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| **Name** | **Type** | **Size** | **XP Rating** |
| Enclave Hellfire Trooper | Human | Large | 10 (165 XP) |

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| **Strength** | 15 (+10) |  | **Armor Class** | 23 (X-03) | | **Action Points** | 7 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 100 | | **Hit Dice** | 5d10 + 75 |
| **Endurance** | 15 (+10) |  |  | |  | | |
| **Charisma** | 7 (+2) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | | Fire | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Basic Training.** The Hellfire trooper has advantage on saving throws against explosives and the *frightened* condition, as well as on ability checks for Shove and Grapple checks.  **Power Armor.** While not wearing its power armor, the Hellfire trooper uses the stats of an Enclave Trooper, excluding maximum hit points.  **Stealth Disadvantage.** While wearing its power armor, the specialist has disadvantage on Stealth checks.  **Optics (2).** The hellfire trooper has a bonus +2 to all attack rolls using Perception. | **Frighten (2 AP).** All creatures of the Hellfire trooper’s choice that can see it must succeed a DC 7 Charisma saving throw or be *frightened* of the Hellfire trooper for 1 minute. A *frightened* creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature succeeds the saving throw or the effect ends for it, the target is immune to this ability for the next 24 hours. |

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| **Monster Description** |
| The Enclave is a quasi-state originating as a deep state government within the pre-War United States federal government, military, and corporate elite. This enigmatic alliance of interests eventually subverted and developed from the continuity of government protocol to ensure its survival as the real America, laying claim to the North American mainland. While the organization commonly styled itself as the Enclave, it used United States of America interchangeably, particularly in propaganda. To wastelanders who recognized it, it was a remnant of pre-War America.  The founders of the Enclave operated as an informal secret cabal of the same name, rooted deep within the highest levels of government officials, military personnel, and corporate executives. They coalesced into a coherent entity after the Great War, complete with its own ideals and symbols; in at least one instance Enclave members turned on surviving government representatives who weren't involved with them. Enclave ideology also differed internally between the main body and the splinter faction in Appalachia. The latter centered around rabid anti-communism, while the latter was steeped to pseudo-scientific racialism; the conviction that its members were the sole representatives of unspoiled pure humanity. This mindset came to dominate the Enclave's ideology, culminating in an unsuccessful attempt at global genocide in the mid-23rd century.  Relative to other human societies throughout the wasteland, the Enclave is among the smallest factions, but their exact strength is impossible to precisely gauge due to their clandestine nature. Control Station Enclave, the largest known concentration of Enclave members in the wasteland, and home to the main aspects of its central leadership, encompassed between a hundred and a thousand inhabitants by 2241. By comparison, at that time the largest known city in the wasteland built from scratch, Shady Sands, was home to 3,000 citizens. The Enclave typically covered manpower problems by forcing wastelanders to work for them as conscripts, assets, or slaves, though it conferred no special benefits beyond immediate survival, as all were considered expendable mutants. |