

MALFUNCTIONING REPAIR DRONE

CREATURE 0

UNCOMMON

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MEDIUM

CONSTRUCT

ROBOT

TECHNOLOGY

Perception +3; darkvision

Languages Androffan

Skills Athletics +6, Thievery +5, Engineering Lore +3

Str +3, **Dex** +0, **Con** +2, **Int** +0, **Wis** +0, **Cha** -5

AC 13; **Fort** +1, **Ref** +3, **Will** +1

HP 15; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 2 (except adamantine); **Weaknesses** electricity 5

Critical Vulnerability When a robot takes a critical hit, it must make a DC5 flat check. On a failure, the robot becomes flat-footed until the start of its turn and stunned 1.

Speed 25 feet

Melee ♦ slam +4, **Damage** 1d4+1 bludgeoning