Saturday Morning Shorts

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#4: SATURDAY MORNING MACHINERY

SATURDAY MORNING
Tabletop
RPG

SATURDAY MORNING MACHINERY

Lore, Rules, Use & Creation

Version: 1.0.0

The addition of Golem Armor & Technomancy raises the skill cap of a character and is for more advanced players. The level of customization and required resource management for a character using Golem Armor &/or Technomancy may slowdown gameplay if the player isn't prepared for that level of investment.

GM's:

If allowing player characters Golem Armor &/or Technomancy in your game, don't forget to add it to your gaming world. The players not only need to buy armors, armors upgrades & Custom Technomantic devices, but mechanic shops suited to repair/refit/rebuild are very important too. As well as NPC's that use the various technologies . . . . possibly even Golem Armor piloting evildoers!

There are several different designs of Golem Armor, the standard design is the only ones that's intended to be the most prevalent throughout the areas that have Golem Armor, but your game, your world!

HISTORY

The source material for all these stories, in their original form are written in "Runic". There are many re-telling's and interpretations written in in other languages, but the most accurate and jealously guarded secrets come from the ancient runic texts.

In the time when the first fae fell, having the power of their immortality stripped from them . . . before the birth of the first mortal races. . . there was a union, three who were separate, different, acting as one. Like most of the fallen fae, the three each had a time of discovering their new frailty, understanding mortality and shed many tears in mourning. They had a time where all that was set before them was sorrow and death. Bleak despair filled their now mortal lives but the gifts of their birth remained. The intuition and wisdom of the winds, the passion & unpredictable creativity of fire and finally, the unyielding strength of earth & stone. They, together, three sisters whose legacy

would be what many others founded their strength upon.

Sormena, the sister who embodied the wide eyed curiosity and creativity you would often see in the eyes of any child.

Loganna, the sister who embodied the same obsession with details and figuring out the path to a desired end as many of the greatest minds ever known.

Lurra, the sister who embodied the strength and beauty that you could see in any mountain, or crystal.

Together these sisters came to balance one another perfectly. Leading them in their mortality, to regain much of their lost power, through their many and varied creations. The artifacts they left behind are called many things but are most often referred to as "High craft" or "God Forged", as nothing on the face of Gemini has ever reached the sure perfect union between metal and magic. Their creations could even have hearts of crystal and eyes of molten rock all encased in a flesh forged from an inconceivable amalgam of metals. High Craft is far beyond that which is even comprehensible, making all High Craft artifacts highly sought after and scrutinized.

Many high craft items are often stolen away into dark chambers for study, or whose existence is inaccurately & tragically disavowed by scholars, but is universally agreed that the creatures known as **Archons** were crafted by the hands of the sisters. Only a handful of outliers claim that many surviving Archons were forged by other Archons.

THE HICRAFTIGA
Pronounced High'Craf'Tiga.

There are many lost texts that have yet to be discovered and often conflicting information gained from certain Archons, but it is believed that the Hicraftiga were the children of the sisters. Now, stories of how they came to pass differ as the source material is scarce. There are two major camps of thought. To explain these camps we must first go over what the Hicraftiga are, or what it is they are believed to be.

It is told that the Hicraftiga are the ancient predecessors to what became the Dwarven and Gnomish races. Meaning that Dwarves and Gnomes share the same ancestry and can draw a fairly direct path to that ancestry. This lineage is believed to be the reason why Gnomes remain ever present at the forefront of technological progress and why many dwarves have such a powerful affinity for stone. Of course through the eons, the intervention of natural and supernatural events caused divergent subspecies of Gnome and Dwarves to be born. Bringing them ever further from their roots.

Now, back to the two major camps of though as to the Hicraftiga's inception.

The first camp believes in the natural evolution of the sisters as they succumbed to their mortality and began to procreate. Giving birth to the first generation of the Hicraftiga. Believing that this first generation, while not quite as unified as their mothers, bred true. A single race literally born of fallen fae. While there is precedent for this theory, it fails to explain when or how the divergent paths that led to Gomes and Dwarves came to pass. Attributing it to knowledge lost to the forgotten times. This theory also attributes the creation of the vast labyrinths such as **Ul'Calorium** to the Archons and not the Hicraftiga.

The second camp of thought, while believed to be as historically valid as the first, unfolds more like a bards tale. The three sisters as in the first camp, are believed to succumb to their mortality, but not in the same fashion. It states; "The sisters managed to extend their lives a great deal, but all mortals must die and their end was coming. Nothing could stop the inevitable, but while the sisters had created many wonders, they would leave little behind of themselves. This tragic notion drove one of their creations into desperate action. Using every method at its disposal, there was an Archon who took the three sisters into itself. Allowing its metallic form to act as womb for its creator's legacy. In time, the first Hicraftiga were born. . . the Runeborn, who took after Sormena & Lurra. Focusing on the strength and beauty of earth and stone. As works of art to honor their mothers, the Runeborn created the subterranean Labyrinths. Filling them with all manner of wonders. Twins to the Runeborn were the smaller kin, their names & the obscurity of their nature is believed to be because they were contemplative's. Embodying the nature of their mother Loganna more than any other, their contributions, while powerful and practical, lacked the spectacle of the Labyrinths and were overlooked by history and not as well chronicled. Overshadowed by the grand, poetic gesture of the runeborn's labyrinths."

THE DARK TIMES

The dark times refers to an area of history where much remains unknown or at the very least, invalidated. In the case of the Hicraftiga, one would think more information would be known about them and that they should the exception to the historic "dark times", due to the belief that surviving archons lived through that historic era . . . but this is not true. Though rare, Archon

testimony is being refuted by scholars who have discovered and translated the remnants of ancient runic tablets. Tablets that paint many stories that contradict archon tales. The one point that can be agreed upon is that within these dark times the Hicraftiga became separate and distinct races.

GNOMETECH?

Technology in its modern form is known as Gnometech. Understanding that historically and in many cases contemporarily, The origins of "Gnometech" can be traced to both Gnomes and Dwarves. That, and the knowledge that modern proponents of technology span many of the known races does little to stifle the stigma. Gnomecraft/Gnometech is known as such because the forerunners of its use and development are primarily of a Gnomish ilk. That, and Gnomes magical resistances being born out of such a hefty reliance on technology. This racial stigma is not verified and as most racial stigma, is most likely to be untrue.

GOLEM EVOLUTION

Golems are essentially constructs given a semblance of life or truly given life and the history of Golems begins with the greatest of them. . . Archons . . . The evolution of Golems spans eons and continues even now, with tweaks and experiments constantly being implemented in golem design. But let's start, at the Beginning;

ARCHONS

Archons are the greatest of the golems and are created from a long lost technique that not only can't be replicated, but remains hopelessly lost to history. Preventing any knowledge from being gleaned from the old masters. Archons are the marriage of the latent, remnant power of the fallen fae & materials forged from Gemini's flesh. Metal, crystal, wood . . . powers of a completely foreign and unrecognizable nature, Archons in some circles, are believed to be on the same tier as some gods.

- **Archon secrets**
  - There are plenty, most are believed to be no more than rumor or simple conjecture.

PARIAHS

Their original names and distinctions are not lost to history, but were actively erased from history. The Pariah were originally thought to be a great leap into recreating High Craft and while it is accepted, that the Pariah's were such an utter failure and that all knowledge of them had to be torn from history, the construction of the Pariahs lead to a greater level of understanding of High Craft. And it was this understanding that resulted in the exponential advancement of technology as a whole, the techniques used to create them were highly experimental. Pariahs, while not quite as powerful or robust as an Archon, were by far the

most power constructs created since the Archons. They were large, powerful and completely sentient. However time revealed a flaw in the Pariah's nature. Every Pariah created eventually fell into inexplicable violent rages. These fits prompted the next evolution of Golems & these were used to wage war and eventually exterminate all the Pariahs. While many involved in the creation of the Pariahs tried to eradicate their mistakes from history, the war and the events leading up to it, were far too well documented.

- **Pariah secrets**
  - Pariah's were actually created from salvaged High Craft. Commonly built from the salvaged remains of ancient, destroyed Archons.
  - The violent flaw in a Pariahs personality was due to the imperfection of their creation and them trying to come to terms with what they were. As a demon is to a ghost… the Pariah is to an Archon.
  - The complete destruction of the Pariahs is accepted, but not proven.

GOLEM ARMOR

The first generation of golem armors were created as a direct response to the Pariah threat. These golems were crafted devoid of sentience, of personality and designed for gnomish pilots to behave as the golems mind. The first series of Golem Armors were large, clunky and all required a key known as a Golem Heart. The Golem hearts are devices whose power, ability and most importantly . . design are deeply guarded secrets.

To this day, Golem Armors are still being built and utilized. The technology has advanced to a far enough gegree that the form design and nature of Golem armors are as unique as their pilots. There are also Golem armors that can be piloted without the need for a Golem Heart.

Golem Armors and their pilots remain in active service as the primary heavy infantry in the armies of Isenkunst and defenders of the Clockwork wall.

- **Golem Armor secrets**
  - Golem Hearts are actually imprisoned Pariah consciousness. Locked away behind countless layers of protection and fail safes. It's the Primary reason why only pilots with a requisite level of skill can pilot certain locked armors and why some Golem Hearts have varying ability.
    - The use of golem hearts in the first generation Golem Armors was due to the control centers being far too complex for a single pilot to operate effectively.

CARETAKERS

Considered to be the absolute pinnacle of modern technology, these Golems have complete sentience and life without the inherent propensity to become irrationally violent. Born from the knowledge gained from both Pariah construction and Golem Armor advancements caretakers by nearly every definition are alive. Even being able to benefit from healing magics. Caretakers are varied in design and personality, with many of their design features representing the different technological schools of thought. Despite being soulless machines, they are allowed into the world to experience life as any other race of Gemini. Caretakers are not inherently good mind you, but have the same emotions and are guided by their life experiences much in the same way as any other mortal creature. Despite being "alive", Caretakers can never truly die. As long as they aren't completely destroyed, a bit of time and elbow grease can get them back up. However if they are to damaged to be brought back into service, or if no one cares enough . . they are gone forever. Existing only as memory.

