

# GEARSMAN

# CREATURE 5

UNCOMMON

N

MEDIUM

CONSTRUCT

ROBOT

TECH

**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 bring a robot 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.