

MUTANT CRAWL CLASSICS

ROLE PLAYING GAME

TRIUMPH & TECHNOLOGY
WON BY MUTANTS & MAGIC





TERRA A.D.
MUTANT CRAWL CLASSICS



MUTANT CRAWL CLASSICS



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COMPATIBLE WITH
**DCC
RPG**

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TABLE OF CONTENTS

Foreword & Preface

Page 6

Introduction

Page 8

Chapter One: Character Creation

Ability Modifiers...16

Birth Sign...17

Beginning Equipment...17

Genotypes...19

Rite of Passage...22

Level Advancement...23

Chapter Three: Mutations

Radburn...42

Glowburn...43

Mutation Generation...44

Physical Mutations...45

Mental Mutations...65

Defects...88

Physical Mega Mutations
...102

Mental Mega
Mutations
...110

Chapter Four: Combat

Armor Class, Attack Roll Modifiers...124

Fumbles...124 • Crit Tables...127

Damage and Death...137

Healing...138

Burning

Luck...138

Wetware

Programs

...140

Skills

...140

Chapter Two: Character Classes

Sentinel...26

Shaman...28

Healer...30

Rover...32

Mutant...34

Manimal...36

Plantient...38

Chapter Five: Archaic Alignments

Page 144





Chapter Six: Artificial Intelligences

AI Recognition Rolls...150

Artifact AIs...152

Androids...153

Computer AIs...154

Cyborgs...155

Holograms...156

Personal Assistants...157

Robots...158

Chapter Seven: Artifacts of the Ancients

Artifact Checks...167

Everyday Artifacts...169

Pistols...172

Rifles...173

Grenades...174

Melee Weapons...174

Armor...175

Medical Equipment...177

Miscellaneous...179

Power Sources...182

Vehicles...183

Special Artifacts...183

Chapter Eight: Bestiary A.D.

Page 188



Chapter Ten: Optional Rules

Crossing the Multiverse...262

DCC RPG characters in MCC...262

MCC RPG characters in DCC...263

Chapter Nine: Patron AIs

Patron AI Alliances...202

Patron AI Bond...202

ACHROMA...206

GAEA...212

HALE-E...218

HEXACODA...226

MANGALA...232

ME¹⁰...240

TETRAPLEX...246

UKUR...256

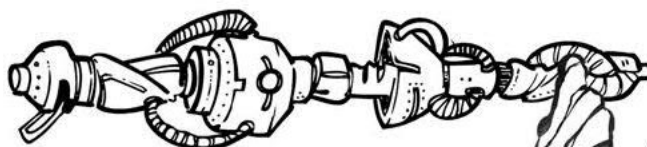
Appendix "M"

Books, Comics, Movies, and TV Shows
that Influenced MCC RPG...265



Assault on The Sky-High Tower

A Level 0-1 Adventure for MCC RPG...266



FOREWORD

My name is James M. Ward, I'm a good friend of Mr. Wampler's and I also had the pleasure and honor of writing the very first post-apocalypse role-playing game in GAMMA WORLD. I wrote that in the late '70s because I had a love for that style of literature. That was in the very early years of role playing. As you can imagine, a lot of fun concepts have been added to role-playing games since then. What you hold in your hands in this volume is state-of-the-art material allowing beginners to easily figure out how to role-play. This volume also allows experienced players a view into the post-apocalyptic genre.

I make it a point to read all of the new post-apocalypse style role-playing games that come out onto the hobby market. This one does an unusually good job of covering all of the disaster genre concepts as well as adding new material for the game master to use to keep the game fresh.

In the 1970s when I made my apocalypse game I added mutations of many types. Jim Wampler's version does the same, but his mutations are described in stunning detail; leaving no doubt as to what the mutation does. In the 35 years of post-apocalypse game design one would think there was no possible new mutation idea to be explored. This game breaks new ground in mutations and adds a power level other games couldn't manage.

The game mastering sections are very complete and fun to read. Any novice game master is going to find setting up a Mutant Crawl Classics game an easy and enjoyable task.

If I was a player or a Game Master and tired of the same old monsters and treasures I would pick this game up in a second and be able to start running the game after just a few days of reading this material. Believe me when I say I know the science fiction and science fantasy genre. This is some of the best material I've seen in years.

His creatures are interesting and tough. All too frequently in the current style of monster creatures, the beasts are weak and easy to destroy. That isn't the case in this game's set of creatures. The monster short hand is clear and concise and very easy to use. The creatures themselves are fun and provide lots of interesting role-playing situations for the game master and his players. In fact, I found myself wishing there were even more of those type creatures in his list of monsters.

James M. Ward

Designer of METAMORPHOSIS ALPHA, the first science fiction RPG, and GAMMA WORLD, the first science fiction post-apocalypse RPG





PREFACE

This is the game that I've wanted to write and play for over 35 years. Shortly after being introduced to the World's Most Popular Fantasy Roleplaying Game in 1979, I picked up my second role playing game, a post-apocalyptic game penned (along with Gary Jaquet) by the inestimable James M. Ward. This game, I would later learn, was based in turn upon an even earlier game by the aforementioned Mr. Ward. So as much as from E. Gary Gygax and Dave Arneson, I learned how to play and judge RPGs from James M. Ward.

In those early days of the hobby, each member of my original gaming group tended to take ownership of a particular gaming genre and to run it for everyone else. James M. Ward's brilliant combination of over-the-top super science and earnest, deadly danger grabbed me from the very start. I am of the conviction that had his work received the same publishing support and marketing efforts as its elder fantasy sibling — say a series of hardbound volumes — his creation would be widely regarded today as the second greatest role playing game of all time. I certainly consider it thus. It is worth mentioning that these old school games of James M. Ward are still actively played decades later in convention halls, on dining room tables, and even in the stereotypical basements of the world. Much like an extra-hardy mutant PC, they simply refuse to die.

So for me, the book you now hold in your hands is a giant dose of long-anticipated karma. When Joseph Goodman released his canny take on fantasy role playing games, the *Dungeon Crawl Classics* RPG, I saw my chance to strike. Just as Joseph (along with a bevy of other like-minded and ultra-talented writers and artists) set out to re-inject the thrill of the unknown and the mysteries lying inherent in the famed "Appendix N" literature back into fantasy RPGs, I saw a golden opportunity to do the same for my favorite gaming genre.

Not only is MCC RPG 100% compatible with the DCC RPG, it should be noted that like its predecessor, nothing is as it seems. Many of the familiar tropes and trappings lie herein to be sure, but your players will never encounter recognizable 21st-century technology and treasure in MCC RPG. There's little thrill and mystery in that. This is a world of deadly ancient ruins and lost super science, of savage stone age tribesmen, and of malevolent mutations run riot in hothouse jungles and radioactive deserts. The unexpected and unknown dangers of a doomed civilization lie underneath an aging and bloated sun, and its secrets are yours for the taking, if you can but survive the attempt. That's the way the Appendix N authors did it, that's the way James M. Ward and Joseph Goodman do it, and it's worked out pretty well for millions of avid gamers so far.

Jim Wampler

Designer, MUTANT CRAWL CLASSICS RPG

INTRODUCTION



Are you a savage tribesman sifting through the radioactive ruins of Lost Lemuria, or of a futuristic age yet to come? Is your faithful mount a wingless dragon, a dinosaur, or a gigantic mutated lizard? Is that trusty weapon strapped to your side an arcane construct from a bygone mystic age of magic and wonder, or is it the imperishable product of a technological civilization long since fallen to ruin?

These questions have never bothered you overmuch – they are a needless distraction from the task at hand. You must survive. You must survive against all odds, be it surviving in the mad hothouse jungles populated by Darwin's most fevered nightmares, or in the glowing deserts and decaying ruins of what once was. Whether your leather-bound footfall crosses blast-glass or intelligent slime, you must survive. And to do so will require all the cunning, luck, and capacity for violence that you can muster. Fortunately, you've always had these things in great abundance.

WHAT IS THIS?

The Mutant Crawl Classics Role Playing Game is both a supplement to Goodman Games' *Dungeon Crawl Classics* RPG as well as a complete game in its own right. You can use these rules to run your own post-apocalyptic roleplaying game, or simply as a way to spice up your existing DCC RPG campaign with the addition of mutants, artificial intelligences, and futuristic technology. These rules are designed to be 100% compatible with the DCC RPG rulebook, and characters and monsters from either system should mesh seamlessly into your campaign with little or no adjudication required.

THE SETTING: TERRA A.D.

The characters in the Mutant Crawl Classics RPG live in a primitive world dominated by the bizarre side-effects of an ancient holocaust known only as the Great Disaster. Millennia after this cataclysmic extinction event, the world – now known as Terra A.D. (After Disaster) – has regrown into a lush tropical wilderness. The lifeforms that survive and flourish in Terra A.D. did so because natural selection rewarded their ancestors for possessing either very plastic or very hardy genomes. Plants and animals with wild and unstable mutations permeate the ecosystem and the food chain. Though some species have settled down into relatively stable body plans and are capable of reproducing true to form, there is still the chance in any given birth of a new mutation arising.

Of these mutations, the advent of intelligence and sentience are by far the most pervasive. Never before in the history of the world has it been home to so many competing sentient species. Many animal and plant species now possess rudimentary reasoning abilities, and more than a few walk upright, communicate with each other, and make use of tools. These sentient species are collectively known as manimals and plantients.

What few members of mankind that survived the Great Disaster meanwhile descended into barbarism and savagery, and eventually split into two separate species: pure strain humans (PSH) and mutants. Rather than surviving the Great Disaster by virtue of constantly mutating genetics, the genome of pure strain humans became hardened against radiation and other mutagenic environmental effects, leaving them an especially hardy and intelligent race.

THE ANCIENT ONES

It is generally accepted among the denizens of Terra A.D. that there once existed a legendary race of unknown type that ruled and ordered the world with an arcane force known as technology. While nearly every sentient species makes an apocryphal claim to be directly descendant of these protean techno-wizards of millennia past, the evidence for their existence is inarguable. Though long since passed out of all memory, the imperishable artifacts and ruined haunts of the Ancient Ones were manufactured of such incomprehensibly durable substances and with such super scientific know-how as to be virtually immune to the ravages of passing centuries. Many such devices and places may yet be discovered relatively intact by those brave enough to plumb the taboo lands of Terra A.D.

