

Medium Humanoid

Armor Class	Hit Points	Speed	Challenge	PB	
15 (chain shirt)	26 (4d8 + 8)	30 ft.	1 (200 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Str +4, Con +4

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages Common

*Inspired Courage.* The mercenary has advantage on savings throws against being charmed, frightened, grappled, or restrained while within 5 feet of at least one ally.

*Martial Advantage.* Once per turn, the mercenary can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the mercenary that isn't incapacitated.

ACTIONS

*Multiattack.* The mercenary makes two longsword attacks.

*Longsword. Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

*Heavy Crossbow. Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.