

Sausage Golem [0]

Attribute Modifiers: ST +3 [30], DX +2 [40], IQ-2 [-40], HT +4 [40]

Advantages: Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20] High Pain Threshold [10] Immunity to Metabolic Hazards [30], Injury Tolerance (Homogenous, No Blood) [45], Single-Minded [5], Unaging [15], Unfazeable [15], Vacuum Support [15]

Disadvantages: Automaton [-85], Cannot Learn [-30]. Mute [-25], No Sense of Smell/Taste [-5], Reprogrammable [-10], Social Stigma (valuable property) [-10], Unhealing (total) [-30], Unnatural [-50], Wealth (dead broke) [-25]

Features: Neither has nor spends Fatigue Points.

Skills: Brawling DX+2 [4], Climbing DX [2], Forced Entry DX [1], Innate Attack DX+2 [4], Wrestling DX [2]

Innate Attack: Toxic 3d6 disease (Contact Agent [-30%], Low Signature 1 [10%] Melee (reach 1) [-25%], Rapid Fire +1 [40%], Variable [5%]) [12]

Rushed Sausage Golem: Any or all of the following; Appearance: Horrific [-16], Bad Smell [-10], Draining (human meat) [-10], *reduce* Unhealing to [-20] (human meat) and *add* Odious Personal Habit (consumes humans) [net -5]. A rushed sausage Golem with **all** these traits will have a net value of -6, which would reduce the cost to cast the Golem spell (***GURPS Magic***, page 59) to 130.

These golems are usually created as brawlers and house-clearers; they're not subtle, but they can be effective. Sausage Golems are not *exactly* made out of sausage; they're essentially about 300 pounds of random meat thrown together in a humanoid shape and given unnatural life. They're not as strong as clay golems, but are definitely quicker.

Oddly, Sausage Golems cannot 'talk,' despite the fact that one could easily be made out of tongues and lungs. They are also **not** safe to eat. In fact, a Sausage Golem can somehow collect the disease germs inside its body and infect others in melee.

Sometimes, when a Sausage Golem is being created, the enchanter has to rush the job. A Rushed Sausage Golem is a no-fooling unholy abomination that will fall apart very quickly unless it gets a regular supply of human (or sapient humanoid) meat. The first ones were created accidentally; but these days, they're sometimes deliberately created as terror or revenge weapons. Rushed Sausage Golems aren't more *dangerous* than regular ones, but they're definitely *nastier*. Sometimes, nastier is just what the necromancer ordered.

The material presented here is my original creation, intended for use with the GURPS system from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.

GURPS is a registered trademarks of Steve Jackson Games, and the art here is copyrighted by Steve Jackson Games. All rights are reserved by SJ Games. This material is used here in accordance with the SJ Games online policy.

- Moe Lane
- <http://www.moelane.com>