# Scout

*Small Humanoid, Neutral*

**AC** 13 (natural armor)

**Initiative** +2

**HP** 16 (3d8 + 3)

**Speed** 30 ft., swim 15 ft., climb 15 ft., crawl 15 ft.

INIT

| | STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|---|
| **Score** | 11 (+0) | 14 (+2) | 12 (+1) | 11 (+0) | 13 (+1) | 11 (+0) |
| **Save** | +0 | +2 | +1 | +0 | +1 | +0 |

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

**Senses** passive Perception 15

**Languages** Common plus one other language

**CR** 1/2 (100 XP)

## Actions

***Longbow.*** Ranged Attack Roll: +4, range 150/600 ft. 6 (1d8 + 2) Piercing damage.

***Multiattack.*** The scout makes two attacks, using Shortsword and Longbow in any combination.

***Shortsword.*** Melee Attack Roll: +4, reach 5 ft. 5 (1d6 + 2) Piercing damage.