

SCRAPYARD ROBOT

CREATURE 7

N**MEDIUM****CONSTRUCT****ROBOT****TECHNOLOGY**

Languages Androffan, Hallit

Skills Athletics +15, Crafting +17

Str +6, **Dex** +2, **Con** +4, **Int** -3, **Wis** +3, **Cha** -5

Slow The Scrapyard Robot is permanently slowed 1 and can't use reactions.

AC 26 (construct armor); **Fort** +0, **Ref** +0, **Will** +0

HP 96 (Hardness 8); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses electricity 10

Construct Armor Like normal objects, the Scrapyard Robot has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once reduced to less than half its Hit Points, its construct armor breaks and its Armor Class is reduced to 22.

Fall To Pieces Upon being damaged by a critical hit one of the Scrapyard Robot's systems becomes impaired. Roll 1d6 to see which system is impaired and what penalty it takes:

1) CPU: The Scrapyard Robot becomes confused.

2) Plating: The Scrapyard Robot's construct armor breaks, losing its hardness and reducing its Armor Class to 22.

3) Power Core: The Scrapyard Robot's Strikes deal an additional 1d6 electricity damage, but becomes unconscious in 1d4+1 rounds.

4) Rotary Saw: The Scrapyard Robot loses its rotary saw Strike.

5) Servos: The Scrapyard Robot's land speed is reduced to 15 feet.

6) Sensors: The Scrapyard Robot becomes blinded.

If you roll a system that has already been impaired, nothing extra happens.

Speed 25 feet

Melee ♦ fist +19 (agile, finesse), **Damage** 2d4+6 bludgeoning

Melee ♦ rotary saw +19 (fatal d12), **Damage** 2d10+6 slashing

Quick Repair ♦ (interact, manipulate); **Frequency** once every 10 minutes; **Requirements** The Scrapyard Robot is adjacent to the body of an inactive robot; **Effect** The Scrapyard Robot attempts a DC 23 Crafting check. On a success it recovers 20 HP (40 HP on a critical success) and one of its systems impaired by Fall To Pieces is repaired. This can only repair the Scrapyard Robot's Construct Armor if it would have more than half its HP after recovering HP in this way.