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| **Name** | **Type** | **Size** | **XP Rating** |
| Fiend | Human | Medium |  |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 5 (+0) |  | **Armor Class** | 7 (Junk, L) | | **Action Points** | 6 |
| **Perception** | 4 (-1) |  | **Avg. Hit Points** | 5 | | **Hit Dice** | 1d8 + 1 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 4 (-1) |  | **Damage Resistances** | |  | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Fiend.** The fiend has an additional +1 to all attack rolls while under the effects of a chem.  **Junkie.** The fiend’s first action in combat is always to use a chem (3 AP), if it has any. |  |

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| **Description** |
| The name “fiend,” is a reference to the Fiends gang, who are among the worst and most savage members of the wasteland. However, they’re not the only such raiders denoted for their unusual addiction to chems, and the term has come to apply to any raider that’s more crazed junkie than marauder. |