

DEER

small-large beast, unaligned

AC	13
HP	3, 4, 5 or 10 (d6, d8, d10, 2d0)
Spd	40'

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	14(+2)	2(-4)	10(+0)	3(-4)
14(+2)	16(+3)	14(+2)	2(-4)	10(+0)	3(-4)
15(+3)	15(+2)	16(+3)	2(-4)	10(+0)	3(-4)

Skills	Athletics+3, Perception+3
Senses	pass per 13
Challenge	1/8 CR (25 XP) or 1/4 (50 XP)

Herd Sense. Within a round of one part of the herd sensing danger, all the herd is now alert and reacting.

Hooves. *melee attack* +5/+4 to hit, reach 5', one target *hit* (d6+1/+2/+3) bludgeoning damage

grazing animals, tend to move in groups of 3-7 in the woodlands and 10-30 in more open areas.
may be skinned for d4-1 square feet of hide and 2-3 rations (add 2 if medium, 3 for large)

variant values are for size and breed as below

gazelle are *small* (3 hp, lowest stats, low CR, +5hit/+1dam)
sika deer are *medium* (4 hp, middle stats, low CR, +5hit/+2dam)
or *large* (males) (5 hp, middle stats, low CR, +5hit/+2 dam)
sambar deer and moose are *large and dangerous* (5 hp, high stats, high CR, +4hit/+3 dam)