TERRA A.D. AS A CAMPAIGN SETTING

The setting of Terra A.D. is clearly post-apocalyptic, but exactly which apocalypse are we talking about? Was the Great Disaster the fall of Lost Lemuria or Ancient Atlantis, the Ragnarok of the Norse gods, an atomic holocaust, or the death throes of a Vancian Dying Aereeth? These questions are intentionally never answered in these rules. Taking its cue from its elder sibling, the world of Mutant Crawl Classics RPG is an undiscovered country – wild and mysterious. Ideally, the players should never be certain whether the game setting even takes place on Earth, or perhaps on some other parallel planet or plane. The artifacts of the Ancient Ones that the players encounter are the products of a super science, and never of recognizable 21st-century manufacture.

TERRA A.D. CLIMATE AND ECOLOGY

The world of Terra A.D. is that of tropical hothouse climate from pole-to-pole. The sun is red and bloated, and the skies are an emerald blue-green. Dense jungles and mile-tall trees dominate the planet. This is a world still struggling to heal itself fully from a disaster now many millennia in the past, and the planet seems to have chosen to do so by undergoing an explosive evolutionary radiation of its native life forms. Some wounded lands still persist – the radioactive glow deserts and the battered and volcanic crater countries – but where there is life, there is an overabundance of it. Mega-fauna are the rule rather than the exception.

The weather systems of Terra A.D. are generally hot and often rainy, with more typical thunderstorms punctuated by occasional glow storms and meteor showers. When the skies are clear, one can clearly see that there is no moon in the sky of Terra A.D., only an omnipresent “Sky Arc” – a graceful banded curve of blue-white light that visibly glows both day and night. Is it the crushed remnants of a shattered moon, or an accretion disk from which a moon has not yet formed? None can say, but legend suggests that the Ancient Ones quite possibly went there to live when their terrestrial world was destroyed. Small moving lights can still be seen in the night time skies that are thought to be the chariots of those long lost gods.

TERRA A.D. INHABITANTS AND CREATURES

The four dominant types of sentient species in Terra A.D. (pure strain humans, mutants, manimals, and plantients) are only so because they benefit from the organizing principles of a rudimentary Stone Age level of civilization. Even a primitive tribal social organization allows them to compete successfully in a world in which a great number of mutated plants and animals also possess sentience.

There are also the rare few among these sentient species that have joined together in secret societies called Archaic Alignments. Often being comprised of those rare individuals who plunder and master the artifacts of the Ancient Ones as an advocacy, Archaic Alignments sometimes possess more advanced, if esoteric, knowledge and technologies.

Rarest of all, the world of Terra A.D. is yet home to a small number of artificial lifeforms that remain from the pre-disaster era. These beings include androids, robots, holograms, and AIs (Artificial Intelligences). These beings range in intelligence and abilities from the simple minded and narrowly skilled, to the highly intelligent and fully sentient, to those that are considered patrons and gods. Sometimes simply referred to as “smart metal,” all of these beings are considered dangerous and unpredictable. With the right know-how and artifacts, some may be tamed and retained as servants, while the greatest of them may decide in turn that you are just barely worthy to become worshipers of their ancient might and glory (see Chapter 6: Artificial Intelligences, and Chapter 9: Patron AIs).



THE CORE MECHANIC

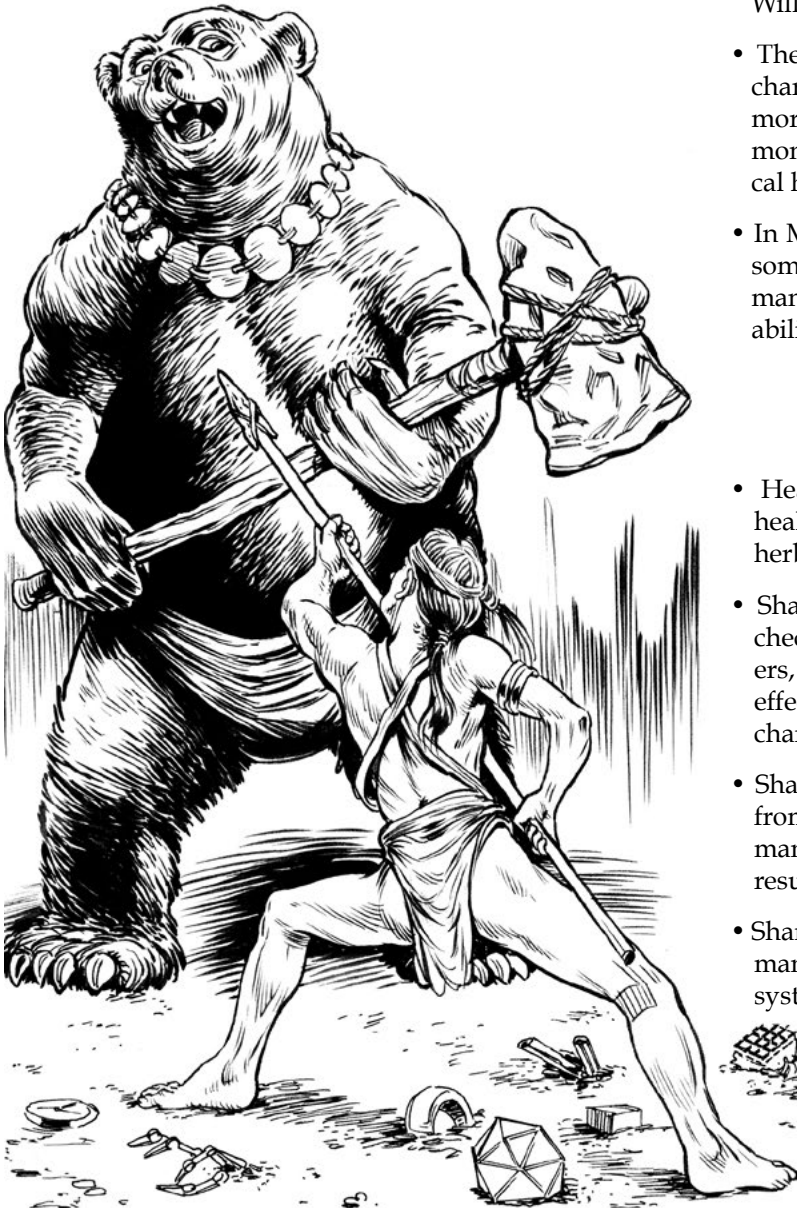
The core mechanic in the Mutant Crawl Classics Role Playing Game is the d20 roll. You will frequently be asked to roll 1d20 and add or subtract modifiers. The goal is to roll high and beat a Difficulty Class, or DC. Sometimes the DC will have specific terms, such as an Armor Class, or AC, which is a combat variety of a DC. A higher DC is more difficult to beat, and a better-armored creature has a higher AC.

If you roll equal to or higher than the DC (or AC), you succeed. Otherwise, you fail.

A roll of 1 is an automatic miss and often results in a fumbling failure of some kind.

A roll of 20 is an automatic hit and often results in a critical success of some kind.

Occasionally a character may roll a die other than 1d20 when acting. 1d16, 1d24, and even 1d30 are used for weaker or stronger character classes.



HOW IS THIS GAME DIFFERENT FROM WHAT I HAVE PLAYED BEFORE?

If you are familiar with the d20 system (3.0 and 3.5):

- MCC RPG does not have prestige classes, attacks of opportunity, feats, or skill points.
- Pure strain humans select from one of four classes at 1st level. For mutants, manimals, and plantients, their race and their class are the same thing.

Other core rules mechanics of note:

- MCC RPG uses an ascending armor class system. A normal, unarmored tribesman is AC 10, while a sentinel in power armor is AC 20.
- Attacks, saves, and skill checks all involve rolling 1d20, adding modifiers, and trying to beat a number.
- There are three saving throws: Fortitude, Reflex, and Willpower.
- There are critical hit tables in MCC RPG. Higher-level characters and martial characters generate critical hits more often and roll on more deadly result tables. Mutated monsters and artificial intelligences have their own critical hit tables.
- In MCC RPG, PCs can burn off ability scores to enhance some dice rolls. All characters can burn Luck, and shamans, mutants, manimals, and plantients can burn other abilities.

MCC RPG RULES MECHANICS OF NOTE

- Healers' naturopathy abilities are quick, near-instant healing abilities derived from an oral tradition of local herb use and biofeedback techniques.
- Shamans' wetware programs are cast with a program check, where the caster rolls 1d20, adds certain modifiers, and tries to score high. The higher the roll the more effective the result. Each wetware program has a unique chart that adjudicates the program's results.
- Shamans may or may not lose their wetware programs from memory after a casting. A low result means the shaman cannot run the program again that day. On a high result, they can run the program again.
- Shamans' wetware programs are always granted to a shaman by a Patron AI (sentient super-intelligent computer system).





CHAPTER ONE

CHARACTER

CREATION

"You're no hero.

You're a wasteland wanderer:

a mutant,

a seeker,

a robot-killer,

a stoic shaman guarding forgotten ancient sciences.

You seek triumph and technology,

winning it with mutations and magic,

soaked in the radiation and quantum fields of the altered,
the savage, the semi-sentient, and the artificially intelligent.

