

CYBER-DRONES

Tech
Level

6

Medium Humanoid (Cyborg Human)

Armour Class: 12

Hit Points: 60 (4d8 + 8)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	11 (+0)	11 (+0)	11 (+0)

Skills: Engineering +2, Intimidation +2

Damage Resistances: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Paralysed, Petrified, Poisoned

Senses: darkvision 120 ft., passive Perception 10

Challenge: 4 (1,100 XP)

Proficiency Bonus: +2

Connected: The cyber-drones are connected by a network of linked minds. As long as they are connected by the same network, a cyber-drone is aware of what every other cyber-drone knows.

Cyborg Enhancements: The cyber-drones' bodies have been modified with cybernetic enhancements. They have the following abilities.

- They have a natural armour class of 11 + Dexterity modifier.
- Their cybernetic eyes grant them darkvision to a range of 120 ft.
- Their hands have been modified with cyber-weaponry.

Emotional Inhibitor: The biological emotions of cyber-drones are inhibited through technology, rather than fully purged. A creature within 5 feet that uses its Action to make a DC 15 ability check with an appropriate tool they are proficient with, such as a Sonic Screwdriver or a cyber-controller, can temporarily disable an Emotional Inhibitor for 1 minute if it succeeds.

This removes the cyber-drone's resistance to emotional damage, instead becoming vulnerable to it. When the cyber-drone's emotions return, it could mean a return to their former personality, but in most cases the shock results in them being Incapacitated for 1 minute whilst the Emotional Inhibitor is re-established.



ACTIONS

Grip Discharge: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) lightning damage.

Particle Beam: *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 13 (3d8) radiant damage.