

Commoner

March 8, 2023



Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Saving Throws

Skills

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.
Hit: 2 (1d4) bludgeoning damage. **Commoners** include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and

hermits.