REPAIR DRONE

CREATURE 2

UNCOMMON | **N** | **MEDIUM** | **CONSTRUCT** | **ROBOT** | **TECHNOLOGY**

Perception +8; darkvision

Languages Androffan

Skills Athletics +8, Thievery +7, Engineering Lore +5

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +3, **Cha** -5

Items polymer mesh net^ (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); **Weaknesses** electricity 5

Repair ◆◆ (manipulate) The repair drones 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 ◆ fist +9 (agile, unarmed), **Damage** 1d6+4 bludgeoning

Hurl Polymer Net ◆ The repair drone makes a ranged attack (with a +7 modifier) against a Medium or smaller creature within 20 feet. On a hit, the target is flat-footed and takes a 10 foot penalty to its Speeds until it Escapes. On a critical hit, it is restrained instead. The DC to escape the polymer net is 26. A creature adjacent to the target can Interact with the net to remove it.