

Specialist

Being a specialist does justice to the term "rest in pieces". As a specialist you are never truly satisfied until the battle ends with your enemy scattered on the ground before you. To do this, Specialists use only the biggest and most powerful of guns and the most explosively explosive explosives at their disposal.

Proficiencies:

- Skills: Explosives, Big Guns, +1 Choice
- Weapons: Shotguns, Explosive Weapons
- Armor: Medium Armor, Heavy Armor

Starting HP: 10 + Endurance Modifier

HP per Level: 2d10 + Endurance Modifier

Level	Class Perk	Level 1 Perk	Level 3 Perk	Level 4 Perk	Proficiency Bonus
1	Bloody Mess	+1	+0	+0	+2
2	Blast Shield	+1	+0	+0	+2
3	Dismemberment	+0	+1	+0	+3
4	None	+0	+1	+0	+3
5	End With a Bang	+0	+0	+1	+4

