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| **Name** | **Type** | **Size** | **XP Rating** |
| Legionarius | Human | Medium | 1 (20 XP) |

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| **Strength** | 6 (+1) |  | **Armor Class** | 7 (Leather, L) | | **Action Points** | 5 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 19 | | **Hit Dice** | 4d8 + 3 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Disciplined.** The legionarius has advantage on saving throws to resist the *frightened* condition.  **Survival Training (1).** The legionarius has a +1 to Athletics, Detection, Sneak, and Survival checks.  **Vexillarius (Variant).** Friendly creatures within 10 feet of this legionarius have advantage on melee attack rolls. |  |

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| **Description** |
| Legionaries, or “legionarii,” are the lowest ranked members of Caesar's Legion. They are almost always conscripts from recently conquered tribes, or youth finally of age for battle after tutelage since birth. Typically, these legionaries are given only basic equipment: javelins, machetes, and occasionally pipe guns. They are the most common type of legionary and make up the bulk of the Legion’s forces.  These “recruits” often suffer high casualties, but good performance (and survival) mean promotion and upward social mobility. |