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| **Name** | **Type** | **Size** | **XP Rating** |
| Weapons Specialist | Human | Medium | 5 (70 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 12 (Combat, L) | | **Action Points** | 7 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 42 | | **Hit Dice** | 7d8 + 14 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 4 (-1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Basic Training.** The mercenary has advantage on saving throws against explosives and the *frightened* condition, as well as on ability checks for Shove and Grapple checks.  **Suppressive Fire.** When the mercenary makes a Spray attack with a heavy weapon, until the start of its next turn all affected creatures have disadvantage on attack rolls and the specialist cannot attack again.  **Veterancy (1).** The mercenary has a bonus +1 to all attack rolls. |  |