

TABLE 1-1: ABILITY SCORE MODIFIERS

Ability Score	Modifier	Max Tech Level	Max Wetware Programs
3	-3	None	No program use
4	-2	1	-2 programs*
5	-2	1	-2 programs*
6	-1	1	-1 program*
7	-1	1	-1 program*
8	-1	2	No adjustment
9	None	2	No adjustment
10	None	3	No adjustment
11	None	3	No adjustment
12	None	4	No adjustment
13	+1	4	No adjustment
14	+1	4	+1 program
15	+1	5	+1 program
16	+2	5	+1 program
17	+2	5	+2 programs
18	+3	6	+2 programs
19	+3	6	+3 programs
20	+4	6	+3 programs
21	+4	6	+4 programs
22	+5	6	+4 programs
23	+5	6	+5 programs
24	+6	7**	+6 programs

* Minimum of 1 wetware program.

ACTIVITIES / ACTIONS

Activity	Time
Draw or sheathe a weapon	1 action*
Equip or drop a shield	1 action*
Open a door	1 action*
Activate an unpowered artifact	1 action
Change power cells	1 action
Locate an item in a backpack	1 action
Stand up from a prone position	1 action
Mount or dismount a steed	1 action
Reason with an obstinate AI	1 action

* Can be included as part of a movement action.

TABLE 4-1: ATTACK ROLL MODIFIERS

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

* And 50% chance of "friendly fire" if attack misses; see page 131.

TABLE 4-2: FUMBLES

Roll	Result
0	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the tribe but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a stone axehead falls off, or a bone club cracks. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untying them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled padding and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; artifact weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The straps slip and entangle you, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.

FUMBLE DIE BY ARMOR TYPE

Armor Type	Fumble Die
No armor	d4
Primitive leather armor or shield	d8
Primitive hide armor	d12
Artifact armor	d16
Powered armor	d20

PRIMITIVE WEAPONS

Weapon	Damage	Range	Value in Creds
Blowgun	1d3	20/40/60	6
Wood club	1d5	-	2
Bone club	1d6	-	3
Bow	1d6	50/100/150	30
Flint dagger	1d4	10/20/30	3
Leather sling	1d4	40/80/160	2
Stone-tipped spear	1d6	30/60/120	5

CRIT TABLE I: ALL 0-LEVEL CHARACTERS AND SHAMANS

Roll	Result
0	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.
9	Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face.
10	Foe trips on his own feet and falls prone for the rest of the round.
11	Piercing strike. Inflict +2d4 damage with this strike.
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.
13	Blow smashes foe's ankle; his movement speed is reduced by half.
14	Strike grazes temple; blood blinds the foe for 1d3 rounds.
15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
18	Foe falls into your attack. He takes +2d6 damage from the strike and curses your luck.
19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, he suffers a permanent loss of 1d4 Int.

