Terrinoth Setting Compatible

Golemcraft

GENESYS FOUNDRY

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WHAT'S IN THIS BOOK?

This book provides rules and guidance on making artificial characters known as golems, which are controlled by their owner and will do whatever he wishes. This book also provides rules on creating a special kind of war machines, Golem Knights, which bring vehicles into fantasy settings like *Genesys Realms of Terrinoth*. Players are also presented with some additional options to customize their characters for golem usage.

GOLEMS AND GOLEM KNIGHTS

The unliving, unthinking, unemotional constructs – golems. These can be servants to a mage or researcher and replace living staff, or might be ultimately loyal bodyguards for kings and wealthy merchants, or venture into places no human can reach and perform other tasks, where flesh and blood are a disadvantage. Creating a golem usually requires cooperation between skilled artisan or mechanic and powerful magician. However, after the golem is created, it will serve for eternity, or until its destroyed or dismantled. Some mages link seniority over golems to their own life, and after these mages die, golems either lose magic animating them, or carry on whatever task was last ordered by their master. Some other mages use special "keys", items that make golem recognize its master. These items usually passed down through generations or within specific position or organization.

There is another, almost entirely different kind of golems – Golem Knights. These are huge machines, operated by trained individual, referred as "rider". Most often resembling human in their shape, these towering constructs serve as extension of rider's will. Unlike golems, Golem Knights can be used by anyone who gets into their control saddle, unless precautions were taken while imbuing Golem Knight's body with magic. Magic animating Golem Knights comes not from spellcaster, but is harvested by special magical engine, heart of each machine. These engines provide steady supply of magic power, but it's usually not enough to move Golem Knight anywhere fast or long. So the continuous operations are limited by capacity of magic engines.

GOLEM RULES

Golems are treated like any other NPC allied to the PCs. In narrative gameplay they require an order from their master (no check is necessary to issue it) and will carry it over to the best of their ability. In structured gameplay golem's master can use maneuver to give golem an order and golem will carry on until order is completed or another order received. Golems do not generate their own initiative slot, but act in the initiative slot of their master. Golem's master is character who either owns a "key" for this golem, performed enchanting of this golem, or designated by character that performed enchanting. It is not necessary for master to spend maneuver to give golem order each turn, as golem will continue to perform whatever was ordered last. In all other aspects golems interact

with core rules as specified by their NPC type. Skill checks for golem character are made and resolved by player owning the golem's master character. Any case not covered by this book or *Genesys Core Rulebook* is subject to GM ruling and mutual agreement.

GOLEM KNIGHT RULES

Golem Knights interact with Alternate rules set, Vehicle rules (see *Genesys Core Rulebook p.220*). Each Golem Knight is treated like vehicle and therefore uses vehicle scale for damage, distances, available actions and other activities as described in *Genesys Core Rulebook*. However, to highlight unique nature of Golem Knight's engine and balance its overpowering military strength, there are some special rules applying to Golem Knights: system strain economy and critical hits.

SYSTEM STRAIN ECONOMY

In structured gameplay Golem Knight suffers 1 system strain every time it performs an action or maneuver. Available maneuvers are Accelerate, Decelerate, Brace for Impact, Evade and Reposition. Available actions are Dangerous Driving, Damage Control, Perform Combat Check with Vehicle Weapons, Additional Vehicle Actions and unique Replenish Magic action.

Replenish Magic
Pilot only: Yes.
Silhouette: Any.
Speed: 0.
The rider of the Golem Knight stops, adjusts operational conditions and allows magic harvester to recharge. The rider character makes **Average (◆◆) Riding check** and restores 1 point of system strain for each uncancelled ✹ **or** ▲▲.

BUILDING A GOLEM

The rules in this chapter provide GMs and players a way to make their own golems of various size, as well as options for customization and upgrades. As with all such matters, anything a player wants to craft is subject to GM's approval.

Building golems follows 4 steps: Step 1: Select template, in which PC chooses what kind of golem to make, Step 2: Acquire materials, in which PC acquires supplies to build body of a golem, Step 3: Construction, in which PC assembles golem's body, and Step 4: Enchanting, in which PC imbues golem's body with magic and completes creation.

STEP 1: SELECT TEMPLATE

When PC sets out to make a golem, player should first select a template from **Table 1: Golem body templates**. The template dictates materials required (Material price/Rarity), the challenge of building it (Check), an estimate of how long construction would take (Time), and the results should the character succeed on the check (the type of golem body sharing name with the template).

Each template can encompass a wide variety of materials and crafting processes. Two artisans could approach golem crafting in a different manner, and come up with different solutions. Thus, players and GM are encouraged to feel creative and come up with their own unique golem bodies a template can represent.

