|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **XP Rating** |
| Master | Mutant | Large | 7 (110 XP) |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 10 (+5) |  | **Armor Class** | 12 (Metal, H) | | **Action Points** | 7 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 90 | | **Hit Dice** | 9d10 + 45 |
| **Endurance** | 10 (+5) |  |  | |  | | |
| **Charisma** | 4 (-1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 4 (-1) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Frightened | | |

|  |  |
| --- | --- |
| **Special Traits** | **Special Actions** |
| **Brute (2).** A melee or unarmed weapon deals two extra dice of its damage when the super mutant hits with it.  **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 (2).** The super mutant has a bonus +2 to all attack rolls. | **Command (2 AP).** The master orders an ally that can hear or see it to immediately make an attack without spending any AP.  **Maneuver (2 AP).** The master grants 2 AP to an ally. That ally can spend one or both AP on taking the Move action out of turn. |

|  |
| --- |
| **Description** |
| The title, “Master” has two meanings. One is in reference to the fact these are command of small groups of super mutants or even run their own independent warband. The other is a reference to the fact that most super mutants who rise to this rank are remnants or descendants of the Master’s army, Unity. More intelligent and experienced than their peers, these super mutants aren’t as easily fooled, nor give into superstition as easily.  Masters have high-end gear from years of fighting and looting. Their typical weapons include, but are not limited to:   * Assault Carbine * Assaultron Stealth Blade * Bladed Gauntlet * Combat Rifle * Combat Shotgun * Laser Musket * Laser Rifle * Power Fist * Shishkebab * Sniper Rifle |