|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **XP Rating** |
| Enforcer | Mutant | Large | 4 (65 XP) |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 9 (+4) |  | **Armor Class** | 10 (Junk, H) | | **Action Points** | 5 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 63 | | **Hit Dice** | 7d10 + 28 |
| **Endurance** | 9 (+4) |  |  | |  | | |
| **Charisma** | 3 (-2) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 2 (-3) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Frightened | | |

|  |  |
| --- | --- |
| **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.  **Veterancy (1).** The super mutant has a bonus +1 to all attack rolls. |  |

|  |
| --- |
| **Description** |
| Enforcers the low-ranking, but still experienced warriors of a warlord’s camp or army. A smaller warlord might use them as team leaders to keep less-proven mutants in line, while a larger warlord might have enough enforcers to consider them rank-and-file.  Enforcers have better gear in the form of scrapped-together armor and pipe weapons, as well as spoils from combat. Their typical weapons include, but are not limited to:   * Baseball Bat * Bladed Gauntlet * Hand Axe * Hunting Rifle * Machete * Meat Hook * Mr. Handy Buzz Blade * Nail Board * Pipe Guns * Pole Hook, Fishing * Railway Rifle |