- **Caretaker Secrets**
  - There are some Caretakers who have Pseudo Golem Hearts at the core of their design. Passed on as just another caretaker, these caretakers have more in common with the Pariahs than even they know.
    - They are crafted in part, from remnant Pariah salvage.
    - These caretakers are ones with the "***Pariah Reborn***" background.
  - Others have been built to house the soul of a mortal whose passed on. To serve as a form of resurrection. however, the process is still experimental and not entirely successful.
    - These are Caretakers with the "***Eidolon***" background.

MECHA-TITANS

Mecha-Titans are the newest and most experimental of Golems. Not entirely accepted as a successful progression of Golem technology, Mecha-titans have been used in the field of battle.

They are, as the name would imply, immense in size and are far too much for any single pilot to handle. The smallest, simplest Mecha-Titan requires no less than three of the most highly trained and elite of Golem Armor Aces to pilot.

MAGIC NOT-MAGIC

With the massive developments of Golem technology evolved alongside it, a form of reproducing magic like effects, that weren't actually magic. Through the power of ingenuity, machining and other technologically appropriate words, Technomancy is on the rise and may some day rival modern magic.

Some obsessive engineers even believe that the secrets to the Archons, the Hicraftiga and achieving a level of power & immortality on par with the gods, lies in the religious development and practice of Technomancy.

NEW BACKGROUNDS

ACADEMY GRADUATE

You were trained in one of the technological academies and received education on and practical knowledge of Gnometech…..

Skill Proficiency: Thermonuclear Whatchamacallit

Language: choice of Gnomish or Dwarven

Gear: An academy pin, denoting your completion of academy training & a manual on tech theory filled with multisyllabic, practically nonsensical words.

Basic Training;

You gain training in one of the five Gnometech builds. Choose Arc Craft, Black Powder, Ghost Forged, Magnotomic or Steam Powered training. If you chose one of the five gnometech's and gain training in an identical Gnometech build via racial/class feature or feat, you may now treat any peace of gear of that type as having an AP requirement of two points less.

Example; If you have of gain Black Powder Training & chose to gain Black Powder training from this background, you may treat a Boom Hammer as having an AP requirement of 3 rather than the AP req. 5 it normally has. This is cumulative with all other effects that allow you to reduce the AP requirement of gear however, no piece of gear may have an AP requirement lower than zero.

PARIAH REBORN

(*Can only be taken by a Caretaker*)

As any other caretaker, you were built and not born but your build was overly complex and experimental. Utilizing methods and technologies forbidden, you are a caretaker in little more than name alone. In truth you are, at your very core, a Pariah…

Gear: "The gold cost for any systems gained via this background are reduced to ZERO."

DARK ORIGIN

If not already large, change your size category to large. As part of character creation you may gain a number of Golem Armor system upgrades totaling no more than **20** points. When an upgrade refers to a specific design, you are treated as a Golem Armor of a **standard** design with a maximum size of large, when referencing the upsize rule.

HIGHLY EXPERIMENTAL

Flesh Forged Caretaker: You are a monstrosity powered by multiple souls. By all definition, you are a demon & now you begin to look it. All system upgrades (*with the exception of the hybrid drive*) are primarily organic in nature.

Crystal Caretaker: You become a marriage between metal and crystal. Unlike other Caretakers, you have no power source & must purchase both the Hybrid drive & power source upgrade in order to have a functioning engine.

Caretakers with this background are still treated as caretakers and not as golem armor, so max speed, redlining, requiring a pilot to move are not applicable. A Pariah reborn at zero power does not shut down, but at zero power may not use/benefit from any golem armor systems they have.

NEW CHARACTER OPTIONS

NEW BONDS

GOLEM ARMOR ACE

Prerequisite: Proficiency in the Thermonuclear Whatchamacallit skill & Training in at least one of the 5 Gnometech Builds.

Starting when you take this Bond you gain a **Golem Heart**. This device is the heart, core and key to your personal Golem Armor (*It's also the key to unlocking many feats too!*). This Golem Heart is yours and it allows itself to be used only be you. **Eternal Heart**: If This Golem heart were ever to be

lost, misplaced, stolen or destroyed, you may as a Full Round Action gain **X** levels of Insanity & call it into your hands.

X = 5 – your Heroic Tier

Beginning at the level that you gain this bond, you gain a Piloting skill of 20. Meaning that you may pilot any Locked Golem Armor whose total systems value does not exceed 20.

Additionally, you gain the Ability to bond with a suit of Locked Golem Armor to make it your personal Golem Armor. Bonding takes a Full Round Action & you may not Bond to another's personal Golem Armor.

For more information on Piloting and customizing your Personal suit of Golem Armor, refer to the [Golem Armor](#) Section.

- 6th level
    - Increase your Piloting Skill to 40
    - **Pariah Reborn** – You now can gain twice as many Haggard (*as if you were a Child*).
- 11th level
    - Increase your Piloting Skill to 60
    - **Pariah Reborn** - You may now have a number of Golem Armor system upgrades totaling no more than **40** points.
- 16th level
    - You can use your "Eternal Heart" feature as a Standard Action.
    - Increase your Piloting Skill to 90
    - **Pariah Reborn** - You may now have a number of Golem Armor system upgrades totaling no more than **60** points & may accommodate a Golem armor Pilot (***IE** a small creature can climb inside your torso*). Any creature with the requisite skill & gnometrech training that is "piloting you", may on their turns take full advantage of all your physical abilities & Golem armor systems (*as long as you allow it*). All damage received is removed from your HP, targets that effect *Exhaustion*, *Haggard* & *Insanity* are taken by the individual. For the purpose of Pilots, you are an "Unlocked Golem Armor of a Standard Design".
    - "**I'll form the head**": Your Skill with piloting the pinnacle of Golem Armor technology peaks as you can now, with your Golem Heart as the key, be pilot for a **Mecha-Titan**.

Mecha-Titans to be released with Vehicles & Structures rules.

SYNTHETIC SYNTHESIS

Prerequisite: Proficiency in the Thermonuclear Whatchamacallit & Arcana skill & GolemTech Training (Arc-Craft)

The High Craft, God Forged, the Archons . . . a harmony of what we would call magic and technology. A beauteous thing that many others have tried and failed to achieve. This path of failure is now one you walk. You will try and fail to recreate the artifacts of the Hicraftiga. You will not, nor will you ever to grasp their understandings. But they journey towards this inevitable failure will leave you forever changed and much more than you ever were.

Beginning when you get this bond you can while you have a *Slave Drive* installed in you, an attached limb or in a Golem Armor that you are currently piloting & drawing power from an attached/installed *Arc-Drive or Arcane Power Tube(s)*. Spells that you cast may have their cost paid for by expending twice their total cost in power (*from an "Arc-Craft" power source*).

- lvl 6 – **Cyber Mage**
    - When paying for a spell with power/charges, you may ignore **one** spell casting component.
    - Additionally when powering a Technomantic effect with power from an Arcane power tube or Arc-Drive, you may increase the charge limit an amount equal to your Proficiency bonus.
- lvl 11 – **Transference**
    - You may as a FULL ROUND Action, gain 1 HAGGARD level (gaining a level of Exhaustion if you already have max haggard) to Siphon off power from any Arcane Power Tubes(s) or Arc-Drive that you are touching. Remove up to **X** charges and an equal amount of mana. X = your Proficiency Bonus.
    - Additionally, when paying for a spell with power/charges, you may ignore **two** spell casting components.
- lvl 16 – **Energy Leech**
    - You can now use "*Transference*" on any power source, no just Arc-Craft power sources & may gain a level of Insanity to change the range from touch to a 30ft radius centered on you.

TECHNOPHILE

Prerequisite: Proficiency in the Thermonuclear Whatchamacallit skill & Training in at least one of the 5 Gnometech Builds.

You obsess over technology, the bleeding edge of acceptable development isn't enough. Lines and precautions are for those who fear progress, intellectual dinosaurs doomed to be left behind chanting nonsense and painting with blackened spit.

- lvl 6: **Thermal Runoff**
  - While passing the charge limit of a Technomantic adapter, you will no longer loose a limb and any Awesome damage you receive is instead fire damage.
  - Additionally the Technomantic adapter is only destroyed if the amount of charges spent in excess of its limit, equals or exceeds your Heroic Tier.
- lvl 11: **Duct Tape & Bubble Gum**
  - You can spend a few minutes throwing together junk in an inconceivable manner to build an "ad-hoc" Technomantic adapter.
  - You require 3 minutes, at least 3 mundane items & must succeed a **DC: 25** Thermonuclear Whatchamacallit skill check to create a temporary, level 3 Technomantic adapter. This adapter may be used a number of times equal to your Intelligence Modifier (***OR the first time its charge limit is exceeded***) before it finally falls apart. These duct tape & bubble gum creation are only useable by you.
- lvl 16: **Technologic**
  - Everything you learned and have been working towards culminates in you growing past the conventional limits of flesh and machine. Ports, wires & connections of all types run through your body.
  - Any wielded/worn/held/used power source/engine associated with a Gnometech for which you have training & your body are effectively interchangeable. You can now gain, use & lose **Recoveries & Charges** (*power*) interchangeably.
    - IE: An Arcana fist that rolls an 11 or less on an attack would lose a;; power, or consume 1 charge from an attached arc drive, you at this point can consume one recovery instead of a charge. -OR- If wearing a Ghost Drive and targeted by a recover spell, you may instead of spending one of your recoveries to heal, spend one charge to regain your recovery amount in HP.
    - (multiple charges must be replaces by an equal amount of recoveries & vice versa)
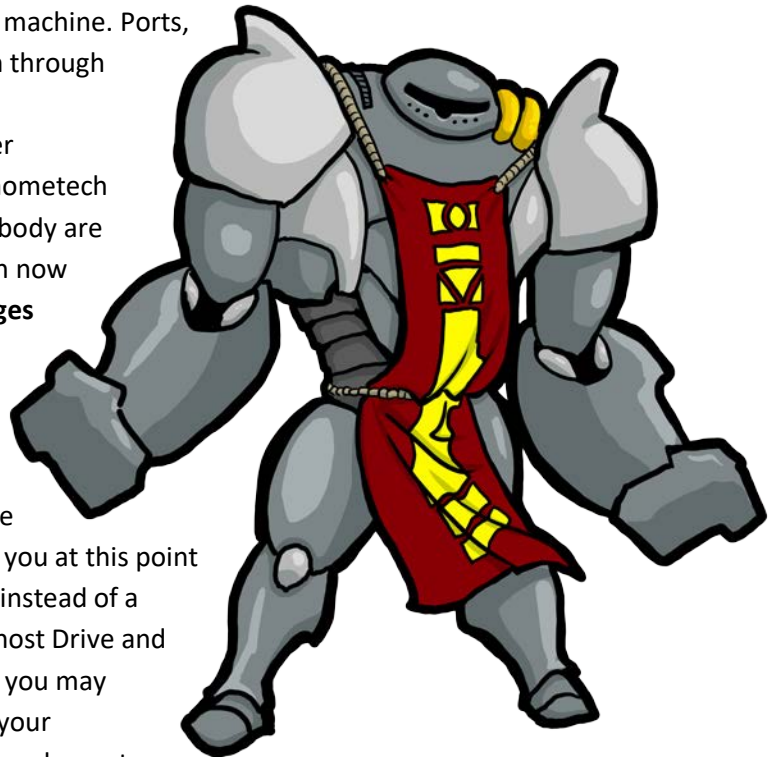
NEW FEATS

