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| **Name** | **Type** | **Size** | **XP Rating** |
| Swarm of Giant Rats | Beast | Large | 2 (35 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 7 | | **Action Points** | 7 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 32 | | **Hit Dice** | 4d10 + 12 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 2 (-1) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Darkvision.** The swarm 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.  **Swarm.** The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Small creature. The swarm can’t regain hit points or gain temporary hit points.  **Swarm Tactics.** While the swarm has at least half of its hit points remaining, it has advantage on all attack rolls. | **Unarmed Strike (Costs 2 AP).** 4d6 ballistic damage, or 2d6 ballistic damage if the swarm has half of its hit points or fewer. |

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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. |