

# AUTOMATED SURGERY ASSISTANT

HAZARD 3

COMPLEX

MECHANICAL

TECHNOLOGY

**Complexity** Complex


**Description** Mechanical arms spring forth and strap any nearby creatures onto an operating table before performing invasive and dangerous surgeries.

**Stealth** DC 20 (trained in Engineering Lore or Medicine)

**Disable** DC 20 Thievery (trained) to deactivate the device.

**AC** 16, **Fort** +6, **Ref** +12

**Hardness** 5, **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

**Strap In**  **Trigger** A living creature steps within 5 feet of the operating tables; **Effect** Mechanical arms spring out, attempting to Grapple the creature with a +13 modifier (Escape DC 23). If the creature is successfully grappled, the hazard rolls into the initiative with its Stealth.

**Routine** (1 action) A bizarre array of terrifying tools is used upon any grappled creature. Roll 1d6, the creature is affected in the corresponding way:

- 1) The creature is cut by scalpel blades, taking 2d6 slashing damage.
- 2) The creature is stabbed by needles, taking 2d4 piercing damage.
- 3) The creature is sliced by a laser beam, taking 2d8 fire damage.
- 4) The creature is zapped by a short-circuiting piece of machinery, taking 2d4 electricity damage.
- 5) The creature is unharmed, but a frightening display of thrashing metal forces the creature to make a DC 20 Will save or become frightened 1.
- 6) Roll twice (re-roll results of 6)

Any damage dealt by this routine can be reduced with a basic DC 20 Reflex save.