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| **Name** | **Type** | **Size** | **XP Rating** |
| Gen 3 Assault Courser | ??? | Medium | 11 (170 XP) |

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| **Strength** | 12 (+7) |  | **Armor Class** | 17 (Combat, H) | | **Action Points** | 12 |
| **Perception** | 11 (+6) |  | **Avg. Hit Points** | 132 | | **Hit Dice** | 12d8 + 84 |
| **Endurance** | 12 (+7) |  |  | |  | | |
| **Charisma** | 4 (-1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 8 (+3) |  | **Damage Resistances** | |  | | |
| **Agility** | 12 (+7) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Reflexes (3).** The courser has a +3 bonus to their AC (included above).  **Inhuman.** The courser has advantage on all Athletics and Acrobatics checks.  **Swift.** The courser moves 25 feet when it uses the Move action. |  |
| **Legendary Actions** | |
| The courser can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The courser regains spent legendary actions at the start of its turn. Legendary actions do not consume AP unless otherwise stated.  **Attack.** The courser makes one attack.  **Move.** The courser takes the Move action.  **Act (Costs 2 Actions).** The courser interacts with an object or makes a skill check. | |

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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. |

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