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| **Name** | **Type** | **Size** | **XP Rating** |
| Raider Scavver | Human | Medium | 2 (35 XP) |

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| **Strength** | 6 (+1) |  | **Armor Class** | 11 (Metal, M) | | **Action Points** | 7 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 20 | | **Hit Dice** | 4d8 + 4 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Veterancy (2).** The raider has a bonus +2 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.  These battle-hardened raiders are often identified by their sturdier armor and aggressive nature. Raider gangs with long histories, or those full of experienced members, are often made up largely of raider scavvers. One of them alone can be a challenging inconvenience, but a group of these fighters can prove to easily take the possessions and life of many a wasteland traveler. |