

NERO Cincinnati Golem Creation Packet

1.6

Golems are part of the NERO world that player characters are using more and more. Unfortunately, the actual playing statistics of these creatures vary drastically from local NERO Chapter to local NERO Chapter. In NERO Cincinnati, we strive for the ultimate enjoyment of our player-base as a whole. This packet follows the rules set forth by the National Formal Magic Rules for 9th Edition for Golem Creation (page 6) except for one key difference: Each level of golem has its own set amount of body and armor. Thus, silver coins are not required in the formal magic ritual to increase the golem's body amount. This Formal Rules Supplement is for PC use only. NPCs may or may not use this packet, depending on the local plot team. Communication and preparation are paramount in achieving this level of enjoyment. Therefore, we have a standardized golem packet for those players who wish to participate in the NERO game with that augmentation to their character.

A few items of note and clarification:

NPC: A golem can be made as a separate entity (through use of an animal spirit) and as such it needs its own NPC to represent it. The caster of this formal will be asked to provide an NPC to play the part. Local plot teams will provide information on various RP styles of the creature for that area, but for the most part the creature will be under the casters control until 5 days or the creature is destroyed. Golems created this way are mindless and have no PC skills, but are under the direct control of the caster.

Costuming: NERO Cincinnati has minimum standard costuming requirements, which also pertain to golems. The minimum costuming standards for golems is the face. Golems will have their face representing what type of golem they are portraying; flesh golems may have stitches, for example or metal golems may be a silver face with plates. Whatever the player decides, the face must be an accurate representation of that type of golem. Do not depend on any chapter on providing the costuming, claw reps, and packets required to play this creature.

Note: Plot may choose to reward good costuming by granting extra "special ability points". However, the maximum number of extra abilities that may be granted is 1. Plot will deduct all points if the minimum costuming requirements are not met.

No Metabolism: When the player reaches 0 body points for any reason, the golem form crumbles thus ending the effect. The effect cannot be regained without another casting of the ritual. When the golem form crumbles, the player immediately seeks a resurrection circle, outlined by the NERO 9th Edition Rulebook, page 54.

Leaving the Golem: If a player leaves a golem body – either willingly or being expelled because of crumbling at 0, the player must immediately go and resurrect, as per the NERO 9th Edition Rulebook, page 54. However, as per the NERO 9th Edition Formal Magic Rules (page 6), if a Destroy Celestial Magic is successfully cast upon the golem, the spirit and body will emerge without the occurrence of a death.

Transformations & Alterations: At no point may a transformation or an alteration become active while a player is in a golem body. These effects are suppressed until the player leaves the golem body. You may not place any summoned or created creature into a golem body, nor may you place another golem into a golem body.

Refit Armor: The armor of a golem is unlike regular armor; it is similar to Natural Armor with a few differences. This armor can only withstand being refit a limited number of times per day in the life of the golem. This includes refitting of any method; manual, rapid, or spell. The number of times the golem's armor can be refit per day is determined by the total number of formal levels the caster of the Create Golem ritual possesses divided by 5 (rounded up) plus one.

Mend Golem: The 3rd level Celestial Formal Ritual "Mend Golem" is altered for this packet in the following ways: It does not heal body or natural armor; however, the ritual does reset the golem's "per day" abilities, as well as the maximum times the golem may be refit in a day. This ritual may only be cast on a golem once per reset.

Return Battle Magic: This skill grants the golem the ability to Return Battle Magic. The golem chooses when to call this defense; it is not the first battle magic spell that affects the golem, unless the golem is mindless. The combat call is "Return Battle Magic". Battle Magic is defined as any magical spell that is delivered via packet or Spell Strike; this includes Magic or Incant delivery methods but does not include *Arcane* delivery methods. The number of returns a creature has is determined by the total number of formal levels the caster of the Create Golem ritual possesses divided by 5, rounded up.

Special Abilities: Each golem can be infused with a unique ability upon casting of the Create Golem ritual. The number of abilities is 5 + any bonus given for good role play and costuming (up to 2). No golem may have more than 7 special ability points. These abilities must be chosen at the time of casting.

Note: Plot may chose to reward good roleplay and prop use to a well-cast ritual. However, the maximum extra abilities that may be granted is 1. These extra abilities can NOT be gained if a player chooses to create the golem as part of the Formal Logistics rules.

