

## SIMULACRA IN CHIVALRY AND SORCERY LIGHT

Comments based on the essay "Golems and Gematria" by Lee Gold

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**Land of the Rising Sun, Gurps Japan, Lands Of Adventure** and other RPG credits)

The Golem is an artificial man, a creation of Jewish folklore. The name means "unformed" and according to Lee Gold the word occurs just once in the Bible with regard to Adam. It is a tireless servant that might be better understood as a simple robot. It cannot speak, it cannot reason, it just does as it is told. It is made by Kabbalists forming Earth into man-like shapes, casting spells over it and inscribing the Hebrew symbol "Emet" (Truth) on its forehead.

Although mentioned in these tales as servants or protectors, the Golem has become a staple of Fantasy Role-playing games, changing from just the creation of earth of the original to being of various types, including Stone, Iron and, for Jason and the Argonaut fans, bronze. Lee Gold points out that this last is, of course, based on a \*Greek\* folktale in which Minos of Crete had a bull-headed bronze servant who guarded the island.

So from now on a Golem is just a Kabbalistic creation of Earth, these are **Simulcrum (plural Simulacra)**. They are fashioned from binding spirits into bodies made for them and may be of Flesh, Stone or Metal. They can be given only limited commands, no more than 6, but that can include spells set into them by their creator. The creation of Simulcra is too advanced a spell for C&S Light as it currently stands, but are "Summoning Spells" in C&S 3.

These are the descriptions of Simulacra used in the C&S Light scenario run at Dudley Bug Ball in 1999.

### Iron Simulacrum (Animate Simulacrum of Metal)

<b>SIZE</b>	VL	<b>BODY</b>	50	<b>FATIGUE</b>	50
<b>AP</b>	15	<b>MOVE</b>	8'	<b>BMR</b>	40
<b>DODGE</b>			40% (PSF 10%)		
<b>STAMINA</b>			90% (PSF 50%)		
<b>WILLPOWER</b>			90% (PSF 50%)		

**ARMOUR** 15 points +5 vs slash, -3 vs crush and +6 vs pierce

#### **ATTACK METHODS**

Iron Fists 80% (PSF 40%) Base Damage = 15

#### **SPECIAL ABILITIES**

Dazzle As per the Arcane Magick Rank 1 Spell. Cast at ML 4 with a TSC of 70% and a PSF of 40%. The Spell emanates from the iron torso of the Golem.

#### **DESCRIPTION**

An iron statue of a human, usually male. This example is 12' tall. In Dudley it could speak, it must have had other magick on it.

### Stone Simulacrum (Animate Simulacrum of Stone)

<b>SIZE</b>	VL	<b>BODY</b>	60	<b>FATIGUE</b>	60
<b>AP</b>	10	<b>MOVE</b>	5'	<b>BMR</b>	50
<b>DODGE</b>			40% (PSF 0%)		
<b>STAMINA</b>			95% (PSF 55%)		
<b>WILLPOWER</b>			80% (PSF 40%)		

**ARMOUR** 12 points +2 vs slash, -8 vs crush and +5 vs pierce

#### **ATTACK METHODS**

Stone Fists 85 (PSF 45%) Base Damage = 12

#### **SPECIAL ABILITIES**

Boulder As per the Earth Magick Rank 3 Spell. Inflicts damage of 21 + Crit Die. Cast as ML 3 with a TSC of 70% and a PSF of 40%.

#### **DESCRIPTION**

A stone statue. this version is about 11 feet tall.

Remember. Normally the two above would not have those spells, those were just for that adventure. The creator might put on other ones however. Lastly we present the Simulacrum of Flesh, a Frankensteinian Horror, a construct of various body parts to make this loathsome servant.

### Flesh Simulacrum (Animate Simulacrum of Flesh)

<b>SIZE</b>	ML	<b>BODY</b>	45	<b>FATIGUE</b>	40
<b>AP</b>	13	<b>MOVE</b>	6'	<b>BMR</b>	30
<b>DODGE</b>			45% (PSF 15%)		
<b>STAMINA</b>			80% (PSF 35%)		
<b>WILLPOWER</b>			70% (PSF 30%)		

**ARMOUR** points +12 base. -9 vs slash and -5 vs pierce

#### **ATTACK METHODS**

Fists 70 (PSF 30%) Base Damage = 10

#### **SPECIAL ABILITIES**

Causes a willpower check in any human close enough to see it, or be at half PSF for any skills for D10 rounds through fear.

#### **DESCRIPTION**

A patchwork quilt mockery of a man. This version is about 6.5 feet tall. Usually built from "superior" parts of various bodies.