AUTO TARGETING

Prerequisite: Golem Armor Ace –OR- a caretaker with the Pariah Reborn background

You can attack with any one of the Golem Armors "Hands free weapons" as an off-hand attack. You can increase the number attacks you can perform with this "off hand" weapon by paying 3 of the armors power per attack, gaining no more than you Heroic Tier in attacks.

AWAKENED HEART

Prerequisite: Golem Armor Ace & Beating Heart

Your Golem Heart awakens to your will.

As long as your Golem Heart Remains in your Possession, you may fully control your Golem Armor. Your Armor may take a movement, a bonus action & standard action. Every round of Combat your armor is controlled in this way, costs your armor 1 power. Alternatively, you may command **X** unlocked & unpiloted armors as if they were Hirelings.

X = your heroic tier

BEATING HEART

Prerequisite: Golem Armor Ace

You Golem heart begins to awaken and Golem Armor becomes semi-sentient.

As long as your Golem Heart remains in your possession, you may command your Golem Armor in the same way as a Hireling.

DWARF TECH

Prerequisite: Golem Armor Ace & Race: Dwarf

Just because it's Called Gnometech doesn't mean that dwarves didn't have anything to do with it!
Your Golem heart emanated with an inexplicable power that transforms Golem Armor to be able to allow you to pilot it (even as a medium sized creature).

This only affects **LOCKED** Golem Armors of medium size or larger & only allows dwarves of up to medium sized as a pilot.

EFFICIENT ENGINEERING

Prerequisite: Proficiency in the Thermonuclear Whatchamacallit skill & Intelligence 15+

When attempting to repair or safety disassemble a piece of technology or intricate device, you gain advantage.

When called to spend power (one or more charges) from a power source to achieve any ability, effect, feat, feature etcetera. You may reduce the power expenditure (The number of charges required to power the effect) by -1 to a minimum of 1. This feat may be gained up to 3 times, each time increase the reduction in requisite charges by an additional -1.

HIDDEN HEART

Prerequisite: Golem Armor Ace –OR– caretaker with the Pariah reborn background

Your Golem heart unlocks one of its mysterious and totally inexplicable abilities . . . unless you can somehow . . . explain it . . . While in possession of your Golem Heart & inside of/piloting your Golem Armor, you may as a bonus action spend **X** power(charges) to become totally invisible until the beginning of your next round.

X = 10-Heroic Tier. Meaning that at tier 5 this ability will cost 5 charges for each round of invisibility.

MIGHTY MORPHING WEAPON

Prerequisite: Golem Armor Ace

With your Golem Heart in hand, you can, as a bonus action, transform your golem heart to & from its weapon form.

Choose one weapon form when you gain this feat. The weapon form is any single weapon whose total cost does not exceed **500** gold and if a Gnometech weapon, is a build that you have training with. The weapon does not include power sources or ammunition however. It may be loaded or "plugged into" a power source after its transformation.

PORTAL WIDGET

Prerequisite: Golem Armor Ace

With your Golem Heart in hand, you can summon/re-create your personal Golem

Armor in the same way as you can your golem heart. Additionally, you may (*in the same way as if summoning your golem heart*) perform one of the following;

- Fully repair/recharge your personal Golem Armor.
- Remove &/or Install any single system from your personal Golem Armor (*or yourself if you are a Pariah Reborn*).
- A Pariah Reborn you may teleport to any point within 50ft times your Heroic Tier.

RECKLESS ABANDON

Prerequisite: *Intelligence score 10 or lower*
Once you gain this feat, your Intelligence score may not be raised above 10.

You reduce the amount of Awesome Damage you take from Falling, Going beyond the charge limit of a Technomantic adapter & "Non-weapon" AOE's by -1 to a minimum of zero.

You may gain this feat a total of 3 times.

Going beyond your **Charge limit** no longer costs you're a limb.

ROCK EM' SOCK EM'

Prerequisite: Known martial art "Sweet Science.

You can now enter stance and perform martial arts moves while piloting Golem Armor as long as those stances and moves are from the "Sweet Science" martial art & *ONLY* the Sweet Science.

GOLEM ARMOR MECHANICS

GOLEM ARMOR LIMITS

A character inside Golem Armor may **NOT**;

- Golem Armor can only be piloted/worn by small (*bipedal humanoid*) characters.
- Creature in the Golem Armors control center cannot wear metal/gnometech armor or carry any gear larger than two size categories smaller than the armor being piloted.
- A suite of Golem Armor can't perform the *Somatic* component for spells. Additionally, while piloting Golem Armor, arcane foci/ holy symbols worn or wielded by the Golem Armor, are treated as being worn/wielded by the pilot.
- Can't perform any martial arts moves, stances or secret techniques.

LOCKED & UNLOCKED

Golem Armors come in 2 major types, locked and unlocked.

- **Unlocked** – Unlocked armors may be piloted by anyone whose trained in the appropriate gnometech build & proficient in the Thermonuclear Whatchamacallit skill.
  - While at zero power, unlocked armor becomes useless, you cannot take any actions and its speed becomes zero.
  - Unlocked armors are of lower quality and made from "*Easilyobtanium*", but are rather sturdy and resistant.

Meaning that if ever subject to the *MELT* spell (lava, rusting effect, etc.), they lose **X** points of integrity.
  - X = the casters Tier of villainy - *OR*- the level at which Melt was cast.

- **Locked** – Locked Armors require a Golem Heart to pilot. Golem hearts are tied to a singular pilot & only acquirable through a bond. Pilots of locked armors still require training in the appropriate gnometech build & proficiency in the Thermonuclear Whatchamacallit skill.
  - While at zero power locked armor can no longer take actions and it has its speed reduced to 5ft.
  - Locked armors are powerful artisanal works that are crafted from carefully shaped hunks of "Dwarven Alloy. Meaning that they are immune to rusting, corrosion and melting (the melt spell has no affect).

WHILE PILOTING GOLEM ARMOR

- The pilot uses the armors Strength & Dexterity Scores.
- The pilot uses the Golem Armors Strength & Dexterity scores, Awesome Power & Armor Class.
- May wield equipment as if they were the armors size category.
- Gains additional benefits dependent on the armors features & systems upgrades.

CREATING GOLEM ARMOR

All that you have to do is follow the steps below to create your blissful layer cake of technological badassery.

GOLEM ARMOR CREATION STEPS

STEP ZERO:

Similar to creating a rangers companion, the most important part & thing you should have decided upon before walking down this path of gadgets, magnates & machines . . . is to have a really awesome concept for your armor.

STEP ONE:

Chose the Armors Design

Standard: Is nostalgic, old and reliable. Based on the first generation of golem armor, the standard design is of a humanoid construct.

Power Armor: Several technological advancements and the increased production of gizmos of decreased size led to the development of power armor. Power armor is the bridge between regular boring armor & the standard golem armor design.

Mini-Tank Humanoid designs have a great deal of relatability & were initially thought to serve as a way to more easily train a warrior to pilot. The mini-tank design is a personal vehicle that sacrifices relatability for increased firepower.

Mecha-Beast: Somehow, somewhere, someone knew that a handful of spandex wearing teenagers would need to pilot giant robot animals to save the day. The beast design is as it implies, the armor is a robotic quadruped based on animal anatomy.

STEP TWO:

Choose the armors Technological origins. AKA the armors Gnometech build.

The Choice of one of the 5 Gnometech builds () will set the type tech the armor is and what type of training a potential pilot requires.

Additionally, the golem armors power source is an engine of the chosen techs type that may have weapons and other item, within that techs type utilize it in the same way as they would any other type of engine.

STEP THREE:

Choose all the sweet systems upgrades that you armor will have. This is by far the most complex part of creating Golem armor. You have to balance power consumption with ability, availability and cool factor. You are in this moment, a bonafide Golem Armor engineer!

STEP FOUR:

MATH!

If the armor created is "Unlocked" Golem Armor, you need only add the total gold Cost of the armors design and installed systems upgrades.

If the armor created is "LOCKED" Golem Armor, in addition to totaling up the gold cost of the armors design and installed systems, you must also add up the total systems cost of the armor and all installed systems upgrades.

CONTROL CENTER

The integral control center for Golem Armor is cramped, even for small creatures, but is intentionally designed for small humanoid creatures. Meaning only small (bipedal) humanoid characters can pilot Golem Armor.

