

GEARSMAN MK. II

CREATURE 7

UNCOMMON

N

MEDIUM

CONSTRUCT

ROBOT

TECH

Perception +14; darkvision

Languages Common, Hallit

Skills Athletics +19, Crafting +13, Thievery +15

Str +6, **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 spear, timeworn laser pistol^ (5 charges)

AC 26 (construct armor); **Fort** +18, **Ref** +15, **Will** +15

HP 85 (Hardness 10); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses electricity 10

Attack of Opportunity ↻

Construct Armor 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 22.

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 ♦ spear +17 (electricity, thrown 20 ft), **Damage** 1d6+6 piercing plus 1d6 electricity

Ranged ♦ timeworn laser pistol +13 (beam^, laser^, tech^), **Damage** 3d10 fire

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