

OBSERVER ROBOT

CREATURE 4

UNCOMMON**N****TINY****CONSTRUCT****ROBOT****TECHNOLOGY**

Perception +14; darkvision, all-around vision (transmit senses)

Languages Androffan, Common

Skills Acrobatics +12, Athletics +10, Stealth +14, Survival +10

Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

Transmit Senses (signal) An observer robot can record up to 12 hours of audio and video, and can transmit everything it can see or hear to a commset or another similar device as long as it's within 1 mile. An observer robot can also transmit its senses to another observer robot, providing it with all-around vision if both are in the same room.

AC 21 (construct armor); **Fort** +10, **Ref** +13, **Will** +11

HP 65 (Hardness 5); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses electricity 5

Camouflage An observer robot's outer shell contains color-shifting screens that allow the creature to blend into any background. Though not truly invisible, they are hard to pinpoint, allowing them to hide without cover or concealment.

Construct Armor Like normal objects, an observer robot has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an observer 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 17.

Speed 20 feet, fly 60 feet

Melee ✦ claws +14 (agile, finesse), **Damage** 2d4+2 slashing

Melee ✦ integrated laser torch +13 (laser, reach 5 ft), **Damage** 2d10 fire

Ranged ✦ integrated stun gun +14 (nonlethal, range increment 20 ft, reload 0), **Damage** 2d8 sonic

Hold Person ➦ **Trigger** The observer critically hits a target with its integrated stun gun; **Effect** The observer robot attempts an Athletics check to Trip the target.