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| **Name** | **Type** | **Size** | **XP Rating** |
| Sentry Bot | Robot | Huge | 10 (155 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 15 | | **Action Points** | 9 |
| **Perception** | 9 (+4) |  | **Avg. Hit Points** | 100 | | **Hit Dice** | 10d12 + 40 |
| **Endurance** | 9 (+4) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 9 (+4) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Death.** When reduced to 0 hit points the sentry bot begins a countdown that lasts for 1 round, ending on the initiative count when it was reduced to 0. If the countdown is not interrupted by a DC 12 Intelligence (Science) check, the sentry bot detonates following the rules for a nuka-grenade.  **Prone Deficiency.** If the sentry bot is knocked *prone*, it must succeed a DC 12 Strength or Agility saving throw to stand up again. While prone, ranged weapon attacks against it do not have disadvantage.  **Overheating.** Every time the sentry bot expends a cumulative total of 50 Action Points in a combat session, it is *incapacitated* and cannot move beginning at the start of its next turn, or the end of its current turn (whichever happens first), while it cools its heat sinks. This condition lasts for 1 round. The sentry bot treats every 5 points of fire damage it takes as though it expended one additional AP.  **Robot.** The sentry bot 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 sentry bot has advantage on Strength and Agility saving throws made against effects that would knock it *prone*. | **Ram (3 AP).** The sentry makes an unarmed strike against a creature by slamming into it, dealing ballistic damage equal to 2d8 + its Strength modifier on a hit. If the sentry bot took the Move action immediately before making the attack, it deals an additional 1d8 damage on a hit.  **Dorsal Mortar (Frag Grenade, 3 AP, 3 per mortar).** Uses the same statistics as the grenade rifle, but always uses frag grenades and never needs to reload.  **Left Hand (5mm, 5 AP).** Uses the same statistics as the minigun.  **Right Hand (Missile, 5 AP, 3 total).** Uses the same statistics as the missile launcher, but never needs to reload. |
| **Legendary Actions** | |
| The sentry bot can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The sentry bot regains spent legendary actions at the start of its turn. Legendary actions do not consume AP unless otherwise stated, but legendary actions still contribute their normal amount of AP to the sentry bot’s Overheating trait.  **Attack.** The sentry bot makes one minigun or ram attack.  **Move.** The sentry bot takes the Move action.  **Mortar (Costs 2 Actions).** The sentry bot makes one dorsal mortar attack. | |

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| **Description** |
| The ultimate in high-end robotic engineering, the next-generation sentry bot is the heaviest and most powerful pre-War military robot design that reached operational status. It consists of two distinct sections. The upper body, protected by a rounded, cast armored shell, contains the primary systems of the sentry bot together with the fusion core sockets. A pair of large fans help cool down the torso assembly, while hinged flaps over the fusion cores allow for emergency venting if heat buildup reaches critical levels (its only major vulnerability). The head is mounted at the front, on an articulated mount that offers a degree of mobility, and typically protected by an additional level of armor. The arms act as hardpoints, accepting a variety of loadouts including tri-barrel miniguns and missile launchers. An additional hardpoint is installed on the back of the sentry bot, allowing for a pair of grenade mortars.  The lower body retains the wheeled chassis of earlier models, with three legs terminating in wheels providing a stable firing platform in almost any terrain. Hydraulic actuators allow the sentry bot precise control over its position and placement, a major improvement from the previous models. However, perhaps the greatest mobility improvement in this model is the introduction of Mecanum wheels. These allow it to move in any direction in combat, without having to break line of sight to relocate.  Due to the risk of Chinese capture, the sentry bot is programmed to self-destruct upon detection of critical systems failure during combat. The resulting explosion is…significant. |