

Skulk

Medium, Humanoid, Chaotic Neutral

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ARMOR CLASS

14

HIT POINTS

27 (6d8)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +3

Saving Throws Dex +5

Skills Stealth +7

Senses Darkvision 60 ft.; Passive Perception 11

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Languages Understands Common but rarely speaks

STR12
+1**DEX**16
+3**CON**10
+0**INT**10
+0**WIS**12
+1**CHA**8
-1

Traits

Unnoticed Presence. The skulk has Advantage on Dexterity (Stealth) checks made while not carrying bright objects or wearing loud equipment.

Vanishing Murderer. The skulk deals an extra 3 (1d6) damage to a creature that has not detected it this combat.

Actions

Knife. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage.

Bonus Actions

Slip Behind. The skulk takes the Hide action if it has cover or dim light within 5 feet.

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