

# The Renegade Mage's Technomancer Dragons, Golems, Etc.

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## Technomancer Dragons in 4<sup>th</sup> Edition GURPS

### *Dragon Meta-Trait*

**36 points**

**Attribute Modifiers:** IQ -1 [-20].

**Secondary Characteristic Modifiers:** Perception +3 [15]; SM +2.

**Advantages:** Claws (Talons) [8]; Damage Resistance 6 [30]; Discriminatory Smell [15]; Enhanced Move (Air) 0.5 [10]; Flight (Winged) [30]; Infravision [10]; Nictitating Membrane 2 [2]; Striker (Tail, Crushing, Long 1) [10].

**Perks:** Scales [1].

**Disadvantages:** Bad Grip 2 [-10]; Callous [-5]; Dependency (Mana, Very Common, Constantly) [-25]; Horizontal [-10]; Social Stigma (Dangerous, -2) [-10]; Stress Atavism (Moderate, 12) [-15].

**Features:** Early Maturation.

Conversion notes: A dragon's appearance is what's expected for a dragon, but it activates a Social Stigma (a step more moderate than "Monster" in Basic Set, since hunt-on-sight is not likely).

### Black Dragon

**218 points**

**Attribute Modifiers:** ST +12 [96]; HT +1 [10].

**Advantages:** Absolute Direction [5]; Dragon Meta-Trait [36]; Invisibility (Machines Only, Heavy Encumbrance) [60]; Magery 1 (Necromancy Only) [9].

**Disadvantages:** Disturbing Voice [-10]; Draining (Blood) [-5]; Weakness (Sunlight, 1d/30 min.) [-15].

**Racially Innate Spell:** Breathe Radiation (VH) IQ+7\* [32]-16.

**Features:** No Reflection; No Shadow.

\*Includes racial Magery; Radiation is a sub-college of Necromancy in Technomancer.

Conversion notes: Supernatural features are what's expected for a black dragon. Blood is provided through legal channels for most black dragons. Zeroed doesn't actually apply to black dragons; the highest authorities in the land *do* have records on them.

### Blue Dragon (*Wild Dragon*)

**250 (226) points**

**Attribute Modifiers:** ST +15 [120] (*ST +12 [96]*); HT +2 [20].

**Advantages:** Dragon Meta-Trait [36]; Magery 1 (One College, Fire) [9]; Teeth (Sharp) [1], Terror (Roar, Hearing) [30].

**Perks:** Penetrating Voice [1].

**Racially Innate Spell:** Breathe Fire (VH) IQ+7\* [32]-16.

\*Includes racial Magery.

## Cloud Dragon (Panlong)

230 points

The cloud dragon is the only known dragon variant resulting from the Chinese dragon breeding program. Officially, China claims they got exactly what they wanted, a dragon that could bring good weather in peacetime and lash the enemy with storms in war; Western intelligence agencies are skeptical of that claim, believing that China had greater ambitions that it may still be pursuing.

**Attribute Modifiers:** ST +14 [112]; HT +2 [20].

**Advantages:** Dragon Meta-Trait [36]; Magery 1 (Three Colleges, Air, Water, & Weather) [12]; Teeth (Sharp) [1], Terror (Roar, Hearing) [30].

**Perks:** Penetrating Voice [1].

**Disadvantages:** Revulsion (Iron) [-15].

**Racially Innate Spell:** Breathe Steam (VH) IQ+7\* [32]-16.

\*Includes racial Magery.

## Technomancer Familiars in 4<sup>th</sup> Edition GURPS

### Genies

“Genies” are genetically-modified animals with the ability to bond with wizards, who can then draw on the animal’s fatigue for casting spells.

### Cat Genie

-27 points

Cat genies are the original type of genie, available as familiars since 1996.

**Attribute Modifiers:** ST -6 [-60]; DX +4 [48]\*; IQ -3 [-60].

**Secondary Characteristic Modifiers:** Will +3 [15]; Per +5 [25]; Basic Move +4 [20]; SM -3.

**Advantages:** Catfall [10]; Claws (Sharp) [5]; Combat Reflexes [15]; Flexibility [5]; Fur [1]; Night Vision 5 [5]; Perfect Balance [15]; Teeth (Sharp) [1]; Vibration Sense (Air) [10].

**Disadvantages:** Dead Broke [-25]; Dependency (Mana, Very Common, Constantly) [-25]; Domestic Animal [-30]; Quadruped [-35].

**Racially Innate Skills:** Brawling (E) DX+2 [4]-16; Climbing (A) DX+3 [1]-17†‡; Jumping (E) DX+0 [1]-14; Stealth (A) DX+0 [2]-14.

\*Cost reduced for No Fine Manipulators (-40%), part of Quadruped.