Obliteration: For the purposes of this packet, Obliteration is defined as a Formal Effect, not a Death effect. This can be delivered by formal, packet, or spell strike. If the character in golem form takes this effect, the player immediately seeks a resurrection circle, outlined by the NERO 9th Edition Rulebook, page 54.

Killing Blow: For the purposes of this packet, Killing Blow is not the same as Death. A character in golem form can be killed by a killing blow if immobilized for some reason (Web, Confine, Imprison, etc). If the character in golem form takes this effect, the player immediately seeks a resurrection circle, outlined by the NERO 9th Edition Rulebook, page 54.

Individual Special Abilities Chart:

Superhuman Strength +2 (*, up to a maximum of five purchases)
 +20 Body Points (*)
 +20 Armor Points (*)
 Return Battle Magic x3 (*, up to a maximum of five purchases)
 Return Critical Slays/Assassinates x1 (*, up to a maximum of three purchases)
 Regenerate x1 (as per the monster ability) (*, up to a maximum of three purchases)
 Rapid Refit Armor x2 (self only) (*)
 Damage Cap -2 (Minus Two) (*, up to a maximum of three purchases)
 Perfect Grip (immune to *Fumble* effects)
 Claws (Body Weaponry, Base 2 damage)
 Silvered Claws (Must have Claws – Claws swing Silver)
 Magical Claws (Must have Claws – Claws swing Magic)
 Focus – *Note: Costs 3 Ability Slots*

Note: All special abilities cost 1 ability slot, except as noted. Those abilities marked with () MAY be selected multiple times, with the maximum purchases (if applicable) noted above.*

Stone Special Abilities Chart: (Granite, Marble, etc.)

- Damage Cap -4 (Minus Four) – *Note: Costs 1 Ability Slot, can be purchased only once*
- Healed only by Stone – (other healing effects have no effect) – *Note: Costs 2 Ability Slots*

Metal Special Abilities Chart: (Gold, Silver, Bronze, Steel, Clockwork, etc.)

- Super Human Strength +4 – *Note: Costs 1 Ability Slot, can be purchased only once*
- Healed only by Lightning – (other healing effects have no effect) – *Note: Costs 2 Ability Slots*

Gem Special Abilities Chart: (Diamond, Ruby, Sapphire, etc.)

- Reflect Magic 2x/day – *Note: Costs 1 Ability Slot, can be purchased only once*
- Healed only by Fire or Ice – (must pick one at time of golem ritual casting; other healing effects have no effect) – *Note: Costs 2 Ability Slots*

Organic Special Abilities Chart: (Flesh, Bone, Wood)

- Maximum Times to Refit Golem's Armor +2x/day – *Note: Costs 1 Ability Slot, can be purchased only once*
- Immune to *Cause* spells and effects (Cause Light Wounds, Cause Wounds, Cause Serious Wounds, Cause Critical Wounds & Cause Mortal Wounds) – *Note: Costs 2 Ability Slots*

Note: Regardless of the healing method, a golem may only be healed by one specific healing effect; therefore, only one specific healing effect can be purchased. Healing a golem by specific elements also allows for the golem to be healed by both eldritch and elemental effects. Also, if an elemental healing effect is purchased, it heals the full amount, overriding the "Reduced Normal Healing" weakness of the golem.

Specific Golem Creating Rituals:

Create Minor Golem (2nd Level Ritual)

Extra Body: +40

Armor: +20

Superhuman Strength: +2

Can be effected by Refit Armor: 1x/day (+1 per every 5 levels of Celestial Formal Magic possessed by the caster of the Create Golem – rounded up)

Damage Cap = 30

No Metabolism: Immune to Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poisons, Sleep, Taint Blood, Waylay, Wither Limb.

