

# Scout

March 8, 2023



---

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

**Saving Throws**

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 44928 (100 XP)

**Keen Hearing and Sight.** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

# Actions

**Multiattack.** The scout makes two melee attacks or two ranged attacks.

**Shortsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Longbow.** Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage. **Scouts** are skilled hunters and trackers who offer their services for a fee. Most hunt wild game, but a few work as bounty hunters, serve as guides, or provide military reconnaissance.