

TOWN GUARD

Medium Humanoid (Any), Any Alignment

Armor Class: 15 (gambeson, shield)

Hit Points: 16 (3d8 + 3)

Speed: 30 ft.

Initiative: +1 (11)

MOD SAVE				MOD SAVE				MOD SAVE			
STR	12	+1	+3	DEX	12	+1	+1	CON	12	+1	+3
INT	10	+0	+0	WIS	11	+0	+2	CHA	10	+0	+0

Skills Perception +2

Senses Passive Perception 12

Languages Common

Challenge 1/4 (XP 50)

Proficiency Bonus +2

ACTIONS

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 1) piercing damage, or 6 (1d8 + 1) if used with two hands.