CRIT TABLE M: MUTATIONS AND CREATURES

Roll	Result
1	Strike to chest, breaking ribs or their equivalent. This attack inflicts +1d6 damage.
2	Stunned like a dazer shot! The PC falls to the bottom of the initiative count for the remainder of the battle.
3	Dropped like a rock! Legs knocked out from beneath the character, knocking him prone.
4	PC disarmed. Weapon lands 1d12+5' away.
5	Mighty blow to shield arm! If no shield, this attack inflicts +1d6 damage.
6	Wind knocked out of PC! This attack inflicts +2d6 damage and an additional 1d6 damage next round.
7	Shot to the jaw! The PC loses 1d8 hp and the same number of teeth.
8	Shot shatters PC's forearm. This attack inflicts +1d6 damage, and the arm is useless until healed.
9	Shot to the head! If no helmet or head gear, attack inflicts +1d8 damage and forces a Fort save (DC 10 + HD). On a failed save, the PC falls unconscious.
10	Stunning blow! The world spins as the mutated monster makes a second attack!
11	Shot to the throat! The PC can't speak until healed and spends the next round struggling to breathe.
12	PC's kneecap blows out! The character's movement is cut by half and this attack inflicts +1d10 damage.
13	Alpha strike! This attack inflicts +1d12 damage.
14	PC's weapon sundered in the violent assault.*
15	Compressive strike to the torso crushes internal organs. This attack inflicts +1d12 damage, and forces the PC to make a Fort save (DC 15 + HD) to remain conscious through the pain.
16	Devastating strike! This attack inflicts +1d16 damage.
17	PC's Achilles tendon is torn, snapping back into his thigh. The character's movement drops to 5' and the screaming can be heard for miles around.
18	Mutated monster seizes PC by the neck. This attack inflicts +1d12 damage and the monster makes a second attack at +4 to hit.
19	Blow to the brain pan! This attack inflicts +1d16 damage and the PC loses 1d3 Intelligence permanently.
20	Terrifying shot pierces several important organs. The PC spends the next 1d4 days dying a slow, painful death. Attendance by a healer of 3rd level or higher can arrest the dying.
21	Lucky shot crushes skull, destroying the optic nerve and resulting in instant, permanent blindness.
22	PC's leg is shorn from his body. The character cannot move. This attack inflicts +2d12 damage.
23	Both the PC's arms are torn from his body. Attack inflicts +3d12 damage. Exceptionally cruel mutated monster proceeds to use PC's arms as weapons.
24	PC is disemboweled. Bloody guts spill to the ground. The PC spends the next 8 rounds dying as he futilely tries to feed his intestines back into his body.
25	Attack craters PC's skull. This attack inflicts 1d8 Intelligence and Personality damage and puts the PC into an instant coma.
26	Strike crushes throat. The PC drowns in his own blood for 6 rounds.
27	Attack snaps the PC's spinal column like a twig. The attack causes permanent paralysis, as the PC watches the rest of the battle from the ground, horizontally.
28	Throat torn asunder. The panicked PC gargles wetly as blood gouts down his chest. He dies in 4 rounds.
29	Terrible blow to the chest explodes the PC's heart. Immediate and instantaneous death.
30+	Attack rends PC's head from his torso. Blood gouts from the collapsing body, as the mutated monster moves on to next foe, making attacks until it misses.

* Artifact weapons never break due to critical fumbles. The target is disarmed instead, the weapon landing 1d10+5 feet away.

MUTANT CRAWL CLASSICS

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TABLE 6-1: AI RECOGNITION ROLL MODIFIERS

Condition	AI Recognition Modifier
Genotype is	
Pure Strain Human	+2
Mutant	-
Manimal	-4
Plantient	No AI recognition possible
Player Character is	
PSH in clothing of Ancient Ones	+1
Mutant with no visible mutations	+1
Mutant with visible mutations	-1 to -4 (Judge's discretion)
Manimal of primate sub-type	+1
PC with functioning com badge	+2 to +4 (depending on type)
Artificial Intelligence is	
Domestic appliance, toy, household-bot, or household hologram.	+1
Civilian vehicle or computer, Governmental vehicle or computer, robot or hologram.	-
Medical or scientific vehicle, computer, robot, or hologram.	-1
Military vehicle, computer, robot, or hologram.	-2
Military vehicle, computer, robot, or hologram.	-3
AI is damaged or insane.	-4 to -10 (Judge's discretion)
AI is currently mastered by living being.	-6

CRIT TABLE A: ROBOTS & ARTIFICIAL LIFEFORMS

Roll	Result
1	Crushing blow. This attack inflicts +1d8 damage, and the character's spine is compressed. The PC permanently loses 1d6" of height.
2	Broken arm. This attack inflicts +1d10 damage and one arm is crippled. The character suffers <i>permanent</i> loss of 1 Strength (arm never heals back to original position properly), and the arm cannot be used until healed.
3	Broken leg. This attack inflicts +1d10 damage and one leg is crippled. The PC suffers <i>permanent</i> loss of 5' of speed (leg never heals properly) and moves at half speed until healed.
4	Crushed chest. This attack inflicts +1d12 damage and chest is caved in. Until completely healed, any sort of exertion (including combat, running, swimming, jumping, etc.) requires DC 6 Fort save. Failure indicates permanent loss of 1 Stamina (due to severe organ damage; e.g., heart attack, lung failure, etc.).
5	Flattened. The PC is literally flattened into the ground by the sheer force of the blow, with multiple broken bones and several shattered ribs. The character takes an extra 1d12 damage <i>and</i> permanently loses 1 Stamina.
6	Ricochet blow. The robot's staggering attack sends the target hurling through the air up to 3d30' to collide with another victim (randomly determined). Both the original target and the secondary target take 1d10 damage from the collision (in addition to the robot's normal damage against the first target).
7	Colossal head strike. This attack inflicts +2d6 damage and the PC permanently loses 1 point of Intelligence. In addition, there is a 25% chance the character forgets the last 24 hours of his life.
8	Weapon smash. The robot's massive blow causes an additional 1d8 damage and shatters the character's mundane weapons and equipment. The PC's weapons and equipment each have a 50% chance of being destroyed; roll for each item: armor is busted loose (straps broken and duralloy dented), shields are shattered, weapons shattered or cracked, etc. Artifact items are destroyed only 10% of the time instead of 50%.
9	Sweeping blow. The robot's strike bowls over the character, and he takes an extra 1d8 damage and is knocked prone (must spend his next activation to stand). In addition, the robot can make another attack as long as it is directed against a <i>different</i> target, who must be within melee range and adjacent to the first target. If this second attack hits, the robot can attack <i>another</i> target, up to five in total, as it sweeps through its opponents.
10	Legs crushed into ground. The robot's blow hits the PC square on the head, driving him into the ground like a stem bolt into hull plating. The character takes an additional 2d8 damage, and both his legs are broken as he is propelled 1d4 feet into the earth (reduced to 1d4 inches if surface is stone). The character suffers a permanent loss of 10' of speed and 1 Agility (legs never heal properly) and is temporarily reduced to a speed of 1' (yes, one foot per round) until his two broken legs are healed.
11	Roll again twice.
12+	Roll again three times.

