Skeleton

Medium, Undead, Lawful Evil

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ARMOR CLASS

13

HIT POINTS

13 (2d8 + 4)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills N/A

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 9

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Languages Understands the languages it knew in life but can't speak

STR10
+0**DEX**14
+2**CON**15
+2**INT**6
-2**WIS**8
-1**CHA**5
-3

Actions

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

Shortbow. Ranged Attack Roll: +4, range 80/320 ft. Hit: 5 (1d6 + 2) Piercing damage.

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