

# DEFORMED ANDROID

## CREATURE 5

RARE CE MEDIUM HUMANOID ANDROID HUMAN

**Perception** +10; low-light vision

**Languages** Androffan

**Skills** Acrobatics +13, Athletics +11, Stealth +13, Engineering Lore +8

**Str** +4, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** -1

**Items** morning star, concussion grenade^ (2), hide armor

**AC** 21; **Fort** +10, **Ref** +13, **Will** +10; +1 circumstance to all saves vs. disease, poison, and radiation

**HP** 85

**Emotionally Unaware** as the android feature

**Nanite Surge**  as the android feature

**Martyrdom** When a deformed android dies, it primes one of its concussion grenades as a free action.

**Speed** 25 feet

**Melee**  morningstar +13 (versatile P), **Damage** 1d6+4 bludgeoning

**Sneak Attack** The android deals an extra 2d6 precision damage to flat-footed creatures plus 2 persistent bleeding damage.

**Trap Finder** as the rogue feat