

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.