

Pittsburgh Roleplaying Organization Golem Package v5.5

Introduction: Players choosing to cast a Golem at the Pittsburgh Roleplaying Organization (PRO) will have the capability to use the abilities outlined in the PRO Golem Package. A lot of time and consideration went into making this package, and its purpose is to provide additional abilities for players beyond the basic rule book. A very special **thank you** goes to the individuals who developed, tested, and provided feedback to make the package playable and enjoyable. It is our intent for this package to enhance the in-game atmosphere and provide new opportunities, instead of limiting them, for local and out-of-chapter players at PRO who are interested in creating Golems. Because this package is a work in progress, it will be necessary for all players to check online and/or with staff members to note any changes.

NERO International 9th Edition Golem Rules: The creation of golems follows the Creation and Summoning rules above in addition to the rules below. The formal magic will create a golem and place a willing spirit and associated body designated by the caster into the golem. If the caster places a simple animal within the golem then the animal need not be willing at all, and the golem is mindless and under the control of the caster. If an intelligent spirit and body are placed within a golem then that spirit will be able to command the golem from inside and use all of the golem's full abilities. The golem will always be recognizable as the spirit who inhabits the golem. Note that any attempt to extend the golem through other formal magic casting will fail, consuming the components. The golem will cease functioning 5 days after the first command it executes, regardless of whether or not it has been extended. In addition to the components, this formal magic requires silver pieces equal to the number of body points divided by ten (round up), which will be incorporated into the body of the golem and is retrievable when the golem is destroyed. On occasion, some or all of the silver will be useless and irretrievable. A golem will always be unaffected by Life and Death, and will be considered "Dead" as soon as it reaches zero body points or receives a killing blow, even if it can normally be healed. If this occurs, any spirit and body that inhabit a Golem will seek resurrection. When this formal magic expires, the spirit and body will emerge without the occurrence of a death. The body will retain any battle magics that were cast upon the golem, and exhibit wounds identical to the golem's (i.e., if the golem had a Shield Magic spell and was down by 15 points, the person has a Shield Magic spell and is down by 15 body). The person will have at least one body point. If Destroy Celestial Magic is successfully cast on the golem, the spirit and body will emerge without the occurrence of a death in a similar condition as described above. "

NERO 9th Edition Formal Magic Golem Spells:

Create Minor Golem

Level: 2

Target: A simple animal, or a Spirit

Duration: Until destroyed, or 5 days after the first command is executed

Components: P2, C2, E2, S2, V2

Approved Golems: None

This formal magic creates a golem of the type specified by the scroll.

Create Base Golem

Level: 4

Target: A simple animal, or a Spirit and Body

Duration: Until destroyed, or 5 days after the first command is executed.

Components: P4, C3, E3, S2, V2

Approved Golems: None

This formal magic creates a golem of the type specified by the scroll.

Create Major Golem

Level: 6

Target: A simple animal, or a Spirit and Body

Duration: Until destroyed, or 5 days after the first command is executed

Components: P6, C4, E4, S3, V3

Approved Golems: None

This formal magic creates a golem of the type specified by the scroll.



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Create Greater Golem

Level: 7

Target: A simple animal, or a Spirit and Body

Duration: Until destroyed, or 5 days after the first command is executed

Components: P7, C5, E5, S3, V3

Approved Golems: None

This formal magic creates a golem of the type specified by the scroll.

Create Master Golem

Level: 9

Target :A simple animal, or a Spirit and Body

Duration: Until destroyed, or 5 days after the first command is executed.

Components: P9, C8, E7, S3, V3

Approved Golems: None

This formal magic creates a golem of the type specified by the scroll.

Mend Golem

Level: 3

Target: Golem

Duration: Instantaneous

Components: P3, C2, E2

This formal magic will heal a golem for ten points of damage for every level of celestial formal magic possessed by the caster. The healing may be split among multiple golems. This formal magic will not heal a Golem that has reached zero body points, nor will it heal a golem that has received a killing blow.

Golem Basics: Golems created at PRO will have the attributes outlined in this package. All golems will have the focus ability, golem metabolism, natural armor, and the use of claws (short sword length, 2 normal). All golems will take 30 points of damage from a "Shatter" spell, and 60 points of damage from a "Destroy" spell. All players must physically represent (phys rep) that he or she has become a golem. Several pieces of costuming and or phys rep are required, **without this, a player cannot become a golem.** PRO is not responsible for supplying makeup or costuming to players. Anyone who is in a Golem cannot Channel their transform, but may still invoke it.

Definitions:

Focus Ability – the ability to cast in body.

Golem Metabolism – Immunity to Death, Disease, Drain, Drain Life, Chaos, Earth/Healing, Elixirs (except Enslavement antidote), First Aid, Killing Blow, Life, Nausea, Paralyze, Poisons, Potions, Regenerate, Sleep, Taint Blood, Waylay, and Wither Limb.

Natural Armor – Works like monster Natural Armor so it takes one minute to reset and it not affected by rapid refit or the spell refit armor. This stacks with player armor and is not limited by class.

PRO's Golem Abilities: To create a Golem at PRO, you combine the Minor/Base/Major/Greater/ Master Golem template abilities with the abilities specific to the individual Golem type (Complex, Crystal, Natural, Metal, Organic) being cast.

Golem Template Cards:

Minor Golems will receive the following abilities:

Armor: +5

Body: +60

STR: +4

Threshold: 3

Rip from: Nothing



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Base Golems will receive the following abilities:

Armor: +15
Body: +100
STR: +8
Threshold: 5
Rip from: Pin

Major Golems will receive the following abilities:

Armor: +20
Body: +140
STR: +12
Threshold: 7
Rip from: Pin/Bind

Greater Golems will receive the following abilities:

Armor: +30
Body: +160
STR: +14
Threshold: 8
Rip from: Pin/Bind/Web
Special: +1 to any golem per day abilities

Master Golems will receive the following abilities:

Armor: +40
Body: +200
STR: +18
Threshold: 10
Rip from: Pin/Bind/Web/Confine
Special: +2 to any golem per day abilities

Golem Types: The Specific types of Golems available at PRO are Complex, Crystal, Natural, Metal and Organic. Created golems will receive the following abilities, based on the type of golem, in addition to the base abilities listed above.

Complex Golems: Complex golems include Alchemical, Cannon, and Clockworks. Complex golems have the following additional abilities:

- + 10 Natural Armor per level of the Formal cast
- Golem level body becomes + Natural Armor instead (For example a level 9 master golem would have 330 Natural armor plus character body)
- Revive Once Ever per casting of the golem

Crystal Golems: Crystal golems include Diamond, Glass, and Ice. Crystal golems have the following additional abilities:

- Healed by Ice
- Battle Magic Return x 6 per day

Natural Golems: Natural golems include Clay, Dirt, Earth, Granite, Marble, and Mud. Natural golems have the following additional abilities:

- Healed by Stone
- Resist Summoned Force x 4 per day
- Immune to Fumble

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Metal Golems: Metal golems include Adamantine, Brass, Iron, Mithral, Silver, and Steel. Metal golems have the following additional abilities:

- Healed by Lightning
- Additional +4 strength
- Battle Magic Return x 4 per day

Organic Golems: Organic golems include Carrion, Bone, Flesh, and Wood. Organic golems have the following additional abilities:

- Healed by Regeneration Spell (This supersedes the fact that golems cannot be healed by earth spells)
- One and a half times the base golem body
- Magic Regenerate x 2 per day
- Resist Physical x 4 per day

