

Tribal Warrior

Medium, Humanoid, Any Alignment

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ARMOR CLASS

12

HIT POINTS

11 (2d8 + 2)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed

Walk 30 ft.

Initiative

+0

Saving Throws

N/A

Skills

N/A

Senses

Passive Perception 10

Passive Perception

10

Languages

Any one language

STR13
+1**DEX**11
+0**CON**12
+1**INT**8
-1**WIS**11
+0**CHA**8
-1

Traits

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

Actions

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

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