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| **Name** | **Type** | **Size** | **XP Rating** |
| Nightstriker | Mutant | Medium | 3 (50 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 7 | | **Action Points** | 7 |
| **Perception** | 9 (+4) |  | **Avg. Hit Points** | 18 | | **Hit Dice** | 3d8 + 6 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 4 (-1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Superior Darkvision.** The nightstriker has Darkvision out to 120 feet. It can’t discern color in darkness, only shades of gray.  **Keen Hearing and Smell.** The nightstriker has advantage on Perception (Detection) checks that rely on hearing or smell.  **Natural Weapons.** The nightstriker’s unarmed attacks use a d8 for their damage dice instead of a d4.  **Photo-Reflective Scales.** The nightstriker can take the Hide action regardless of light or obscurity. When it does, it becomes *invisible*.  **Pack Tactics.** The nightstriker has advantage on an attack roll against a creature if at least one of the nightstriker’s allies is within 5 feet of the creature and the ally isn't *incapacitated*. | **Dash (0 AP).** Once per turn, the nightstriker can use the Move action without expending AP.  **Venomous Bite (2 AP).** Whenever the nightstriker hits with an unarmed strike they can take this action to immediately deal an additional 1d6 poison damage. The target creature must then succeed a DC 11 Endurance saving throw or be *poisoned* for 1 minute.  The *poisoned* target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. |

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| **Monster Description** |
| An Enclave biological weapons project experimented with gene-splicing coyote, wolf, and rattlesnake DNA. It eventually produced the Nightstriker, a wolf-like mutant that hunted in packs, possessed powerful venom, and was covered in scales with occasional tufts of fur.  They were dangerous predators, indeed, but the enclave wanted a weapon capable of overrunning small outposts at night. Given the nightstrikers couldn’t wield ranged weapons, their scales were genetically modified so they could become photo-reflective for brief periods of time, creating a cloaking effect similar to a stealth boy’s.  During the NCR’s campaign to wipe out the Enclave, the facility the first generations of nightstrikers lived in was attacked. The creatures snuck away during the breach and have since spread across the wasteland. |