THOUGHT HARVESTER ROBOT

RARE	N	MEDIUM	CONSTRUCT	ROBOT	TECH

Perception +23; darkvision

Languages Androffan, Common

Skills Athletics +27, Stealth +22, Numeria Lore +17

Str +9, **Dex** +4, **Con** +8, **Int** +0, **Wis** +2, **Cha** -5

AC 35 (construct armor); **Fort** +27, **Ref** +23, **Will** +21

HP 180 (Hardness 10); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 10

Force Field (force, tech^) A thought harvester is sheathed in a thin layer of shimmering energy that grants it 50 temporary Hit Points. While it has these temporary Hit Points it is immune to critical hits and regains 10 temporary Hit Points at the beginning of its turn. If these temporary Hit Points are reduced to 0, this ability deactivates and cannot reactivate for 24 hours.

Speed 25 feet

Melee ❖ gripper +27, **Damage** 3d8+14 bludgeoning plus Improved Grab

Melee ❖ integrated nanite injector +27 (agile, reach 10 feet), **Damage** 3d6+11 piercing plus Harvest Thoughts

Constrict ❖ 3d6+12 bludgeoning, DC 33

Integrated Sonic Rifle ❖❖ (sonic, tech^) The thought harvester fires its built-in sonic rifle, dealing 7d6 sonic damage (DC 30 basic Fortitude save) to all creatures in a 120-foot line.

Harvest Thoughts (mental, tech^) On a successful integrated nanite injector Strike, the thought harvester can copy its target's thoughts. The targeted creature must attempt a DC 33 Will save.

Critical Success The creature is unaffected

Success A random memory is extracted from the creature. The contents of the memory is up to the GM's discretion. It may be close to the memory desired by the thought harvester, but not the exact one it's looking for.

Failure A specific memory is extracted from the creature. The creature becomes stupefied 1.

Critical Failure As failure, but the creature becomes stupefied 2 instead.

Extracted memories are stored in one of the crystal spheres on the thought harvester's back, which can be removed with a successful DC 30 Disable a Device check and read by certain devices. This ability can be used on creatures that have died in the last 24 hours, but the brain must be mostly intact and only 1d4 memories can be harvested postmortem.