Table 1: Golem body templates

Name	Material price / Rarity	Check	Time
Labor golem (minion)	600 / 3	**Average (♦♦) Mechanic check**	1 day (24 hours)
Labor golem (rival)	1200 / 3	**Average (♦♦) Mechanic check**	2 days (48 hours)
Combat golem	3000 / 4(R)	**Hard (♦♦♦) Mechanic check**	4 days (96 hours)
Golem mount	3500 / 4	**Hard (♦♦♦) Mechanic check**	5 days (120 hours)
Golem Knight	15000 / 7(R)	**Formidable (♦♦♦♦) Mechanics check**	12 days (288 hours)

TEMPLATES DESCRIPTION

This section provides characteristics and abilities of golem body types listed in Table 1. Most of the templates function on personal scale, but Golem Knight template creates a vehicle, as described in *Genesys Core Rulebook Chapter 2: Alternate rules* under Vehicle rules section (p. 220).

Labor golem (Minion)

Made for simple tasks and heavy lifting, these bodies are not sophisticated enough to perform precision work. Often labor golems are nothing more than legs and arms, not even resembling human shape. This profile is for minion version of golem.

2	1	1	1	1	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence
Soak value		Wound threshold		M/R Defense	
2		5		0	0

Abilities: Golem (does not need to breathe, eat, drink, immune to poisons and toxins, and can survive underwater), Silhouette 0.

Labor golem (Rival)

Made for simple tasks and heavy lifting, these bodies are not sophisticated enough to perform precision work. Often labor golems are nothing more than legs and arms, not even resembling human shape.

3	1	1	1	1	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence
Soak value		Wound threshold		M/R Defense	
3		10		0	0

Abilities: Golem (does not need to breathe, eat, drink, immune to poisons and toxins, and can survive underwater), Encumbrance capacity 12, Silhouette 1.

Combat golem (Rival)

These bodies can withstand punishment no living thing could, and often even more agile than humans. They can resemble humanoids, but some golemancers make other designs, resembling animals of insects.

4	3	1	1	1	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence
Soak value		Wound threshold		M/R Defense	
4		17		0	0

Abilities: Golem (does not need to breathe, eat, drink, immune to poisons and toxins, and can survive underwater), Encumbrance capacity 12, Silhouette 1.
Equipment: Built-in weapons (Brawl; Damage 7; Critical 3; Range [Engaged])

Golem mount (Rival)

These bodies are designed to carry cargo or riders over long distances, with built-in comfortable chairs or saddles and more encumbrance capacity than a living horse.

3	2	1	1	1	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence
Soak value		Wound threshold		M/R Defense	
2					

Abilities: Golem (does not need to breathe, eat, drink, immune to poisons and toxins, and can survive underwater), Encumbrance capacity 18, Silhouette 2.
Equipment: Built-in saddles and/or cargo storage.

Golem Knight

These towering machines are not simple (or sophisticated) automatons like the rest of the golems. Instead they are controlled by person riding inside their armored body, serving as extension of their arms and legs. Based on design, these bodies could serve as a weapon of war, mobile home for wizard, or huge construction engine. They are invariably highly customizable and upgradeable, and can be outfitted for any task, provided there are necessary supplies and attachments. Note that template covers creating only body (including body, legs and arms) of the golem, without any external or internal components. Some components are mandatory, and Golem Knight can't function without them, some are optional and improve Golem Knight's specs or provide additional functions. Creation and installation of components are covered in **Chapter X: Customizing your golem**.

3	0	-2	Defense	Armor
			0	0
Silhouette	Max speed	Handling	HT Threshold	SS Threshold
			8	8

Control Skill: Riding.
Complement: 1 rider.
Passenger capacity: 0.
Consumables: 1 day.
Encumbrance capacity: 30.
Weapons: none.
Customization hard points: 3 body, 2 legs, 2 left arm, 2 right arm.

STEP 2: ACQUIRE MATERIALS

To attempt building golem body based on selected template PCs must acquire appropriate materials for that template. For all mechanical purposes, materials count as a single item with listed cost and rarity. However, at GM's discretion these materials might not be available on a given market or at a listed price. Because Material Price/Rarity is defined

only in terms of cost in currency and abstract rarity, particular nature of materials can vary wildly depending on PCs preferences and availability. PCs might also acquire materials by means other than trading, such as salvaging, looting or being gifted with them. This step takes as much time and effort as it takes for the PCs to physically obtain materials. This could be a trip to the market or an epic quest to find rare ore or crystal, depending on the situation.

