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| **Name** | **Type** | **Size** | **XP Rating** |
| Novatron | Robot | Medium | 7 (110 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 10 | | **Action Points** | 10 |
| **Perception** | 10 (+5) |  | **Avg. Hit Points** | 64 | | **Hit Dice** | 8d8 + 32 |
| **Endurance** | 8 (+4) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 8 (+2) |  | **Damage Resistances** | |  | | |
| **Agility** | 10 (+5) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Cloaking.** The assaultron can take the Hide action regardless of light or obscurity. When it does, it becomes *invisible*.  **Robot.** The assaultron 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.  **Superior Darkvision.** The assaultron has Darkvision out to 120 feet. It can’t discern color in darkness, only shades of green or red.  **Swift.** The assaultron moves 20 feet when it uses the Move action. | **Left Hand (3 AP).** Uses the same stats as the proton axe.  **Right Hand (4 AP).** Uses the same stats as the laser rifle, with the automatic mod (Automatic Property; +2 damage dice for 5d10 total)  **Head Laser (4 AP).** Uses the same stats as a laser musket, 3-crank. |

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| **Description** |
| The Assaultron was constructed by RobCo Industries and sold to the United States military as a frontline wartime combatant as early as 2072. It is fast and deadly at close range and employs a devastating laser at a distance. Some units can even employ stealth technology. They are quick, nimble, and customizable, with a variety of weaponry such as lasers and razor-sharp claws. An Assaultron will not stop until its core is damaged. Even after losing limbs and pieces of machinery, it continues to fight on. Some Assaultrons are equipped with bombs set to detonate if they are destroyed.  In terms of design, the Assaultron is intended for melee combat and durability. To that end, it was designed using proven reliable technologies. The Assaultron is equipped with actuators, chain-powered limbs, and covered in thick armor plating. Modular arms allow for swapping its loadout with weaponry most appropriate for the mission profile. The Assaultron's standard weapon is a combination of claws and blades. Its legs are powered by a combination of hydraulic actuators and springs to allow it to quickly move upon its foes and unleash a devastating melee chain attack. The crown jewel is the head laser, mounted in its center and capable of devastating the opposition when fully charged. For protection, its red lens is surrounded by thick armor plating and distracts enemies from the optical receptors concealed at the top of the head. It has a decent carrying capacity, but well below that of the other designs. |