TABLE 7-1: ARTIFACT CHECKS

Roll	Result
1	Artifact breaks irreparably and inflicts maximum damage possible (or 1d6, whichever is greater) to all characters within a minimum range of 10' (or greater range, if applicable).
2-8	Artifact breaks irreparably, inflicts 1d3 damage to user.
9-11	Artifact breaks — part falls off; must make a DC 12 Intelligence check to replace part.
12-13	Artifact activates for one use; but its operation is still not understood.
14-16	Artifact activates and its operation is minimally understood; PC must make a DC 10 Intelligence check for the first 1d3 uses, artifact operation is basically understood afterwards.
17-19	Artifact activates and its operation is basically understood; additional ammunition or power sources may be used if available.
20-22	Artifact activates and its operation is well understood; minor repairs may be attempted with successful DC 12 Intelligence check and correct tools and materials.
23-26	Artifact activates and its operation is well understood; minor repairs may be attempted with successful DC 10 Intelligence check and correct tools and materials.
27-31	Artifact activates and its operation is precisely understood; major repairs may be attempted with successful DC 8 Intelligence check and correct tools and materials.
32-33	Artifact activates and its operation is precisely understood; major repairs may be performed with correct tools and materials.
34-35	Artifact activates and its operation is precisely understood; major repairs may be performed with correct tools and materials. With a successful DC 10 Intelligence check, proper materials, parts, and tools, a duplicate artifact may be constructed.
36+	Artifact activates and its operation is precisely understood; major repairs may be performed with correct tools and materials. With proper materials, parts, and tools, a duplicate artifact may be constructed.

TABLE 3-1: RADBURN RESULTS (ROLL D20)

Genotype	Defect Gained	Physical Mutation Gained	Mental Mutation Gained
Mutant	1-2	3-13	14-20
Manimal	1-2	3-15	16-20
Plantient	1-2	3-20	—

TABLE 3-2: MUTATIONS

Roll d100	Physical Mutation	Mental Mutation	Defect
01-05	Roll a defect	Roll a defect	Roll two defects
06-08	Amplimorph	Absorption	Asymmetrical Body
09-12	Carapace	Cryokinesis	Attraction Odor
13-15	Claws	Death Field Generation	Body Part Loss
16-18	Electrical Generation	Devolution	Death Pretense
19-24	Extra Senses	Domination	Delayed Reactions
25-29	Gas Generation	Dual Brain	Delusional
30-32	Heightened Agility	Empathy	Devolved
33-35	Heightened Stamina	Force Field Generation	Diminished Body Part
36-40	Heightened Strength	Heightened Intelligence	Diminished Sense
41-43	Holographic Skin	Illusion Generation	Diminished Stamina
44-46	Increased Speed	Life Force Reflection	Enmity
47-49	Infravision	Magnetic Control	Enlarged Body Part
50-52	Light Generation	Mind Control	Ipsilateral Body Plan
53-55	Metamorph	Mental Blast	Life Force Transference
56-59	Multiple Body Parts	Mental Shield	Mental Block
60-62	New Body Parts	Mental Reflection	Mental Defenselessness
63-65	Plasticity	Molecular Disruption	Multiple Personalities
66-69	Radiation Generation	Molecular Integration	Mutation Loss
70-73	Regeneration	Pyrokinesis	Special Vulnerability
74-77	Shorter	Telekinesis	Stumblebum
78-80	Sonic Generation	Telepathy	Stunted Wings
81-83	Spines	Teleportation	Thin Skin
84-86	Symbiotic Touch	Temporary Invulnerability	Uncontrolled Empathy
87-91	Taller	Thought Spike	Uncontrolled Telepathy
92-94	Ultravision	Time Sense	Useless Extra Body Parts
95-97	Wings	Time Stop	Weak Willed
98-00	Mega Mutation (Table 3-3)	Mega Mutation (Table 3-3)	No defect, gain mutation

