

NAME	Raider	RACE	Humanoid	SIZE	1	HEIGHT	5'8"	WEIGHT	170lbs	HL	1	EL	0
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CON	<u>2</u>	AGI	<u>3</u>	INT	<u>1</u>	STR	<u>2</u>	WILL	<u>1</u>	CHA	<u>1</u>
Hit Points	<u>30</u> / <u>30</u>	Initiative	<u>6</u>	C. Mastery	<u>2</u>	Armor	<u>4</u>	SP Armor	<u>2</u>	Song Effect	<u>2</u>
Vitality	<u>60</u> / <u>60</u>	Speed	<u>6</u>	H. Mastery	<u>2</u>	MAD	<u>4</u>	M. Mastery	<u>2</u>	M. Speed	<u>2</u>
		RAD	<u>6</u>	SP Mastery	<u>2</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Metal Pipe

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 14 Crit DMG: 18 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Pipe Gun

Type: N. Ranged Weapon Range: 4 Accuracy: 4/5/6DMG: 16 Crit DMG: 22 | SP-DMG: Crit SP-DMG:

Other: _____

ABILITIES

Name: Molotov Cocktail	Description: Target creature within 5 spaces tests AGI 5	DPD: Burning & 5 SP-DMG
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Name: _____ Description: _____ DPD: _____ & _____

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IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: _____

Vulnerabilities: _____

Traits: _____

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

3D6 Gold, Torch

Size = How many spaces the creature takes up | HL = Hero Level | EL = Epic Level | SP = Spell | DMG = Damage | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | DPD = Dealt Per Difference | N. = Natural | S.N. = Supernatural

LORE

Raiders thrive in the wastelands, where the strong survive and the weak are eaten. When people refer to the civilized and the uncivilized, Raiders tend to fall somewhere in the middle. Furthermore, Raiders vary in all shapes, sizes, and motives, so it's hard to lump them into one category.

At their core, Raiders loot, fight, and pillage the wastelands on their own terms; In general, they do what they want. That is how life in the wastelands should be. If you're travelling in the wastelands, they have full right to challenge you. In fact, it's almost an obligation. However, Raiders do have a few restraints, and you won't see them outright attacking large cities, or hindering the military in a war against the Fusion Born. Small settlements, farms, travelers, and abandoned ruins are their primary targets.

Outside of their core, Raiders have a variety of professions: Some are gladiators, some are inventors, some are explorers, and some are madmen. In general, they exercise their right to lawless freedom in their own ways.

Raiders host a surprising number of crafters, inventors, and chemists. Therefore, you're likely to see even the most common Raiders equipped with a variety of crafted equipment, from molotov cocktails, toothed swords, and hand-made guns. It's also common for Raiders to have defining themes, like a group of Raider pyros that like to blow fire with torches and alcohol, or a group of rubber suit wearing gadgeteers that assault you with lightning based inventions. *(Therefore, feel free to flavor your basic Raiders with a theme and give them any 1 or 2 immunities you deem fitting.)*

APPEARANCE

Raiders can come in just about any race: Humans, goblins, titans, and felions are the most common though. Most raiders wear a combination of leather, fur, and scrap metal armor. They're fond of metal pipes and leftover iron found in junkyards and old ruins. Their weapons are outlandish and shoddy at best, consisting of barbed wire, metal bars, pipes, sinew, nails, teeth, and bones. Pipe guns are short, makeshift rifles, that can be shot with either 1 or 2 hands. In the odd case of a Hero wanting to loot and use one of their weapons, the Metal Pipe would function the same as a Sword, and the Pipe Gun would function the same as a Shotgun.

COMBAT BEHAVIOR

Raiders prefer attacking over anything else. Ideally, they'll spend both their actions to attack with either attack. Occasionally they might use their Molotov Cocktail ability at the start of a fight.