|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **XP Rating** |
| Merc Wastelander | Human | Medium | 1 (20 XP) |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 5 (+0) |  | **Armor Class** | 8 (Leather, L) | | **Action Points** | 6 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 5 | | **Hit Dice** | 1d8 + 1 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

|  |
| --- |
| **Monster Description** |
| “Merc” is a broad term. Almost any job requires a gun in the wasteland; even farmers fight off raiders and wasteland predators. Mercs are caravan guards, bar bouncers, town militia members, concerned parents, brothers, sisters, and yes, sometimes wandering guns-for-hire.  An unknown merc is like a hand of cards held by someone else. If what to get a read on them, you need to know the story – or at least the tells. |