TABLE 3-3: MEGA MUTATIONS

Roll d100	Physical Mega Mutation	Mental Mega Mutation
01-11	Anaerobic	Assimilation
12-22	Detonating Fingers	Cognitive Immortality
23-33	Gene Splice	Eidetic Memory
34-44	Merge	Genetic Oracle
45-55	Metallic Skin	Life Force Drain
56-66	Phase Shift	Meditative State
67-77	Singularity	Molecular Analysis
78-88	Xenomorph	Time Lash
89-00	Pick any two mutations	Pick any two mutations



CRIT TABLE II: ALL MUTANTS, ROVERS, AND LEVEL 1-5 MANIMALS

Roll	Result
0	Miss! Hesitation costs you the perfect strike!
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.
3	Clean strike to back. Inflict +2d6 damage with this strike.
4	Blow to chest staggers foe. You can make an immediate free attack.
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.
8	Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds.
9	Foe stumbles over his own limbs, falling prone. Make another attack.
10	Masterful strike! Inflict +2d6 damage with this strike.
11	Strike severs larynx. Foe is reduced to making wet fish noises.
12	Savage strike! Foe must succeed on a Fort save (DC 10 + PC level) or faint from the pain.
13	Foe disoriented by quick strikes. Foe suffers a -4 penalty to attack rolls for 1d4 rounds.
14	Strike to head. Foe must make a Fort save (DC 10 + PC level) or fall unconscious.
15	Blow drives foe to ground. Inflict +2d6 damage with this strike, and the enemy is knocked prone.
16	Lightning-fast shot to the face pops the foe's eye like a grape. Foe is permanently blinded in one eye and can take no actions for 1d3 rounds.
17	Strike pierces lung. Inflict +2d6 damage with this strike, and the foe can take only one action on his next turn.
18	Devastating strike to back of head. Inflict +1d8 damage and the foe must make a Fort save (DC 10 + PC level) or fall unconscious.
19	Attack severs major artery. Inflict +1d10 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious from shock and massive blood loss.
20	Throat slashed! Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
21	Strike pierces spinal column. Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.
22	Chest skewered, spearing a variety of organs. Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
23	Strike through ear canal enters the brain. Ear wax instantly removed, and the foe must make a Fort save (DC 15 + PC level) or die instantly. Inflict an extra +2d6 damage on successful save.
24+	Strike through heart! Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die instantly.

CRIT TABLE III: ALL PLANTIENS, HEALERS, LEVEL 1-2 SENTINELS, & LEVEL 6-10 MANIMALS

Roll	Result
0	Battle rage makes friend and foe indistinguishable. Foe is hit for +1d12 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.
1	Savage attack! Inflict an extra +1d6 damage with this strike.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.
3	Foe steps into attack. Inflict +1d8 damage with this strike.
4	Powerful strike hammers foe to his knees. Make another attack.
5	Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses his sense of smell for 1d4 hours.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.
10	Sunder foe's weapon! Shards of metal fill the air.*
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious.
13	Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike.
14	Attack hammers foe's torso. Inflict +2d8 damage with this strike.
15	Strike dislocates shoulder! Inflict +1d8 damage and shield arm hangs loosely by muscle and skin; no AC bonus from shield.
16	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks.
17	Furious blows hammer target prone. Make another attack.
18	Blow hammers shards of bone into foe's forebrain; gray matter oozes out. Inflict +1d8 damage with this strike, and the foe suffers 1d4 points of Int and Per loss.
19	Devastating strike to the chest. Inflict +2d8 damage with this strike.
20	Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this strike.
21	Strike to leg shatters femur, knocking foe to the ground. Foe's movement drops by half. Inflict +2d8 damage with this strike and make another attack.
22	Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm.
23	Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently loses 1d4 Int and Per.
24	Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds.
25	Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
26	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike, and the foe is permanently blinded.
27	Crushing blow hammers chest. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or be knocked unconscious.
28+	Blow destroys spinal column. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.

