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| **Name** | **Type** | **Size** | **XP Rating** |
| Giant Rat | Beast | Small | 0 (5 XP) |

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| **Strength** | 2 (-3) |  | **Armor Class** | 5 | | **Action Points** | 5 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 1 | | **Hit Dice** | 1d6 - 3 |
| **Endurance** | 2 (-3) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 2 (-1) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Darkvision.** The rat can see in dim light within 120 feet as if it were bright light, and in darkness as if it were dim light. It can’t discern color in darkness, only shades of gray.  **Pack Tactics.** The rat has advantage on an attack roll against a creature if at least one of the rat’s allies is within 5 feet of the creature and the ally isn’t *incapacitated*. |  |

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| **Description** |
| Giant rats appear to be larger versions of normal pre-War rats, although they appear to have lost most of their fur, they have spotted skin like molerats, and have glowing turquoise eyes. Similar to their pre-war counterparts, they have very large incisors. Giant rats are often found in darker areas like caves, abandoned buildings, and sewers. |