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| **Name** | **Type** | **Size** | **XP Rating** |
| Gen 3 Synth | ??? | Medium | 0 (5 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** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Combat Override.** When combat begins, the synth forgets they’re forged identity and gains immunity to being *charmed* or *frightened*.  **Indistinguishable.** The synth has all the memories of person they are to replace. It is nearly impossible to tell a synth from their human counterpart without autopsy.  **Deep Infiltration.** Once a Gen-3 synth has completed infiltration and has entered “passive” mode, they lose all memory of being a synth. They come to truly believe they're who they replaced. As a result, some synths may reject reactivation later; wanting to be their own person. |  |

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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. |

