

Thrice Riven Golem

(450 Points)

Type: Construct

Sub Type: Thrice Riven
Golem

Size: Giant

Move: 10"

Vigor Bonus: +120 (+20
per Size base: Silvered
Steel)

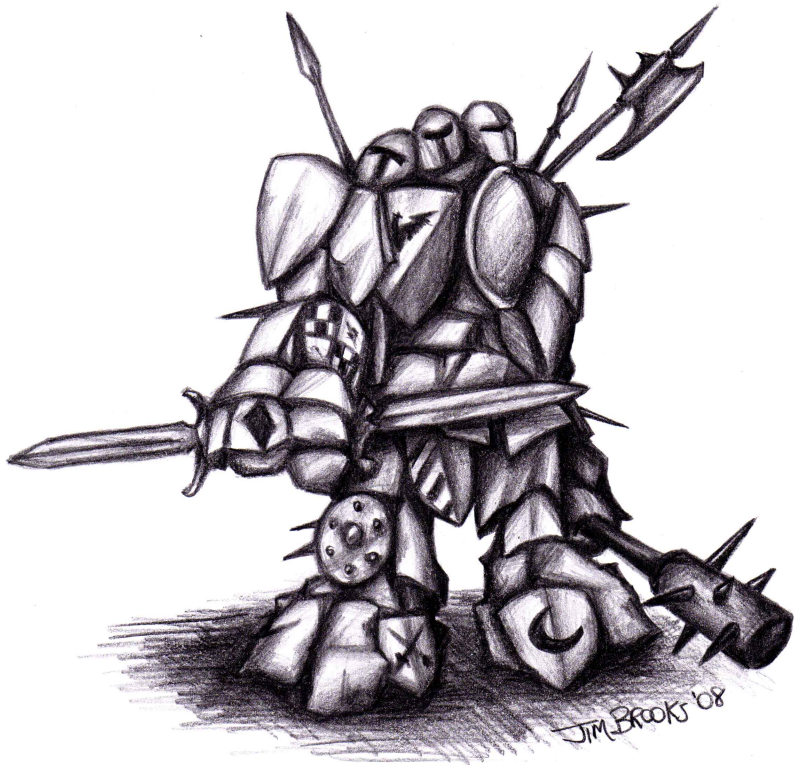
B 50, A 15, E -, M -, S 10, C
-, L -

PRSB +6

MRSB +1

DefB (+21); MCB (+56) /

RCB (+15) / IM+25



Special Abilities / Attacks:

(Ignores Kill Injuries, instead reduces vigor by -20, until total reaches 0 Vigor then golem is destroyed); Immunities: Armor Piercing, Dazed & Down & Out, Disarm Attacks and Effects, Fire, Mental Attacks and Effects, Non Magical Ranged Attacks) and See Talents

Skills: Observe +21 (+41 Motion Sense)

Gear: none

Treasure Rating: Haphazard (always only Weapons and armor)

Lore Rating: +30 Remote

Talents: Golem Traits (Immune to Dazed and Down & Out Injury Results and any Endurance based effect, Vigor equal to construction per size) **Mindless**

(flaw); Charmless (flaw); Luckless (flaw); Immune to Mind, Charm and Luck effects; **Cannot Think on Own (flaw)** may only follow simple commands or orders. **Immunity to Non-Magical Ranged Attacks** (Creature IMMUNE to ALL Non-Magical Ranged Attacks); **Motion Sense (20); Death Blow; Death Stroke; 360 Vision** (The Thrice Riven Golem is Immune to Gang Up Attacks); **Blitz Charge; Bowling Charge; Powerful Brawn; Giant Sized Toppling Blow** (Injured creatures are knocked away a number of inches equal to the Golems PRSB and Prone; Make an opposed Luck roll to determine movement. If the target wins he picks direction of movement, if the Golem wins, the Golem picks the direction of movement. All movement must be away and in a straight line); **Thrice Riven**

Parry (the Thrice Riven Golem may parry ANY Ranged or Melee ATTACK once per 100 Build Points per encounter); **Thrice Riven Armor** (the Thrice Riven Golem Ignores Kill Injuries removing 20 of its Vigor In place of a Kill Injury Result until it is at zero Vigor, then it is destroyed); **Multi Attack (4)** (may attack with number of natural Weapons equal to talent rating); **Multi Weapon Stack** (May as a (S*) Action Add ALL Natural Weapon Bonuses to a Single Attack Roll); **Bristling With Blades** (the Thrice Riven Golem adds +20 to all GRAPPLE ATTACKS); **Crushing Attacks: All** (the Thrice Riven Golems ATTACKS do CRUSHING DAMAGE); **Immune to Fire; Eldritch Weapons and Armor** (the Thrice Riven Golem's Weapons and Armor are considered Magical); **Immune to Armor Piercing; Armor Piercing Attack: All** (the Thrice Riven Golems ATTACKS are ARMOR PIERCING); **Immune to Disarm; Rapid Reaction; Magic Resistance (30)**

Templates: none

Max Core Ability Caps: B 60, A 20, E -, M -, S 20, C -, L - / VB +20 per size
(These are the maximum values that you may increase the creature using Build Points)

Description: A giant constructed from multiple layers of shields, armor plates and numerous weapons in a humanoid form. Most are made with several "heads" and fighting appendages, usually holding a weapon of some sort. These fearsome Golems tower over battlefields, smashing battle-lines and siege engines alike. Many are themselves used as formidable siege weapons since their crushing blows

can bring down most any defensive structure given enough time.

Environment: Any

Personality / Behavior: Thrice Riven Golems are created to win wars. They are devastating on a battlefield turning entire military units into ruin as it is practically unstoppable. The Thrice Riven Golem must be completely destroyed to stop it.

Tactics: Charge forward and reave.

Treasure: They have no understanding or use of any treasure.