There are treasures to be won in the taboo lands and ruins,
and you shall have them..." — Relpmaw-Semaj, Curator Prime

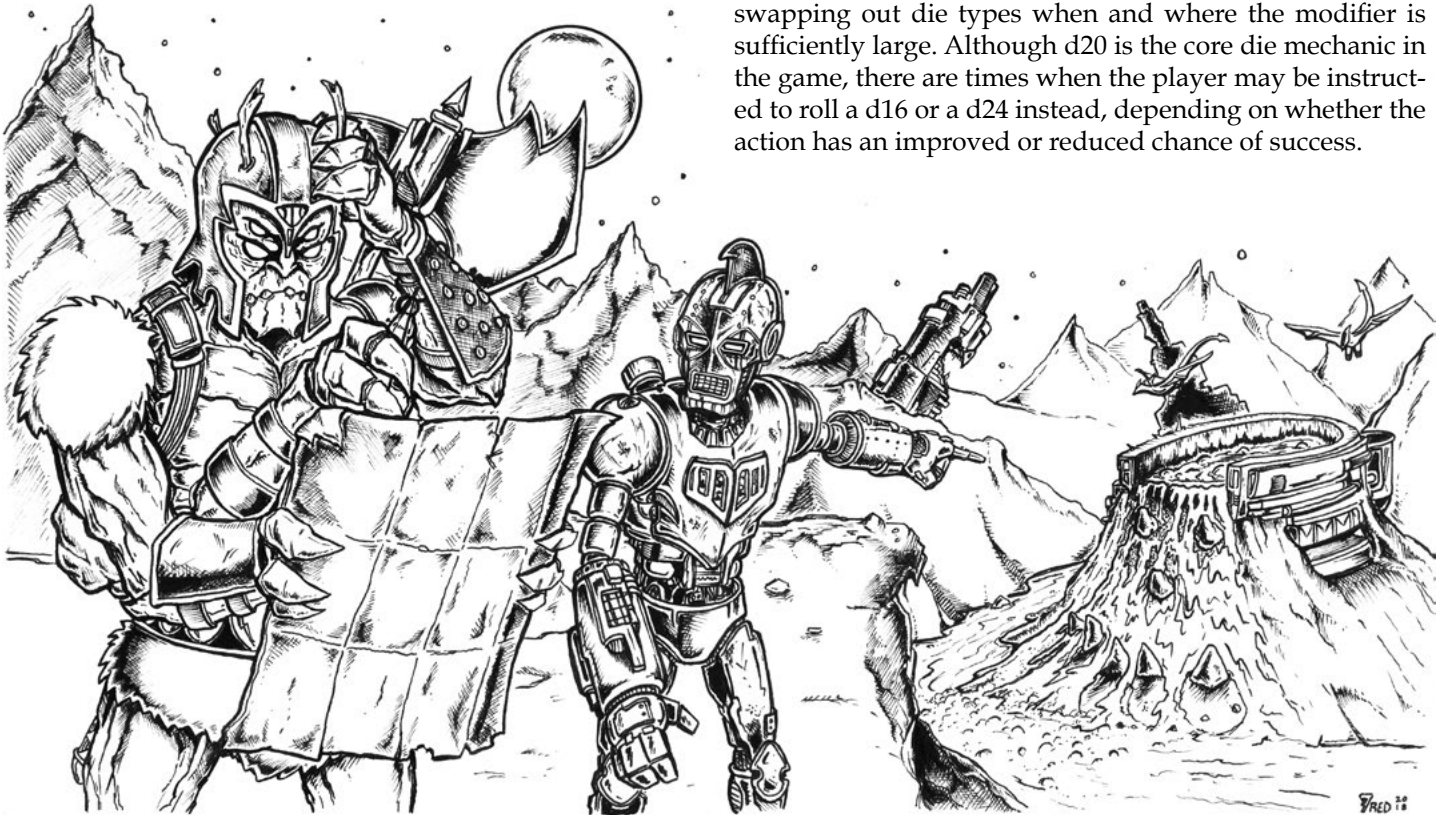


Game play in the *Mutant Crawl Classics Role Playing Game* starts at 0 level: untrained sub-adult tribesmen. Most of these characters will die while undergoing the Rite of Passage. We highly suggest each player roll up multiple 0-level characters – at least three, possibly more. Don't get attached. Characters that survive their Rite of Passage then become recognized as adult members of their tribe, choose classes, and join a Seeker team.

CHARACTER CREATION

This game utilizes polyhedrons of unusual shapes. Character creation in MCC RPG follows these steps:

1. Roll ability scores.
2. Adjust ability score modifiers, attack scores, and saving throws (see Table 1-1).
3. Roll 0-Level hit points using 1d4.
4. Roll for beginning profession and equipment (see Table 1-2)
5. Roll Birth Sign (see Table 1-3).
6. Roll twice for additional beginning equipment (see Table 1-4). Additional equipment may also be obtained by barter.
7. Roll genotype (see Table 1-5).
8. Determine genotype appearance or sub-type, if any (see Tables 1-6 through 1-8).
9. Choose an Archaic Alignment.



WEIRD DICE

This game utilizes polyhedrons of unusual shapes. Specifically, it utilizes the standard suite of polyhedral dice, as well as what is sometimes referred to as “Zocchi dice.” As an experienced gamer, you undoubtedly own the following standard array of dice: d4, d6, d8, d10, d12, d20, and d%. MCC RPG also makes use of “Zocchi dice” in the following configurations: d3, d5, d7, d14, d16, d24, and d30. You may purchase these dice from your local game store (ask them to special order if they do not already stock them), and from any of these sites: goodman-games.com, game-sciencedice.com, impactminiatures.com, chessex.com, and koplowlowgames.com (as well as other select internet sites).

What if you don't have access to weird dice? It is easy to substitute for them with a regular dice set. For a d3, roll 1d6 and divide by two; for a d5, roll 1d10 and divide by two. For a d7, roll 1d8 and re-roll on an 8. For d14 or d16, roll d20 and ignore rolls above the die-facing threshold. For d24, roll 1d12 and 1d6; if the 6-sider is odd, add 12 to the 1d12 roll. For d30, roll 1d10 with a 6-sided control die: add +0 on 1-2, +10 on 3-4, and +20 on 5-6.

THE DICE CHAIN

One of the most fun aspects of using weird dice in a rules set is getting to roll those dice! Many traditional RPGs utilize modifiers to dice rolls as a way to express improved success or failure in an action. For example, an attack with an off-hand weapon may incur a -4 penalty, or an attack against a motionless opponent may grant a +4 bonus.

In addition to (and sometimes in place of) this traditional modifier system, MCC RPG uses the dice chain system of swapping out die types when and where the modifier is sufficiently large. Although d20 is the core die mechanic in the game, there are times when the player may be instructed to roll a d16 or a d24 instead, depending on whether the action has an improved or reduced chance of success.

Sometimes there will be multiple “dice swaps” impacting a die. For example, a healer may be able to employ a medical artifact with greater effect than other classes, granting him an improved die roll, and he may also be operating under the influence of an AI that grants him a further improved die. The system for moving “up and down” different die types is known as the dice chain.

The dice chain is represented as follows:

d3-d4-d5-d6-d7-d8-d10-d12-d14-d16-d20-d24-d30

Whenever the rules instruct the player to use an improved die, his dice choice moves one step to the right, culminating in a d30 (the largest die that can be used). When the rules instruct the player to use a reduced die, his dice choice moves one step to the left, culminating in a d3 (the smallest die that can be used). In stat blocks this process will sometimes be annotated as +1d or -1d. Multiple steps can switch the die type two or more steps, and combined improved and reduced results can offset each other. Modifiers to the roll (such as +1 or -2) are applied to the result on the new die type.

ABILITY SCORES

An MCC RPG character is defined in broad terms by six ability scores: Strength, Agility, Stamina, Personality, Intelligence, and Luck.

Roll 3d6 in order for these abilities: Strength, Agility, Stamina, Personality, Intelligence, and Luck. Adjust ability-derived modifiers as required (see Table 1-1). Though the normal range of ability scores is 3-18, mutations may increase an ability score to a maximum value of 24.

In *Mutant Crawl Classics RPG*, ability scores are generally defined as follows.

Strength: Physical power for lifting, hurling, cutting, and dragging. Your Strength modifier affects melee attack and damage rolls. Note that a successful attack always does a minimum of 1 point of damage regardless of Strength. Characters with a Strength of 5 or less can carry a weapon or a shield but not both. Strength is the most important ability score for sentinels.

Agility: Balance, grace, and fine motor skills, whether in the hands or the feet. Your Agility modifier affects Armor Class, missile fire attack rolls, initiative rolls, and Reflex saving throws, as well as the ability to fight with a weapon in each hand. Agility is the most important ability score for rovers.

Stamina: Endurance, resistance to pain, disease, and poison. Your Stamina modifier affects hit points (even at level 0) and Fortitude saving throws. Note that a character with a negative Stamina modifier and a low enough roll on initial hit points may result in a negative hit point total. This means that the PC died at birth (a common enough happenstance in the post-apocalyptic era of Terra A.D.). Characters with a Stamina of 5 or less automatically take double damage from all poisons and diseases.

Personality: Charm, strength of will, persuasive talent. Personality affects Willpower saving throws for all characters, and can be important when making attempts to persuade others.

Intelligence: Ability to discern information, retain knowledge, and assess complex situations. For shamans, Intelligence affects wetware program count and maximum wetware program level, as noted on Table 1-1. For all characters, Intelligence affects known languages, as described later. Characters with an Intelligence of 7 or less can speak only Nu-Speak (the common tongue of most sentients in Terra A.D.).

Luck: “Right place, right time;” favor of the gods, good fortune, or hard-to-define talent. Players would be well advised to understand the goals of the super-intelligent AIs that influence the planet still, for these all-powerful beings consider the characters but pawns to be used in achieving their global agendas. The characters’ fortunes on this world can be greatly influenced by the ancient conflicts that rage around them. Luck affects several elements of the game, as follows:

- After rolling 3d6 to determine a player’s Luck score, roll on Table 1-3 to determine their birth sign, and thus which roll is affected by the character’s Luck modifier. This “lucky roll” is modified by the character’s starting 0-level Luck modifier (for good or for ill) in addition to all other normal modifiers. In some cases, the “lucky roll” is completely useless because the character chooses a class where it is not applicable, or their original Luck modifier is 0.
- Note that the lucky roll modifier does not change over time as the character’s Luck changes. For example, if a character’s Luck modifier is +1 and his lucky roll is mutation checks, he receives a +1 modifier to all mutation checks henceforth. This modifier does not change if his Luck score changes.
- The character’s Luck modifier affects other rolls in the game: critical hits, fumbles, and select other rolls, as described henceforth.
- Characters can burn off Luck to survive life-or-death situations. Any character can permanently burn Luck to give a one-time bonus to a roll. For example, you could burn 6 points of Luck to get a +6 modifier on a roll, but your Luck score is now 6 points lower.
- Characters can make Luck checks to attempt feats that succeed based on Luck alone. The judge will provide the specifics of any attempt, but the attempt is usually resolved by rolling equal to or less than the character’s Luck score on 1d20.
- For all characters, Luck may be restored over the course of their adventures by judge-awarded grants, and this restoration process is loosely linked to the character’s archaic alignment. Characters that act against their alignment may find themselves suddenly unlucky.

TABLE 1-1: ABILITY SCORE MODIFIERS

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

* Minimum of 1 wetware program.

** Based on Intelligence for shamans.

*** Represents technology of extraterrestrial origin.

Those who perform well for the benefit of their archaic alignment or Patron AI may find themselves growing luckier over time.

- Pure strain humans and plantients have a particular affinity with luck. These classes renew their Luck score at a defined rate, as discussed in their class descriptions.

