COLLECTOR ROBOT   CREATURE 4

UNCOMMON | N | MEDIUM | CONSTRUCT | ROBOT | TECHNOLOGY

Perception +14; darkvision
Skills Athletics +10, Stealth +10, Survival +10 (+13 to Track)
Str +3, **Dex** +3, **Con** +5, **Int** +1, **Wis** +3, **Cha** -5
All-around vision

AC 23 (construct armor); **Fort** +4, **Ref** +11, **Will** +5
HP 45 (Hardness 7); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 5
Construct Armor Like normal objects, a collector robot has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a collector robot is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 19.

Speed 10 feet, fly 50 feet
Melee ❖ claw +14 (agile), **Damage** 2d4+4 bludgeoning plus Grab
Ranged ❖ stun gun +14 (nonlethal, range increment 20 feet), **Damage** 2d8+5 electric
Adaptive Tracker ❖❖❖ The collector robot adapts itself to any environment it travels to. It gains a +2 status bonus to Perception, Stealth and Survival checks while in this terrain.
Integrated Tracking ❖❖❖ **Requirement** The collector robot is adjacent to a grabbed, restrained or unconscious creature; **Effect** The collector robot implants a tracker chip into the creature's body. Once implanted, the chip is activated and the collector robot's integrated chipfinder can detect the presence of the chip within 1 mile.

It uses a signal to locate the tracker chips, and this signal can be blocked by 1 foot of metal, 5 feet of stone or 20 feet of organic matter.

A tracker chip can be removed with a sharp tool dealing 1 point of piercing damage. Once an implanted chip is removed from the body - or if the body dies - it retains enough energy to continue to be detected by the collector robot for 1 week.