|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **XP Rating** |
| Warlord | Mutant | Large | 14 (230 XP) |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 11 (+6) |  | **Armor Class** | 15 (Robot, H) 17 with car door shield | | **Action Points** | 10 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 143 | | **Hit Dice** | 13d10 + 78 |
| **Endurance** | 11 (+6) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 10 (+5) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Frightened | | |

|  |  |
| --- | --- |
| **Special Traits** | **Special Actions** |
| **Brute (3).** A melee or unarmed weapon deals three 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 (3).** The super mutant has a bonus +3 to all attack rolls. | **Command (2 AP).** The warlord orders an ally that can hear or see it to immediately make an attack without spending any AP.  **Maneuver (2 AP).** The warlord grants 2 AP to an ally. That ally can spend one or both AP on taking the Move action out of turn. |
| **Legendary Actions** | |
| The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The warlord regains spent legendary actions at the start of its turn. Legendary actions do not consume AP unless otherwise stated.  **Attack.** The warlord makes one attack of its choosing.  **Command.** The warlord uses its Command action.  **Rage (Costs 2 Actions).** Until the start of the warlord’s next turn, its movement speed cannot be reduced and it has advantage on all Strength ability checks and saving throws. | |
| **Lair Actions** | |
| If fought in its Lair, the warlord’s XP rating increases to 17 (245 XP).  At the start of each combat round, the warlord takes a lair action to cause one of the following effects; the warlord can’t use the same effect two rounds in a row:  **Activate Trap.** The warlord activates a trap of the Overseer’s choosing, such as a spike trap, remote-detonated baseball grenade, or even releasing a creature from a pen or cage.  **Use These!** The warlord tosses weapons from its personal stash to up to two friendly super mutants within 30 feet. These weapons can include explosives, such as frag grenades.  **Stimpak.** The warlord applies a stimpak to itself, regaining 7 (2d6) hit points. | |

|  |
| --- |
| **Description** |
| Warlords are the top of the scrap heap, ruling dozens, even hundreds of other super mutants through cunning brutality and brutal cunning. A straightforward breed, the only wisdom to share is one should avoid them. Their typical weapons include, but are not limited to:   * Assaultron Stealth Blade * Shishkebab * Bumper Sword * Chainsaw * Proton Axe * Super Sledge * Rebar Club * Industrial Hand * Deathclaw Gauntlet * Sniper Rifle * Light Machine Gun * Automatic Laser Rifle * Plasma Rifle * Combat Rifle * Heavy Ranged Weapons   If a warlord can wield their weapon in one hand, they may possess a car door shield in the other, increasing their AC by 2. |