STEP 3: CONSTRUCTION

After acquiring the material to craft golem's body, the character must make the associated check, listed in Table 1, to actually construct the golem. If character succeeds, golem's body is ready for enchanting and has profile listed in Templates description section. If the character fails, golem body is not good enough for the enchanting and materials are lost. However, failed golem's body could be salvaged to get some of the materials back, requiring a **Hard (♦♦♦) Mechanics** check to salvage 25% of materials used. Each ✹ on this check increase materials salvaged by 5%, ⚙ could be spent to salvage any rare materials used in construction.

The relevant tables below provide options to spend ▲, ⚙, ♻, and ⛨ generated in construction check. First, crafters can use ▲ and ⚙ results to make improvements to the golem's body. Then, GM can use ♻ and ⛨ to add flaws. Unless a limit is specified, options from these tables can be selected any number of times, and the effects stack. Every additional success on the check after the first shortens construction time by 5%, to a maximum of 25% reduction.

Table 2: Spending ▲, ⚙, ♻, and ⊗ on golem's body crafting.

Symbols	Effect
▲ or ⚙	Practice makes perfect: The character learns something useful and gains <B> to the next check with the same skill before the end of the session. Reinforced body: Increase the golems's wound threshold by 1. Mass production: add 1 additional minion to minion group (up to 4 additional minions, Labor golem (minion) only).
▲ ▲ or ⚙	Lessons learned: Reduce difficulty of the character's next crafting check by 1. Smooth carapace: Increase golem's melee defense by 1 (to a maximum of 2). Deflective plating: Increase golem's ranged defense by 1 (to a maximum of 2).
▲ ▲ ▲ or ⚙	Armored body: Increase golem's soak by 1 (this option can only be selected once). Unusual size: Increase or decrease golem's silhouette by 1, to a minimum of 0 (this option can only be selected once). Precision engineering: Golem's arms have hands, allowing it to equip any weapon or gear a PC can equip.
▲ ▲ ▲ or ⚙	Body schematic: Create a schematic that permanently reduces the difficulty of creating golem body of this template by 1 (to a minimum of Simple [-]). Superior build: Increase any one of golem's characteristics by 1 (to a maximum of 6).
⚙ ⚙	Twin: Build 1 additional identical golem's body as a part of construction process.
♻ or ⊗	Exhausting effort: Upon completing Step 3: Construction, the character suffers 3 strain.
♻ ♻ or ⊗	Specialized appendages: The golem suffers **<S>** on skill checks for which it has no rank in applicable skill.
♻ ♻ ♻ or ⊗	Wear and tear: The tools the character used to craft the golem's body are damaged one step. Delicate mechanisms: Increase the difficulty of checks to repair this golem by 1.
♻ ♻ ♻ ♻ or ⊗	Magic sink: Increase difficulty of **Step 4: Enchanting** check by 1.

Table 3: Spending ▲, ⚙, ⚽, and ⊗ on Golem Knight's body crafting.

Symbols	Effect
▲ or ⚙	Practice makes perfect: The character learns something useful and gains <B> to the next check with the same skill before the end of the session. Sturdy construction: Increase golem's Hull trauma threshold by 1.
▲ ▲ or ⚙	Lessons learned: Reduce difficulty of the character's next crafting check by 1. Efficient construction: Increase golem's System strain threshold by 1. Modular compartments: Add 1 hard point to a part of this golem's body. Precise construction: Increase this golem's body handling by 1 (to a maximum of +4)
▲ ▲ ▲ or ⚙	Unusual size: Increase or decrease golem's silhouette by 1, to a minimum of 1 (this option can only be selected once). Armored body: Increase golem's armor by 1 (this option can only be selected once). Second seat: Add seat for 1 additional crewmember.
▲ ▲ ▲ ▲ or ⚙	Body schematic: Create a schematic that permanently reduces the difficulty of creating golem body of this template by 1 (to a minimum of Simple [-]). Integrated magic circles: Reduce difficulty of Step 4: Enchanting check by 1.
⚙ ⚙ ⚙	Twin: Build 1 additional identical golem's body as a part of construction process.
⚽ or ⊗	Exhausting effort: Upon completing Step 3: Construction, the character suffers 3 strain.
⚽ ⚽ or ⊗	Inefficient joints: Decrease handling of this golem's body by 1 (to a minimum of -4). Unstable magic circles: Upgrade difficulty of Step 4: Enchanting check once.
⚽ ⚽ ⚽ or ⊗	Wear and tear: The tools the character used to craft the golem's body are damaged one step. Bad planning: Remove 1 hard point form a part of this golem's body. Delicate mechanisms: Increase the difficulty of checks to repair this golem by 1.
⚽ ⚽ ⚽ ⚽ or ⊗	Magic sink: Increase difficulty of Step 4: Enchanting check by 1.

