

NIMBLEWRIGHT

Nimblewrights are humanoid constructs of strong, light metal. Their construction favors flexibility and speed over durability, but high end nimblewrights are terrifyingly power.

Nimblewrights, especially the infamous Axon and Axel models, were used to great effect by the Bile Lords in the days before the coming of the Sword Emperor.

EXPENDABLE NIMBLEWRIGHT

Level 13 Minion Skirmisher

Medium natural humanoid (construct) XP 160

HP 1; a missed attack never damages a minion **Initiative** +17

AC 27; **Fortitude** 25; **Reflex** 27; **Will** 25 **Perception** +8

Speed 7

STANDARD ACTIONS

(mbasic) Rapier-Hand * At Will

Attack: Melee 1 (one creature); +18 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 10 damage (14 on a critical hit).

Attack Run * At Will

Effect: The nimblewright makes a basic attack. Either before or after this attack, it shifts 4 squares.

Skills Acrobatics +18

Str 19 **Dex** 24 **Wis** 15

Con 11 **Int** 16 **Cha** 19

Alignment unaligned

Languages Common

NIMBLEWRIGHT DUELIST

Level 13 Skirmisher

Medium natural humanoid (construct) XP 800

HP 123; **Bloodied** 61 **Initiative** +19

AC 27; **Fortitude** 25; **Reflex** 27; **Will** 25 **Perception** +8

Speed 7

STANDARD ACTIONS

(mbasic) Rapier-Hand * At Will

Attack: Melee 1 (one creature); +18 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 2d10+10 damage (2d10+30 on a critical hit).

Attack Run * At Will

Effect: The nimblewright makes a basic attack. Either before or after this attack, it shifts 4 squares.

(m) Tripping Blow * Recharge 3 4 5 6

Attack: Melee 1 (one creature); +16 vs. Reflex.

Hit: 2d10+10 damage and the target is knocked prone.

TRIGGERED ACTIONS

(m) Riposte * Recharges when first bloodied

Trigger: The nimblewright is hit by a melee attack.

Attack (Immediate Reaction): Melee 1 (the triggering creature); +18 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 2d10+10 damage (2d10+30 on a critical hit).

Effect: The nimblewright shifts 4 squares.

Skills Acrobatics +18

Str 19 **Dex** 24 **Wis** 15

Con 11 **Int** 16 **Cha** 19

Alignment unaligned

Languages Common

NIMBLEWRIGHT BODYGUARD Level 14 Soldier

Medium natural humanoid (construct)

XP 1000

HP 131; Bloodied 65

Initiative +16

AC 30; Fortitude 26; Reflex 28; Will 26

Perception +9

Speed 7

STANDARD ACTIONS

(mbasic) Rapier-Hand * At Will

Attack: Melee 1 (one creature); +19 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 2d10+11 damage (2d10+27 on a critical hit) and the target is marked (save ends).

(m) Tripping Blow * Recharge 3 4 5 6

Attack: Melee 1 (one creature); +17 vs. Reflex.

Hit: 2d10+11 damage and the target is knocked prone.

MOVE ACTIONS

Whirlwind Defense * Recharge when the nimblewright takes damage

Effect: The nimblewright shifts 4 squares. If it ends its turn at least 2 squares away from its starting square, the nimblewright and adjacent allies get a +2 bonus to AC and Reflex until the start of the nimblewright's next turn.

TRIGGERED ACTIONS

(m) Catch the Blow * At Will

Trigger: A creature marked by the nimblewright bodyguard attacks one of the nimblewright's allies.

Effect (Immediate Interrupt): The triggering creature and the ally of the nimblewright that it is attacking switch places. The nimblewright bodyguard becomes the target of the triggering attack. After that attack is resolved, it makes the following attack:

Attack: Melee 1 (the triggering creature); +21 vs. AC.

Hit: 2d10+6 damage (2d10+26 on a critical hit) and the penalty that the target suffers for making an attack that doesn't include the nimblewright as a target when it is marked by the nimblewright increases to -4 until the end of the encounter.

Skills Acrobatics +19

Str 20 **Dex** 25 **Wis** 15

Con 11 **Int** 16 **Cha** 20

Alignment unaligned

Languages Common

EXPERT NIMBLEWRIGHT Level 23 Skirmisher

Medium natural humanoid (construct)

XP 5,100

HP 203; Bloodied 101

Initiative +27

AC 37; Fortitude 35; Reflex 37; Will 35

Perception +13

Speed 8

TRAITS

Unending Quickness

The expert nimblewright ends any slowed or immobilized condition at the end of its turn.

Evasion

If an effect targets Reflex, it has no effect on an expert nimblewright if it misses, even if the attack normally has a 'miss' or 'effect' line.

STANDARD ACTIONS

(mbasic) Rapier-Hand * At Will

Attack: Melee 1 (one creature); +28 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 3d10+15 damage (3d10+45 on a critical hit) and the target is knocked prone.

Attack Run * At Will

Effect: The nimblewright makes a basic attack. Either before or after this attack, it shifts 8 squares.

TRIGGERED ACTIONS

(m) Riposte * Recharges when first bloodied

Trigger: The nimblewright is hit by a melee attack.

Attack (Immediate Reaction): Melee 1 (the triggering creature); +28 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 3d10+15 damage (3d10+45 on a critical hit).

Effect: The nimblewright shifts 8 squares.

Skills Acrobatics +26

Str 25 **Dex** 30 **Wis** 15

Con 11 **Int** 16 **Cha** 25

Alignment unaligned

Languages Common