HOPELESS CHARACTERS

The environment of Terra A.D. is not only harsh and unforgiving, but genetic birth defects and stillbirths are common. It is therefore possible to roll up a character who dies during character creation. For example, a character possessing a 3 Stamina score would then have a -3 modifier to hit points rolled at 0 level, possibly resulting in a negative hit point total during character creation. Treat this character as having been stillborn, and roll up a new 0 level character.

It is also possible for a 0 level character to start the game severely handicapped by unlucky ability score rolls during character creation. Judges should encourage players to play even these "1 hp wonders," as many things can happen to that character during the course of play – and of such stuff future legends are forged!

LEVEL ZERO OCCUPATIONS

In the Neolithic societies of Terra A.D. there are only two possible 0 level occupations – Hunters and Gatherers. Additional beginning equipment is rolled after determining profession (Table 1-4: Beginning Equipment).

TABLE 1-2: CHARACTER OCCUPATIONS

d100	Profession	Starting Equipment
01-50	Hunter	Wood spear (1d5)
51-100	Gatherer	Large leather sack



BIRTH SIGN

Each character rolls their birth sign at character creation to determine that character's "lucky roll." If a character's ability scores are such that they have a Luck ability modifier, then that modifier becomes the character's inherit lucky roll as determined below. Note that as a character's Luck score changes (either up or down), the lucky roll does not change over time.

TABLE 1-3: BIRTH SIGN

d30 Birth Sign and Lucky Roll

1	Nuclear Winter: All attack rolls
2	The Roxen: All melee attack rolls
3	The Triffid: Missile fire attack rolls
4	The Beast: Unarmed attack rolls
5	The Millisteed: Mounted attack rolls
6	The Apocalypse: All damage rolls
7	Ragnarok: Melee damage rolls
8	Revelations: Missile fire damage rolls
9	The Hunter: Attack and damage rolls for 0-level starting weapon
10	The Gatherer: Stealth/hiding rolls
11	The Outsider: Find/disable traps
12	The Sensor: Find secret doors
13	The Genomorph: Mutation checks
14	The Alpha Striker: Mutation damage rolls
15	The Programmer: AI recognition rolls
16	The Hypospray: Healing rolls*
17	The Survivor: All saving throws
18	The Multitool: Escape traps
19	The Healer: Saving throw versus poisons
20	The Scientist: Reflex saving throws
21	The Glow: Fortitude saving throws
22	The Esper: Willpower saving throws
23	The Bunker: Armor Class
24	The CPU: Initiative
25	The Ecobot: Hit points (applies at each level)
26	The War-Bot: Critical hit tables (double Luck modifier on critical hits)**
27	The Unchanging: Defect rolls
28	The Backup Disk: Fumbles (double Luck modifier on fumbles)**
29	The Universal Translator: Number of languages
30	The Accelerant: Speed (each +1/-1 = +5'/-5' on speed)

* If a healer, applies to all healing the healer performs. If not a healer, applies to all technological healing received.

** Luck normally affects critical hits and fumbles. On this result, the modifier is doubled for purposes of crits or fumbles.

BEGINNING EQUIPMENT

Each 0-level character is automatically equipped with a flint dagger and a waterskin. Additionally, the new character is entitled to roll twice on Table 1-4 for an additional piece of beginning equipment. Characters may, of course, barter or trade for additional goods before leaving on the Rite of Passage. To barter with fellow tribesmen, the villages of the characters all trade goods using an abstract concept of ancient origin by assigning trade values in terms of "creds". Creds are simply a non-material value system used to barter goods, and not an actual physical currency.

Note: The items, weapons, and goods listed on Table 1-4 represent all of the equipment of consequence that can be commonly found in a tribal village. Functional artifacts are never traded within or without a tribe, excepting for non-functional junk artifacts or artifact fragments (the "small shiny thing" and "large shiny thing" listed on Table 1-4). Naturally, the judge is free to import additional equipment, weapons, and armor from other games or systems, including DCC RPG, as they see fit.

TABLE 1-4: ADDITIONAL BEGINNING EQUIPMENT

d100	Result	Damage / AC Bonus	Trade Value in Creds
01-04	Blowgun and 12 darts	1d3	6
05-09	Bone club	1d6	3
10-13	Bow and 12 arrows	1d6	30
14-18	Flint dagger	1d4	3
19-21	Leather sling	1d4	2
22-25	Stone axe	1d7	7
26-29	Stone-tipped spear	1d6	5
30-33	Wooden club	1d5	2
34-37	Fur cloak	+2 AC	20
38-41	Hide armor	+3 AC	30
42-45	Leather shield	+1 AC	10
46-49	Flint fire starter		5
50-53	Hemp rope, 50 ft.		5
54-57	Jerked roxen meat		2
58-61	Leather rucksack		10
62-65	Torch (x3)		3
66-69	Antler hood	+1 AC	10
70-73	Bone necklace		15
74-77	Conch shell trumpet		25
78-81	Magic sticky rock (lodestone)		30
82-85	Paints and dyes		35
86-89	Bag of sea shells		40
90-93	Small shiny thing (trinket non-functional artifact)		50
94-97	Large shiny thing (trinket non-functional artifact)		100
98-00	A telepathic rat (pet)	1d3 attack	250

SAVING THROWS

The MCC RPG uses three saving throws: Fortitude, Reflex, and Willpower. To make a saving throw, a character rolls 1d20, adds his modifier(s), and compares the result to a target number (DC). If the result is equal to or greater than the DC, the save is made. If not, dire effects may ensue.

Fortitude represents resistance to physical threats, such as radiation, poisons, gasses, acids, and stunning damage. A character's Stamina modifier influences his Fort save.

Reflex represents resistance to reaction-based threats, such as ducking a swinging robot arm, leaping aside as a ruin collapses, and twisting away from a mutant's electrical blast. A character's Agility modifier influences his Ref save.

Willpower represents resistance to mind-influencing threats, such as mutations that charm or control, psychic effects that cause sleep or hypnosis, and mental domination. A character's Personality modifier influences his Will save.

All 0-level characters start with a base modifier of +0 to all saving throws, which is subsequently influenced by their ability modifiers. As characters gain class levels, their saving throws increase.

LANGUAGES

All sentient characters know the verbal form of Nu-Speak, a mongrel descendant of the last universal language spoken by the Ancient Ones. Beginning characters are otherwise illiterate and have no written language.

For each point of Intelligence modifier, characters know one additional language associated with their Archaic Alignment, if any. These additional languages are established at 0 level. Manimals and plantients with Int 8+ automatically know the dialect languages of their general genotype as well.

Upon advancing to 1st level, a character may learn additional languages. Rovers learn a secret language called Security Access. Mutants, manimals, plantients, and other pure strain humans learn one additional language. Shamans learn one additional language per point of Int modifier.

Additional languages that can be learned include those of specific genotypes and other Archaic Alignments, which all have their own unique cant or jargon. Additionally, shamans may learn programming languages and the guttural tongues of semi-sentient species.

o LEVEL

All characters start at 0 level. Most will die in the taboo lands, alone, unknown, and unremembered. The fortunate few who so survive will choose a character class in which to advance. In the case of mutants, manimals, and plantients, their race is their character class.

As the character earns experience points, his XP total advances. When his XP total reaches 10, he may choose a class.

All 0 level characters setting out on their Rite of Passage start out with some additional equipment gifted to them by their clan. Roll twice on Table 1-4 for each 0-level character.

GENOTYPES

Roll on the genotype table to determine character genotype, then on the appropriate sub-table as applicable. Level 0 mutants, manimals, and plantients begin the game with only cosmetic mutations (see Table 1-6). Additional mutations for these classes manifest at 1st-level, and are rolled for separately at that time.

TABLE 1-5: CHARACTER GENOTYPE

d100	Genotype	Go to Sub-Type
01-32	Pure Strain Human	
33-66	Mutant	Table 1-6
67-88	Manimal	Table 1-7
89-00	Plantient	Table 1-8



TABLE 1-6: MUTANT APPEARANCE

d30	Result
1-5	Skin color: Roll 1d6 (1) bright red; (2) snow white; (3) lemon yellow; (4) purple; (5) green; (6) translucent.
6-9	Skin texture: Roll 1d6 (1) is mottled; (2) is reptilian; (3) is chitinous; (4) is rocky; (5) is metallic; (6) is invisible.
10-12	Eyes: Roll 1d6 (1) have slitted pupils; (2) have no pupils; (3) glow in the dark; (4) are a single eye; (5) have compound insect eyes; (6) are covered by semi-transparent skin.
13-15	Mouth: Roll 1d6 (1) is a fanged; (2) is a featureless slit; (3) is a beak or bill; (4) is insectoid; (5) is located in belly; (6) absent, replaced by porous skin.
16-17	Head: Roll 1d6 (1) is larger than normal; (2) is smaller than normal; (3) has craggy brow and ridged skull; (4) has small horns; (5) has antennae; (6) retreats into body.
18-19	Hair: Roll 1d6 (1) stands on end; (2) grows into a lion's mane; (3) grows over entire body; (4) drips oil; (5) is made of organic metal; (6) is comprised of small leaves.
20-22	Hands: Roll 1d6 (1) have no nails; (2) have only three fingers; (3) have six fingers; (4) are prehensile claws; (5) are comprised of tentacles; (6) absent, replaced with tentacle fingers.
23-24	Feet: Roll 1d6 (1) are overlarge and padded; (2) have 12 toes; (3) have Claws; (4) are bird talons; (5) are hooves; (6) absent, replaced with cilia clumps.
25-27	Body: Roll 1d6 (1) has a tail; (2) has 1d4 arms; (3) has 1d4 legs; (4) has ridged back; (5) has symbiotic twin in stomach; (6) is segmented like a worm.
28	Form: Roll 1d6 (1) is tripedal; (2) is quadrapedal; (3) is serpentine; (4) is insectoid; (5) is globular; (6) is a condensed ball of plasma that must inhabit clothes to maintain form.
29-30	Roll twice on table.

TABLE 1-7: MANIMAL SUB-TYPE

d30	Result
1-4	Primate: Roll 1d4 (1) gorilla; (2) chimpanzee; (3) orangutan; (4) gibbon.
5-8	Canine: Roll 1d4 (1) dog; (2) wolf; (3) coyote; (4) fox.
9-11	Feline: Roll 1d4 (1) lion; (2) tiger; (3) cheetah; (4) panther.
12-13	Ursine: Roll 1d3 (1) brown bear; (2) grizzly bear; (3) polar bear.
14-16	Bovine: Roll 1d5 (1) cow; (2) bison; (3) buffalo; (4) antelope, (5) yak.
17-18	Suidae: Roll 1d3 (1) pig; (2) hog; (3) warthog.
19-20	Rodentia: Roll 1d6 (1) mouse; (2) rat; (3) squirrel; (4) porcupine; (5) beaver; (6) rabbit.
21-22	Amphibia: Roll 1d3 (1) frog; (2) toad; (3) salamander.
23-24	Avian: Roll 1d6 (1) hawk; (2) eagle; (3) crow; (4) owl; (5) vulture; (6) seagull.
25-27	Insecta: Roll 1d6 (1) roach; (2) ant; (3) fly; (4) grasshopper; (5) beetle; (6) moth.
28-30	Roll again on this table, then roll on Table 1-6 Mutant Appearance.