STEP 4: ENCHANTING

Before golem's body comes to life and begins its servitude, it must be imbued with magic and will of the crafter. Behavior patterns, skills and abilities of a golem are largely dictated by complexity and specificity of spell animating it. Even perfectly built body will perform poorly if magic that brought it to life is second-rate, so magicians go to great lengths to ensure success of enchanting procedure. The character must use some kind of magic implement (refer to *Genesys Core Rulebook p.218*) when performing the enchantment.

There are differences based on golem's body type. Golem knights require slightly different approach, since they lack even artificial personality an average golem has. Instead, Golem knight's enchanting focuses on projecting rider's thoughts and movements into golem, so it can really become an extension of one's body.

It is also possible to redo enchanting of smaller golems, but golem knights are too complicated, and reversing the process is impossible. To disenchant a golem PC must make a **Hard (◆◆◆)** check of the magic skill used to enchant the golem in the first place. If the check succeeds the golem becomes a golem's body that can be enchanted again. If the check fails golem is destroyed by conflicting magic forces and cannot be restored. Either way, all benefits and setbacks from the previous enchantment are lost.

The player must choose the type of enchantment, and character must make a magic skill check to perform the actual spell. Available enchantments and cost/rarity of ingredients required are listed in Table 4: Golem Enchantments. In case of Golem knight, there is only one available type of enchantment. The ingredients required are special magical ink, metals and gems for sealing magic and variety of other consumables for rituals. If check is successful, player can first choose to spend and on upgrades and benefits, and then GM can choose to spend and on flaws. If the check failed, any ingredients used are lost. The relevant tables below provide options to spend , , , and generated in enchantment check. Unless a limit is specified, options from these tables can be selected any number of times, and the effects stack. Every additional success on the check after the first reduces enchanting time by 5% to a maximum of 25% reduction.

ENCHANTMENTS DESCRIPTIONS

Labor enchantment

Most golems are made for specific tasks and are quite useless outside their area of expertise. This enchantment provides the caster with such golem.

Skills: 2 ranks in 2 **General skills** (refer to *Genesys Core Rulebook p.57*). If the golem is a minion, add these skills to the group skill list instead.

Bodyguard enchantment
This enchantment makes an almost perfect bodyguard from the golem.
Skills: 2 ranks in 1 **combat skill** of player's choice, 3 ranks in **Vigilance**, 3 ranks in **Discipline**. If the golem is a minion, add these skills to the group skill list instead.

Combat enchantment
Golems enchanted for combat are dangerous adversaries and can stand their ground against best mortal fighters.
Skills: 3 ranks in 1 **combat skill** of player's choice, 2 ranks in 1 other **combat skill** of player's choice, 3 ranks in **Vigilance**.
Talents: Swift, Berserk, Defensive Stance 1 (refer to *Genesys Core Rulebook p.75*).

Specialist enchantment
This enchantment allows golem to excel in one particular task at expense of everything else.
Skills: 4 ranks in 1 **General skill** (refer to *Genesys Core Rulebook p.57*).
Talents: Knack for it (refer to *Genesys Core Rulebook p.73*). Player must choose **general skill** the golem has ranks in.

Knight enchantment
This enchantment creates magical interfaces for controlling the golem's body. Most interfaces rely on some physical input, such as handles and buttons, but few are sophisticated enough to work just from the thought of a rider. This enchantment completes creation of Golem knight and allows any character to operate it.

Table 4: Golem enchantments

Name	Material price / Rarity	Check	Time
Labor enchantment	100 / 3	**Average (◆◆) Magic skill check**	1 hour
Bodyguard enchantment	500 / 4	**Hard (◆◆◆) Magic skill check**	6 hours
Combat enchantment	800 / 6	**Daunting (◆◆◆◆) Magic skill check**	18 hours
Specialist enchantment	500 / 4	**Hard (◆◆◆) Magic skill check**	6 hours
Knight enchantment	1500 / 8 (R)	**Daunting (◆◆◆◆) Magic skill check**	24 hours

Table 5: Spending , , , and on golem enchanting

Symbols	Effect
or	Practice makes perfect: The character learns something useful and gains <B> to the next check with the same skill before the end of the session.
or	Adaptive magic: Add 1 rank to a skill golem possesses. Cannot be applied to Labor golem (minion) Multifunctional: Add 1 rank in 1 General skill the golem does not possess. If golem is a minion add this skill to its skill list instead (this option can only be selected once). Magical defenses: Increase golem's soak by 1 (this option can only be selected once).
or	Magic boost: Increase 1 characteristic of the golem by 1 (to a maximum of 6). Fine-tuned magic: Add Knack for It (Tier 1) talent to golem's talents.
or	Enchantment scroll: Create an enchantment scroll that permanently reduces the difficulty of this enchantment by 1 (to a minimum of Simple [-]).
or	Exhausting effort: Upon completing **Step 4: Enchanting**, the character suffers 3 strain.
or	Narrow scope: Add <S> <S> to check with any skills the golem has no ranks in.
or	Unstable magic: Reduce golem's wound threshold by 1.
or	Flawed imprint: Upgrade difficulty of any checks golem makes once.

