

CLOCKWORK SERVANT

CREATURE 2

UNCOMMON

N

MEDIUM

CONSTRUCT

CLOCKWORK

MINDLESS

Converted by VaranSL

Perception +11; darkvision

Skills Athletics +8, Crafting +5 (+7 to Repair)

Str +4, **Dex** +2, **Con** +3, **Int** -5, **Wis** +3, **Cha** -5

Wind-Up 24 hours, DC 15, standby

Items net

AC 18; **Fort** +11, **Ref** +6, **Will** +7

HP 23; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious;

Resistances physical 2 (except adamantine or orichalcum); **Weaknesses** electricity 5, orichalcum 5

Speed 25 feet

Melee ♦ fist +12 [+8/+4] (agile, unarmed), **Damage** 1d6+4 bludgeoning plus Grab

Net Launcher ♦ **Requirements** The clockwork servant hasn't fired its net launcher and it is loaded; **Effect** The clockwork servant shoots their net, attempting to hamper a foe. The clockwork servant makes a ranged Strike (with a +8 modifier) against a Medium or smaller creature within 40 feet. On a hit, the target is flat-footed and takes a -10-foot circumstance penalty to its Speeds. On a critical hit, the creature is instead restrained. The DC to Escape the net is 16. A creature adjacent to the target can Interact with the net to remove it from the target.

Repair Clockwork ♦ (manipulate) A clockwork servant can repair damage done to itself or an adjacent clockwork creature, by attempting a DC 15 Crafting check. The target is then temporarily immune to Repair Clockwork for 1 hour.

Critical Success As a success, but restores 20 Hit Points.

Success The clockwork servant restores 10 Hit Points to the clockwork.

Critical Failure The target takes 10 damage.