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| **Name** | **Type** | **Size** | **XP Rating** |
| Cyberdog | Robot | Medium | 2 (35 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 10 (natural armor) | | **Action Points** | 5 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 24 | | **Hit Dice** | 4d8 + 8 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 10 (+5) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 2 (-3) |  | **Damage Resistances** | | Poison, Radiation | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | |  | | |
| **Luck** | 8 (+3) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Keen Hearing and Smell.** The dog has advantage on Perception (Detection) checks that rely on hearing or smell.  **Natural Weapons.** The dog’s unarmed attacks use a d6 instead of a d4.  **Pack Tactics.** The dog has advantage on an attack roll against a creature if at least one of the dog’s allies is within 5 feet of the creature and the ally isn't *incapacitated*.  **Robot.** The cyberdog takes 3 lightning damage for every gallon of water dumped on it, for every 10 feet of waist-high water it moves through, and every time it starts its turn in waist-high water. | **Dash (0 AP).** Once per turn, the dog can use the Move action without expending AP. |

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| **Monster Description** |
| Humanity’s oldest and staunchest ally. Behind every great wastelander is a good dog. |