

# Jackal

March 8, 2023



Small beast, unaligned

**Armor Class** 12

**Hit Points** 3 (1d6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

**Saving Throws**

**Skills** Perception +3

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 13

**Languages** --

**Challenge** 0 (10 XP)

**Keen Hearing and Smell.** The jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Bite.** Melee Weapon Attack: +1 to hit, reach 5 ft., one target.  
Hit: 1 (1d4 – 1) piercing damage.