TABLE 1-8: PLANTIENT SUB-TYPE

d30	Result
1-5	Deciduous: Roll 1d5 (1) maple; (2) oak; (3) sycamore; (4) buckeye, (5) chestnut.
6-9	Conifer: Roll 1d6 (1) cedar; (2) larch; (3) fir; (4) pine; (5) spruce; (6) yew.
10-11	Fruit-Bearing: Roll 1d6 (1) apple; (2) pear; (3) peach; (4) cherry; (5) plum; (6) banana.
12-13	Fern: Roll 1d3 (1) horsetail; (2) whisk fern; (3) marratoid.
14-16	Vine: Roll 1d6 (1) ivy; (2) honeysuckle; (3) arrowroot; (4) morning glory; (5) grape; (6) sweet pea.
17-19	Shrub: Roll 1d6 (1) sagebrush; (2) hibiscus; (3) blackberry; (4) huckleberry; (5) sumac; (6) yucca.
20-22	Tropical: Roll 1d4 (1) palm; (2) coconut; (3) bamboo; (4) teak.
23-24	Cacti: Roll 1d4 (1) barrel; (2) beavertail; (3) aloe; (4) prickly pear.
25-27	Mosses: Roll 1d3 (1) green moss; (2) liverwort; (3) hornwort.
28-29	Fungi: Roll 1d4 (1) mushroom; (2) toadstool; (3) fungus; (4) mold.
30	Roll again on this table, then roll on Table 1-6 Mutant Appearance.

ARCHAIC ALIGNMENTS

All 0 level genotypes may begin as members of The Clan of Cog. Optionally, pure strain humans may instead choose to be members of The Curators. Mutants may opt to become members of the Children of the Glow. Manimals may follow The Chosen Zuu, while plantients may choose to be members of The Atomic Equinox instead. See the sidebar and Chapter 5: Archaic Alignments for more info.

RITE OF PASSAGE (THE CHARACTER FUNNEL)

All characters begin as 0-level members of their tribe or village with an occupation of "hunter" or "gatherer." Until undergoing the Rite of Passage, they are considered sub-adults by their kinsmen (no matter how chronologically old). The details of the rite vary from tribe to tribe, but typically involve going out into the wilderness in small groups, surviving for 7-10 days, and returning to the tribe with an artifact of the ancients in working order. For mutants, manimals, and plantients, it is also expected that the stresses of undergoing the Rite of Passage will also trigger the "Meta-genesis," i.e., the blossoming and full expression of their inherited mutant DNA.

While it is considered a symbol of great status among the tribes for Rite of Passage participants to brave the hothouse jungles and radioactive deserts of Terra A.D. with no more than a flint dagger, a water skin, and a few days of jerked roxen meat, there is no limit on what may be taken along and no shame in doing so. Dead members of a tribe, no matter how young or inexperienced, are of little use to anyone, so participants may take with them any items that can be scavenged together, be it their deceased uncle's stone axe, the odd piece of starting equipment, or items for which they have traded.

THE LIFE OF A SEEKER

Since status as an adult within a tribe is primarily determined by the quality and type of artifact that is returned to the tribal chieftains, it is likely that very successful survivors of the Rite of Passage will be assigned the plumb role of tribal "Seeker." While there is no shame in returning from the rites with a "working" ancient beverage container or small scrap of duralloy, those who do so tend to be later given the relatively mundane adult tasks of simply continuing to do hunting and gathering for the tribe. The exceptional character who returns with an actual working (and therefore highly useful) artifact of the ancients will find themselves rightly assigned the job of Seeker - an elite group of tribesmen assigned to roam the wilderness and retrieve valuable lost technology for the benefit of their tribe. Since a Seeker may select anyone he deems useful to be a part of his or her Seeker Team, it is thus possible for all player characters who survive the Rite of Passage to eventually become Seekers.

ALIGNMENTS IN MCC

The alignment system in MCC RPG varies from that in DCC RPG. In the brutal post-apocalyptic world of Terra A.D., the over-arching values of Law, Neutrality, and Chaos have lost most of their meaning. The surviving sentient beings of Terra A.D. have instead organized themselves along more pragmatic belief systems tailored to their individual social needs. These social constructs are called Archaic Alignments, as the origin of many of them is thought to go back to the era prior to the Great Disaster. For more information on which Archaic Alignment options are available to player characters, see Chapter 2: Character Classes and Chapter 5: Archaic Alignments.

WETWARE PROGRAMS AND SPELLS

The wetware programs granted by patron AIs in MCC RPG are mental constructs and databases of knowledge implanted by the AI in a living sentient's brain. While retained in memory, these complex equations and unified field theory concepts provide a means for the sentient to change the laws of physics in specific and prescribed ways - via concentration, spoken words, gestures, and occasionally with the aid of conducting hardware with which to channel the program.

In simpler language, wetware programs are spells.

In Jack Vance's The Dying Earth series, no distinction is ever made between technology and magic. One is proposed to be a synonym for the other, each term simply being the same concept seen from a differing perspective. This is also the case in MCC RPG, where the difference between a DCC RPG wizard casting a spell and an MCC RPG shaman running a memorized wetware program are essentially in the presentation and particular effects.



LEVEL ADVANCEMENT

As a character completes adventures, he practices his skills and becomes more talented. Characters earn experience points (XP) that allow them to progress in level. MCC RPG uses an extremely simple XP system.

Basics of the XP System: The MCC RPG experience system works as follows:

- All character classes use the same advancement table.
- Each *encounter* is worth from 0 to 4 XP, and those XP are not earned merely by killing monsters, disarming traps, looting artifacts, or exploring a ruin. Rather, successfully surviving encounters earns the characters XP in MCC RPG. A typical encounter is worth 2 XP, and the system scales from 0 to 4 depending on difficulty.
- All characters that participate in the encounter receive the same XP.
- The judge determines how much XP is awarded.
- Characters level up when they reach the XP threshold for the next level.
- The level thresholds become progressively higher. The number of “average adventures” required to advance to each subsequent level is higher than the preceding level.

The XP Table: The table below shows the experience points required for each level.

As an optional rule, consider allowing any 0-level characters that survive their first adventure to automatically advance to 1st-level and 10 XP. Zero-level adventures are a harrowing, deadly experience with particularly high fatality rates. As long as each player controls a portfolio of multiple 0-level PCs, such a play style can be fun. However, too many games with a 0-level character exchange novelty for enforced cowardice.

A 1st-level character retains his hit points from level 0, and gains new hit points according to his class. All characters of 1st-level or higher thus have their class hit dice *plus* 1d4 hit points from level 0.

CHOOSING A CLASS

In many cases, the choice of character class will be dictated by the genotype of the player character. For mutants, manimals, and plantients, their genotype is their character class — the two terms are synonymous. For pure strain humans, the unknowing descendants of the longest-evolved and most adaptable genotype, the rise from 0-level hunter-gatherer to seeker means specializing in one of four separate character classes for pure strain humans, or three race-as-class for mutants, manimals, and plantients.

TABLE 1-9: XP LEVEL THRESHOLDS

Zero-level characters start at 0 XP. The indicated level of XP is necessary to achieve each new level. For example, a 0-level character becomes a 1st-level warrior when he reaches 10 XP, a 2nd-level warrior when he reaches 50 XP, a 3rd-level warrior when he reaches 110 XP, and so on.

Level	XP Required
0	0
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090

The following terminology is introduced in the class descriptions:

Hit points: Each class uses a certain die to determine hit points. Note that all characters receive 1d4 hit points at 0 level, and their class hit points are *in addition to* the 1d4 hit points from 0 level. For example, a mutant has 1d5 hit points per level, so a 1st-level mutant actually rolls 1d4+1d5 to determine hit points. When that mutant achieves 2nd level, the player rolls another 1d5 hit points and adds it to the prior total.

Weapon training: All classes are considered to be equally adept with any and all primitive weaponry.

Action dice: Action dice are used to make attacks, use mutations, or execute wetware programs. The most common use of an action die is to attack; most characters roll 1d20 for their attack rolls because they have a 1d20 action die. As characters advance in level, they may gain additional action dice. Typically, these start as additional dice of lower facings (i.e., a d14 instead of d20) to reflect that the character’s secondary attacks are not as effective as his primary attacks. Character classes with mutations or wetware program use may be able to use action dice to make additional attacks, as described in the class descriptions.

Title: Titles are included for characters of levels one through six. These titles reflect the most common terms for characters of that power level. Characters of 7th level and above are extremely rare, so much so that no generic titles exist. Players are encouraged to develop their own titles for such levels using Appendix M for inspiration as needed.



CHAPTER TWO

CHARACTER

CLASSES

“So you’ve decided to visit the taboo lands and violate the tombs of the Ancient Ones? Then you’re going to need far more than ambition and luck, my friend. You’re going to need to learn a thing or two. Follow me, and welcome to the ranks of the Seekers...” — Zax the Mentor



SENTINEL

You are your tribe's protector and its first line of defense. You are the hardened warrior who explores the ruins and taboo lands always with an eye out for enemies and danger. You use your specialized knowledge of the artifact weapons and armor of the Ancient Ones to better protect your team, and to survive the many hazards of Terra A.D. You are not trapped in a world full of your enemies, they are trapped in it with you.

SENTINEL ABILITIES

Exceptionally strong pure strain humans who favor the way of the warrior often choose to become sentinels — those whose primary duty is the defense and security of the tribe. Highly skilled in all native and mundane weaponry, sentinels also have a martial mind-set and penchant for strategy and tactics that gives them an advantage when mastering and using the technological weapons and armor of the Ancient Ones.

Hit Points: Sentinels gain 1d12 hit points at each level.

Artifacts: Sentinels have a natural affinity for understanding the artifact armor and weapons of the ancients, resulting in an added bonus to artifact checks (see Table 2-1).

