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

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 9 (+4) |  | **Armor Class** | 16 | | **Action Points** | 11 |
| **Perception** | 11 (+6) |  | **Avg. Hit Points** | 168 | | **Hit Dice** | 14d12 + 84 |
| **Endurance** | 11 (+6) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 11 (+6) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

|  |  |
| --- | --- |
| **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 65 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.  **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 (Plasma Grenade, 3 AP, 3 per mortar).** Uses the same statistics as the grenade rifle, but always uses plasma grenades and never needs to reload.  **Left Hand (Fusion Core, 5 AP).** Uses the same statistics as the gatling laser, but never needs to reload.  **Right Hand (MF, 5 AP).** Uses the same statistics as the tesla cannon, 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. | |

|  |
| --- |
| **Description** |
| The Citadel-class Cosmos Sentry (or Model X9000) was a prototype of the sentry bot that was in development before the Great War. RobCo’s latest iteration of the sentry bot was intended to be an all-around improvement, but with the added goal of optimizing it for space combat. The United States military at the time was building up its space-based arsenal over fears the final frontier would become the next theater of war against communist forces.  To this end Robco significantly improved the cooling system, to the point that their previous model would never have its overheating issue were it installed. But with the upgrade to taxing energy weapons, it merely results in a longer period before overheating inevitably occurs. In exchange, however, the cosmos sentry makes even the destructive power of its predecessor pale in comparison, with enough firepower to rip through a retired US armored division during testing.  To handle the massive amounts of energy flowing through the machine, cutting-edge circuit breakers, surge protectors, and auxiliary power banks were installed. With tweaking from the engineers, these proved enough to also eliminate the sentry’s vulnerability to tesla-based attacks, a weakness previously thought too intrinsic to robots to remove. Likewise, by completely pressuring and sealing it from the blackness of space, it can travel underwater without suffering any internal damage. |