MEDICAL DRONE

UNCOMMON · **N** · **MEDIUM** · **CONSTRUCT** · **ROBOT** · **TECH**

Perception +8; darkvision

Languages Androffan

Skills Athletics +8, Medicine +6

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

AC 18 (construct armor); **Fort** +3, **Ref** +5, **Will** +3

HP 28 (Hardness 5); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, this robot has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once this robot 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 15.

Repair ❖❖ (manipulate) The medical drone repairs damage dealt to either itself or an adjacent robot, healing the target for 1d10 points of damage. If this would bring a robot above half its Hit Points, its Construct Armor is not restored.

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.