TABLE 1-1: ABILITY SCORE MODIFIERS

Ability Score	Modifier	Max Tech Level	Max Wetware Programs
3	-3	None	No program use
4	-2	1	-2 programs*
5	-2	1	-2 programs*
6	-1	1	-1 program*
7	-1	1	-1 program*
8	-1	2	No adjustment
9	None	2	No adjustment
10	None	3	No adjustment
11	None	3	No adjustment
12	None	4	No adjustment
13	+1	4	No adjustment
14	+1	4	+1 program
15	+1	5	+1 program
16	+2	5	+1 program
17	+2	5	+2 programs
18	+3	6	+2 programs
19	+3	6	+3 programs
20	+4	6	+3 programs
21	+4	6	+4 programs
22	+5	6	+4 programs
23	+5	6	+5 programs
24	+6	7**	+6 programs

* Minimum of 1 wetware program.

ACTIVITIES / ACTIONS

Activity	Time
Draw or sheathe a weapon	1 action*
Equip or drop a shield	1 action*
Open a door	1 action*
Activate an unpowered artifact	1 action
Change power cells	1 action
Locate an item in a backpack	1 action
Stand up from a prone position	1 action
Mount or dismount a steed	1 action
Reason with an obstinate AI	1 action

* Can be included as part of a movement action.

TABLE 4-1: ATTACK ROLL MODIFIERS

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

* And 50% chance of "friendly fire" if attack misses; see page 131.

TABLE 4-2: FUMBLES

Roll	Result
0	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the tribe but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a stone axehead falls off, or a bone club cracks. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untying them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled padding and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; artifact weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The straps slip and entangle you, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.

FUMBLE DIE BY ARMOR TYPE

Armor Type	Fumble Die
No armor	d4
Primitive leather armor or shield	d8
Primitive hide armor	d12
Artifact armor	d16
Powered armor	d20

PRIMITIVE WEAPONS

Weapon	Damage	Range	Value in Creds
Blowgun	1d3	20/40/60	6
Wood club	1d5	-	2
Bone club	1d6	-	3
Bow	1d6	50/100/150	30
Flint dagger	1d4	10/20/30	3
Leather sling	1d4	40/80/160	2
Stone-tipped spear	1d6	30/60/120	5

CRIT TABLE I: ALL 0-LEVEL CHARACTERS AND SHAMANS

Roll	Result
0	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.
9	Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face.
10	Foe trips on his own feet and falls prone for the rest of the round.
11	Piercing strike. Inflict +2d4 damage with this strike.
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.
13	Blow smashes foe's ankle; his movement speed is reduced by half.
14	Strike grazes temple; blood blinds the foe for 1d3 rounds.
15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
18	Foe falls into your attack. He takes +2d6 damage from the strike and curses your luck.
19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, he suffers a permanent loss of 1d4 Int.

