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| **Name** | **Type** | **Size** | **XP Rating** |
| Monstrous Lobotomite | Robot | Medium | 10 (155 XP) |

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| **Strength** | 10 (+5) |  | **Armor Class** | 15 (natural) | | **Action Points** | 9 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 81 | | **Hit Dice** | 9d8 + 45 |
| **Endurance** | 10 (+5) |  |  | |  | | |
| **Charisma** | 2 (-3) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 2 (-3) |  | **Damage Resistances** | | Fire, Cold, Radiation | | |
| **Agility** | 9 (+4) |  | **Damage Immunities** | | Poison | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Robot.** The lobotomite takes 3 lightning damage for every gallon of water dumped on it, for every 10 feet of waist-high water it moves through, and every time it starts its turn in waist-high water.  **Cyber Arms.** All melee, thrown, and unarmed attacks made by the lobotomite deal two additional damage dice.  **Cyber Legs.** The lobotomite moves 25 feet when it uses the Move action. Its long jump is up to 15 feet and its high jump is up to 10 feet, with or without a running start.  **Enhanced Cyber Eyes.** The lobotomite has Darkvision out to 120 ft. and can see *invisible* creatures within 15 feet.  **Further Modification.** The lobotomite may have one or both of its arms are replaced with a melee or ranged weapon from the robot weapon list. The lobotomite cannot be disarmed of these weapons.  **Veterancy (3).** The lobotomite has a bonus +3 to all attack rolls. | **Implant GRX (1/Day).** The lobotomite can slow down time relative to its perception. It gains 5 bonus AP until the start of its next turn. |

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| **Description** |
| Lobotomites are the result of medical experiments performed at Big MT. Most were residents or wanderers of the Mojave Wasteland unfortunate enough to have been collected by the Big MT drones before having all of their major organs replaced with electronic equivalents by the Sink's Auto-Doc routine. This routine was designed to keep all inhabitants of the Big MT inside and therefore secret, as only a brain inside a functioning human body can bypass the radar fence. The advanced Tesla coils that replaced the brains of the lobotomites were meant to allow individuals thus transformed to cognitively function with relative normalcy, operating their bodies remotely as the Courier does.  However, a problem with the Auto-Doc's programming meant that every captive processed instead had their brains lobotomized, rendering them mindlessly aggressive shells of what they once were. Generations of captives were maimed this way and lobotomites will even capture and force wanderers to undergo this transformation.  Lobotomites are only capable of simple tasks such as using doors, walking, and fighting hand-to-hand or with firearms. They seem to have a proclivity for collecting random objects, as evidenced by their base, the Cuckoo's Nest. They are actively hostile, but function well enough to be able to fight alongside other lobotomites. Although they wear almost no armor, the modifications made to their bodies make them significantly tougher and more resistant to damage than the average human. Unable to talk normally, they mainly grunt but some can at times be heard saying "die," "stop you," and "never." |