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| **Name** | **Type** | **Size** | **XP Rating** |
| Raider Berserker | Human | Medium | 5 (80 XP) |

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| **Strength** | 9 (+4) |  | **Armor Class** | 15 (Robot, H) | | **Action Points** | 9 |
| **Perception** | 4 (-1) |  | **Avg. Hit Points** | 72 | | **Hit Dice** | 9d8 + 36 |
| **Endurance** | 9 (+4) |  |  | |  | | |
| **Charisma** | 3 (-2) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 2 (-3) |  | **Damage Resistances** | |  | | |
| **Agility** | 9 (+4) |  | **Damage Immunities** | |  | | |
| **Luck** | 7 (+2) |  | **Condition Immunities** | | Charmed, Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Permanent Fury.** The raider deals double damage on all melee, thrown, and unarmed attacks, but cannot properly operate ranged weapons anymore.  **Veterancy (3).** The raider has a bonus +3 to all attack rolls. | **Dash (Recharges after a Short Rest).** The raider moves up to twice its movement speed without spending AP. |

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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.  There are legends among the raider gangs of what Fury can do to you. Myths of regular people becoming permanently enraged monsters who act like the dose never ends. The few gangs that possess such berserkers do what they can to keep them calm and suited up with the nastiest weapons and armor. In a raid, many gangs are tempted to bail and just let the berserker fight themselves unconscious. By that point, it’s just a matter of looting the bodies. |