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

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| **Strength** | 8 (+3) |  | **Armor Class** | 5 | | **Action Points** | 5 |
| **Perception** | 4 (-1) |  | **Avg. Hit Points** | 48 | | **Hit Dice** | 6d10 + 18 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 3 (-2) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 2 (-3) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Brute (1).** A melee or unarmed weapon deals one extra die of its damage when the super mutant hits with it.  **Dim Witted.** The super mutant has disadvantage on all Intelligence skill checks.  **Natural Weapons.** The super mutant uses a d6 as its damage die for bare handed unarmed strikes.  **Nightkin (Variant).** The super mutant can take the Hide action regardless of light or obscurity. When it does, it becomes *invisible*. The super mutant’s XP rating is raised by 1, rewarding 15 more XP on defeat. |  |

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| **Description** |
| Super mutants are humanoid mutants created by exposing a human to a variant of the Forced Evolutionary Virus (FEV). The resulting mutant typically possesses exceptional strength, endurance, immunity to disease and radiation, and towers over humans at a staggering 8 – 10 feet tall. Most super mutants, however, gain these advantages at the cost of their intelligence, which diminishes significantly. A rare few though maintain or improve their intellectual capacity during the procedure.  Super mutants are originally the creations of the Master, who believed that the ideological and demographical differences that led to the Great War could be overcome through the creation of a singular, superior race. The Master's army of super mutants (called the “Unity”) planned to conquer the wasteland and usher in a new era of peace and prosperity by mutating those worthy of joining and sterilizing those who refuse (unaware of their own sterility).  Bred for war and raised in the wasteland, coupled with limited intelligence, most super mutants followed this mission fanatically. Or, after it failed, turned to violent warmongering. Others, particularly those who maintained their sanity and intelligence, developed their own worldviews and in some cases even chose pacifism.  The lower castes in more violent super mutant hierarchies are typically armed with the crudest weapons, like nail boards and pipe guns, and they often lack even basic armor. |