† Includes +1 from Flexibility.

‡ Includes +3 from Perfect Balance.

### Corvid Genie

19 points

Gengineered from Manafall-mutated giant Chihuahuan ravens, they reached the market in 2010.

**Attribute Modifiers:** ST -6 [-60]; DX +4 [80]; IQ -2 [-40].

**Secondary Characteristic Modifiers:** Will +3 [15]; Per +5 [25]; SM -3.

**Advantages:** Claws (Sharp) [5]; Enhanced Move (Air Speed 24) [20]; Feathers [1]; Flight (Winged) [30]; Nictitating Membrane 1 [1]; Teeth (Sharp Beak) [1].

**Disadvantages:** Dead Broke [-25]; Dependency (Mana, Very Common, Constantly) [-25]; Disturbing Voice [-10]; Foot Manipulators [-6]; Hidebound [-5]; Social Stigma (Valuable Property) [-10].

**Taboo Trait:** Fixed IQ.

**Racially Innate Skills:** Flight (A) HT+1 [4]-11; Observation (A) Per+0 [2]-12, Poetry (A) IQ+4 [16]-12.

## Otter Genie

47 points

Based on the river otter, otter genies were introduced to the market in 2017.

**Attribute Modifiers:** ST -4 [-40]; DX +3 [60]; IQ -3 [-60].

**Secondary Characteristic Modifiers:** Will +3 [15]; Per +5 [25]; SM -2.

**Advantages:** Acute Smell 2 [4]; Amphibious [10]; Breath Holding 2 [4]; Combat Reflexes [15]; Discriminatory Smell [15]; Double Jointed [15]; Extra Legs (4 legs) [5]; Fearlessness 2 [4]; Fur [1]; High Pain Threshold [10]; Night Vision 4 [4]; Peripheral Vision [15]; Sharp Teeth [1]; Slippery 3 [6]; Temperature Tolerance 1 (cold) [1]; Terrain Adaptation (snow) [5]; Terrain Adaptation (uneven) [5]; Ultrahearing [5]; Vibration Sense (water) [10].

**Disadvantages:** Bad Grip 1 (does not affect climbing rolls -20%) [-4]; Curious [-5]; Dead Broke [-25]; Dependency (Mana, Very Common, Constantly) [-25]; Domestic Animal [-30]; Ham Fisted 2 [-10]; Semi-Upright [-5].

**Racially Innate Skills:** Aquabatics (H) DX+0 [4]-13; Brawling (E) DX+2 [4]-15; Wrestling (A) DX+2 [8]-15.

**Features:** Born Biter 2.

## Racoon Genie

7 points

Rather useful with their human-like hands, racoon genies have been available since 2006.

**Attribute Modifiers:** ST -5 [-50]; DX +2 [40]; IQ -3 [-60].

**Secondary Characteristic Modifiers:** Will +3 [15]; Per +3 [15]; SM -2.

**Advantages:** Catfall [10]; Clinging (Requires hand-holds -30%) [14]; Discriminatory Smell [15]; Extra Legs (4 legs) [5]; Flexibility [5]; Fur [1]; Night Vision 6 [6]; Parabolic Hearing 2 [8]; Perfect Balance [15]; Peripheral Vision [15]; Sensitive Touch [10]; Sharp Teeth [1]; Terrain Adaptation (uneven) [5]; Ultrahearing [5]; Vibration Sense (air; based on hearing) [10].

**Disadvantages:** Bad Grip 1 (does not affect climbing rolls -20%) [-4]; Dead Broke [-25]; Dependency (Mana, Very Common, Constantly) [-25]; Domestic Animal [-30]; Ham Fisted 1 [-5]; Semi-Upright [-5].

**Racially Innate Skills:** Brawling (E) DX+2 [4]-14; Climbing (A) DX+4 [2]-16\*; Stealth (A) DX+0 [2]-12; Swimming (E) HT+3 - 15 [8].

**Features:** Born Biter 1.

\* Includes +1 from Flexibility and +3 from Perfect Balance.

## Terrier Genie

-40 points

The second variety of genie developed, available since 1999.

**Attribute Modifiers:** ST -4 [-40]; DX +2 [24]\*; IQ -3 [-60].

**Secondary Characteristic Modifiers:** Will +3 [15]; Per +5 [25]; Basic Move +5 [25]; SM -2.

**Advantages:** Claws (Blunt) [3]; Combat Reflexes [15]; Discriminatory Smell [15]; Fur [1]; Teeth (Sharp) [1]; Temperature Tolerance 1 (cold) [1]; Ultrahearing [5].

**Disadvantages:** Dead Broke [-25]; Dependency (Mana, Very Common, Constantly) [-25]; Domestic Animal [-30]; Quadruped [-35].

