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| **Name** | **Type** | **Size** | **XP Rating** |
| Raider Survivalist | Human | Medium | 3 (50 XP) |

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| **Strength** | 6 (+1) |  | **Armor Class** | 10 (Leather, M) | | **Action Points** | 7 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 35 | | **Hit Dice** | 7d8 + 7 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 6 (+1) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | |  | | |
| **Luck** | 6 (+1) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Experienced.** The raider has advantage on saving throws against being *frightened*.  **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.  Survivalists are those raiders who’ve lived long enough to realize Jet makes you better – not invincible. They’ve also seen enough comrades and misdeeds come and go that they mostly care about just eking out as many days of life as they can. To this end they wear lighter, travel-ready armor and place an emphasis on long range weapons. They position themselves where they have an easy escape route and easy shots, only ever briefly poking out of cover. |