

# MEDICAL DRONE

## CREATURE 2

UNCOMMON

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MEDIUM

CONSTRUCT

ROBOT

TECHNOLOGY

**Perception** +8; darkvision

**Languages** Androffan

**Skills** Athletics +8, Medicine +6

**Str** +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +0, **Cha** -5

**AC** 15; **Fort** +3, **Ref** +5, **Will** +3

**HP** 32 (fast healing 2); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Resistances** physical 5 (except adamantine)

**Repair** ♦♦ (manipulate) The medical drone repairs damage dealt to either itself or an adjacent robot, healing the target for 1d10 points of damage.

**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** ♦ claw +9 (agile), **Damage** 1d6+4 piercing

**Anesthetic** ♦ **Requirements** the medical drone has just dealt damage with its claw Strike;

**Frequency** 3 times a day; **Effect** the medical drone injects an anesthetic into the target it has just dealt damage to. The target creature must succeed a DC 13 Fortitude save or become enfeebled 1 for an hour. A creature already under this effect increases its enfeebled value by 1, but the duration of the effect does not reset.