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| **Name** | **Type** | **Size** | **XP Rating** |
| Automated Bubble Turret | Robot | Tiny | 3 (50 XP) |

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| **Strength** | 1 (-4) |  | **Armor Class** | 15 (Natural) | | **Action Points** | 5 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 18 | | **Hit Dice** | 3d8 +6 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Grappled, Poisoned, Restrained | | |

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| **Special Traits** | **Special Actions** |
| **Turret.** The turret can only take the Attack action and it automatically fails Agility saving throws. Additionally, checks made to grapple, restraint or shove the turret automatically fail. A DC 20 Strength (Athletics) check can rip the bubble turret out surface it is installed in, destroying it instantly.  **Robot.** The turret 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. | **Attack (5mm, 5 AP).** Uses the stats of the minigun. |

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| **Description** |
| Before the Great War automated turrets were employed by large corporations and utilized by the military to serve as supplemental, unmanned security units, capable of selecting trespassing targets and engaging them.  Over 200 years after the war many of these turrets are still active and are hostile to anyone who finds them. However, some groups like raiders, Gunners, super mutants, and major factions have learned to control or create turrets. |