

# RAIDER

Dressed in her boarding gear, a Satyxis whips her lacerator around in a vicious arc, using its serrated blades to slice through meat and bone with ease. As more sea dogs pour onto the deck of the ship, she whirls around in an acrobatic display, slashing and tearing through her enemies in a flurry of death and destruction.

A trollkin bandit, clad in leather armor and a greatcoat, emerges from a copse of trees and flourishes his pistols as he holds up a courier's coach outside of Corvis, the City of Ghosts. He deftly dodges a strike from a guardsman's Caspian battleblade and pumps two lightning-quick shots into the human's sternum. Having dispatched the defender, the bandit opens the coach and seizes the small chest within before vanishing back into the trees.

An ogrun commander pushes his unit deeper into enemy territory, his sturdy frame made even more imposing by the extensive wear and tear on his well-used armor. His every word inspires his team as they ready their weapons and prepare for battle.

All these individuals are raiders, cunning warriors who are masters of hit-and-run tactics. These nimble fighters are experts at fighting in close quarters, using their quickness and deft hands to close in on their enemies and eliminate them swiftly.

## DANCE OF DEATH

Raiders are adept at using a wide variety of weapons and taking advantage of a myriad of environments in battle. They are very practical combatants, especially when it comes to doing what they do best: swiftly engaging and removing their enemies. Whether sailing on the high seas, holding up a caravan, or commanding a crew, raiders have skills that are always in demand.

## A PARTICULAR SET OF SKILLS

Raiders may seem to be nothing more than common thugs, but their appearance belies a set of skills acquired through

## THE RAIDER

### Proficiency

Level	Bonus	Features
1st	+2	Fighting Style, Quick on Your Feet
2nd	+2	Evasive (one use)
3rd	+2	Raider Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Raider Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Boarding Action
10th	+4	Raider Archetype feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Lash Out
14th	+5	Ability Score Improvement
15th	+5	Raider Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Evasive (two uses)
18th	+6	Raider Archetype feature
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

many scrapes, skirmishes, and bloody battles. Some have favored weapons, but almost anything can become a weapon in the hands of a raider. Those who survive long enough become formidable forces in nearly any situation.



## CREATING A RAIDER

When creating a raider, think about how you acquired your skills and abilities. Were you a merchant sailor who fought off pirates and brigands many times and quickly developed the combat skills needed to fight in ship-to-ship actions, or were you part of a group of highway bandits, stealing what you and your allies needed in order to survive? Are you using your skills to protect others or to line your own pockets? Work with your GM to flesh out a suitable personal history and background for your raider and to determine how you might fit into a party or an organization.

### QUICK BUILD

You can make a raider quickly by following these suggestions. First, Strength or Dexterity should be your highest ability score, followed by Charisma. Second, choose the Mercenary background.

## CLASS FEATURES

As a raider, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per raider level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons, simple firearms, cutlass, lacerator, whips

**Tools:** None

**Saving Throws:** Dexterity, Charisma

**Skills:** Choose two from Acrobatics, Athletics, Deception, Intimidation, and Persuasion

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

light armor and an armored greatcoat

(a) a simple pistol or (b) a simple rifle

15 rounds of ammunition

(a) a soldier's pack or (b) an explorer's pack

If you forgo this starting equipment and the items granted by your background, you start with  $4d4 \times 10$  gp to buy your equipment.

## FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

### POINT BLANK

Being within 5 feet of a hostile creature does not impose disadvantage on ranged attack rolls made against a target within 5 feet of you

### SHARPSHOOTER

You gain a +2 bonus to attack rolls you make with firearms.

### STREET FIGHTER

When you take the Attack action to make an unarmed strike or to attack with a weapon whose proficiency is granted by this class, you can make one unarmed strike or one attack

with an improvised weapon as a bonus action. For example, if you take the Attack action and attack with knuckledusters, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. You add your proficiency bonus to this extra attack.

### TWO-GUN FIGHTING

You can engage in two-weapon fighting with light pistols and can add your ability modifier to the damage of the second attack.

### TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## QUICK ON YOUR FEET

At 1st level, your fighting know-how makes you quick on your feet and hard to pin down. You have advantage on Dexterity checks made to avoid being grappled or shoved.

## EVASIVE

At 2nd level, when you damage a creature with a melee attack, you can immediately use a bonus action to take the Disengage action and move 15 feet away from the target creature. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice between rests, but only once per turn.

## RAIDER ARCHETYPE

At 3rd level, you choose an archetype that shapes your path as a raider. Choose Commanding Officer, Highwayman, or Pirate, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature

If your campaign uses the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

## BOARDING ACTION

Starting at 9th level, when you take the Dash action, you ignore nonmagical difficult terrain and have advantage on Dexterity checks made to avoid losing your footing or being knocked prone due to slippery, wet, or otherwise unstable surfaces until the end of your turn.

## LASH OUT

At 13th level, you become proficient at fighting in the thick of massive, moving brawls. When a creature enters within reach of a melee weapon you are wielding, you may use your reaction to make an opportunity attack against that creature.