Artifact Weapons and Armor: Sentinels gain an added advantage when mastering and using technological weapons and armor. At each level, sentinels add an extra "artifact die" to their Artifact checks when examining artifact weapons and armor (see chapter 7: Artifacts of the Ancients). Sentinels also add this artifact die to their attack rolls when using an artifact weapon. Sentinels get an initiative bonus equal to their class level.

Darwinian Luck: Pure strain humans are very lucky as a species. Sentinels regenerate spent Luck at the rate of 1 point for each 24 hour period.

AI Recognition: Because of their close resemblance to the Ancient Ones, all pure strain humans (including sentinels) gain a natural +2 to AI recognition rolls.

Archaic Alignment: Sentinels may begin as members of either *The Clan of Cog* or *The Curators* archaic alignments.



TABLE 2-1: SENTINEL

Level	Attack /Init	Crit Die /Table	Action Dice	Ref	Fort	Will	Artifact Check Bonus	Artifact Bonus Die w/weapons & armor
1	+1	1d12/III	1d20	+1	+1	+1	+2	1d3
2	+2	1d14/III	1d20	+1	+2	+1	+3	1d4
3	+3	1d16/IV	1d20	+1	+3	+2	+4	1d5
4	+4	1d20/IV	1d20	+2	+4	+2	+5	1d6
5	+5	1d24/V	1d20+1d14	+2	+5	+3	+5	1d7
6	+6	1d30/V	1d20+1d16	+2	+6	+3	+6	1d8
7	+7	1d30/V	1d20 (x2)	+3	+7	+4	+7	1d10
8	+8	2d20/V	1d20 (x2)	+3	+8	+4	+8	1d12
9	+9	2d20/V	1d20 (x2)	+3	+9	+4	+9	1d14
10	+10	2d20/V	1d20 (x2)	+4	+10	+5	+10	1d16

TABLE 2-2: SENTINEL TITLES

Level	Title
1	Recruit
2	Trooper
3	Specialist
4	Commander
5	Sentinel
6	Sentinel Supreme



SHAMAN

You among all your fellow Seekers have the trained capacity to memorize enormous amounts of information and data with precision and detail. This facility grants you access to enormous power, as you are able to imprint the unified field equations and arcane formulae of the lost super science of Ancient Ones onto your very brain — allowing you to run the wetware programs granted to you by ancient and powerful Artificial Intelligences.

SHAMAN ABILITIES

Pure strain humans of high intelligence often become shamans. Shamans specialize in ancient lore and knowledge, particularly focusing upon legend and myth associated with those demigod servants of the Ancient Ones, Artificial Intelligences. Even without the benefit of a written language, shamans pass along to each other an oral tradition of arcane knowledge relating to these not-so lost technological beings. This knowledge includes apocryphal tales, means to access certain patron AIs, and even the key principles that allow the mental channeling of the higher mathematics and scientific concepts required to bend the very laws of physics to their will.

Hit Points: Shamans gain 1d4 hit points at each level.

Artifacts: Shamans have a natural affinity for understanding the artifacts of the ancients, resulting in an added bonus to artifact checks (see Table 2-2).

Choosing an AI Patron: At 1st level, a Shaman selects an AI patron to serve. This patron will grant the shaman ac-

cess to wetware programs of terrible power, including the program *Invoke Patron AI*.

Darwinian Luck: Pure strain humans are very lucky as a species, but shamans sacrifice much of this when taking on a Patron AI. Shamans regenerate spent Luck at the rate of 1 point per 7-day period.

AI Recognition: Because of their close resemblance to the Ancient Ones, all pure strain humans (including shamans) gain a natural +2 to AI recognition rolls.

Archaic Alignment: Shamans may begin as members of either *The Clan of Cog* or *The Curators* archaic alignments.

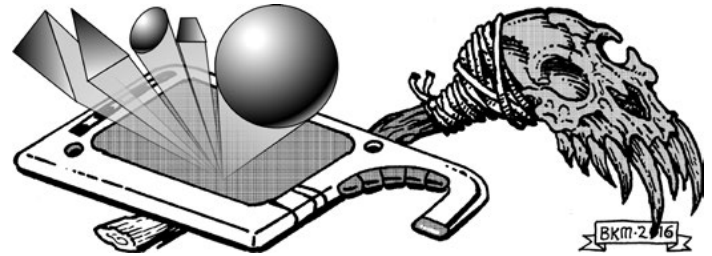


TABLE 2-2: SHAMAN

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Artifact Check Bonus	Max Wetware Program Level
1	+0	1d6/I	1d20	+1	+1	+1	+3	1
2	+1	1d6/I	1d20	+1	+1	+1	+4	1
3	+1	1d8/I	1d20	+1	+1	+2	+5	2
4	+1	1d8/I	1d20	+2	+1	+2	+6	2
5	+2	1d10/I	1d20+1d14	+2	+1	+3	+7	3
6	+2	1d10/I	1d20+1d16	+2	+2	+4	+8	3
7	+3	1d12/I	1d20 (x2)	+3	+2	+4	+9	4
8	+3	2d12/I	1d20 (x2)	+3	+2	+5	+10	4
9	+4	2d14/I	1d20 (x2)	+3	+3	+5	+11	5
10	+4	2d14/I	1d20 (x3)	+4	+3	+6	+12	5

TABLE 2-4: SHAMAN TITLES

Level	Title
1	Acolyte
2	Adept
3	Shaman
4	Seer-Shaman
5	High-Shaman
6	Shaman Supreme



HEALER

You are a tribal healer, an expert in the medicinal value of Terra A.D.'s manifold mutated plants, and in the self-healing powers of the sentient mind. As one knowledgeable in the ways of healing, your abilities with the medical devices of the Ancient Ones is greater than any, always yielding superior results. You are a vital part of every seeker team that ventures out into the forbidden lands, as your presence helps assure a safe return.

HEALER ABILITIES

Personable pure strain humans who are natural care-givers may choose to become healers within their tribes. Adherents of this most holy and respected of life paths are experts in naturopathy and the medicinal use of fruits, leaves, and berries. As such, their presence in a tribe or group is nearly universally revered. At advanced levels, healers may even receive training from wandering monks of *The Holy Medicinal Order*, giving them advanced knowledge of ancient healing artifacts.

Hit Points: Healers gain 1d8 hit points at each level.

Artifacts: Healers have a natural affinity for understanding the artifacts of the ancients, resulting in an added bonus to Artifact checks (see Table 2-3).

Medical Artifacts: Because of their specialized knowledge of natural healing methods, healers using medical artifacts are able to use such devices with increased results, operating at one die up the dice chain in effect.

Naturopathy: Healers are in possession of an oral tradition

of healing via the use of local plants and herbs, as well as limited biofeedback techniques. A healer may use these techniques 2x per day per level (see Table 2-3).

Darwinian Luck: Pure strain humans are very lucky as a species. Healers regenerate spent Luck at the rate of 1 point for each 24 hour period.

AI Recognition: Because of their close resemblance to the Ancient Ones, all pure strain humans (including healers) gain a natural +2 to AI recognition rolls.

Archaic Alignment: Shamans may begin as members of either *The Clan of Cog* or *The Curators* archaic alignments. At level-4 and above, a healer may be accepted into the ranks of *The Holy Medicinal Order* archaic alignment.

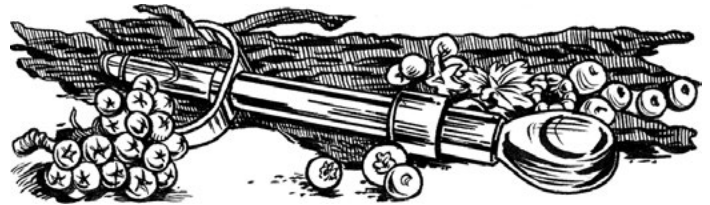


TABLE 2-3: HEALER

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Artifact Check Bonus	Natural Healing per day
1	+0	1d8/III	1d20	+0	+1	+1	+2	1d3 (x2)
2	+1	1d8/III	1d20	+0	+1	+1	+3	1d4 (x4)
3	+2	1d10/III	1d20	+1	+1	+2	+4	1d5 (x6)
4	+2	1d10/III	1d20	+1	+2	+2	+5	1d6 (x8)
5	+3	1d12/III	1d20	+1	+2	+3	+5	1d7 (x10)
6	+4	1d12/III	1d20+1d14	+2	+2	+4	+6	1d8 (x12)
7	+5	1d14/III	1d20+1d16	+2	+3	+4	+7	1d10 (x14)
8	+5	2d14/III	1d20 (x2)	+2	+3	+5	+8	1d12 (x16)
9	+6	2d16/III	1d20 (x2)	+3	+3	+5	+9	1d14 (x18)
10	+7	2d16/III	1d20 (x2)	+3	+4	+6	+10	1d16 (x20)

TABLE 2-6: HEALER TITLES

Level	Title
1	Intern
2	Medic
3	Curate
4	Doctor
5	Healer
6	High Healer



ROVER

You are the rogue, the wiley scoundrel, the explorer who always seems to turn up on the other side of a computer-locked door. You've specialized in circumventing the tricks and traps of the Ancient Ones, and this makes you a valuable addition to any Seeker team setting out to plunder forbidden ruins and ancient installations.

ROVER ABILITIES

The best rovers are usually those pure strain humans who are agile and light on their feet. Used as advance scouts, rovers are often the first on the scene to uncover a new ruin or to discover a half-buried artifact of the Ancient Ones. Cunning, stealthy, and good with a bow, rovers are natural-born explorers with a knack for always landing on their feet.

Hit Points: Rovers gain 1d6 hit points at each level.

Artifacts: Rovers have a natural affinity for understanding the artifacts of the ancients, resulting in an added bonus to Artifact checks (see Table 2-4).

Artifact Doors and Security Systems: Rovers have a knack for circumventing the technology of the ancients, especially when it comes to computer-locked doors and secured containers. Being quite stealthy individuals, rovers have increased chances of remaining undetected by ancient security systems, or even other mutants (see Table 2-4).

Darwinian Luck: Pure strain humans are very lucky as a species, but none more so than rovers. Rovers regenerate spent Luck at the rate of 2 points for each 24 hour period.

AI Recognition: Because of their close resemblance to the Ancient Ones, all pure strain humans (including rovers) gain a natural +2 to AI recognition rolls.

Archaic Alignment: Rovers may begin as members of either *The Clan of Cog* or *The Curators* archaic alignments.