CRIT TABLE M: MUTATIONS AND CREATURES

Roll	Result
1	Strike to chest, breaking ribs or their equivalent. This attack inflicts +1d6 damage.
2	Stunned like a dazer shot! The PC falls to the bottom of the initiative count for the remainder of the battle.
3	Dropped like a rock! Legs knocked out from beneath the character, knocking him prone.
4	PC disarmed. Weapon lands 1d12+5' away.
5	Mighty blow to shield arm! If no shield, this attack inflicts +1d6 damage.
6	Wind knocked out of PC! This attack inflicts +2d6 damage and an additional 1d6 damage next round.
7	Shot to the jaw! The PC loses 1d8 hp and the same number of teeth.
8	Shot shatters PC's forearm. This attack inflicts +1d6 damage, and the arm is useless until healed.
9	Shot to the head! If no helmet or head gear, attack inflicts +1d8 damage and forces a Fort save (DC 10 + HD). On a failed save, the PC falls unconscious.
10	Stunning blow! The world spins as the mutated monster makes a second attack!
11	Shot to the throat! The PC can't speak until healed and spends the next round struggling to breathe.
12	PC's kneecap blows out! The character's movement is cut by half and this attack inflicts +1d10 damage.
13	Alpha strike! This attack inflicts +1d12 damage.
14	PC's weapon sundered in the violent assault.*
15	Compressive strike to the torso crushes internal organs. This attack inflicts +1d12 damage, and forces the PC to make a Fort save (DC 15 + HD) to remain conscious through the pain.
16	Devastating strike! This attack inflicts +1d16 damage.
17	PC's Achilles tendon is torn, snapping back into his thigh. The character's movement drops to 5' and the screaming can be heard for miles around.
18	Mutated monster seizes PC by the neck. This attack inflicts +1d12 damage and the monster makes a second attack at +4 to hit.
19	Blow to the brain pan! This attack inflicts +1d16 damage and the PC loses 1d3 Intelligence permanently.
20	Terrifying shot pierces several important organs. The PC spends the next 1d4 days dying a slow, painful death. Attendance by a healer of 3rd level or higher can arrest the dying.
21	Lucky shot crushes skull, destroying the optic nerve and resulting in instant, permanent blindness.
22	PC's leg is shorn from his body. The character cannot move. This attack inflicts +2d12 damage.
23	Both the PC's arms are torn from his body. Attack inflicts +3d12 damage. Exceptionally cruel mutated monster proceeds to use PC's arms as weapons.
24	PC is disemboweled. Bloody guts spill to the ground. The PC spends the next 8 rounds dying as he futilely tries to feed his intestines back into his body.
25	Attack craters PC's skull. This attack inflicts 1d8 Intelligence and Personality damage and puts the PC into an instant coma.
26	Strike crushes throat. The PC drowns in his own blood for 6 rounds.
27	Attack snaps the PC's spinal column like a twig. The attack causes permanent paralysis, as the PC watches the rest of the battle from the ground, horizontally.
28	Throat torn asunder. The panicked PC gurgles wetly as blood gouts down his chest. He dies in 4 rounds.
29	Terrible blow to the chest explodes the PC's heart. Immediate and instantaneous death.
30+	Attack rends PC's head from his torso. Blood gouts from the collapsing body, as the mutated monster moves on to next foe, making attacks until it misses.

* Artifact weapons never break due to critical fumbles. The target is disarmed instead, the weapon landing 1d10+5 feet away.

TABLE 6-1: AI RECOGNITION ROLL MODIFIERS

Condition	AI Recognition Modifier
Genotype is	
Pure Strain Human	+2
Mutant	—
Manimal	-4
Plantient	No AI recognition possible
Player Character is	
PSH in clothing of Ancient Ones	+1
Mutant with no visible mutations	+1
Mutant with visible mutations	-1 to -4 (Judge's discretion)
Manimal of primate sub-type	+1
PC with functioning com badge	+2 to +4 (depending on type)
Artificial Intelligence is	
Domestic appliance, toy, household-bot, or household hologram.	+1
Civilian vehicle or computer,	—
Governmental vehicle or computer, robot or hologram.	-1
Medical or scientific vehicle, computer, robot, or hologram.	-2
Military vehicle, computer, robot, or hologram.	-3
AI is damaged or insane.	-4 to -10 (Judge's discretion)
AI is currently mastered by living being.	-6

TABLE 7-1: ARTIFACT CHECKS

Roll	Result
1	Artifact breaks irreparably and inflicts maximum damage possible (or 1d6, whichever is greater) to all characters within a minimum range of 10' (or greater range, if applicable).
2-8	Artifact breaks irreparably, inflicts 1d3 damage to user.
9-11	Artifact breaks — part falls off; must make a DC 12 Intelligence check to replace part.
12-13	Artifact activates for one use; but its operation is still not understood.
14-16	Artifact activates and its operation is minimally understood; PC must make a DC 10 Intelligence check for the first 1d3 uses, artifact operation is basically understood afterwards.
17-19	Artifact activates and its operation is basically understood; additional ammunition or power sources may be used if available.
20-22	Artifact activates and its operation is well understood; minor repairs may be attempted with successful DC 12 Intelligence check and correct tools and materials.
23-26	Artifact activates and its operation is well understood; minor repairs may be attempted with successful DC 10 Intelligence check and correct tools and materials.
27-31	Artifact activates and its operation is precisely understood; major repairs may be attempted with successful DC 8 Intelligence check and correct tools and materials.
32-33	Artifact activates and its operation is precisely understood; major repairs may be performed with correct tools and materials.
34-35	Artifact activates and its operation is precisely understood; major repairs may be performed with correct tools and materials. With a successful DC 10 Intelligence check, proper materials, parts, and tools, a duplicate artifact may be constructed.
36+	Artifact activates and its operation is precisely understood; major repairs may be performed with correct tools and materials. With proper materials, parts, and tools, a duplicate artifact may be constructed.

