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| **Name** | **Type** | **Size** | **XP Rating** |
| Pariah | Beast | Medium | 0 (5 XP) |

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| **Strength** | 6 (+1) |  | **Armor Class** | 5 | | **Action Points** | 5 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 10 | | **Hit Dice** | 2d8 + 2 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 2 (-3) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | | All | | |
| **Luck** | 4 (-1) |  | **Condition Immunities** | | Frenzied | | |

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| **Special Traits** | **Special Actions** |
| **Anxious but Loyal.** Pariah will never willing stray more than 30 feet from a friendly creature, even if it means she cannot perform any actions on her turn. Once she joins a party, Pariah can never be dismissed.  **Natural Weapons.** Pariah’sunarmed attacks use a d6 instead of a d4, and on a hit the target’s next d20 roll is automatically treated as a 1.  **Nexus of Misfortune.** Creatures within 30 feet of Pariah have their Luck Special Score reduced to 1 (-4) and have disadvantage on all d20 rolls. If Pariah is the member of a party, that party gains XP, they gain double the normal amount. Additionally, catastrophe seems to strike wherever she goes.  **Slow.** Pariah moves 10 feet when she uses the Move action. |  |

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| **Monster Description** |
| Humanity’s oldest and staunchest ally. Behind every great wastelander is a good dog. |