PILOT SIZE

All Golem Armors are designed to be piloted be a small humanoid creature (2 hands & 2legs).

MAX SPEED

Golem Armors aren't the fastest, even the fastest aren't the.. um.. fastest. OK, Golem Armors have a Base speed which can be upgraded (so *that they can move faster*) and they have a listed Max speed. Regardless of the listed speed of any golem armor, the max speed of the armor is the fastest that it can move before "Redlining".

The max speed for a *Pariah Reborn* is 25ft.

REDLINE

Through their installed systems upgrades, a Golem Armor listed speed may be higher than their "max speed". A pilot may be able to take advantage of this potential speed. By spending **X** power (charges) from the Golem Armors power source, they may move beyond their max speed.

X = 1 for every 10 ft. of movement beyond the armors max speed.

NO DASH

Golem Armors cannot use the dash action (*unless otherwise stated*). So a creature, while piloting Golem Armor may not use their Dash action while inside of their Golem Armor.

***A Pariah Reborn does not have this additional limit. ***

UPSIZE

A Golem Armor has a base, starting size & a maximum size, both depending on the Golem Armors design. Every time a Golem Armor gains 5 systems upgrades, it gets *upsized*. One of two things happens when a Golem Armor is upsized.

1. It's size category increases by one step, up to its maximum size.
2. If the armor is already at its maximum size, it instead lowers its maximum power (*it's maximum number of charges listed in the armors power Column*) by -3.

UPGRADES & HOW TO READ THEM

- **Upgrade name** – The name of the systems/upgrade.

- **Gold cost** – The cost in gold that it adds to the total price of the Golem Armor.
- **Systems cost** – This is the amount of system points the upgrade/systems costs. Adding to the total systems cost of the armor.
- **Reserve power** – You lower the armor's maximum available power (*in charges*) by this amount.
  - If an armors power ever becomes 0, all of its systems shut down and many of its benefits are lost.
- **Power usage** – Lists the power cost in charges to use this system/upgrade under the listed conditions.

INTEGRITY

An armors integrity is the armors Ability to take Awesome Damage while worn/piloted (*if the Character/hero piloting the armor ever takes Awesome damage, that damage is dealt to the armor instead*).

If the character/hero is controlling or commanding the armor while not physically inside the armor (*such as from the beating heart & awakened heart feats*), the armors integrity behaves exactly like wounds for a beast or hireling. What happens to a Golem Armor when it reaches Zero Integrity, depends on whether it was locked or unlocked armor.

> **Unlocked** – The armor is damaged beyond function and essentially destroyed (*RP:MA variant-The armor explodes*).

> **Locked** – The armor completely Shuts down and is un-pilotable. The armor cannot be used until it's repaired and its integrity raised to at least 1.

SYSTEMS VALUE

This is the value of the armor and all its installed systems (upgrades). Pre-constructed armor will have a systems value, however this is only important to Locked armors & those who have their own Golem Heart. In additional to the normal prerequisites, only pilots who have both a **Golem Heart** to unlock the armor & whose **piloting skill** meets/exceeds the armors systems value may actually pilot the armor.

Unlocked armors do not require a Golem Heart or a pilot with any piloting skill, so the total systems value for unlocked armors may be ignored.

REPAIRING, REMOVING & INSTALLING

A Skilled mechanic and equipped facilities are required to repair &/or upgrade Golem armor. This can ONLY be done/attempted by someone who is proficient in the Thermonuclear Whatchamacallit skill (*No one has the skill or inclination to work on a Pariah reborn*).

Repair: 8 hours of work & a successful Thermonuclear Whatchamacallit skill check **DC: 25**, repairs a single point of Integrity to the Golem Armor. Every additional 8 hour period spent in attempting to repair a sing point of Integrity reduces the skill check DC by -5.

Remove/**Install**: 8 hours of work for every point of the systems upgrades systems cost for any systems upgrade being installed or removed.

"**Road Job**"

The Amount of time required to repair, remove or install is doubled if not don't in an appropriately equipped facility.

You are the Great and Powerful OZzzz….---GM.. the great & powerful GM! And as such, just set arbitrary times and costs to make repairs and the like. For say, speed & ease of play or your running a game rated RP:G. Just have fun with it.

GOLEM ARMOR TABLES

BASE ARMOR

The starting statistics of each Golem Armor before adding any system upgrades dependent on that armors chosen Gnometech build.

The starting/base gold cost for all Golem Armor is **5,000** gold.

BASE STATS FOR GOLEM ARMOR BY TYPE							
GNOMETECH BUILD	STR	DEX	AC	AWESOME POWER	POWER (CHARGES)	INTEGRITY	BASE SYSTEMS VALUE
Arc-Craft	14	10	17	@+0	12	2	15
Black Powder	18	6	20	@+2	10	4	8
Ghost Forged	*+2	*+0	16	@+1	4	1	12
Magnotomic	14	10	16	@+0	12	2	16
Steam Powered	16	6	18	@+2	8	3	10

(*+) Means that the listed value is added to the listed score. EX: STR *+2 means that the armor added +2 to the pilots strength score while inside/piloting the armor.

(@+) Means that the listed value is added to the base value given for its size. EX: @+3 means that if this Golem Armor is large, its Awesome Power would be 5.

The **base systems value** is the value of the armor without any installed systems. This is the starting point when building armors. Adding systems to the base armor will increase its total systems score.

Golem Armor Aces are the only ones that can Pilot Locked armors and are the only ones with a piloting score. They may Pilot any armor whose total systems value does not exceed their piloting score.

As Golem Armor aces increase in level, their piloting scores may also increase (*through the milestone level of the Golem Armor ace bond, or through gaining certain feats*). As the Ace gets a higher piloting skill, they may purchase newer armors that have higher systems values, or have new/additional systems purchased and installed onto/into their existing armor. See "*Repairing, Removing & Installing*".

ARMOR DESIGNS

STANDARD GOLEM ARMOR DESIGN

SIZE	Starting	Medium	SPEED	Base	20ft
	Maximum	Large		Maximum	30ft

SPECIAL RULES
Armor has a humanoid design with 2 arms, legs & hands that can be upgraded & may have any combination of 2 *hands free* or *turreted* weapon systems.

POWER ARMOR DESIGN

SIZE	Starting	Small	SPEED	Base	Pilots -10
	Maximum	Medium		Maximum	Pilots +10

SPECIAL RULES
Armor has a humanoid design with 2 arms, legs & hands but can **NOT** gain arm replacement systems. This armor may have any combination of 2 *hands free* or *turreted* weapon systems.

MINI-TANK DESIGN

SIZE	Starting	Medium	SPEED	Base	5ft
	Maximum	Large		Maximum	25ft

SPECIAL RULES
This armor is a TANK! Albeit a small one. It has no arms, legs or hands & as such can **NOT** gain any arm replacement or forearm weapon systems. I may however have any combination of 4 *hands free* or *turreted* weapon systems and up to one *main cannon*.
Main Cannon; This can be a Gun (gained as an arm replacement weapon) or as a hands free or turreted weapon. However the main cannons size may be up to a maximum of 2 size categories larger than the armor. *EXAMPLE: The **MAIN CANNON** of a Large sized "mini-tank" may be up to gargantuan sized.*

MECHA-BEAST DESIGN

SIZE	Starting	Medium	SPEED	Base	30ft
	Maximum	Huge		Maximum	70ft

SPECIAL RULES
The armor is modeled after a quadrupedal beast & as such can **NOT** gain any arm replacement or forearm weapon systems. It may however have any combination of 4 *hands free* or *turreted* weapon systems.

SYSTEM UPGRADES TABLE

SYSTEMS UPGRADES TABLE				
SYSTEM NAME	GOLD COST	SYSTEMS COST	RESERVE POWER	POWER USAGE
Ammo Box	50	1	1	-
Arm Replacement (weapon)	*	*	2	*
Arm Replacement (Burrowing Drills)	300	4	4	-
Aqua Jet	300	5	0	2
Auto-turret	*	*	2	*
Banshees Wail	4,450	2	10	-
Capacious Control Center	1,275	7	8	-
Cyclone Drive	625	3	1	4
Compensator Efficiency Module	1,250	4	4	-
Damage Compensator	525	1	-	1
Experimental Conversion Module	2,275	7	8	*
Force Shield Generator	5,650	3	-	5
Heavy Armor	400	2	2	-
Hands Free Grapple Cannon	375	1	1	1
Hybrid Engine	4,000	4	-	-
Integrated Slave Drive	1,450	4	2	-
Integral Air Tank	600	2	2	0
Improved Pneumatics	875	5	4	-
Jet Pack	950	6	0	2
Jump Jet	200	4	1	1
Lightning Rods	2,500	2	-	-
Pixie Hive	2,970	1	3	1
Pulse Storm Cannon	3,216	2	6	-

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Super Heavy Armor	800	6	5	-
Sealed Compartment	500	2	2	0
Spot Light	50	2	0	0
Starlight Blaster	3,216	2	3	-
Speed Servos	775	2	4	-
Stinger	908	2	3	-
Tempered Core	1,075	4	3	-
Transforming Arm	275	3	-	1
Upgraded Power Source	2,250	4	-	-

SYSTEMS DESCRIPTIONS

Each system/upgrade can only be taken once, unless otherwise stated.

HANDS FREE

These weapons are systems for Golem Armor & can only be purchased as Golem Armor systems. The listed cost will be applied to the systems upgrade table. While "Hands Free" weapons are installed, the Golem Armor Pilot is always considered as wielding them. Meaning that a Golem Armor Pilot may freely switch between attacking with their hands free weapons, or any other wielded weapon without having to spend an action to switch between which weapons are wielded and which are not.

TURRETED

Turreted weapons are weapons mounted on vehicles that are fired by independent gunners. Some are siege weapons on heavily armored, vehicle while others are just guns or cross bows mounted somewhere to increase firepower. Turreted weapons may also be purchased/designed for use with Golem Armor.

A weapon with this feature may not also have the Saddle Mounted, "Hands Free" or Wrist Mounted features.

