

Commoner, M

0

NAME

CR



SKILLS / TRAITS

2 PROF

ACTIONS

Club: +2, 1d4b**Draft Horse, L**

1/4

NAME

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SKILLS / TRAITS

2 PROF

ACTIONS

Hooves: +6, 2d4+4b**Goat, M**

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SKILLS / TRAITS

Charge: If 20' toward target & hit w/ram, +1d4b & DC 10 Str save or prone
Sure-Footed: Adv on Str & Dex saves vs prone

2 PROF

ACTIONS

Ram: +3, 1d4+1b**Noble, M**

1/8

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SKILLS / TRAITS

Deception +5, Insight +4, Persuasion +5

2 PROF

ACTIONS

Rapier: +3, 1d8+1p
Parry (react): +2 AC vs melee attack**Pony, M**

1/8

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SKILLS / TRAITS

2 PROF

ACTIONS

Hooves: +4, 2d4+2b**Raven, T**

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SKILLS / TRAITS

Perception +3

Mimicry: Mimic simple sound, DC 10
Insight to detect mimicry

2 PROF

ACTIONS

Beak: +4, 1p**Scout, M**

1/2

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SKILLS / TRAITS

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

Keen Hearing & Sight: Adv on Perception for hearing & sight

2 PROF

ACTIONS

Multiattack: 2 melee or 2 ranged**Shortsword:** +4, 1d6+2p
Longbow: 150/600, +4, 1d8+2p**Spy, M**

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SKILLS / TRAITS

Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Cunning Action: Bonus action Dash, Disengage, or Hide
Sneak Attack (1/turn): +2d6 when adv or target within 5' of ally

2 PROF

ACTIONS

Multiattack: 2 melee**Shortsword:** +4, 1d6+2p
Hand Crossbow: 30/120, +4, 1d6+2p