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| **Name** | **Type** | **Size** | **XP Rating** |
| Law Enforcement Protectron | Robot | Large | 2 (35 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 10 (Natural) | | **Action Points** | 5 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 28 | | **Hit Dice** | 4d10 + 8 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 2 (-3) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 3 (-2) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Robot.** The protectron 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.  **Slow.** The protectron moves 10 feet when it uses the Move action. | **Left Hand (3 AP).** Uses the same stats as the stun taser.  **Right Hand (MF Cell, 4 AP).** Uses the same stats as the laser rifle. |

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| **Description** |
| For all the bluster and marketing, protectrons are as bad at law enforcement as you’d expect. In the end they were relegated to PR stunts by “tough on crime” mayors and rent-a-cop security roles at malls and stores. |