

Beamos

Rank 1 Construct

HP: 12 **MP:** 20 **SP:** 0

Defense: 22 (Impervious)

Concentration: 10

Initiative: 0

Evasion: 0

Size: Medium

Vitality: 14

Movement: 0

Magic Salvo

Damage: 8, Light

To-Hit: +7

Range: projectile 6

Beamos Beam

3 MP

Use Requirement: Reaction when an enemy you are aware of enters your weapon's range.

To-Hit: +7

Range: Projectile 6

Damage: 8, Light

Effect: Make a Magic Salvo attack against the target. If successful, they are Halted.

Default Weapon: Beamos Eye (Rank 1 Rod, Light)

Accuracy: 4

Attack Power: 5

Durability: 6

Anchored (Passive): This creature can't move or be Pushed, Pulled or otherwise moved by normal means until it is killed.

Aim for the Eye (Weak Point): This creature's eye is it's weak point. The eye has its own Evasion rating of 14, and is Hard to Hit. If successfully hit, it is Blinded until the end of it's next turn.

Instinctual Intelligence, Darkvision.

Immunity: Prone, Off-Balance

Combat 0 **Willpower** 2 **Accuracy** 3

Hearts 3 **Magic** 5 **Stamina** 0

Athletics 3 **Arcana** 0 **Nature** 0

Civilization 0 **Perception** 5 **Agility** 0

Fortitude 4 **Influence** 0 **Command** 0

Intimidate 0 **Discipline** 0 **Insight** 0

Mechanics 0 **Perform** 0 **Guile** 0

Smithing 0 **Enchanting** 0 **Cooking** 0

Lore: Beamos, like the more commonly seen Armos, are animated constructs that are built to protect whatever location they are built in. Beamos are almost completely stationary and, at most, rotate to scan their surroundings. Once a Beamos spots an intruder, they fire magical beams of light to injure and impede foes.

Novice (DC: 7): Beamos have a wide variety of designs often inspired or adapted to suit their location. Some Beamos might be larger than normal while others have a glass lens rather than an eye.

Journeyman (DC: 10): Because of the wide variety of forms and materials a Beamos can be built with, it is best to take stock of whatever else an adventurer has encountered within the area. For example, some Beamos might have a weakness to bombs rather than a vulnerable eye so if a dungeon has had you blasting down walls left and right, it might be a good idea to toss one at the next Beamos you encounter.

Adept (DC: 13): While a Beamos is anchored to the ground, these locks often release themselves after the Beamos is defeated. As such, one should often move a disabled Beamos out of the way to search for any hidden chambers or treasure they may have been obscuring.

Spells:

3 Tokens

Beamos Beam:

Cost: 3 Magic

Range: See effect.

Use Requirements: Reaction when an enemy you are aware of enters your weapon's range.

Effect: Make a Magic Salvo against the target attack; if successful, the target is Halted.