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| **Name** | **Type** | **Size** | **XP Rating** |
| Raider Boss | Human | Large | 7 (110 XP) |

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| **Strength** | 10 (+5) |  | **Armor Class** | 12 (Junk, PA) | | **Action Points** | 9 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 90 | | **Hit Dice** | 9d10 + 45 |
| **Endurance** | 10 (+5) |  |  | |  | | |
| **Charisma** | 8 (+3) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 7 (+2) |  | **Damage Resistances** | |  | | |
| **Agility** | 9 (+4) |  | **Damage Immunities** | |  | | |
| **Luck** | 7 (+2) |  | **Condition Immunities** | | Charmed, Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Power Armor.** The raider’s size is increased to Large, they have disadvantage on Stealth checks, and they are not encumbered while wielding a Heavy weapon.  **Legendary Resistance (1/Day).** If the raider fails a saving throw, it can choose to succeed instead.  **Veterancy (3).** The raider has a bonus +3 to all attack rolls. | **Command (2 AP).** The raider dispels either the *frenzied* or *frightened* condition from an ally that can hear or see it, orders that ally to immediately make an attack with advantage, or orders that ally to move up to its speed.  **Meat Shield (0 AP).** If hit by an attack while within 5 feet of a friendly creature, the raider can force that creature to take the damage instead. |
| **Legendary Actions** | |
| The raider can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The raider regains spent legendary actions at the start of its turn. Legendary actions do not consume AP unless otherwise stated.  **Attack.** The raider makes one attack of its choosing.  **Command.** The raider uses its Command action.  **Chem (Costs 2 Actions).** The raider uses a chem if not already under the effects of one. | |
| **Lair Actions** | |
| If fought in its Lair, the raider’s XP rating increases to 8 (125 XP).  At the start of each combat round, the raider takes a lair action to cause one of the following effects; the raider can’t use the same effect two rounds in a row:  **Activate Trap.** The raider boss activates a trap of the Overseer’s choosing, such as a spike trap, remote-detonated baseball grenade, or even releasing a creature from a pen or cage.  **More!** The raider boss summons a friendly raider (20 XP) or raider scum (20 XP) to aid it. The new raider takes its own initiative.  **Stimpak.** The raider boss applies a stimpak to itself, regaining 7 (2d6) hit points. | |

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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.  Raider bosses sit at the top of the hierarchy within a raider gang and may be its founder. They are usually equipped with heavy weapons and even jury-rigged power armor. Bosses suffer no fools, and constantly keep an eye on both rival gangs and their own subordinates in case of coup attempts. They have earned and maintained their position through repeated displays of strength, leadership, and bloodshed. |