

# GEARSMAN

# CREATURE 5

UNCOMMON

N

MEDIUM

CONSTRUCT

ROBOT

TECHNOLOGY

**Perception** +12; darkvision

**Languages** Common, Hallit

**Skills** Crafting +8, Thievery +10

**Str** +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** -5

**Passive Self-Repair** A gearsman's nanites heal itself at a rate of 4 hit points per hour while in standby. This can repair the gearsman's Construct Armor.

**Items** timeworn neural inhibitor^ (8 charges)

**AC** 22 (construct armor); **Fort** +15, **Ref** +12, **Will** +12

**HP** 55 (Hardness 8); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Weaknesses** electricity 5

**Attack of Opportunity** ↻

**Construct Armor** Like normal objects, a Gearsman has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a Gearsman is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 18.

**Self-Repair** ♦♦♦ **Frequency** Once per day; A gearsman heals any robot it touches for 4d6 hit points. If a gearsman uses this on itself, it recovers the maximum possible amount (24 hit points). If this would take the gearsman above half its hit points, its Construct Armor is not restored.

**Speed** 20 feet

**Melee** ♦ timeworn neural inhibitor +13 (electricity), **Damage** 1d8+5 bludgeoning and 1d6 electricity

**Melee** ♦ fist +13 (agile), **Damage** 1d4+5 bludgeoning

**Charge Weapon** (electricity) Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals an additional 1d6 points of electricity damage.

**Activate Neural Inhibitor** ♦ (mental) The gearsman activates the timeworn neural inhibitor. A creature hit with the next Strike made with the neural inhibitor makes a DC 13 Fortitude Save.

**Success** The creature is unaffected.

**Failure** The creature becomes stupefied 1.

**Critical Failure** The creature becomes stupefied 2.