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

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| **Strength** | 7 (+2) |  | **Armor Class** | 9 (Junk, M) | | **Action Points** | 7 |
| **Perception** | 4 (-1) |  | **Avg. Hit Points** | 24 | | **Hit Dice** | 4d8 + 8 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 4 (-1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 3 (-2) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Junkie.** The raider’s first action in combat is always to use a chem (3 AP), if it has any.  **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.  Aptly named for their dependence on chems, these raiders are among some of the most hostile and aggressive. They opt for melee weapons in fights, using chems to fuel their rage and make them less susceptible to pain in close combat. Telling a raider psycho apart from others is not always easy, but they tend to lack firearms and have tougher armor that covers more of the head, arms, and torso to protect them in melee combat. |