Table 5: Spending , , , and on Golem Knight enchanting

Symbols	Effect
or	Practice makes perfect: The character learns something useful and gains <B> to the next check with the same skill before the end of the session. Compressed supplies: golem now has 10 days' worth of consumables.
or	Improved connection: Increase golem's handling by 1 (to a maximum of +4). Six sense: Remove <S> due to darkness or weather conditions from pilot checks.
or	Magical shielding: Increase golem's defense by 1 (to a maximum of 4). Perfect linkage: Increase golem's System strain threshold by 1. Transforming attachments: Add 1 hardpoint to a part of this golem's body.
or	Enchantment scroll: Create enchantment scroll that permanently reduces the difficulty of this enchantment by 1 (to a minimum of Simple [-]). Efficient magic conversion: Once per round of structured gameplay golem repairs 1 system strain on itself (this option can only be selected once).
	Soul bind: Upgrade ability of all General or Combat (player choice) skill checks pilot makes once (this option can only be selected once).
or	Exhausting effort: Upon completing **Step 4: Enchanting**, the character suffers 3 strain.
or	Weak magic: Decrease handling of this golem's body by 1 (to a minimum of -4). Confusing feedback: Add **<S>** to any General skills check the pilot makes.
or	Wear and tear: The magic implements the character used for enchanting are damaged one step. Delicate magic balance: Upgrade the difficulty of checks to repair this golem by 1.
or	Wild magic: When this golem suffers system strain it suffers 1 more.

CUSTOMIZING YOUR GOLEM

This chapter covers components, attachments and gear players can use to customize their creations, as well as some template for GMs to create their own attachments or components. Most of this chapter is dedicated to outfitting the Golem Knights, but some attachments are applicable to regular golems as well. For the purposes of simplification and adherence to general **Genesys item attachment rules** (see *Genesys Core Rulebook p. 206*) components, attachments and gear are referred to as attachments.

There are two primary kinds of attachments: physical attachments and magical attachments. Physical attachments encompass all manner of additional gear and mechanical improvements the golem or Golem Knight might have. Magical attachments deal more with performance and additional options the rider of the golem knight might use, or sensory capabilities and autonomous functions of golems. Regardless of their nature, however, any attachment occupies one or more hard points, and some Golem Knight's attachments can require a hard point in specific body part.

Attachment installation follows rules in *Genesys Core Rulebook*, and requires a successful **Average (◆◆) Mechanics check** or **Average (◆◆) Magic skill** check for physical and magical attachments respectively. Attachments can also be removed (and recovered) at no additional cost; however, a corresponding check is required to install them again. Some attachments can be modified, even further expanding its functionality or improving existing specs. Whether or not it is possible, as well as available modifications, is stated in attachment description under Modification options section. Modifying an attachment requires a successful **Hard (◆◆◆) Mechanics** or **Hard (◆◆◆) Magic skill** check for physical and magical attachments respectively. The price and rarity for the attachments are listed in relative tables below. Modification of an attachment costs half the price of the attachment. If the check is failed, modification is spent as well and cannot be attempted again.

PHYSICAL ATTACHMENTS

Armor plates

Description: Armor plates are most basic protection a Golem Knight can have. Made from sturdy materials and angled to deflect incoming blows, armor plates come in all shapes and sizes.

Use with: This attachment can be applied to Golem Knights (once per body part) and golems (this attachment can only be installed once).

Modifiers: When applied to golems this attachment increases their Soak value by 1. When applied to Golem Knights this attachment improves Armor value of body part it is applied to by 1.

Modification options: 2 increase Armor by 1 mods, one Deflective 1 mod.

Hard Points required: 1.

Illumination
Description: These range from torches to lamps with mirrors to glowing magical stones, and provide light around golem or project it in specific direction.
Use with: This attachment can be applied to Golem Knights and golems (this attachment can only be installed once).
Modifiers: This attachment provides light up to Short range.
Modification options: 2 increase Range by one range band mods.
Hard Points required: 1.

