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| **Name** | **Type** | **Size** | **XP Rating** |
| Gen 2 Synth | Robot | Medium | 1 (20 XP) |

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| **Strength** | 5 (+0) |  | **Armor Class** | 5 | | **Action Points** | 5 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 8 | | **Hit Dice** | 2d8 |
| **Endurance** | 5 (+0) |  |  | |  | | |
| **Charisma** | 3 (-2) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 3 (-2) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Almost Human.** The synth, despite being a robot, can only wield standard weapons and armor; not robot equipment.  **Robot.** The eyebot takes 3 lightning damage for every gallon of water dumped on it, for every 10 feet of waist-high water it moves through, and every time it starts its turn in waist-high water. |  |

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| **Description** |
| Synth (short for synthetic humanoids, also called androids or artificial humans) is a common term used to refer to the robotic and biomechanical beings manufactured within the Institute's laboratories. While Generation 1 and 2 synths are entirely mechanical designs utilizing simplistic AIs, Generation 3 synths produced from the late 2220's onward are bio-organic constructs near-indistinguishable from humans. These, “Gen-3” synths are frequently sent to abduct and replace residents of the Commonwealth for espionage purposes.  Despite their creators' insistence to the contrary, Generation 3 synths display signs of sentience and frequently attempt to escape the Institute, with the Synth Retention Bureau hunting down any that succeed. While viewed with suspicion and paranoia by most wastelanders (particularly the Brotherhood of Steel, who consider them an existential threat to humanity), some view them with sympathy, such as the Railroad, who compare their treatment at the hands of the Institute to slavery. |

