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| **Name** | **Type** | **Size** | **XP Rating** |
| Mongrel | Mutant | Medium | 1 (20 XP) |

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| **Strength** | 6 (+1) |  | **Armor Class** | 5 | | **Action Points** | 5 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 10 | | **Hit Dice** | 2d8 + 2 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 3 (-2) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Keen Hearing and Smell.** The mongrel has advantage on Perception (Detection) checks that rely on hearing or smell.  **Natural Weapons.** The mongrel’s unarmed attacks use a d6 for their damage dice instead of a d4.  **Pack Tactics.** The mongrel has advantage on an attack roll against a creature if at least one of the mongrel’s allies is within 5 feet of the creature and the ally isn't *incapacitated*. | **Dash (0 AP).** Once per turn, the mongrel can use the Move action without expending AP. |

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| **Monster Description** |
| Mongrels are horribly irradiated dogs that have reverted to savagery, roaming the wastes in packs; preying on whatever they can overpower. Under the right conditions, they can potentially be domesticated once more. The wasteland, however, does not offer many such occasions; raiders are the most common owners, if any. They live in the same sorts of areas a mongrel would, and the two often forms bounds over mutual need for food, or just outright domination from the raiders. |