Cargo rack
Description: This attachment serves as mounting point for crates, barrels and other stuff, providing means for storing and moving large items.
Use with: This attachment can be applied to Golem Knights and golems (this attachment can only be installed once).
Modifiers: Increase Encumbrance capacity by 10. Decrease Handling of the Golem Knight by 1.
Modification options: 1 weatherproof mod.
Hard Points required: 1.

External seat
Description: This is additional seat for passenger. It allows people to ride the golem or Golem Knight, but does not provide control capabilities and is mounted outside of golem's body.
Use with: This attachment can be applied to Golem Knights and golems.
Modifiers: This attachment increases Passenger capacity of Golem knight by 1. When applied to golem it allows one character to mount the golem.
Modification options: none
Hard Points required: 1.

Weapon attachment
Description: This is, however unexpected, is a weapon. Exact weapon used by this attachment might differ, but it's usually appropriately sized sword or axe. Some riders equip their Golem Knights with hands for increased versatility.
Use with: This attachment can be applied to Golem Knights.
Modifiers: Golem Knight is equipped with weapon selected from relevant Table.
Modification options: 1 Accurate mod.
Hard Points required: specified in relevant Table.

Propulsion system
Description: This attachment is legs, wheels, or other means a Golem Knight propels himself across ground.
Use with: This attachment can be applied to Golem Knights.

Modifiers: Increases Golem Knight’s Maximum speed by 1.
Modification options:2 increase Speed by 1 mods, 1 increase Handling by 1 mod.
Hard Points required: 1 Legs.

All-terrain feet
Description: This attachment allows Golem Knight to move through swamps, snow and sand with ease. Typically looks like some kind of pressure-spreading web or skies.
Use with: This attachment can be applied to Golem Knights and golems.
Modifiers: Golem Knight rider can remove ■ suffered due to difficult terrain from his Riding checks. Decrease Handling of the Golem Knight by 1. When applied to a golem grants Swift talent.
Modification options: 1 remove additional ■ mod.
Hard Points required: 1 Legs.

Emergency escape system
Description: Typically installed in Golem Knights geared for combat, this attachment allows rider to relatively safely escape from inside the Golem Knight, should the situation demand it. This is, however, a rattling experience at best and neck snapping one at worst.
Use with: This attachment can be applied to Golem Knights.
Modifiers: This attachment can be activated by rider as a maneuver. The rider suffers 10 strain and is moved to a spot within Short range of the Golem Knight. The rider can make a **Hard (◆◆◆) Resilience** check to reduce strain suffered by 1 for each uncancelled ✡ or ▲▲.
Modification options: 1 increase Range by one range band mod.
Hard Points required: 1 Body.

Environmental seal
Description: Thick layers of insulating materials and soft pressure gaskets make Golem Knight’s cockpit sealed against water and external atmosphere, as well as heat and cold.
Use with: This attachment can be applied to Golem Knights.
Modifiers: Rider is unaffected by outside temperature and can survive underwater or in poisonous atmosphere for up to 6 hours.
Modification options: 3 increase survival time by 6 hours mods.
Hard Points required: 1 Body.

MAGICAL ATTACHMENTS

Magic harvester

Description: This is the heart of Golem Knight, without it it's nothing more than a heap of metal. Made of gems and rare precious metals, this pinnacle of magic technology hums and vibrates according to load, providing stable magic supply to all joints and magic circles of Golem Knight.
Use with: This attachment must be applied to Golem Knights.
Modifiers: This attachment is mandatory and allows rider to control Golem Knight. Without it Golem Knight can't be used, and it falls into attachments category for standardization and modification options compatibility.
Modification options: 1 increase Handling by 1 mod, 2 reduce hard points required by 1mod, 2 increase system strain threshold mods.
Hard Points required: 2 Body.

Night eye

Description: This simple magic allows user to see in the darkness. This enchantment boosts Golem Knight's sensory capabilities and artificial senses of golems can also benefit from this enchantment.
Use with: This attachment can be applied to Golem Knights and golems.
Modifiers: This attachment removes [redacted]suffered due to darkness and smoke from Perception and Vigilance checks.
Modification options: 1 remove additional [redacted]mod.
Hard Points required: 1.

Magic distributor

Description: This is often integral part of many Golem Knights, because riders seek to push their mounts to the edge of performance. Additional magic circles and conduits improve handling and responsiveness of the frame and boost feedback, allowing for precise control.
Use with: This attachment can be applied to Golem Knights.
Modifiers: Increase Golem Knight's handling by 2.
Modification options: 2 increase Handling by 1 mods.
Hard Points required: 1.

