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| **Name** | **Type** | **Size** | **XP Rating** |
| L-800 | Robot | Medium | 10 (155 XP) |

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| **Strength** | 12 (+7) |  | **Armor Class** | 17 (natural) | | **Action Points** | 9 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 132 | | **Hit Dice** | 12d8 + 84 |
| **Endurance** | 12 (+7) |  |  | |  | | |
| **Charisma** | 2 (-3) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 2 (-3) |  | **Damage Resistances** | | Fire, Cold | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **False Appearance.** When the L-800’s endoskeleton isn’t visible, it appears as a normal human.  **Constructed Nature.** The L-800 doesn’t require air, food, drink, or sleep.  **Cyber Arms.** All melee, thrown, and unarmed attacks made by the L-800 deal two additional damage dice. It is not encumbered by Heavy weapons.  **Enhanced Cyber Eyes.** The L-800 has Darkvision out to 120 ft. and can see *invisible* creatures within 15 feet.  **Robot.** The L-800 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.  **Sure-footed.** The L-800 has advantage on saving throws made against effects that would push it or knock it *prone*.  **Veterancy (3).** The L-800 has a bonus +3 to all attack rolls. |  |

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| **Description** |
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