|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **XP Rating** |
| Bomb-bot | Robot | Small | 0 (5 XP) |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 1 (-1) |  | **Armor Class** | 5 | | **Action Points** | 5 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 1 | | **Hit Dice** | 1d6 – 4 |
| **Endurance** | 1 (-4) |  |  | |  | | |
| **Charisma** | 4 (-1) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 2 (-3) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

|  |  |
| --- | --- |
| **Special Traits** | **Special Actions** |
| **Death.** If the eyebot dies without using its Detonate action, the creature who killed it must succeed a DC 10 Luck (Miracle) check or the attack causes the eyebot to detonate anyway. A creature can choose to fail this check if they wish.  **Hover.** The eyebot ignores ground-based difficult terrain.  **Limbless.** The eyebot has no arms or legs to speak of, and automatically fails any action, ability check, attack, or saving throw that require one or more limbs.  **Robot.** The eyebot 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. | **Detonate (1 AP).** Once the eyebot moves close enough to a creature, it detonates. The eyebot is instantly killed and all other creatures in 10 feet must succeed a DC 10 Agility saving throw or take 5d6 ballistic damage. On a success, they take half as much damage. |

|  |
| --- |
| **Description** |
| One of the more elegant creations of RobCo Industries, the Eyebot is a hovering robot designed for a variety of purposes. On the surface, it was designed for giving consumers instant access to radio and television on the go. It uses a sophisticated antenna array to deliver the latest news bulletins and presidential addresses even in subterranean areas like subways. However, it was also outfitted with advanced facial and auditory recognition technology, making it a useful tool for surveillance and security.  Although the design was compact and quite sophisticated, there was still room for Post-War expansion. The Enclave attempted to create a line of superior Duraframe Eyebots at Adams Air Force Base, but eventually scrapped the program, leaving one survivor. Usually found near settlements or cities, the automated bases of Hopeville and Ashton later reproduced these robots in number, creating dedicated repair and medical variants, showcasing the potential still remaining in the Eyebot. |