Magic projector

Description: While mages rarely ride their Golem Knight to battle, they like ability to cast spells without leaving comfort and safety of Golem Knight's body. This is achieved by installing uniquely enchanted magic stones, serving as focal points for magic, on the outside of Knight's body.
Use with: This attachment can be applied to Golem Knights.
Modifiers: Allows character to cast magic (use Magic skills) while riding Golem Knight.

This does not move rider's magic damage and other effects into Vehicle scale.
Modification options: 2 remove ■from magic skill check mods.
Hard Points required: 1 Body or 1 Arm.

Magic vent engine
Description: This arcane device can convert magic output of Magic harvester into movement directly, bypassing limbs and other means of propulsion Golem Knight might have, and throwing it through air like a rock. Landing is relatively soft, though. Enchantment on this device can also increase stability while Golem Knight is walking or running.
Use with: This attachment can be applied to Golem Knights.
Modifiers: Once per round as a maneuver, Golem Knight may suffer 2 System strain to reposition itself to any spot within Medium range.
Modification options: 1 increase Handling by 1 mod.
Hard Points required: 2 Leg.

Wings of Icarus
Description: This complicated enchantment allows Golem Knights to soar through sky like a giant eagle. However, this puts heavy strain on Magic harvester, and is generally considered unsafe when used for prolonged periods of time (or high altitudes).
Use with: This attachment can be applied to Golem Knights.
Modifiers: As a maneuver, Golem Knight can switch between moving on the ground or flying. While flying Golem Knight's Maximum speed is set to 3. Golem Knight suffers 1 System strain each round or 5 minutes of narrative time while it is flying.
Modification options: 2 increase Maximum speed by 1 mods, 1 reduce hard points required by 1 mod.
Hard Points required: 2 Body and 1 Leg.

Turtle shell
Description: Magical barriers are a staple of defense for magicians, and this enchantment provides such barrier for Golem Knight. Strong enough to thwart even mightiest of blows, the barrier is prone to misfiring and deactivating at crucial times.
Use with: This attachment can be applied to Golem Knights.
Modifiers: Increase Golem Knight Defense by 1.
Modification options: 1 increase defense by 1 mod.
Hard Points required: 1.

War Spirit
Description: This enchantment binds minor elemental entity or imp to control weapons of the Golem Knight and notify rider about weak spots and defensive patterns of the enemy.
Use with: This attachment can be applied to Golem Knights.
Modifiers: Grants Accurate 1 special quality to weapon if installed in the same arm.

Modification options: 1 Accurate 1 mod.
Hard Points required: 1 Arm.

Secondary cockpit
Description: this enchantment creates a secondary set of controls, allowing 2 people to ride the Golem Knight together.
Use with: This attachment can be applied to Golem Knights.
Modifiers: Increases Golem Knight’s crew by 1 rider.
Modification options: none
Hard Points required: 1 Body.

Table 6: Physical attachments

Name	Price	Rarity
All-terrain feet	500	5
Armor plates	400	3
Cargo rack	250	2
Emergency escape system	600 (R)	5
Environmental seal	600	6
External seat	300	2
Illumination	150	2
Propulsion system	1000	6
Weapon attachment	Varies	Varies

Table 7: Magical attachments

Name	Price	Rarity
Magic distributor	1500	6
Magic harvester	2000 (R)	7
Magic projector	800	6
Magic vent engine	1200	7
Night eye	800	5
Secondary cockpit	1400	6
Turtle shell	800	6
War Spirit	1000 (R)	7
Wings of Icarus	3000 (R)	8

NEW TALENTS AND GEAR

NEW TALENTS

TIER 2

POWERED MAGIC
Tier: 2.
Activation: Active (Incidental).
Ranked: No.
Once per round before making Magic skill check you can use this talent to use Vehicle scale for damage and other properties of the check. If you choose to do so, increase difficulty of the check by ◆◆ and disregard any damage increase form magical implements.

GOLEM SLAYER
Tier: 2.
Activation: Passive.
Ranked: Yes.
Your character adds ■ for each rank of Golem Slayer to any attack targeting Golem Knight or character with Golem ability.

GOLEM TECHNICIAN
Tier: 2
Activation: Active (Incidental)
Ranked: No
When making Mechanics check to repair a golem or Golem Knight your character can suffer 2 strain to downgrade the difficulty of the check once.

TIER 3

GOLEMCRAFTER
Tier: 3
Activation: Active (Incidental)
Ranked: No
Once per session when your character makes Mechanics check to craft golem's body or Magic skill check to enchant golem's body you may spend Story Point to decrease difficulty of the check by ◆.