A Turreted weapon requires a creature other than the vehicles driver or Golem Armor's pilot to fire. The AP requirement for a turreted weapon may be ignored, as long as the weapon remains mounted onto the vehicle (or Golem Armor).

Vehicle: A weapon with this feature may be of a size category no smaller than that of the vehicle it's intended for & no more than one larger than that of the vehicle it's intended for.

Golem Armor: A weapon with this feature when gained for Golem Armor, comes with an integrated seat for a small sized creature to fire the weapon. Additionally the weapon with this feature may be

of a size category no more than one smaller (with a minimum size of Small) than that of the Golem Armor it's intended for & no more than one larger than that of the Golem Armor it's intended for.

AMMO BOX

A large integral compartment full of wondrous ammunition that nearly never runs out… nearly…

With this system installed, any hands free weapon, arm weapon or forearm weapon also installed on the Golem Armor that has the "Limited Ammo" feature, may lower the Limited Ammo value by 1 point each time the Ammo Box system it taken.

Remember that the weapon will still have the "Ammunition" feature and run out of ammunition if a natural 1 is rolled on the D20 when attacking.

EXAMPLE:

Refilling the ammo box: While actually refilling the ammo box is not needed (as per the rules), the ammo box should be reloaded during role play.

Belt Fed: you can connect the ammo box to carried weapons. Only one weapon may be "belt fed" at any time. Connecting & disconnecting a weapon from your ammo box(s) is a standard action.

ARM REPLACEMENT (BURROWING DRILLS)

This system replaces both arms with a pair of oversized drills.

This system is a combination of weapon and movement device. The armor gains a burrow speed equal to its base speed & the drills may be used as melee weapons that deal 3D6 piercing damage.

ARM REPLACEMENT (WEAPON)

One of your Golem Armors arms have been replaced by a weapon. The weapon may be any non-beast, melee weapon or Gun whose size category is one smaller than that of the armor. The armor & by extension the armors pilot ignores the AP requirement to wield the weapon.

Hand: This weapon replaces that arms hand.

Cost: The weapons normal cost tripled.

Systems Cost: This upgrades systems cost is equal to the Awesome Power requirement of the weapon. If the weapons AP req. has 2 listed values, the systems cost is equal to the higher of the 2. If the Golem Armors pilot has any feats, features or abilities that allow them to treat a weapons AP requirement as any amount less, those feats, features or abilities have no effect on the amount applied to this systems cost.

Power use: The Golem Armors drive/engine must be of the same build as the weapons requisite power. A weapon that loses power or that requires one or more charges to use, consume that listed value from the armors power source. No other power source may be installed or connected to the weapon, other than the Golem Armors power.

Ammunition: Ammunition as normal, is not included with a weapon, so make sure you stock up.

Limit: One arm replacement per arm.

Two handed?: Any weapon gained as an arm replacement requires no hands to use, as it is now part of the arm. So the "Two-handed feature" & AP requirements for the weapon are ignored. Additionally, arm weapons never benefit from the versatile feature.

AQUA JET

The armor gains a 30ft. Swim speed that costs 2 charges for every round it's used. Your armor must expend 2 charges for every round it uses its Aqua Jet.

AUTO-TURRET

You Golem armor gains a cannon mounted on the shoulders, back or other appropriate located area.

This cannon is a weapon that applies to the hands free / turret limit of your armors design. To create an Auto-turret, choose any one Gun (*that is not already a hands free, turreted or part of a melee weapon combo*). The gun chosen must be no larger than one size category smaller than the armor it's to be installed onto. . The armor & by extension the armors pilot ignores the AP requirement to wield the weapon.

Cost: The weapons normal cost tripled.

Systems Cost: This upgrades systems cost is equal to the Awesome Power requirement of the weapon. If the weapons AP req. has 2 listed values, the systems cost is equal to the higher of the 2. If the Golem Armors pilot has any feats, features or abilities that allow them to treat a weapons AP requirement as any amount less, those feats, features or abilities have no effect on the amount applied to this systems cost.

Power use: The Golem Armors drive/engine must be of the same build as the weapons requisite power. A weapon that loses power or that requires one or more charges to use, consume that listed value from the armors power source. No other power source may be installed or connected to the weapon, other than the Golem Armors power.

Ammunition: Ammunition as normal, is not included with a weapon, so make sure you stock up. Ammunition must be loaded externally, unless it has access to stocked ammo box.

Limit: Dependent on the Hands free & turret weapon limit of the Golem Armors design.

Two handed?: Any weapon gained as an Auto-turret is now driven by various gears, servos and watchamagoos. So the "Two-handed feature" & AP requirements for the weapon are ignored.

BANSHEES WAIL

The Banshees Wail is as all Ghost Forged items, a weapon of controversy. It fires condensed spiritual energy in a highly focused shot. This energy dissipates rapidly, creating a very short ranged weapon. However the amount of damage it can inflict and the horrendous sound it makes when being fired has made it an easily identified and easily feared weapon.

[Weapon Stats](#)

Golemtech: Ghost Forged

Systems Cost: 2

Reserve Power: 10

Powered: Batteries not included; the power source is not included in the weapons price.

A Banshees Wail installed on a Ghost Forged Golem Armor (or Golem Armor with a hybrid Ghost Drive) is considered powered (as long as the armor has at least 1 charge). The Banshees Wail is not build to have any installed Soul Gems and may not be connected to any external Ghost Drives.

- **Losing power**: If a natural 1is rolled on the D20 when you attack, your Golem Armor losses 3 charges.

CAPACIOUS CONTROL CENTER

The control center of the golem armor is a superiorly cramped space with little room for anything else besides a pilot. With this upgrade, the golem armor has taken adventured on the miniaturization of certain subsystems and the removal of "probably" non-essential systems to make more room for the pilot.

A Pilot may bring items of up to one size category smaller than the armor to be piloted (instead of 2 sizes smaller) & the pilots size limit is changed too; The pilot may not be larger than one size category smaller than the armor to be piloted (*of up to a maximum of medium size pilot*).

COMPENSATOR EFFICIENCY MODULE

Prerequisite System: Damage Compensator

This amazing module does what it's designed to do… and is named for what its designed… look it makes the damage compensator better okay!

The armor requires one Compensator Efficiency Module for every Damage Compensator in order for this system to be functional. The Compensator Efficiency Module removes the requisite power

usage from the Damage compensator. IE: Golem Armor gains the listed damage reduction from their installs Damage Compensator systems at ALL times, without the need to spend any charge.

CYCLONE DRIVE

The Golem Armor has been fitted & re-fitted with various subsystems to allow it to dash. You may now perform the **Dash Action** while piloting/remaining inside your Golem Armor as long as you spend 3 of your armors charges while doing so.

Pariah Reborn – any Dash restrictions you have as a caretaker, you may now ignore

DAMAGE COMPENSATOR

Internal shifting armor plating, temperature dispensators, high capacity rheostats and other technological jargon is installed for added pilot protection.

The Golem Armor pilot may, as a free action, spend 1 charge (from the golems armors engine) to gain 5 damage reduction against any attack that hits them (the damage reduction gained, is only against a single attack). This system may be taken multiple times, each time increasing the damage reduction and requisite power usage by their listed values.

EXPERIMENTAL CONVERSION MODULE

Highly experimental mix of metal, magic and massive amounts of gears, allow for one armor to have more than one form.

Golem Armor may have both the standard design and one of the following designs; Beast or Personal Tank/Vehicle.

A Golem Armor pilot can have their armor transform between types as a full round action.

The may consume 5 power to transform as a standard action.

They may consume 12 power to transform as a bonus action.

Limit: This system may only be gained by the Standard, Mecha-Beast or Mini-Tank designs.

FOREARM WEAPON

One of the large fore arms of your Golem Armor (if your armor has arms) has a weapon mounted on it.

The weapon may be any non-beast, non-fist melee weapon or Gun whose size category is no larger than two smaller than that of the armor. The armor & by extension the armors pilot ignores the AP requirement to wield the weapon.

Cost: The weapons normal cost doubled.

Systems Cost: This upgrades systems cost is equal to the Awesome Power requirement of the weapon. If the weapons AP req. has 2 listed values, the systems cost is equal to the higher of the 2. If the Golem Armors pilot has any feats, features or abilities that allow them to treat a weapons AP requirement as any amount less, those feats, features or abilities have no effect on the amount applied to this systems cost.

Power use: The Golem Armors drive/engine must be of the same build as the weapons requisite power. A weapon that loses power or that requires one or more charges to use, consume that listed value from the armors power source. No other power source may be installed or connected to the weapon, other than the Golem Armors power.

Ammunition: Ammunition as normal, is not included with a weapon, so make sure you stock up.

Limit: One forearm weapon per arm.

Two handed?: Any weapon gained as a forearm weapon requires no hands to use, as it is now part of the arm. So the "Two-handed feature" & AP requirements for the weapon are ignored.

Additionally, forearm weapons never benefit from the versatile feature.

FORCE SHIELD GENERATOR

If that titans big meaty foot coming down from the heavens to stomp you into mashed potatoes is something that frightens you (*you wuss*), this system is perfect for you! This system surrounds the Golem Armor in a humming energy field that when struck can be engaged to render the attack entirely ineffective.

A pilot of a Golem Armor with this system installed may as a reaction spend 5 charges from their Golem Armor to reduce damage from a single attack, AOE or effect they would receive to ZERO.

HANDS FREE GRAPPLE CANNON

A turreted grapple cannon on the armor. Works in the same way as the grapple gun but with the following exceptions. It costs 1 charge to fire & has a range of 120ft.

HEAVY ARMOR

Increase the armors AC by +2

__Pariah Reborn__: Instead gain an AC: 16 + DEX & can no longer wear armor & reduce its speed by -10ft.

HYBRID ENGINE

Choose a new engine type from one of the four remaining builds. You don't gain any additional

power, but the Golem Armors engine/power source now counts as being both engine types. Meaning that the Golem Armor maybe recharged &/or power technology as if it was one of the engine types (because it is) & Lowers the armors base speed by -10ft. IE; A Golem Armor with a hybrid Boom Drive and Storm Drive may be recharged as if either and be the power source for Black Powder & Magnotomic devices (probably weapons).

