

COLLECTOR ROBOT

CREATURE 3

UNCOMMON

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MEDIUM

CONSTRUCT

ROBOT

TECHNOLOGY

Perception +12; darkvision

Skills Athletics +9, Stealth +9, Survival +9 (+13 to Track)

Str +3, **Dex** +3, **Con** +5, **Int** +1, **Wis** +3, **Cha** -5

All-around vision

AC 19 (15 when broken, construct armor); **Fort** +4, **Ref** +9, **Will** +5

HP 35 (Hardness 6); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses electricity 5

Construct Armor

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 10 feet, fly 50 feet

Melee ♦ claw +12 (agile), **Damage** 1d6+5 bludgeoning plus Grab

Ranged ♦ stun gun +12 (nonlethal, range increment 20 feet), **Damage** 1d8+6 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.