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| **Name** | **Type** | **Size** | **XP Rating** |
| Medical Protectron | Robot | Large | 0 (5 XP) |

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| **Strength** | 6 (+1) |  | **Armor Class** | 9 (Natural) | | **Action Points** | 5 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 24 | | **Hit Dice** | 4d10 + 4 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **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 (3 AP).** Uses the same stats as the stun taser.  **Administer First Aid (3 AP).** The protectron restores 5 (1d10) hit points of a creature in reach. This creature cannot benefit from this ability again for 24 hours. |

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| **Description** |
| This model possesses two static electricity generators on its hands which are intended to be used as defibrillators. Protectron medics lack any ranged armament and are poorly suited as field medics in a combat scenario, hence their use on base and in the civilian world. These robots are primarily intended to help alleviate the workload on medical staff by handling small, day-to-day injuries and healthcare so specialists can focus on the unordinary. Some companies, however, saw them as an excuse to downscale medical staff or to replace company-provided health insurance. |