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| **Name** | **Type** | **Size** | **XP Rating** |
| Raider Overboss | Human | Large | 10 (155 XP) |

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| **Strength** | 11 (+6) |  | **Armor Class** | 15 (Overboss, PA) | | **Action Points** | 10 |
| **Perception** | 10 (+5) |  | **Avg. Hit Points** | 132 | | **Hit Dice** | 12d10 + 72 |
| **Endurance** | 11 (+6) |  |  | |  | | |
| **Charisma** | 10 (+5) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 10 (+5) |  | **Damage Resistances** | |  | | |
| **Agility** | 10 (+5) |  | **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 (3/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** | **Mythic 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. | The raider can take 1 Mythic action, described below. It can only be used once per combat at the end of another creature’s turn.  **War Cry.** The raider dispels the *frenzied* and *frightened* conditions from every friendly creature that can see or hear it. Each such creature that see or hear it can then move up to its speed and/or make one attack with advantage. |
| **Lair Actions** | |
| If fought in its Lair, the raider’s XP rating increases to 11 (170 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 psycho (35 XP), raider scavver (35 XP) or 1d4 raiders (20 XP each) to aid it. The new raider(s) takes its own initiative.  **Stimpak.** The raider boss applies a stimpak to itself, regaining 13 (4d6) 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.  Ever so rarely, the wasteland births a raider with just the right combination of strength, charisma, and intelligence to rise to greatness. Some become town leaders, heroes, icons. Others become an overboss, a raider so powerful they now use other gangs and bosses as vassals, or their own gang got so huge they had to split it into multiple vassals to stay organized. An overboss technically has a small army at their disposal, but primarily just administrates their gangs, keeps them pitted against one another in friendly rivalry, and rolling in enough caps and chems that no one considers a change in management.  Should the need arise though, and the bosses are brought in line, an overboss can amass a horde of even hundreds of raiders. Rarely does an overboss want to sweep a city off the map (considering they bring a lot of business for the raiders to target), but it’s been done before. |