

Guard

March 8, 2023



Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Saving Throws

Skills Perception +2

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 44934 (25 XP)

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a

melee attack. **Guards** include members of a city watch, sentries in a citadel or fortified town, and the bodyguards of merchants and nobles.