

PUBLIC To GM ADVANTAGE NORMAL DISADVANTAGE

MODIFIED JUMPER

Large construct (VI, Elikzni)

Armor Class 16 (natural armor)

Hit Points 240 (240)

Speed 35 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
16	18	16	16	18	10
(+3)	(+4)	(+3)	(+3)	(+4)	(+0)

Saving Throws Str+7, Dex+8

Skills Acrobatics+8, Athletics+7, History+7, Perception+7

Damage Immunities poison, psychic

Condition Immunities Charmed, Deafened, Exhaustion, Frightened, Poisoned

Senses bioscanners (10 ft), darkvision, passive Perception 17

Languages programmed in Elikzni

Challenge 5 (1800 XP)

Proficiency Bonus +4

OTHER STATS

Class 9 Elite (5,000 XP)

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All-Terrain Vehicle

The jumper can move up, down, and across vertical surfaces and upside down along ceilings without having to make an ability check. In addition, the jumper's long jump is up to 20 ft. and its high jump is up to 15 ft., with or without a running start.

Repair

The jumper's health points can only be recovered through repair, which can be done by a creature proficient with vehicle toolkits. It costs 5,000 glimmer and 1 hour of work to restore 20 health points.

A creature proficient with vehicle toolkits can use their action and 3,000 glimmer to give the jumper [[4d6]] temporary hit points, which are lost after 8 hours.

ACTIONS

Multiattack.

The jumper makes takes two shots.

Minigun.

Ranged Weapon Attack:+7, Range 15/30/50 (close), one

target

Hit: 12 (2d6+5) kinetic damage

Scope: 15/30/50 (close)

Firearm Weapon Attack

Arc Cannon.

Ranged Weapon Attack:+7, Range 50/120/300 (medium), one target

Hit: 9 (1d10+4) explosive arc damage

Scope: 50/120/300 (medium)

Firearm Weapon Attack

Pulsewave (Recharge d6).

The jumper sends out a shockwave of arc energy in a 10-foot radius sphere, centered on itself. All other creatures within the area must make a **DC 16** Constitution saving throw, taking [[7d8]] arc damage on a failed save, or half as much on a success.

Recharge roll : [[1d6]], recharges on 5+

This action can be recharged a maximum of 3 times. It costs 3,000 glimmer to replenish a single recharge.

Jump & Slam (Recharge d6).

The jumper leaps onto an unoccupied grounded space within 60 feet, sending out a shockwave of kinetic energy upon impact. All targets within 5 feet of the impact site must make a **DC 16** Strength saving throw, taking [[5d6]] kinetic damage on a failed save, or half as much on a success. A target that fails the saving throw is also knocked Prone and has its speed reduced to 0 until the end of its next turn.

BONUS ACTIONS

Scan (15-foot cone).

The jumper scans the area. The scan can read through most barriers but is blocked by 1 inch of metal, 1 foot of stone, 3 feet of wood or dirt, as well as by any antiscanner effect. Any Undetected living creatures in the area are immediately detected by the jumper.

REACTIONS

Sic 'Em!

As a reaction to a verbal command, the jumper can use its Jump & Slam action, if recharged.