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| **Name** | **Type** | **Size** | **XP Rating** |
| Albino Feral Ghoul | Mutant | Medium | 0 (5 XP) |

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

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| **Special Traits** | **Special Actions** |
| **Blind.** The ghoul is permanently blinded.  **Echolocation.** The ghoul has blindsight out to 30 feet but can't use it while *deafened*.  **Feral Ghoul.** When the ghoul takes radiation damage, it instead regains a number of hit points equal to the damage dealt.  When it hits a creature with an unarmed strike, the attack deals an additional 1d8 radiation damage.  **Keen Hearing.** The ghoul has advantage on Perception (Detection) checks that rely on hearing. |  |

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| **Description** |
| These ghouls aren’t actually albinos; they simply look albino because their long absence from the sun has left their skin pale and sickly. |