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| **Name** | **Type** | **Size** | **XP Rating** |
| Kamikaze | 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. | **Detonate (3 AP).** The super mutant spikes their mini nuke into the ground, detonating it. |

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| **Description** |
| Kamikaze super mutants are unarmed, and unarmored mutants dumb enough or fanatical enough they’ve been convinced to charge headlong into an opponent to detonate a mini nuke. They don’t survive this process. |