CRIT TABLE A: ROBOTS & ARTIFICIAL LIFEFORMS

Roll	Result
1	Crushing blow. This attack inflicts +1d8 damage, and the character's spine is compressed. The PC permanently loses 1d6" of height.
2	Broken arm. This attack inflicts +1d10 damage and one arm is crippled. The character suffers <i>permanent</i> loss of 1 Strength (arm never heals back to original position properly), and the arm cannot be used until healed.
3	Broken leg. This attack inflicts +1d10 damage and one leg is crippled. The PC suffers <i>permanent</i> loss of 5' of speed (leg never heals properly) and moves at half speed until healed.
4	Crushed chest. This attack inflicts +1d12 damage and chest is caved in. Until completely healed, any sort of exertion (including combat, running, swimming, jumping, etc.) requires DC 6 Fort save. Failure indicates permanent loss of 1 Stamina (due to severe organ damage; e.g., heart attack, lung failure, etc.).
5	Flattened. The PC is literally flattened into the ground by the sheer force of the blow, with multiple broken bones and several shattered ribs. The character takes an extra 1d12 damage <i>and</i> permanently loses 1 Stamina.
6	Ricochet blow. The robot's staggering attack sends the target hurling through the air up to 3d30' to collide with another victim (randomly determined). Both the original target and the secondary target take 1d10 damage from the collision (in addition to the robot's normal damage against the first target).
7	Colossal head strike. This attack inflicts +2d6 damage and the PC permanently loses 1 point of Intelligence. In addition, there is a 25% chance the character forgets the last 24 hours of his life.
8	Weapon smash. The robot's massive blow causes an additional 1d8 damage and shatters the character's mundane weapons and equipment. The PC's weapons and equipment each have a 50% chance of being destroyed; roll for each item: armor is busted loose (straps broken and duralloy dented), shields are shattered, weapons shattered or cracked, etc. Artifact items are destroyed only 10% of the time instead of 50%.
9	Sweeping blow. The robot's strike bowls over the character, and he takes an extra 1d8 damage and is knocked prone (must spend his next activation to stand). In addition, the robot can make another attack as long as it is directed against a <i>different</i> target, who must be within melee range and adjacent to the first target. If this second attack hits, the robot can attack <i>another</i> target, up to five in total, as it sweeps through its opponents.
10	Legs crushed into ground. The robot's blow hits the PC square on the head, driving him into the ground like a stem bolt into hull plating. The character takes an additional 2d8 damage, and both his legs are broken as he is propelled 1d4 feet into the earth (reduced to 1d4 inches if surface is stone). The character suffers a permanent loss of 10' of speed and 1 Agility (legs never heal properly) and is temporarily reduced to a speed of 1' (yes, one foot per round) until his two broken legs are healed.
11	Roll again twice.
12+	Roll again three times.

TABLE 3-1: RADBURN RESULTS (ROLL D20)

Genotype	Defect Gained	Physical Mutation Gained	Mental Mutation Gained
Mutant	1-2	3-13	14-20
Manimal	1-2	3-15	16-20
Plantient	1-2	3-20	—

TABLE 3-2: MUTATIONS

Roll d100	Physical Mutation	Mental Mutation	Defect
01-05	Roll a defect	Roll a defect	Roll two defects
06-08	Amplimorph	Absorption	Asymmetrical Body
09-12	Carapace	Cryokinesis	Attraction Odor
13-15	Claws	Death Field Generation	Body Part Loss
16-18	Electrical Generation	Devolution	Death Pretense
19-24	Extra Senses	Domination	Delayed Reactions
25-29	Gas Generation	Dual Brain	Delusional
30-32	Heightened Agility	Empathy	Devolved
33-35	Heightened Stamina	Force Field Generation	Diminished Body Part
36-40	Heightened Strength	Heightened Intelligence	Diminished Sense
41-43	Holographic Skin	Illusion Generation	Diminished Stamina
44-46	Increased Speed	Life Force Reflection	Enmity
47-49	Infravision	Magnetic Control	Enlarged Body Part
50-52	Light Generation	Mind Control	Ipsilateral Body Plan
53-55	Metamorph	Mental Blast	Life Force Transference
56-59	Multiple Body Parts	Mental Shield	Mental Block
60-62	New Body Parts	Mental Reflection	Mental Defenselessness
63-65	Plasticity	Molecular Disruption	Multiple Personalities
66-69	Radiation Generation	Molecular Integration	Mutation Loss
70-73	Regeneration	Pyrokinesis	Special Vulnerability
74-77	Shorter	Telekinesis	Stumblebum
78-80	Sonic Generation	Telepathy	Stunted Wings
81-83	Spines	Teleportation	Thin Skin
84-86	Symbiotic Touch	Temporary Invulnerability	Uncontrolled Empathy
87-91	Taller	Thought Spike	Uncontrolled Telepathy
92-94	Ultravision	Time Sense	Useless Extra Body Parts
95-97	Wings	Time Stop	Weak Willed
98-00	Mega Mutation (Table 3-3)	Mega Mutation (Table 3-3)	No defect, gain mutation

