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| **Name** | **Type** | **Size** | **XP Rating** |
| Raider Scum | Human | Medium | 1 (20 XP) |

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| **Strength** | 6 (+1) |  | **Armor Class** | 7 (Junk, L) | | **Action Points** | 6 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 10 | | **Hit Dice** | 2d8 + 2 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 4 (-1) |  | **Damage Resistances** | |  | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Veterancy (1).** The raider has a bonus +1 to all attack rolls. |  |

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| **Monster Description** |
| Raiders are the scourge of the Wasteland. Loosely organized, with a power hierarchy based on pure ruthlessness, they will attack anyone at any time...for any reason. But most of all, they raid for supplies: food, water, ammo, gear, and the ever-sought chem hit. |