

Sniper

Medium humanoid, any alignment

Armor Class 16 (nanocarbon threads)

Hit Points 40 (9d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	11 (0)	12 (+1)	16 (+3)	10 (0)

Saving Throws Dex +7

Skills Acrobatics +7, Stealth +7, Perception +9

Senses darkvision 800 ft., passive Perception 13

Languages Common, plus any one language

Challenge 6 (2,300 XP) **Proficiency Bonus (PB)** +3

Tripod. The Sniper is equipped with a tripod. Being prone does not impose disadvantage on the Sniper's attack rolls.

Sniper's Eye. The Sniper automatically aims at the start of each of their turns, ignores half and three-quarters cover, does not suffer disadvantage from attacking at long range, and adds 1d8 ballistic damage to firearm damage rolls (included in actions).

Marksman Weaponry. The Sniper has disadvantage on all Sniper Rifle attacks if there is a hostile creature within 15 feet of them.

Rangefinder Infrared Goggles. The Sniper has darkvision out to 800 feet due to their infrared goggles, and they can accurately tell the distance from them to any target within 800 feet of them.

ACTIONS

Multiattack. The Sniper makes two Sniper Rifle attacks.

Sniper Rifle. *Ranged Weapon Attack:* +7 to hit, reload 8, range 800 ft., one target. *Hit:* 18 (3d8 + 4) ballistic damage. This damage ignores up to 6 points of Ballistic DR.

Millitech Handgun. *Ranged Weapon Attack:* +7 to hit, reload 6, range 100 ft., one target. *Hit:* 13 (2d8 + 4) ballistic damage.

Combat Knife. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+4) slashing damage or 9 (2d4+4) slashing damage if the target is prone or incapacitated.

BONUS ACTIONS

Sniper's Aim (2/day). Immediately after making an attack roll or damage roll with a firearm, the Sniper can roll a d12 and add it to the roll.

Reload. The Sniper reloads one firearm.

Juggernaut

Medium humanoid, any alignment

Armor Class 17 (forced entry unit)

Hit Points 104 (16d8 + 48)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	10 (+0)	13 (+1)	10 (0)

Saving Throws Str +7, Con +7

Skills Athletics +10

Damage Resistances ballistic and bludgeoning from nonmagical attacks

Damage Reductions (DR) ballistic and bludgeoning DR/3

Senses passive Perception 11

Languages Common

Challenge 7 (2,900 XP) **Proficiency Bonus (PB)** +3

Juggernaut. The Juggernaut has advantage on Strength checks and saving throws made to resist being moved, shoved, knocked prone, or grappled.

Point Blank. The Juggernaut does not suffer disadvantage on ranged weapon attacks if there is a hostile creature within 5 feet of them and deals an extra 1d10 ballistic damage with firearms (included in actions).

ACTIONS

Multiattack. The Juggernaut makes three Light Machine Gun attacks. They can replace one of these attacks with LMG Spray or Reload.

Light Machine Gun. *Ranged Weapon Attack:* +3 to hit, range 60/120 ft., one target. *Hit:* 20 (3d10+3) ballistic damage. This damage ignores up to 3 points of Ballistic DR.

LMG Spray (Recharge 3-6). The Juggernaut sprays their Light Machine Gun in a massive cone. Each creature caught within a 45-foot-wide cone must succeed on a DC14 Dexterity saving throw or take 20 (3d10+3) ballistic damage.

Reload. The Juggernaut reloads a firearm on their person.

BONUS ACTIONS

Aim. The Juggernaut gains a +3 bonus to ranged attack rolls made with firearms this turn.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+3) Bludgeoning damage and the target is pushed back 10 feet or knocked prone.

their contracts head-on with massive weaponry and even larger armor, but this leaves them oftentimes slow and sluggish, and can be outpaced.

Chrome Operatives. Chrome Operatives however are considered one of the most dangerous out of all individual contractors. They are agents of stealth, assassination, and highly trained martial skill. Oftentimes they are augmented heavily to be especially deadly in their attacks and are known to quickly infiltrate areas, slash through enemies at extremely high speeds, and escape just as fast without anyone the wiser.

Individualized Specialists. Not every mercenary and talented individual comes from a specific organization or company. Skill and talent can still be obtained and learned with time and experience, and as such, there are many individuals who are coveted because of their unique experiences.

Snipers. For example, snipers are highly skilled in taking out their targets from extraordinarily long ranges with firearms that will get the job done from afar, but often have troubles in hand-to-hand combat.

Juggernauts. Juggernauts however often deal with

Chrome Operative

Medium humanoid or construct, any alignment

Armor Class 18 (natural armor)

Hit Points 136 (24d8 + 28)

Speed 40 ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	14 (+2)	16 (+3)	10 (0)

Saving Throws Dex +8, Str +5

Skills Acrobatics +8, Insight +6, Investigation +5, Stealth +8

Damage Reductions (DR) ballistic and radiant DR/2

Senses darkvision 60 ft., passive Perception 13

Languages Common, Thieves' Cant, plus any one language

Challenge 8 (3,900 XP)

Proficiency Bonus (PB) +3

Evasion. If the Chrome Operative is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Sneak Attack (1/Turn). The Chrome Operative deals an extra 14 (4d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the them that isn't incapacitated and they don't have disadvantage on the attack roll.

Spider Climb. The Chrome Operative can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The Chrome Operative makes two Katana attacks and two Weave Shuriken attacks. They can replace one of these attacks with Sandevistan Slash.

Katana. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+5) slashing damage.

Weave Shuriken. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 8 (1d4 + 5) radiant damage.

Sandevistan Slash (Recharge 5-6). The Chrome Operative supercharges their cyberneticware and slashes forward at an impossible speed. The Chrome Operative moves 60 feet in a straight line, passing through creatures. If they pass through a creature, they can make a Katana attack against them with advantage. The Chrome Operative can make a maximum of 4 attacks in this way

BONUS ACTIONS

Hide. The Chrome Operative takes the Hide action.

Flashstep. The Chrome Operative takes the Dash and Disengage actions.

REACTIONS

Deflect Blows. When the Chrome Operative is hit with an attack, as a reaction they can reduce the damage dealt by 16 (1d10+10). If this damage is reduced to 0, the attacker takes 12 (2d10) damage of the same type as the attack is reflected back.