**Racially Innate Skills:** Brawling (E) DX+4 [12]-16; Tracking (A) Per+6 [8]-18†.

**Features:** Born Biter 2.

\*Cost reduced for No Fine Manipulators (-40%), part of Quadruped.

†Includes +4 from Discriminatory Smell.

## Software Wizard

-95 points

Once known as “desktop wizards”, most magical software familiars these days are bound into smartphones, though they can be put into anything that is or contains a computer. The primary advantage of a “software wizard” familiar is the ability to telepathically communicate with a genuinely sapient assistant who is operating a computing device. As individual magic beings, software wizards cannot be copied or transmitted, but a one-hour ritual can be used to move one to a new computing device.

**Attribute Modifiers:** IQ -1 [-20]; ST-10 [-100]; HT+2 [20].

**Secondary Characteristic Modifiers:** HP+1 [2]; SM -6.

**Advantages:** Absolute Direction (Requires Signal, -20%) [4]; AI [32]; Compartmentalized Mind (Controls) 1 [25]; Doesn't Breathe [20]; Injury Tolerance (No Head, No Neck) [12]; Machine [25]; Mindlink (Master) [5]; Telecommunication (Cable Jack; Video, +40%) [7]; Telecommunication (Radio; Video, +40%) [14]; Telecommunication (Telesend) (Accessibility, Master only, -80%) [2]; Temperature Tolerance 2 [2]; Unaging (IQ only, -75%) [4].

**Perks:** Accessory (Smartphone) [1].

**Disadvantages:** Dead Broke [-25]; Dependency (Mana, Very Common, Constantly) [-25]; Electrical [-20]; No Legs (Portable) [-30]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; Numb [-20]; Restricted Diet (Very Common, electricity) [-10]; Social Stigma (Valuable Property) [-10].

**Racially Innate Skills:** Computer Operation/TL8 (E) IQ+3 [8]-12; Research/TL8 (A) IQ+3 [12]-12.

**Features:** Not Pressurized; Not Subject to Aging; Sterile; Taboo Trait (Physical Changes).

*Customization Notes:* Obviously, different devices will result in different advantages and disadvantages. Many reasonably-common devices have no camera (Blindness [-50]), no microphone (Deafness [-20]), or no GPS chip (remove Absolute Direction, -4 points). Devices with no speaker (Mute [-25]) or wireless capability (remove Telecommunication (Radio; Video, +40%), -14 points) are rather rarer nowadays.

## Technomancer Golems in 4<sup>th</sup> Edition GURPS

Golems are produced by industrial enchantment in a variety of materials, and in sizes ranging from human-sized down to about six inches tall. Golem exoskeletons or armor (with Controls 1 [B43] and approximately 200 pounds of Payload [B74]) are available in a slightly smaller variety of materials.

Active Figures (*Technomancer* p.12, *Magic Items* 3 p.88) are not true golems; they are created by a derivative spell for small plastic bodies that, most notably, ceases to animate the doll after a year.

Since GURPS 4<sup>th</sup> Edition TL8 prices are based on the 2004 USD, 2004 commodity prices for materials from 2004 were used as a guide. Retail prices are based on \$100/energy point plus twice materials.

### Basic Golem Table

Material	Weight	Shaping Spell	ST	DX	IQ	HT	DR	Skill	Energy
ABS Plastic	210 lbs.	Shape Plastic	12	12	9	13	2	10	270
Aluminum	540 lbs.	Shape Metal	20	14	8	13	6	10	550
Bronze	1,800 lbs.	Shape Metal	25	13	9	15	6	10	670
Clay	200 lbs.	Shape Earth	15	11	8	14	0	10	250
Concrete	500 lbs.	Shape Earth	17	11	8	14	1	10	300
Flesh	200 lbs.	Restoration	18	12	8	14	0	10	350
Granite	500 lbs.	Shape Earth	20	11	8	15	4	10	410
Iron or Steel	1,600 lbs.	Shape Metal	30	12	9	16	6	14	738
PVC Plastic	250 lbs.	Shape Plastic	10	13	8	11	1	10	180
Salt (Crystal)	420 lbs.	Shape Earth	20	15	9	14	2	10	570
Silicone	230 lbs.	Shape Plastic	14	15	9	15	1	10	460
Titanium	900 lbs.	Shape Metal	40	12	9	16	12	14	998
Tungsten	4,000 lbs.	Shape Metal	35	11	8	20	20	10	970

