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| **Name** | **Type** | **Size** | **XP Rating** |
| Galactron | Robot | Large | 6 (95 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 14 (Natural) | | **Action Points** | 8 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 54 | | **Hit Dice** | 6d10 + 24 |
| **Endurance** | 9 (+4) |  |  | |  | | |
| **Charisma** | 2 (-3) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 3 (-2) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Swift.** The protectron moves 20 feet when it uses the Move action. | **Left Hand (MF Cell, 4 AP).** Uses the same stats as a laser rifle, with the Automatic receiver upgrade.  **Right Hand (MF Cell, 4 AP).** Uses the same stats as a laser rifle, with the Automatic receiver upgrade. |

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| **Description** |
| The galactron was meant to be the standard robot combatant for United States’ space forces. Pressurized for vacuum use, along with suite of improvements to armor, sensors, and circuitry insulation make the galactron the deadliest protectron ever produced. |