

VETERAN

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Medium humanoid (any race), any alignment

Armor Class 17 (Splint Armor)

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Athletics +5, History +2, Insight +4, Perception +4, Persuasion +2

Senses Passive Perception 12

Languages Any One Language (Usually Common)

Challenge 2 (450 XP)

Battle-Honed Reflexes. The veteran adds its Wisdom modifier to initiative rolls. At initiative count 20 on the first round of combat it may move up to half its speed and take the dodge action or drop prone.

Advantageous Position. The veteran's attacks are made at advantage if it is in cover or an elevated position, as long as it is not flanked.

Actions

Multiattack. The veteran makes two longsword attacks, or makes one crossbow attack and takes the Dash or Disengage action.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, reach 100/400 ft., one target. Hit: (1d10 + 1) piercing damage.

Reactions

Pommel Bash. As a reaction to being missed with a melee attack, the veteran may attempt a contested Strength (Athletics) check to shove the attacker prone or push it 5 ft. away.