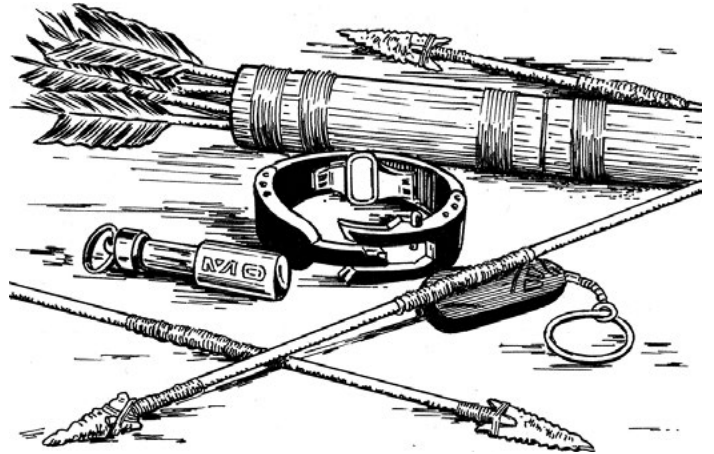


TABLE 2-4: ROVER

Level	Attack Melee /Missile	Crit Die /Table	Action Dice	Ref	Fort	Will	Artifact Check	Doors /Security Systems /Remain Hidden
1	+0/+1	1d10/II	1d20	+1	+1	+1	+2	+1
2	+1/+2	1d12/II	1d20	+1	+2	+1	+3	+3
3	+2/+3	1d14/II	1d20	+1	+3	+2	+4	+5
4	+2/+4	1d16/II	1d20	+2	+4	+2	+5	+7
5	+3/+5	1d20/II	1d20+1d14	+2	+5	+3	+5	+8
6	+4/+6	1d24/II	1d20+1d16	+2	+6	+3	+6	+9
7	+5/+7	1d30/II	1d20 (x2)	+3	+7	+4	+7	+10
8	+5/+8	1d30+2/II	1d20 (x2)	+3	+8	+4	+8	+11
9	+6/+9	1d30+4/II	1d20 (x2)	+3	+9	+4	+9	+12
10	+7/+10	1d30+6/II	1d20 (x2)	+4	+10	+5	+10	+13

TABLE 2-6: ROVER TITLES

Level	Title
1	Tenderfoot
2	Trailwalker
3	Pathfinder
4	Explorer
5	Rover
6	Alpha-Rover



MUTANT

You are among the most bizarre of all the many sentients wandering Terra A.D. Never breeding true to form, yours are a people of infinitely variable appearance, temperament, and mutation. The mere sight of you almost always gives others pause. You have been taught to embrace this lineage, for what curses you from birth also makes you very powerful.

Mutants are either the most cursed, or the most blessed, of all the children descended from the Ancient Ones. In order to survive the environmental rigors of the Great Disaster, the genome of their ancestors became eternally plastic and malleable, always adapting but never breeding true. All mutants are born with at least one visible mutation, and upon exiting adolescence they commonly experience the “Metagenesis” as their genetic code fully blossoms and the mutant develops an additional number of random mutations.

Hit Points: Mutants gain 1d5 hit points at each level.

Mutations: Upon achieving 1st level, a mutant gains a random 1d3 physical mutations and 1d2 mental mutations (see Table 3-2: Mutations).

Mutant Horror: Being among the most bizarre appearing of mutated creatures, mutants can strike fear in their opponents, gaining an initiative bonus in combat (see Table 2-5).

Reverse Evolution: Should a mutant ever lose all of their mutations for any reason, that character’s genome hardens, and the mutant immediately becomes a pure strain human and must enter one of the pure strain human classes at 1st level. The new character cannot gain mutations again.

Artifacts: Mutants have some affinity for the artifacts of the ancients, giving them medium-ranged bonuses to Artifact checks (see Table 2-5).

Radburn: Mutants exposed to radiation or other mutagens may also develop – or sometimes even lose – mutations (see Chapter 3: Mutations).

Glowburn: Mutants may elect to use glowburn when activating a mutant power to boost that mutation’s effect (see Chapter 3: Mutations).

AI Recognition: Mutants normally receive no inherent bonuses to AI recognition. Should a mutant have no visible or discernible mutations (judge’s discretion), the mutant’s AI recognition bonus may become a +1.

Archaic Alignment: Mutant player characters may begin as members of *The Clan of Cog* or *Children of the Glow* archaic alignments.

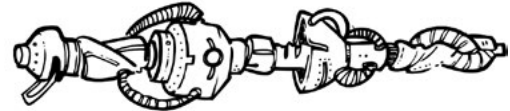


TABLE 2-5: MUTANT

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Artifact Check	Mutant Horror Init Bonus
1	+1	1d6/II	1d20	+1	+0	+1	+0	1d3
2	+1	1d8/II	1d20	+1	+0	+1	+1	1d3+1
3	+2	1d8/II	1d20	+1	+1	+2	+2	1d3+2
4	+2	1d10/II	1d20	+2	+1	+2	+3	1d4+2
5	+3	1d10/II	1d20+1d14	+2	+2	+3	+4	1d4+3
6	+3	1d12/II	1d20+1d16	+2	+2	+3	+5	1d5+4
7	+4	1d12/II	1d20 (x2)	+3	+3	+4	+6	1d5+5
8	+4	1d14/II	1d20 (x2)	+3	+3	+4	+7	1d6+5
9	+5	1d14/II	1d20 (x2)	+3	+3	+4	+8	1d6+6
10	+5	1d16/II	1d20 (x2)	+4	+4	+5	+9	1d7+7

TABLE 2-10: MUTANT TITLES

Level	Title
1	Misfit
2	Deviant
3	Abomination
4	Unhuman
5	Mutant
6	Meta-Human



MANIMAL

You are the inheritors of world, or so you have always been taught. The Ancient Ones, in their infinite wisdom, gifted your many races with sentience and the power to walk upright and to use tools. While the remainders of humanity struggle to recover from being struck down and brought low by the Great Disaster, you and your mutated kin have been raised up, the better to take your place as rulers the new wise rulers of Terra A.D.

MANIMAL ABILITIES

Manimals are the sentient descendants of various animal stock from before the Great Disaster. Many trace their lineage from the fabled and ancient lands of "Zuu." Manimal characters are all born with the ability to speak, to locomote in an upright position, and prehensile appendages useful for manipulating objects and tools.

Hit Points: Manimals gain 1d7 hit points at each level.

Mutations: Upon achieving 1st level, a manimal gains 1d2 random physical and 1 random mental mutation (see Table 3-2: Mutations).

Natural Attack: Manimals have a natural 1d4 bite or claw melee attack.

Pack Mentality: When coordinating melee attacks on the same target, manimals gain a +1 to attack for each manimal attacking a single opponent within the same combat round.

Artifacts: Manimals have no natural affinity for artifacts of the ancients, but do gain some bonuses for them with experience.

Radburn: Manimals exposed to radiation or other muta-

gens may also develop - or sometimes even lose - mutations (see Chapter 3: Mutations). Manimals that lose all of their mutations devolve to their base animal stock with an Intelligence score of 1d3, however they may still gain additional mutations at a later time (regaining their former ability scores, language, upright locomotion, and prehensile appendages).

Glowburn: Manimals may elect to use glowburn when activating a mutant power (see Chapter 3: Mutations).

AI Recognition: Because of their animalistic appearance, manimals have a natural -4 to AI recognition rolls.

Archaic Alignment: Manimal player characters may begin as members of *The Clan of Cog* or *The Chosen Zuu* archaic alignments.



TABLE 2-6: MANIMAL

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Artifact Check
1	+1	1d6/II	1d20	+1	+0	+1	+0
2	+1	1d8/II	1d20	+1	+0	+1	+0
3	+2	1d8/II	1d20	+1	+1	+2	+1
4	+2	1d10/II	1d20	+2	+1	+2	+1
5	+3	1d10/II	1d20+1d14	+2	+2	+3	+2
6	+3	1d12/III	1d20+1d16	+2	+2	+3	+3
7	+4	1d12/III	1d20 (x2)	+3	+3	+4	+4
8	+4	1d14/III	1d20 (x2)	+3	+3	+4	+5
9	+5	1d14/III	1d20 (x2)	+3	+3	+4	+6
10	+5	1d16/III	1d20 (x2)	+4	+4	+5	+7

TABLE 2-12: MANIMAL TITLES

Level	Title
1	Omega Cub
2	Theta Soldier
3	Gamma Trooper
4	Beta Commander
5	Alpha Leader
6	Alpha Pack Leader



PLANTIENT

You are the stoic wanderer, the solid trunk of reason and logic that provides a needed counter-balance to the chaotic animal drives of some of your fellow seekers. You're also a good comrade-in-arms to have along, because your presence alone seems to mysteriously guarantee better outcomes. Your innate understanding of the delicate balance that all life must maintain in order to flourish makes you a valuable negotiator, and a wise counselor.

PLANTIENT ABILITIES

Plantients are the sentient plants created by the side-effects of the Great Disaster. When standing still, plantients are easily mistaken for normal vegetation and can go largely unnoticed by most other species. In addition to their inherent mutations, plantients can disperse pollen or spores into the air that have a highly beneficial or baneful effect on both themselves and other creatures. Plantient characters are all sprouted with the ability to speak, to locomote in an upright position, and have prehensile appendages useful for manipulating objects.

Hit Points: Plantients gain 1d5 hit points at each level.

Mutations: Upon achieving 1st level, a plantient gains 1d3 random physical mutations (see Table 3-2: Mutations).

Natural Attack: Plantients have a natural 1d4 thorn or spine missile attack.

Artifacts: Plantients have a general antipathy for artifacts of the ancients, gaining minor bonuses at higher levels.

Fragrance Pheromones: Plantients naturally excrete fragrances, pollen, and spores that cause most creatures to treat them favorably, even if only subconsciously. Thus,

plantient characters are naturally lucky and gain 2 points of Luck for every 1 point spent, and may donate this Luck to others if they so choose. Plantients regenerate Luck at the rate of 2 Luck points per level per 24 hour period.

Can't See the Forest For the Trees: In most outdoor settings, plantient characters have only to remain still to gain an automatic 50% chance of hiding successfully. This chance of successfully hiding goes up by 5% for each level gained.

Radburn: Plantients exposed to radiation or other mutagens may also develop - or sometimes even lose - mutations (see Chapter 3: Mutations). Plantients that lose all of their mutations devolve to their base non-sentient plant stock, however they may still gain additional mutations at a later time (regaining their former ability scores, language, upright locomotion, and prehensile appendages).

