

NE

MEDIUM

UNDEAD

ZOMBIE

**Languages** Common**Skills** Athletics +12, Intimidation +8, Stealth +8 (+13 in scrap piles)**Str** +5, **Dex** +3, **Con** +5, **Int** -3, **Wis** +1, **Cha** +2**Augmentation** For each rust-risen, roll 2d10 (reroll if numbers are the same on both dice). That rust-risen gains the corresponding abilities:

- **1) Additional Appendage:** The rust-risen gains a clamp Strike (**Melee** ♦ +14; 1d10+4 bludgeoning plus Grab)
- **2) Antifreeze:** The rust-risen gains resistance 5 to cold damage.
- **3) Arm Drill:** The rust-risen gains a drill Strike (**Melee** ♦ +14; fatal d8; 2d4+4 piercing plus 1d6 bleed)
- **4) Cling Hooks:** The rust-risen gains a hook Strike (**Melee** ♦ +14; reach 10 ft; 1d10+2 piercing plus Grab)
- **5) Cutting Arm:** The rust-risen gains a laser-torch Strike (**Melee** ♦ +14; fire, laser<sup>^</sup>; 3d10 fire)
- **6) Eviscerator:** The rust-risen gains a buzz-saw Strike (**Melee** ♦ +14; forceful, sweep; 1d10+4 slashing plus 1d6 bleed)
- **7) Exsanguination Tubes:** Creatures grappled by the rust-risen must make a DC 19 Fortitude save or become drained 1
- **8) Metal Jaw:** The rust-risen gains a jaws Strike (**Melee** ♦ +14; 1d10+8 piercing)
- **9) Steel-clad:** The rust-risen gains resistance 5 to physical damage.
- **10) Shoulder-mounted Laser:** The rust-risen gains a laser gun Strike (**Ranged** ♦ +12; fire, laser<sup>^</sup>, ranged increment 20 ft; 2d10 fire)

**AC** 20; **Fort** +14, **Ref** +11, **Will** +8**HP** 68 (negative healing); **Immunities** electricity**Absorb Electricity** When a rust-risen is damaged by electricity, it takes no damage and becomes quickened 1. It may only use this action to Stride, Step or Strike.**Speed** 25 feet**Melee** ♦ fist +14, **Damage** 1d10+4 bludgeoning