

OWL SCOUT

ABILITIES (DC --)

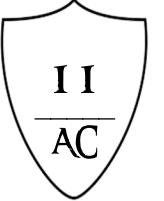
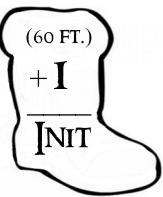
Dash. The owl has double its movement speed this turn.

Distract. This round, the first attack on the target has advantage.

Help. This round, an ally has advantage on the next ability check it makes to perform the task that the owl is helping with.

Hide. Attempt to hide (DEX check). [WIS save: not hidden].

Search. Look for something (WIS or INT check).



STRENGTH -4

DEXTERITY +1

CONSTITUTION -1

INTELLIGENCE -4

WISDOM +1

CHARISMA -2



FEATURES

Flyby. The owl's movement is used to fly. It does not provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on WIS checks that rely on hearing or sight.