

GEARSMAN

CREATURE 4

UNCOMMON**N****MEDIUM****CONSTRUCT****ROBOT****TECHNOLOGY**

Perception +6; darkvision

Languages Common, Hallit

Str +5, **Dex** +2, **Con** +2, **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 21 (17 when broken); **Fort** +0, **Ref** +0, **Will** +0

HP 42 (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

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.

Critical Vulnerability When a robot takes a critical hit, it must make a DC5 flat check. On a failure, the robot becomes flat-footed until the start of its turn and stunned 1.

Speed 20 feet

Melee ⚡ timeworn neural inhibitor +12 (electricity), **Damage** 1d6+5 bludgeoning and 1d6 electricity

Melee ⚡ fist +12 (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.