Once this system is gained, it requires training in all requisite Golemtech to pilot this machine. *__Example__*; A *Golem Armor with a hybrid Ghost Drive/ Arc-Drive requires training in both the Arc-Craft & Ghostforged builds as well as proficiency in the Thermonuclear Whatchamacallit skill*.

This system may be gained multiple times, each time choosing a different engine type (requiring additional training for that engine types build) & lower the armors base speed an additional -10ft.

Remember that gaining this feature DOES NOT increase your engines power, it only diversifies its type.

IMPROVED PNEUMATICS

Increase you're the Golem Armors "minimum Awesome Power" value by +1.

__Pariah Reborn__: with this system you may increase your Awesome Power by +X for X charge(s) until the end of your round. X = number times this system was taken

INTEGRATED SLAVE DRIVE

The armor has an integral Slave Drive. A slave drive is a piece of equipment that will allow for a

technomantic adapter to be installed (allowing the armor, or rather, the pilot in the armor to perform technomancy). If an armor has a slave drive & an Arc-Drive, or any attached power tubes, the pilot may expend 2 mana (*if they have mana*) to gain 1 charge to the arc-drive/arcane power tubes, regardless of how much mana is poured through the slave drive, it takes a full round action. Additionally, manna potions may be poured into the slave drive as an action. The armor regaining 1 charge for every 2 points of mana the potion would normally supply.

INTEGRAL AIR TANK

Prerequisite system: sealed compartment

The armors pilot has their own private air source that lasts for as long as there is power (granting them the amphibious feature).

JET PACK

The armor gains a 30ft. fly speed that costs 2 charges for every round it's used. Your armor must expend 2 charges for every round it uses its jet pack.

JUMP JET

At any point during your movement you may spend 1 of your Armors available charges to "jump" 20ft. Additionally if this system is used while falling, you may treat the distance fallen as 20 ft. less.

LIGHTNING RODS

When an armor with this system is hit with an attack that deals lightning damage, it may as a free action absorb the damage (reduce it to zero) and regain one charge to any one Storm-Drive it has. If the Storm Drive already has a full charge. The armor(& pilot inside) cannot benefit from this feature.

While you can reduce incoming lightning damage to zero, if the triggering attack deals an additional type of damage (Lightning & slashing for example) you deal with that additional type of damage normally.

OVERCHARGED SERVOS

Increase your Golem Armors Strength score by +1.

Power Armor & Pariah Reborn: This system must be taken twice to gain the +1 benefit.

PIXIE HIVE

Named such as it seems like the gun fires kamakazi pixies! It doesn't . . . it actually fires force blasts that can track down a target mid flight.

[Weapon Stats](#)

Golemtech: Arc-Craft

Powered: Batteries not included; the power source is not included in the weapons price.

A Pixie Hive installed on an Arc-Craft Golem Armor (or Golem Armor with a hybrid Arc-Drive) is considered powered (as long as the armor has at least 1 charge). Alternatively it may be powered by a connected external Arc drive. There are no docks for arcane power tubes.

- **Losing power**: It Costs one charge per attack to fire the Pixie Hive. If there are no

available charges, the Pixie Hive cannot be fired.

Special: No attack roll is needed, you automatically hit any target that you can see.

PULSE STORM CANNON

The Pulse Storm is a Gatling energy cannon.

Weapon Stats

Required Golemtech training: Arc-Craft

Powered: Batteries not included; the power source is not included in the weapons price.

A Pulse Storm Cannon installed on a Arc-Craft Golem Armor (or Golem Armor with a hybrid Arc-Drive) is considered powered (as long as the armor has at least 1 charge). Alternatively it may be powered by 6 Large Arcane Power Tubes or an attached external Arc-Drive (with at least one remaining charge).

- **Losing power**: If a natural 1 is rolled on the D20 when you attack, an installed Arcane Power Tube loses all its charges OR the Golem Armors Arc-Craft engine, or attached external Arc-Drive loses *THREE* charges.

Special: The Pulse Storm Cannon attacks in a 30ft. cone, any creature caught in the cone may roll a Dexterity save with a DC= to the attack roll for half damage.

This weapon needs to be powered to be fired.

SEALED COMPARTMENT

A sealed compartment w/ environmental control

Grants immunity to hot & cold environments & immune to inhaled poisons.

SPEED SERVOS

Upgrading the movement mechanisms of the Golem Armor. Increase the armors base speed by +10ft. & Dexterity score by +1. This system may be taken multiple times.

Power Armor & Pariah Reborn: This system must be taken twice gain its benefit.

SPOT LIGHT

A directed smokeless lantern that sheds bright light in a 60ft cone & 60 ft. dim light beyond that. The light can be turned on or off as a bonus action but only for so long as the armor has at least one available charge.

STARLIGHT BLASTER

The Starlight Blaster is meant for light night sniping with your friends…. or just taking out a pesky lookout to an evildoers fortress.

Weapon Stats

Required Golemtech training: Arc-Craft

Powered: Batteries not included; the power source is not included in the weapons price.

A Starlight Blaster installed on an Arc-Craft Golem Armor (or Golem Armor with a hybrid Arc-Drive) is considered powered (as long as the armor has at least 1 charge). Alternatively it may be powered by 3 Medium Arcane Power Tubes or an attached external Arc-Drive (with at least one remaining charge).

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- **Losing power**: If a natural 5 or lower is rolled on the D20 when you attack, an installed Arcane Power Tube loses all its charges **OR** the Golem Armors Arc-Craft engine, or attached external Arc-Drive loses **ONE** charge.

This weapon needs to be powered to be fired.

STINGER

The Stinger is the hands free cousin to the Bolt cannon, a Gatling bolt thrower with a bad attitude.

Weapon Stats

Golemtech: Steam Powered

Systems Cost: 2

Reserve Power: 3

Powered: Batteries not included; the power source is not included in the weapons price.

A Stinger installed on a Steam Powered Golem Armor (or Golem Armor with a hybrid compression drive) is considered powered (as long as the armor has at least 1 charge). The stinger is not adapted to be connected to any external steam tanks of compression drives.

Special: The Stinger attacks in a 60ft. cone, any creature caught in the cone may roll a Dexterity save with a DC= to the attack roll for half damage.

SUPER HEAVY ARMOR

Increase the armors AC by +4

*** Pariah Reborn**: Instead gain an AC: 20 + DEX, can no longer wear armor* & reduce its speed by -

20ft. *(this supersedes the Heavy armor systems upgrade)*. *

TRANSFORMING ARM

Prerequisite System: Arm Replacement (weapon) or Arm Replacement (burrowing drills)

Variable gears, sprockets, tubes and other forms of technology and magic make it possible for your armors arm to transform between available types.

As a bonus action and the Cost one 1 power, you can have your armor transform between a normal arm and any arm replacement.

Once a Golem Armor has this system, it may gain multiple arm replacement systems for the same arm, ignoring the normal limit.

Limit: Power armor may not gain this system.

TEMPERED CORE

Increase the Golem Armor's maximum Integrity by +1.

This system may be taken multiple times, each time increasing the integrity and reserve power by the listed amounts.

*** Pariah Reborn**: Increase constitution instead of integrity.* *

UPGRADED POWER SOURCE

Increase the Golem Armors maximum charges by 7.

Technomancy is the act of creating technomantic effects. A Technomancer is what a character using technomancy is called. Any character may become a technomancer as long as they are proficient with the "Thermonuclear Whatchamacallit" skill & a powered Technomantic adaptor.

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The technomantic adaptor is how technomantic effects are produced. The type of effect that can be produced is dependent upon the adaptors features, the type of power source used and the amount of power (number of charges) used.

TECHNOMANTIC ADAPTER

TECHNOMANTIC ADAPTER
The Technomantic adapter is a handheld device (unless specific features are gained), these can take any form you chose, a hand held rod, staff, wand, weird orb etc. Its appearance need only be "tech-looking" in some easily discernable way. While wielding a Technomantic adapter, the character may perform Technomancy.
A creature can only wield a Technomantic Adapter that is no more than one size category larger than them.
A Technomantic Adapter with the Gauntlet Feature may only be wielded by Creatures of the same size category.
Features: The Technomantic Adaptor gains 1 feature per level. Once a feature is chosen it may not be changed.
Base Size: Tiny
Cost: 500 gold & AP req. 0(0.5 *rounded down*) per level
Max Level: No one Technomantic adapter may have more than five levels.

FEATURES			
Size Increase	Gauntlet	Damage Capacitor	Slave Drive
Healing Capacitor	Impact Capacitor	Stun Capacitor	Range Capacitor
Ray Capacitor	Cone Capacitor	Sphere Capacitor	Twin effect Module
Blizzard Module			

POWERING TECHNOMANY

A Technomantic adaptor may have any power source installed or plugged into it and the power sources need not be of the same type. However you may only draw power (spend charges) from a single type of power source when producing a Technomantic effect. The choice of which installed power source used is made each time you choose to create an effect.

CHARGE LIMIT!

Each adapter needs a charge limit. Meaning that each size adapter has a maximum amount of charge that can be spent to produce any single effect. Spending more than this limit will achieve

an effect greater than normally possible but will Destroy the Technomantic Adaptor, one of the users limbs (arms or leg) and deal 1 point of Awesome Damage for every single charge over the adapters charge limit that was spent.

POWER SOURCE LIMITS

A Technomantic adapter draws power from installed power sources or attached engines/drives. The adapters size limits the size and amount of power sources that may be installed into it.

Power sources installed into a Technomantic adapter may be of a size category no larger than the Technomantic adapter that they're installed too. A Technomantic Adapter may have a number of power sources installed equal to the adapters level.