TABLE 3-3: MEGA MUTATIONS

Roll d100	Physical Mega Mutation	Mental Mega Mutation
01-11	Anaerobic	Assimilation
12-22	Detonating Fingers	Cognitive Immortality
23-33	Gene Splice	Eidetic Memory
34-44	Merge	Genetic Oracle
45-55	Metallic Skin	Life Force Drain
56-66	Phase Shift	Meditative State
67-77	Singularity	Molecular Analysis
78-88	Xenomorph	Time Lash
89-00	Pick any two mutations	Pick any two mutations

MUTANT CRAWL CLASSICS

ROLE PLAYING GAME



JUDGE'S SCREEN



CRIT TABLE II: ALL MUTANTS, ROVERS, AND LEVEL 1-5 MANIMALS

Roll	Result
0	Miss! Hesitation costs you the perfect strike!
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.
3	Clean strike to back. Inflict +2d6 damage with this strike.
4	Blow to chest staggers foe. You can make an immediate free attack.
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.
8	Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds.
9	Foe stumbles over his own limbs, falling prone. Make another attack.
10	Masterful strike! Inflict +2d6 damage with this strike.
11	Strike severs larynx. Foe is reduced to making wet fish noises.
12	Savage strike! Foe must succeed on a Fort save (DC 10 + PC level) or faint from the pain.
13	Foe disoriented by quick strikes. Foe suffers a -4 penalty to attack rolls for 1d4 rounds.
14	Strike to head. Foe must make a Fort save (DC 10 + PC level) or fall unconscious.
15	Blow drives foe to ground. Inflict +2d6 damage with this strike, and the enemy is knocked prone.
16	Lightning-fast shot to the face pops the foe's eye like a grape. Foe is permanently blinded in one eye and can take no actions for 1d3 rounds.
17	Strike pierces lung. Inflict +2d6 damage with this strike, and the foe can take only one action on his next turn.
18	Devastating strike to back of head. Inflict +1d8 damage and the foe must make a Fort save (DC 10 + PC level) or fall unconscious.
19	Attack severs major artery. Inflict +1d10 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious from shock and massive blood loss.
20	Throat slashed! Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
21	Strike pierces spinal column. Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.
22	Chest skewered, spearing a variety of organs. Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
23	Strike through ear canal enters the brain. Ear wax instantly removed, and the foe must make a Fort save (DC 15 + PC level) or die instantly. Inflict an extra +2d6 damage on successful save.
24+	Strike through heart! Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die instantly.

CRIT TABLE III: ALL PLANTIENS, HEALERS, LEVEL 1-2 SENTINELS, & LEVEL 6-10 MANIMALS

Roll	Result
0	Battle rage makes friend and foe indistinguishable. Foe is hit for +1d12 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.
1	Savage attack! Inflict an extra +1d6 damage with this strike.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.
3	Foe steps into attack. Inflict +1d8 damage with this strike.
4	Powerful strike hammers foe to his knees. Make another attack.
5	Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses his sense of smell for 1d4 hours.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.
10	Sunder foe's weapon! Shards of metal fill the air.*
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious.
13	Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike.
14	Attack hammers foe's torso. Inflict +2d8 damage with this strike.
15	Strike dislocates shoulder! Inflict +1d8 damage and shield arm hangs loosely by muscle and skin; no AC bonus from shield.
16	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks.
17	Furious blows hammer target prone. Make another attack.
18	Blow hammers shards of bone into foe's forebrain; gray matter oozes out. Inflict +1d8 damage with this strike, and the foe suffers 1d4 points of Int and Per loss.
19	Devastating strike to the chest. Inflict +2d8 damage with this strike.
20	Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this strike.
21	Strike to leg shatters femur, knocking foe to the ground. Foe's movement drops by half. Inflict +2d8 damage with this strike and make another attack.
22	Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm.
23	Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently loses 1d4 Int and Per.
24	Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds.
25	Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
26	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike, and the foe is permanently blinded.
27	Crushing blow hammers chest. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or be knocked unconscious.
28+	Blow destroys spinal column. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.