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| **Name** | **Type** | **Size** | **XP Rating** |
| Mutant Hound | Mutant | Large | 2 (35 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 5 | | **Action Points** | 5 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 32 | | **Hit Dice** | 4d10 + 12 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **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 mutant hound has advantage on Perception (Detection) checks that rely on hearing or smell.  **Natural Weapons.** The mutant hound’s unarmed attacks use a d10 for their damage dice instead of a d4.  **Pack Tactics.** The mutant hound has advantage on an attack roll against a creature if at least one of the mutant hound’s allies is within 5 feet of the creature and the ally isn't *incapacitated*.  **Swift.** The mutant hound moves 20 feet when it uses the Move action. | **Dash.** Once per turn, the mutant hound can use the Move action without expending AP. |

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| **Monster Description** |
| Mutant hounds are usually several times bigger than normal stray dogs and mongrels. The mutation imposed on their bodies by the Forced Evolutionary Virus is similar to the one the super mutants went through: increase of muscle mass, depigmentation of the skin to a greenish color and complete loss of body hair.  They are ruthless, powerful hunters that fearlessly devour any prey they encounter. Despite this though, they still display the loyal tendencies of domesticated dogs; watching over their masters and staying by their sides no matter what. |