TECHNOMANTIC ADAPTER CHARGE LIMIT TABLE

Technomantic Adapter Size	Charge limit
Tiny	1
Small	1
Medium	2
Large	3
Huge	4

TECHNOMANTIC EFFECTS

A variety of effects can be produced using the adaptor. It requires a **Full Round Action** to produce an effect with a wielded Technomantic

adaptor. When producing an effect, you must first make two choices;

1. Choose which of the adaptors installed capacitors &/or modules to use.
2. Choose which of the installed power sources to use & how many charges you're going to spend to power the effect.

Once those choices are made, you use your full round action to unleash your powers of technomancy! Have fun.

ATTACKING WITH TECHNOMANCY

Technomantic attacks come in two varieties, single target and Area Of Effect (AOE). To hit with a single target Effect the technomancer must hit their targets Armor Class (AC) using a Thermonuclear Whatchamacallit skill roll instead of a normal attack roll. For an AOE attack, each target within the AOE must roll a Dexterity save with the DC of the save equal to your Thermonuclear Whatchamacallit skill roll.

See spells in the SMTT core book for more on AOE's (*Area's Of Effect*).

PRIMARY & SECONDARY CAPACITOR

Technomancy produces a variety of effects depending on the installed capacitors being used. There are two types of Capacitors, Primary and Secondary capacitors. While several varying capacitors may be installed, only a single Primary capacitor may be used in any action to produce a technomantic effect.

There is a single exception to this and that is an adapter with an installed twin effects module.

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TECHNOMANTIC EFFECTS TABLE

EFFECT	POWER SOURCES				
	Arcane Power tubes	Lightning Tubes	Steam Tanks	Soul Gems	Boom Drive
Damage	1 Force damage Auto-hit	1D4 Lightning damage	None or 1 cold damage with blizzard module	1D4 Necrotic damage	1D6 Fire damage
Healing	1	-	1 or 1D4 with Blizzard Module	1D4	-
Stunning	yes	yes	No but Yes with Blizzard Module	Yes	No
Knockback	Yes	Yes	No	Yes	Yes
Vision	Grants detect magic within AOE	Grants bright light within AOE	Adds concealment to allies within AOE	Grants Life sense within AOE	Grants fire light within AOE

TECHNOMANTIC ADAPTER FEATURES

Blizzard Module	Cone Capacitor	Damage Capacitor	Gauntlet
Healing Capacitor	Impact Capacitor	Range Capacitor	Ray Capacitor
Size Increase	Slave Drive	Sphere Capacitor	Stun Capacitor
Twin Effect Module			

BLIZZARD MODULE

Technomantic Adaptors drawing power from Steam tanks or Compression drives can do nothing without an installed Blizzard Module.

Cost: 1 charge to use this module.

CONE CAPACITOR

This is a primary capacitor that cannot be used with the range capacitor. An effect powered by this capacitor has a 10ft cone originating from the technomancer.

This feature may be taken multiple times. Each time increasing the cone's range by +10ft.

Cost: 3 Charges to use this module & +2 Charges to increase the lines range by +10ft.

DAMAGE CAPACITOR

This is a Primary Capacitor. This allows the adaptor to deal Damage, the type of damage done depends on which power source is fueling the damage effect.

This feature may be taken multiple times. Taking the feature additional times increases the damage dealt by +1 step.

Cost: 1 charge to use this capacitor & +1 charge to increase damage dealt by +1 step.

GAUNTLET

A technomantic adaptor with this feature can no longer be wielded in hand as it's now a worn gauntlet. With this feature the adaptor is now a "Fist Weapon" and treated as such. It may gain any fist weapon feature that it would qualify for instead of a technomantic adaptor feature.

HEALING CAPACITOR

This is a Primary Capacitor that allows the adaptor to Heal Damage. The base amount of healing done depends on which power source is fueling the healing effect.

This feature may be taken multiple times. Taking the feature additional times increases the healing dealt by +1 step.

Cost: 1 charge to use this module & 1 charge to increase healing dealt by +1 step.

IMPACT CAPACITOR

This is a secondary capacitor that will push a target hit/effected away 10ft.

This feature may be taken multiple times. Taking the feature additional times increases the distance the creature is knocked back by +10ft.

Cost: 1 charge to use this module & +1 charge to increase distance the creature is knocked back by +10ft.

RANGE CAPACITOR

This is a secondary capacitor that allows technomantic effects to be performed out to a range of 30ft.

This feature may be taken multiple times. Taking the feature additional times increases the distance at which effects can be used by +10ft.

Cost: 1 Charge to use this module & +2 Charges to add +10ft to the range.

RAY CAPACITOR

This is a primary capacitor that cannot be used with the range capacitor. An effect powered by this capacitor has a 20ft line originating from the technomancer.

This feature may be taken multiple times. Each time increasing the lines range by +20ft.

Cost: 3 Charges to use this module & +2 Charges to increase the lines range by +10ft.

SIZE INCREASE

You increase the size category of the Technomantic device by +1 step and the AP requirement by +1. You may take this feature up to 4 times. As with weapons, a Technomantic adapter may not be wielded by a creature more than one size category smaller than it. The same feats, features and abilities that would increase a creatures weapon wielding ability could also be applies to a Technomantic device.

SLAVE DRIVE

The Slave Drive allows the Technomantic Adaptor to be installed into a non-Crystal prosthetic limb, non-Crystal Caretaker or Golem Armor.

The AP requirement of a Technomantic Adapter installed as a slave drive is reduced to **ZERO**.

Tinkered caretakers and golem armors have their own engines, any adaptor that is installed via a slave drive is always treated as being plugged into that engine.

If the Slave Drive is connected to an *Arc-Drive*, or any attached *Arcane Power Tubes*, the pilot (*or creature teat the Slave drive is installed into*) may expend 2 mana (*if they have mana*) to regain 1 charge to an attached Arc-Drive/Arcane Power Tube, regardless of how much mana is poured through the slave drive, it takes a **Full Round Action**. Additionally, manna potions may be poured into the slave drive as an Standard Action. One of the attached Arc-Craft power sources regaining 1 charge for every 2 points of mana the potion would normally supply.

SPHERE CAPACITOR

This is a primary capacitor that may or may not be used with the range capacitor. An effect powered by this capacitor has a 10ft radius originating from the technomancer or a target point within range.

This feature may be taken multiple times. Each time increasing the radius by +5ft.

Cost: 3 Charges to use this module & +3 Charges to increase the lines range by +5ft.

STUN CAPACITOR

This is a primary capacitor that will stun a creature hit for 1 round (They gain the Stunned condition until the beginning of your next round).

This feature may only be taken once.

Cost: 2 Charge s to use this module & +3 charges to add +1 round to the duration of the stun.

TWIN EFFECT MODULE

Normally only one Primary Capacitor may be used when creating a Technomantic effect, this module allows for more than one Primary Capacitor to be used when creating Technomantic effects.

To do this, the character must pay the requisite charge cost (& additional cost is applicable) to add the benefits of a second Primary effect. Allowing damage to be combined with an AOE effect or Stun to be combine with a damage capacitor, etc.

You can use a damage capacitor twice with the twin effect module to take advantage of the damage of 2 different attached power sources. Double the Charge cost to add a second power sources damage type and double the amount of

damage dealt (be careful to not exceed the adaptors charge limit).

NEW GEAR

PROSTHETIC, IMPLANTS & BODY MODS

Here are where the lines between a hero and their gear become blurred. Where flesh and machine start becoming one. The following devices are meant to replace, add or modify a creature in some way, mostly but not exclusively mechanical. Replacing major organs has proven to be possible but not yet practical nor reliable.

THE DOCTOR IS IN

To be sure, getting those precious body parts removed is a greatly traumatic event. Primarily because the removal is often sudden, violent and involuntary. Now, let's face it. Flesh and blood can always be improved on, so losing a few bits here and there isn't so bad. However, undergoing the necessary procedures for installing the new hardware can be . . . well, let's just say you already did the easy part.

Each prosthetic requires a mount to be attached to a body & mount requires surgery. Unless otherwise stated, once a mount is installed, the correlating prosthesis may be added, removed and or changed without consequence. However the installation of a mount is a painful process.

Choose Prosthetic mount location (*eye, arm, back, etc.*) and undergo an 8 hour surgery that will result in **1D6 Awesome Damage**.

Cost: The cost in gold should be set by the GM and depend on how well equipped and or skilled the cyber surgeon is. Additionally, to reflect the skill of the surgeon, you as the GM may decide that the damage die rolled may be smaller or larger, depending on the narrative.

REQUIRED POWER

Not all Prosthetics will require power, those that do however are required to be attach to or have attached to them a power source with at *LEAST* the number of charges listed under their "*powered*" entry. This lists the amount of power (in charges) that are required to be Available. The limbs (unless otherwise stated) do no consume that power, & that power isn't reserved per se, as it is still available to be consumed by any other device. However consuming that power and reducing the requisite available charge to below what is required will render the prosthetic inert. The type of power that can be used to power the device will be the same as the devices build.

MULTIPLE POWERED PROSTHETICS

If a character has multiple prosthetics installed that have power requirements, the requisite available power is *additive*. With each prosthesis become unusable as the available power stop dropping below each combined threshold.

EXAMPLE: if you have 3 prosthetics that each requires 3 available charges, than you must have 9 charges available in total to use all 3 at the same time. If your available power drops to only 7, than one of those 3 prosthetics ceases to function (though you my "cycle power") as the new threshold is 6 available power for the remaining 2 powered prosthetics.

CYCLE POWER

Having multiple prosthesis becomes highly taxing on you power, restricting your power usage if you are to have all the devices operate at the same time, however if you have less power available than is required to power all your prosthetics, but you have enough to power at least 1 . . . you may as a **Bonus action** Cycle power from one prosthetic to another (*as long as you have the requisite available charges to power the prosthetic you are cycling power too*).

PROSTHETIC GEAR

BASIC LIMBS

The basic limbs are as they sound, basic. They have very little articulation and not nearly as powerful, but do not require any power. The parts used their construction are akin to those used in children's toys.

