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| **Name** | **Type** | **Size** | **XP Rating** |
| Merc Bruiser | Human | Medium | 4 (65 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 12 (Metal, M) | | **Action Points** | 8 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 30 | | **Hit Dice** | 5d8 + 10 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 7 (+2) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 6 (+1) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | |  | | |
| **Luck** | 7 (+2) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Veterancy (2).** The merc has a bonus +2 to all attack rolls. |  |

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| **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. |