Downscaled Golem Table #1

Material	SM -1			SM -2			SM -3		
	Wt.	ST	Energy	Wt.	ST	Energy	Wt.	ST	Energy
ABS	90 lbs.	9	210	26 lbs.	6	150	8 lbs.	4	130*
Aluminum	230 lbs.	15	450	68 lbs.	10	350	20 lbs.	7	290
Bronze	760 lbs.	19	550	225 lbs.	13	430	65 lbs.	8	330
Clay	85 lbs.	11	170	25 lbs.	8	130*	7 lbs.	5	130*
Concrete	210 lbs.	13	220	63 lbs.	9	140	20 lbs.	6	130*
Flesh	85 lbs.	14	270	25 lbs.	9	170	7 lbs.	6	130*
Granite	210 lbs.	15	310	63 lbs.	10	210	20 lbs.	7	150
Iron/Steel	680 lbs.	23	598	200 lbs.	15	438	60 lbs.	10	338
PVC	105 lbs.	8	140	31 lbs.	5	130*	9 lbs.	3	130*
Salt	180 lbs.	15	470	53 lbs.	10	370	16 lbs.	7	310
Silicone	100 lbs.	11	400	29 lbs.	7	320	9 lbs.	5	280
Titanium	380 lbs.	30	798	113 lbs.	20	598	33 lbs.	13	458
Tungsten	1,000 lbs.	26	790	500 lbs.	18	630	150 lbs.	12	510

\*Minimum energy cost for the Golem spell.

Downscaled Golem Table #2

Material	SM -4			SM -5			SM -6		
	Wt.	ST	Energy	Wt.	ST	Energy	Wt.	ST	Energy
ABS	3 lbs.	3	130*	1 lb.	2	130*	0.3 lbs.	1	130*
Aluminum	8 lbs.	5	250	3 lbs.	3	210	0.7 lbs.	2	190
Bronze	30 lbs.	6	290	8 lbs.	4	250	2.5 lbs.	3	230
Clay	3 lbs.	4	130*	1 lb.	3	130*	0.3 lbs.	2	130*
Concrete	8 lbs.	4	130*	2 lbs.	3	130*	0.7 lbs.	2	130*
Flesh	3 lbs.	5	130*	1 lb.	3	130*	0.3 lbs.	2	130*
Granite	8 lbs.	5	130*	2 lbs.	3	130*	0.7 lbs.	2	130*
Iron/Steel	25 lbs.	8	298	7 lbs.	5	238	2.2 lbs.	3	198
PVC	4 lbs.	3	130*	1 lb.	2	130*	0.3 lbs.	1	130*
Salt	7 lbs.	5	270	2 lbs.	3	230	0.6 lbs.	2	210
Silicone	4 lbs.	4	260	1 lb.	3	240	0.3 lbs.	2	220
Titanium	14 lbs.	10	398	4 lbs.	7	338	1.2 lbs.	4	278
Tungsten	63 lbs.	9	450	19 lbs.	6	390	5.5 lbs.	4	350

\*Minimum energy cost for the Golem spell.

Golem Retail Prices

Material	SM 0	SM -1	SM -2	SM -3	SM -4	SM -5	SM -6
ABS	\$27,600	\$21,300	\$15,100	\$13,000	\$13,000	\$13,000	\$13,000
Aluminum	\$56,000	\$45,500	\$35,100	\$29,000	\$25,000	\$21,000	\$19,000
Bronze	\$73,300	\$57,700	\$43,800	\$33,200	\$29,100	\$25,000	\$23,000
Clay	\$25,000	\$17,000	\$13,000	\$13,000	\$13,000	\$13,000	\$13,000
Concrete	\$30,000	\$22,000	\$14,000	\$13,000	\$13,000	\$13,000	\$13,000
Flesh	\$35,000	\$27,000	\$17,000	\$13,000	\$13,000	\$13,000	\$13,000
Granite	\$41,000	\$31,000	\$21,000	\$15,000	\$13,000	\$13,000	\$13,000
Iron/Steel	\$75,000	\$60,000	\$44,000	\$33,800	\$29,800	\$23,800	\$19,800
PVC	\$18,300	\$14,100	\$13,000	\$13,000	\$13,000	\$13,000	\$13,000
Salt	\$57,000	\$47,000	\$37,000	\$31,000	\$27,000	\$23,000	\$21,000
Silicone	\$50,000	\$42,000	\$32,500	\$28,200	\$26,000	\$24,000	\$22,000
Titanium	\$127,000	\$91,200	\$63,200	\$46,800	\$40,200	\$33,900	\$27,800
Tungsten	\$145,000	\$91,000	\$69,000	\$52,800	\$45,800	\$39,200	\$35,100

Golem Exoskeleton Retail Prices

ABS	Aluminum	Bronze	Granite	Iron/Steel	Salt	Silicone	Titanium	Tungsten
\$46,600	\$66,000	\$81,500	\$51,000	\$82,800	\$67,000	\$65,200	\$133,400	\$151,600