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| **Name** | **Type** | **Size** | **XP Rating** |
| Overlord | Mutant | Large | 16 (260 XP) |

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| **Strength** | 11 (+6) |  | **Armor Class** | 18 (Robot, H; and Metal Shield) | | **Action Points** | 11 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 165 | | **Hit Dice** | 15d10 + 90 |
| **Endurance** | 11 (+6) |  |  | |  | | |
| **Charisma** | 6 (+1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 6 (+1) |  | **Damage Resistances** | |  | | |
| **Agility** | 11 (+6) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Frightened | | |

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| **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 d10 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 overlord orders an ally that can hear or see it to immediately make an attack without spending any AP.  **Maneuver (2 AP).** The overlord 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 overlord 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 overlord regains spent legendary actions at the start of its turn. Legendary actions do not consume AP unless otherwise stated.  **Attack.** The overlord makes one attack of its choosing.  **Command.** The overlord uses its Command action.  **Rage (Costs 2 Actions).** Until the start of the overlord’s next turn, its movement speed cannot be reduced and it has advantage on all Strength and Endurance ability checks and saving throws. | |
| **Lair Actions** | |
| If fought in its Lair, the overlord’s XP rating increases to 17 (275 XP).  At the start of each combat round, the overlord takes a lair action to cause one of the following effects; the overlord can’t use the same effect two rounds in a row:  **Activate Trap.** The overlord 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 overlord 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 overlord applies a stimpak to itself, regaining 7 (2d6) hit points. | |

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| **Description** |
| Overlords are as rare as they are unusual. Sometimes they are super mutants of such strength and influence that they rule over several warlord vassals and their warbands, creating armies nearly able to rival the Unity’s strength. Other times they are loners, who after years of slaughtering their way to the top realized they didn’t gain anything from it and abandoned those pursuits to become a hermit. Either way, short of a powered-armor veteran, overlords are unquestionably the most dangerous humanoids in the wasteland.  They almost exclusively wield heavy ranged weapons, such as the minigun and tesla cannon. In addition, they typically weld gun-shields onto their massive weapons to gain additional protection. |