Defenses: Return Battle Magic: 1x/day (+1 per every 5 levels of Celestial Formal Magic possessed by the caster of the Create Golem – rounded up), Rip Free – Pin (on three-count, no damage), Return Slay/Assassinate 1x/day

Weaknesses: Cannot Run, Shatter “Form” causes 30 points of damage (armor first, then body), Destroy “Form” causes 60 points of damage (armor first, then body)

Reduced Normal Healing: Healing spells only heal body points by half (For Example: Cure Wounds would only heal 5 points of damage, as would 10 Elemental Healing); No effect to the spell “Regenerate”

Create Base Golem (4th Level Ritual)

Extra Body: +60

Armor: +30

Superhuman Strength: +4

Can be effected by Refit Armor: 1x/day (+1 per every 5 levels of Celestial Formal Magic possessed by the caster of the Create Golem – rounded up)

Damage Cap = 27

No Metabolism: Immune to Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poisons, Sleep, Taint Blood, Waylay, Wither Limb.

Defenses: Return Battle Magic: 1x/day (+1 per every 5 levels of Celestial Formal Magic possessed by the caster of the Create Golem – rounded up), Rip Free – Pin & Bind (on three-count, no damage), Return Slay/Assassinate 1x/day

Weaknesses: Cannot Run, Shatter “Form” causes 30 points of damage (armor first, then body), Destroy “Form” causes 60 points of damage (armor first, then body)

Reduced Normal Healing: Healing spells only heal body points by half (For Example: Cure Wounds would only heal 5 points of damage, as would 10 Elemental Healing); No effect to the spell “Regenerate”

Create Major Golem (6th Level Ritual)

Extra Body: +80

Armor: +40

Superhuman Strength: +6

Can be effected by Refit Armor: 1x/day (+1 per every 5 levels of Celestial Formal Magic possessed by the caster of the Create Golem – rounded up)

Damage Cap = 24

Defenses: Return Battle Magic: 1x/day (+1 per every 5 levels of Celestial Formal Magic possessed by the caster of the Create Golem – rounded up), Rip Free – Pin, Bind & Web (on three-count, no damage), Return Slay/Assassinate 1x/day

No Metabolism: Immune to Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poisons, Sleep, Taint Blood, Waylay, Wither Limb.

Weaknesses: Cannot Run, Shatter “Form” causes 30 points of damage (armor first, then body), Destroy “Form” causes 60 points of damage (armor first, then body)
Reduced Normal Healing: Healing spells only heal body points by half (For Example: Cure Wounds would only heal 5 points of damage, as would 10 Elemental Healing); No effect to the spell “Regenerate”

Create Greater Golem (7th Level Ritual)

Extra Body: +100

Armor: +50

Superhuman Strength: +8

Can be effected by Refit Armor: 1x/day (+1 per every 5 levels of Celestial Formal Magic possessed by the caster of the Create Golem – rounded up)

Damage Cap = 22

Defenses: Return Battle Magic: 1x/day (+1 per every 5 levels of Celestial Formal Magic possessed by the caster of the Create Golem – rounded up), Rip Free – Pin, Bind, Web & Confine (on three-count, no damage), Return Slay/Assassinate 2x/day

No Metabolism: Immune to Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poisons, Sleep, Taint Blood, Waylay, Wither Limb.

Weaknesses: Cannot Run, Shatter “Form” causes 30 points of damage (armor first, then body), Destroy “Form” causes 60 points of damage (armor first, then body)

Reduced Normal Healing: Healing spells only heal body points by half (For Example: Cure Wounds would only heal 5 points of damage, as would 10 Elemental Healing); No effect to the spell “Regenerate”

Create Master Golem (9th Level Ritual)

Extra Body: +120

Armor: +60

Superhuman Strength: +10

Can be effected by Refit Armor: 1x/day (+1 per every 5 levels of Celestial Formal Magic possessed by the caster of the Create Golem – rounded up)

Damage Cap = 20

Defenses: Return Battle Magic: 1x/day (+1 per every 5 levels of Celestial Formal Magic possessed by the caster of the Create Golem – rounded up), Rip Free – Pin, Bind, Web & Confine (on three count, no damage), Return Slay/Assassinate 2x/day

No Metabolism: Immune to Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poisons, Sleep, Taint Blood, Waylay, Wither Limb.

Weaknesses: Cannot Run, Shatter “Form” causes 30 points of damage (armor first, then body), Destroy “Form” causes 60 points of damage (armor first, then body)

Reduced Normal Healing: Healing spells only heal body points by half (For Example: Cure Wounds would only heal 5 points of damage, as would 10 Elemental Healing); No effect to the spell “Regenerate”