

# RIOT SUPPRESSOR

CREATURE 10

UNCOMMON

N

MEDIUM

CONSTRUCT

ROBOT

TECHNOLOGY

**Perception** +21; 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** +22, **Ref** +20, **Will** +18

**HP** 140 (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 warhammer +24 (magical, nonlethal, shove), **Damage** 2d8+12 bludgeoning

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