NEW GEAR

Golemcrafter's toolbox
A toolbox, containing all necessary implements to craft a golem's body and enchant it.

Any rare ingredients are not included. This item allows your character to attempt to create or enchant a golem's body.

Golem Knight's weapons

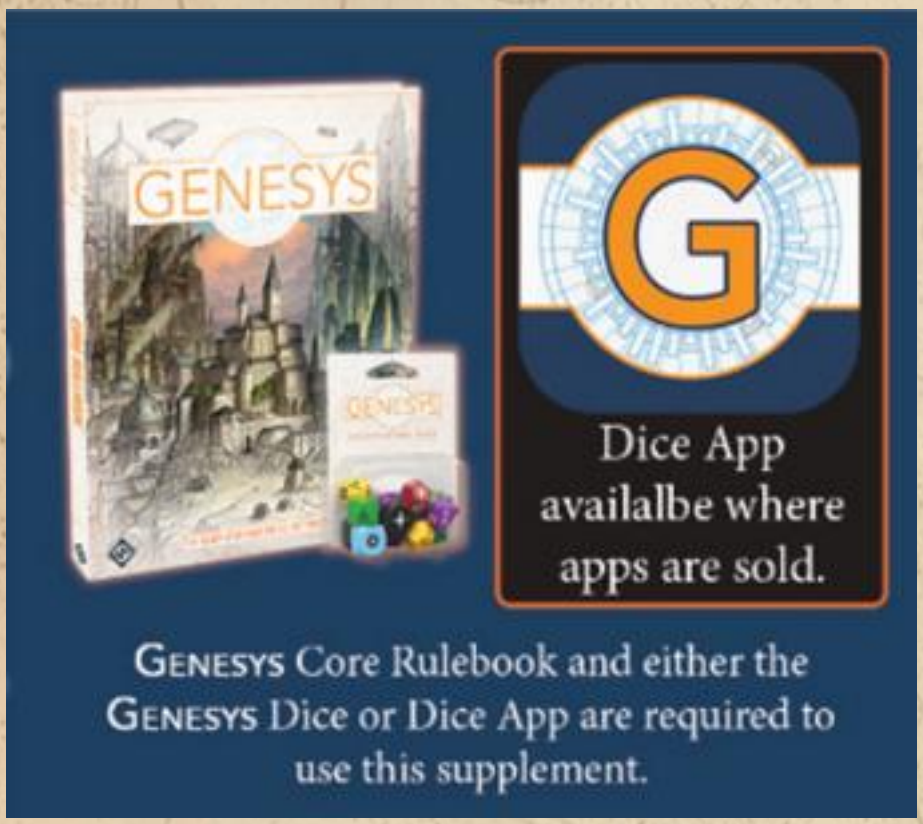
Appropriately sized swords, axes and mauls, suitable for Golem Knights. Usually too heavy for even mightiest of flesh and blood fighters these weapons are installed into Arm attachments of Golem Knights. While conventional weapons are easy to understand some weapons require special skills to use.

Magic cannons channel and amplify user's own magical energy, and project it outwards in form of lighting or spheres of arcane energy. Using magic cannon to make ranged attack counts as making magic skill check and Golem Knight's rider suffers 2 strain after the check is resolved.

Flamethrowers propel canisters filled with concoction that ignites when exposed to air. Canisters usually shatter midflight and shower unlucky enemy with flames that burn as hot as dragon breath.

Ballistae shoots special bolts (it is possible to lad it with conventional spears but not advisable) with hardened tips and feathering. These bolts can even damage some fortifications and are certainly enough to kill anything human-sized with direct hit.

Table 8: Golem Knight's weapons

Name	Skill	Dmg	Crit	Range	Special qualities	Price	Rarity	HP Req
Sword	Melee (Heavy)	2	3	Eng.	Defensive 1	600	4	1
Axe	Melee (Heavy)	2	3	Eng.	Vicious 2	700	4	1
Maul	Melee (Heavy)	3	2	Eng.	Inaccurate 1, Concussive 1	900	5	1
Shield	Melee (Heavy)	0	4	Eng.	Defensive 1, Deflection 2	400	3	1
Magic cannon	Magic skill	3	3	Long	Slow-firing 1, Prepare 1	3000 (R)	8	2
Flamethrower	Ranged	1	2	Short	Burn 2, Inaccurate 1, Limited Ammo 2	2500 (R)	8	2
Ballistae	Ranged	2	3	Long	Prepare 1	900	6	1
Fist	Melee (Heavy)	1	3	Eng.		800	5	1

We glad that we make that supplement for Realms of Terrinoth. Hope you enjoy your adventure to battle glory.