

RIOT SUPPRESSOR

CREATURE 10

UNCOMMON

N

MEDIUM

CONSTRUCT

ROBOT

TECH

Perception +20; darkvision

Languages Androffan

Skills Athletics +22

Str +7, **Dex** +2, **Con** +5, **Int** +0, **Wis** +4, **Cha** -5

Items +1 striking warhammer, adamantine shield (Hardness 10, HP 40, BT 20)

AC 30 (construct armor); **Fort** +21, **Ref** +18, **Will** +16

HP 135 (Hardness 10); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses electricity 10

Attack of Opportunity ↻

Shield Block ↻

Construct Armor Once a riot suppressor 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 26.

Speed 25 feet

Melee ♦ +1 striking merciful warhammer +24 (magical, nonlethal, shove), **Damage** 2d8+12 bludgeoning

Ranged ♦ integrated stun gun +19 (nonlethal, sonic, tech^), **Damage** 2d6+4 sonic