BACK ALLEY PROSTHETIC LIMB

Cost: 75 gold

Mount: Arm or Leg

Description: This is a hunk of junk that affords only the most basic of functionality with a severe limit in mobility and range. This limb doesn't require an attached power source, but arms of this type are not well enough designed to use to attack, wield a shield or perform the somatic spell component. Legs of

this type are not articulated enough to run (No dash action) with.

BASIC PROSTHETIC LIMB

Cost: 200 gold

Mount: Arm or Leg

Description: The basic prosthetic limb is a no frills replacement for any permanently misplaced arms or legs. They are not very articulated and often end in non-lethal hooks or peg legs. Basic Prosthetic limbs work strictly

on gears levers and pulleys and do not require
an installed power source to use.

TINKERED LIMBS

Tinkered limbs are much more advanced and afford those who have them installed a slew of benefits,
however they require power and exorbitantly deep coin purses. Tinkered limbs are primarily
constructed from mundane metals with few exceptions. Those that are constructed from anything other
than "Easilyobtanium" (mundane metal) will have the material & its effect stated in the limbs
description.

TINKERED LIMB (T1)

Cost:

- Arc-craft: 3,000 gold

- Black Powder: 2,500 gold

- Magnotomic: 3,500 gold

- Steam Powered: 1,000 gold

Mount: Arm or Leg

Powered: 1 charge available

Advanced Limb: While powered, an advanced Prosthetic is capable of more than most normal limbs. When using your prosthetic limb to grapple, break though a barrier or wield a melee weapon you may treat your Awesome Power as being no lower than *one*.

Description: The advances in mechanical technology has opened op infinite gear powered doorways for the maimed adventurer. While Powered This Limb behaves as a perfect replacement.

Batteries Not Included: The cost of the Power source is not included in the price of the prosthetic.

IDHM ARM

Cost:

- Steam Powered: 1,200 gold

Mount: Arm

Powered: 1 charge available

Advanced Limb: While powered, an advanced Prosthetic is capable of more than most normal limbs. When using your prosthetic limb to grapple, break though a barrier or wield a melee weapon you may treat your Awesome Power as being no lower than *one*.

Description: Much like other tinkered steam powered arms this model has all the steam gauges pipes and whistles & while powered behaves exactly as if your own natural arm with the following exception. This arm has an Interfaced Hydro Delivery Device, meaning that it is built with integrated auto-injectors to shoot you full of feel goods in the middle of combat.

For the cost of 1 charge you may as a Bonus action & without the need of a free hand, use any potion that you have, instead of a standard action. *Potions used in this way can NOT benefit from the Mulboshi brewers bond.*

Batteries Not Included: The cost of the Power source is not included in the price of the prosthetic.

THOR'S BANE (LEVEL 5)

Cost:

- Magnotomic: 10,800 gold & AP req. 0(2)

Mount: Arm

Powered: 2 charges available

Advanced Limb: While powered, an advanced Prosthetic is capable of more than most normal limbs. When using your prosthetic limb to grapple, break though a barrier or wield a melee weapon you may treat your Awesome Power as being no lower than *Two*.

Description: The "Thor's Bane" arm is a highly advanced and expensive piece or war gear in heavy rotation on the clockwork wall. This arm has powerful servos that afford the user great strength, has an integrated Slave Drive & rapid recharge capacitors to harness the power of lightning to refill its on board and attached power cells.

Built In Slave Drive: The slave drive is a Medium sized [Technomantic Adapter] (*max lvl*) with one of each of the following installed; 1 [Damage Capacitor], 1 [Ray Capacitor] & 1 [Stun Capacitor].

Special: When a character is hit with an attack that deals lightning damage they may as a free action absorb the damage (*reduce it to zero*) and gain one charge for any one Lightning tube or Storm-Drive installed or attached to **Thor's Bane**. If all the installed/attached Lightning Tubes or Storm Drive already has full charge, the character cannot benefit from this feature.

While you can reduce incoming lightning damage to zero, if the triggering attack deals an additional type of damage (Lightning & slashing for example) you deal with that additional type of damage normally.

Batteries Included: The cost of **Thor's Bane** includes in the price of a medium Lightning tube (*that can hold 5 charges*). This lightning tube cannot be removed however.
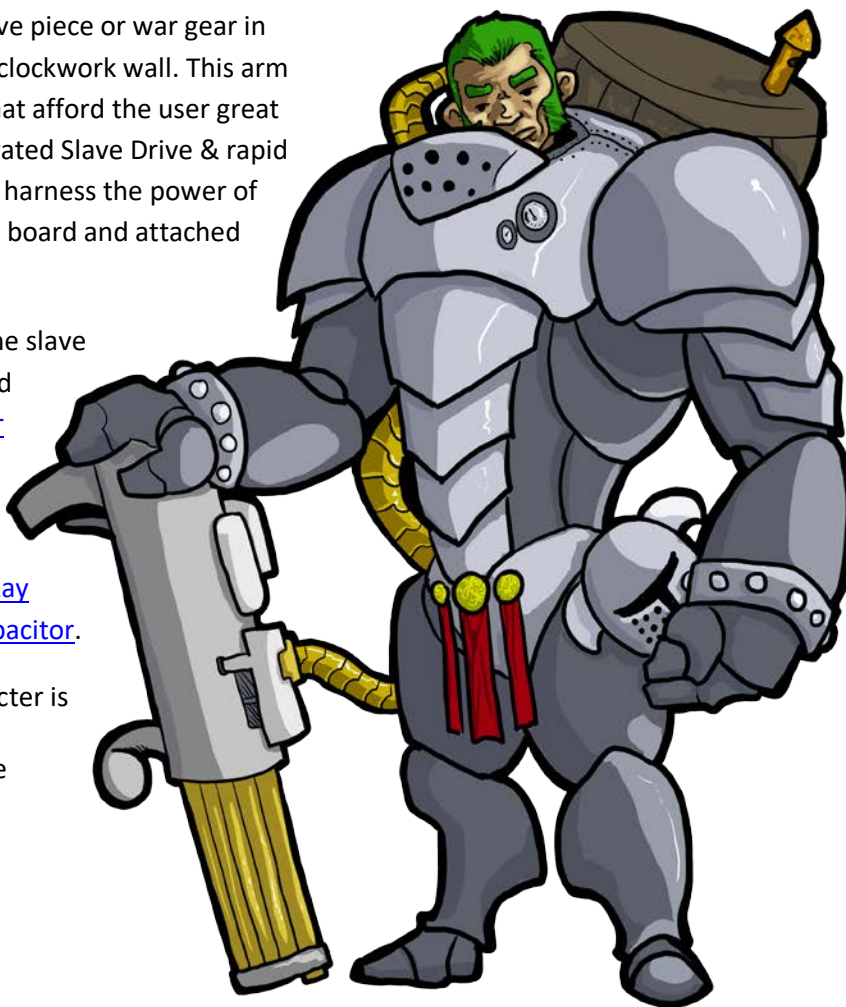
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NEW WEAPONS

GNOMECRAFT WEAPONS (RANGED)

ARC-CRAFT

WEAPON GROUP: GUN				
Weapon Name	**Damage**	**AP req.**	**Size**	**Properties**
Pixie Hive	1D8 force	1(3)	Medium	Hands Free, Range(60/60), Special
Pulse Storm Cannon	1D12 force	5(6)	Large	Hands Free, Special
Starlight Blaster	1D8 force	2(3)	Large	Hands Free, Range(300/660), Special

STEAM POWERED

WEAPON GROUP: GUN				
Weapon Name	**Damage**	**AP req.**	**Size**	**Properties**
Stinger	1D8 piercing	2(3)	Large	Hands Free, Ammunition, Limited Ammo (4), Range (60ft. cone), Special

GHOST FORGED

WEAPON GROUP: GUN				
Weapon Name	**Damage**	**AP req.**	**Size**	**Properties**
Banshees Wail	2D12 force	3(4)	Small	Hands Free, Range (15/15), Special

GNOMECRAFT WEAPONS (SPECIAL)

GUNBLADES

a gunblade is exactly what it sounds like, it's a gun and a bladed weapon in one hand held package. Gunblades favor a melee oriented design and the "blade" portion of the weapon is its focal point. The gun portion of the weapon is usually integrated into the weapons hilt and more often than not a pistol in nature.

DUAL WEAPON GROUPS

Gunblades are a compound weapon group and as stated above requires one who wields a gunblade to be proficient in both weapon groups as well as the appropriate Gnometech training before able to be considered proficient with the gun blade (*both weapon groups will be listed in the gunblades entry*).

GUNBLADE TRAINING

Additional instances of proficiency for a given weapon group gained via feature or class ability (*such as gaining the weapon training feat for a weapon group you already have proficiency in*), do NOT & can NOT lower/treat as lower the Awesome Power requirement of a gun blade, as the gunblades are more than just a simple amalgam.

BLACK POWER

WEAPON GROUP: GUN & SWORD		
SPITFIRE BLADE		
COST	AP REQ.	SIZE
265	0	Small
TYPE	DAMAGE	PROPERTIES
Sword	1D6 slashing	Finessable
Gun	1D8 piercing	Range(80/200) & limited Ammo (5)
THE "STANDARD ISSUE"		
COST	AP REQ.	SIZE
325	1	Medium
TYPE	DAMAGE	PROPERTIES
Sword	1D8 slashing	Versatile(1D10)
Gun	1D12 piercing	Range(60/120), loading & limited Ammo (5)
THE "HIPPO"		
COST	AP REQ.	SIZE
1,400	3	Medium
TYPE	DAMAGE	PROPERTIES
Sword	2D10 slashing	-
Gun	2D8 piercing	Range(60/120), loading & limited Ammo (10)

GUNBLADE DESCRIPTIONS

SPITFIRE BLADE

The spitfire blade is no larger than a flintlock pistol, however it has masterfully blended blade barrel and clockwork cylinder together as to be so much cooler than pistol with a knife barrel.

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THE STANDARD ISSUE

Named as such because on its sparse utilitarian design & that it is a standard issue weapon of the "regulars" stationed on the western Clockwork wall.

THE HIPPO

It's an overweight mess of badassery, what more can I say?

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