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| **Name** | **Type** | **Size** | **XP Rating** |
| Feral Ghoul Stalker | Mutant | Medium | 1 (20 XP) |

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| **Strength** | 6 (+1) |  | **Armor Class** | 5 | | **Action Points** | 8 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 6 | | **Hit Dice** | 2d8 - 2 |
| **Endurance** | 4 (-1) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 4 (-1) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 1 (-4) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Ambusher.** In the first round of a combat, the ghoul has advantage on attack rolls against any creature it surprised.  **False Appearance.** While the feral ghoul remains motionless, it is indistinguishable from an ordinary feral ghoul corpse.  **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. |  |

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| **Description** |
| Ghouls are former humans who have become horribly irradiated by the radioactive fallout covering the wasteland. Many ghouls are pre-War humans who survived the initial nuclear bombardment. Becoming permanently irradiated, they were disfigured and their lifespan made virtually indefinite. In most cases, exposure to radiation in the post-War wastes degenerated their brains, causing them to lose their higher cognitive functions; turning them into mindless, radiation-resistant cannibals.  Stalkers often pretend to be dead or hide amid rubble until prey approach, where they then attempt to quietly ambush them without revealing themselves. If this fails, they let out a cry to alert the other ghouls in the area and use the resulting confusion to sneak away and hide. Then, when the time is right to attack a distracted opponent, they make their move. |