Glowburn: Plantients may elect to use glowburn when activating a mutant power (see Chapter 3: Mutations).

AI Recognition: Plantients are not recognized by AIs.

Archaic Alignment: Plantient player characters may begin as members of *The Clan of Cog* or *The Atomic Equinox* archaic alignments, or others at the judge's discretion.

TABLE 2-7: PLANTIENT

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Artifact Check	Hide in Greenery
1	+0	1d10/III	1d20	+1	+0	+1	-1	50%
2	+1	1d12/III	1d20	+1	+0	+1	+0	55%
3	+2	1d14/III	1d20	+1	+1	+2	+0	60%
4	+2	1d16/III	1d20	+2	+1	+2	+1	65%
5	+3	1d20/III	1d20+1d14	+2	+2	+3	+1	70%
6	+4	1d24/III	1d20+1d16	+2	+2	+3	+2	75%
7	+5	1d30/III	1d20 (x2)	+3	+3	+4	+3	80%
8	+5	1d30+2/III	1d20 (x2)	+3	+3	+4	+4	85%
9	+6	1d30+4/III	1d20 (x2)	+3	+3	+4	+5	90%
10	+7	1d30+6/III	1d20 (x2)	+4	+4	+5	+6	95%

TABLE 2-12: PLANTIENT TITLES

Level	Title
1	Sprout
2	Caretaker
3	Greenskeeper
4	Cultivator
5	Warder
6	High Warder



CHAPTER THREE

MUTATIONS

“With the Great Disaster, the Ancient Ones left us one final gift: The Glow. And from that gift sprang many others, too many to count and as many as the blue grains of sand in the desert.

I can see that you have been blessed many times over by this gift, my son. ‘Tis good.” — Mangarr the Elder



In the post-apocalyptic epoch of Mutant Crawl Classics RPG, nearly every living creature has mutations of one sort or the other. Technically, even pure strain humans have evolved the mutation of being impervious to further mutation. Not since the Cambrian Explosion has the world seen such a drastic evolutionary acceleration of experimental body types, sensory enhancements, and abilities to manipulate matter and energy.

There are three types of mutations that player characters may have in MCC RPG: **physical mutations**, **mental mutations**, and **defects**. Among all mutations there are also two sub-categories: active and passive.

ACTIVE AND PASSIVE MUTATIONS

Active mutations are generally those mutations that act as at-will powers. Mutation check rolls for active mutations are rolled each time that mutation is used.

Passive mutations are those that tend to have permanent and lasting effects upon the character. Mutation checks for passive mutations are only rolled upon first acquiring the mutation, and may be optionally re-rolled anew at each level progression.

Defects are harmful and unpleasant mutations of a generally disadvantageous nature.

Glowburn (see below), and of course the burning of Luck, may be used whenever an active or passive mutation's mutation check roll is made.

THE METAGENESIS AND DETERMINING MUTATIONS AT 1ST LEVEL

When a mutant, manimal, or plantient player character achieves level 1, he or she undergoes the "Metagenesis," which traditionally marks the mutant's ascension into full adulthood in tribal society. It is common for this to happen as a direct result of surviving the Rite of Passage (see Chapter 1: Character Creation). The Metagenesis is a genetic reaction to environmental stresses (e.g., combat) placed upon the 0-level mutated character, causing the latent potential of that character's mutant DNA to suddenly and fully express itself. This results in a number of new mutations

which spontaneously blossom. The number, type, and nature of these new mutations vary by genotype.

Upon achieving 1st-level, each genotype has a different possible number of random physical and mental mutations that they may possess. After determining the number and type for a character by genotype, roll 1d100 for each mutation using the appropriate column of the Mutations Table (see Table 3-2). Then look up the relevant mutation and roll for the specific manifestation of that mutation. Note that while two mutants may have the same mutation, that mutation can manifest in completely different ways for each character.

Then determine if it the mutation is in the active or passive category (see individual mutation description). As explained above, active mutations are used by rolling a mutation check each time the mutational power is used, then comparing the result rolled to the list of results on that mutation's results table. For passive mutations, the character makes a single mutation check roll upon gaining the mutation, and that result governs the effectiveness of that mutation from that point onwards.

In both cases, players may always elect to burn Luck or use glowburn to increase these results, and even when gaining a defect if they so desire.

PASSIVE MUTATIONS DURING LEVEL PROGRESSION

Each time a mutant character gains a new level, the player may optionally choose to re-roll a passive mutation, and may burn Luck or use glowburn to increase the result. It is also possible through a poor die roll for a passive mutation to decline in effectiveness during level progression. In either case, the change in power level for the passive mutation is explained as the side-effect of accumulated exposure to background radiation over time.

RADBURN AND LOSING OR GAINING MUTATIONS

Exposure to high levels of radiation may add or subtract mutations from a mutant, manimal, or plantient character Level-1 or higher. This is called radburn. Luck cannot change these results, as they only occur on a roll of a "natural" 1 or 20.

Whenever a mutant character is forced to make a Forti-

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	—



tude saving throw versus radiation-based damage, a result of natural 1 causes the mutant to immediately lose one random mutation or defect. Note that should a mutated character lose all of his or her mutations and defects, that PC reverts to a base genotype. Mutant PCs become pure strain humans and can no longer gain mutations. Manimals revert to their base genotype and semi-sentience, while plantients become non-sentient and immobile plants.

If a mutated character makes the required saving throw by rolling a natural 20, then that mutant character gains one new random mutation or defect. To determine what type of new mutation is gained, use the radburn table.

MAKING A MUTATION CHECK ROLL

For a base mutation check roll, the player rolls the appropriate action die (determined by genotype and class level) and adds their genotype's class level to that die roll. For example, a 1st-level mutant would roll 1d20 (action die) + 1 (class level), and then compare the result to that particular mutation's results chart to determine the effectiveness of the mutation's use.

Any single mutation check roll can also be increased by either burning Luck or by employing glowburn, or both. Glowburn use must be announced before a mutation check roll is made, however, Luck use can be announced at any time including after the roll is made.

GLOWBURN

Beginning at 1st-level, a character may elect to use glowburn to increase a mutation check roll. Glowburn use must be announced in advance. To use glowburn, the character burns off points of physical abilities (Strength, Agility, or Stamina) and adds one point to the mutation check roll for every point burned off their abilities.

In play, this represents the mutant voluntarily ingesting any mildly radioactive material that the mutant has gathered up in his or her journeys for just this purpose – causing the mutant great pain and sickness as a side effect – but also briefly amplifying the effects of one mutation.

Glowburned abilities will heal back at the rate of one point per day that the mutant does not glowburn. Additionally, any glowburn that reduces an ability below a value of 3 requires complete bed rest and inactivity until that ability heals back to a value of 3 or above.

NOTE: Normally only mutants, manimals, and plantients are able to use the glowburn mechanic. The one exception to this is the shaman class for pure strain humans. Shamans also keep small collections of random radioactive detritus and sometimes swallow these to increase the efficacy of running a patron wetware program.

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

PHYSICAL MUTATIONS

AMPLIMORPH

Type: Active Range: N/A Duration: 1 turn/CL Save: None

General The mutant is able to alter his physical size, growing larger or smaller. Except as noted, only the mutant's body alters in size, mass, and strength, not possessions or clothing.

Manifestation Roll 1d4: (1) The mutant doubles over in pain as the size change takes effect; (2) The mutant's skin roils as muscle and bone reshape; (3) The mutant's body appears to strobe as he changes size in small increments; (4) The mutant is surrounded by a nimbus of rotating electrons.

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|-------|--|
| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-11 | Failure, mutation may not be used again that day. |
| 12-13 | The mutant increases or decreases in size by 3 feet. If larger, add +2 to Strength and -2 to AC. If smaller, subtract -2 from Strength and add +2 to Agility. |
| 14-17 | The mutant increases in size to 12 feet tall or decreases in size to 1 foot tall. If larger, Strength score increases by 4 (to a maximum of 24) and -3 to AC. If smaller, subtract -4 from strength and add +3 to Agility. |
| 18-19 | The mutant increases in size to 18 feet tall or decreases in size to 6 inches tall. If larger, Strength increases to 20 and reduce AC by -5. If smaller, reduce Strength by 6 and increase Agility to 20. |
| 20-23 | The mutant increases in size to 18 feet tall or decreases in size to 6 inches tall. If larger, Strength increases to 20. If smaller, increase Agility to 20. |
| 24-27 | The mutant increases in size to 24 feet tall or decreases in size to 3 inches tall. If larger, Strength increases to 21 and unarmed attacks do 2d6 damage. If smaller, Agility increases to 20, while unarmed attacks still do 2d6 damage. |
| 28-29 | The mutant increases in size to 24 feet tall or decreases in size to 2 inches tall. If larger, Strength increases to 22 and unarmed attacks do 3d6 damage. If smaller, Agility increases to 20, and unarmed attacks do 3d6 damage. |
| 30-31 | The mutant increases in size to 32 feet tall or decreases in size to 1 inch tall. If larger, mutant gains a 23 Strength, 4d6 base damage for unarmed attacks, and additional 24 hp. If smaller, mutant gains 22 Agility, 4d6 damage with unarmed attacks, and is only hit on a natural critical hit. |
| 32+ | The mutant increases in size to 36 feet tall or decreases in size to 1/2 inch tall. If larger, mutant gains a 24 Strength, 6d6 damage unarmed attacks, and an additional 36 hp. If smaller, mutant gains 24 Agility, 6d6 damage with unarmed attacks, and is only hit on a natural critical hit. |



CARAPACE

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's body is covered or partially covered in a protective shell or armored hide.

Manifestation Roll 1d4: (1) The mutant's back and abdomen are encased in a turtle-like shell; (2) The mutant's body is covered by a chitinous exoskeleton; (3) The mutant's skin is like thick, spiked dinosaur hide; (4) The mutant's body is covered in hexagonal granite-like epidermal cells.

- | | |
|-------|---|
| 1 | Failure, mutation replaced by defect. |
| 2-11 | Failure, mutation results in cosmetic change only; non-protective skin change. |
| 12-13 | The mutant's natural AC increases by +2. |
| 14-17 | The mutant's natural AC increases by +3, +1 to Fortitude saves. |
| 18-19 | The mutant's natural AC increases by +4, +2 to Fortitude saves, speed reduced by 5'. |
| 20-23 | The mutant's natural AC increases by +5, +3 to Fortitude saves, speed reduced by 10'. |
| 24-27 | The mutant's natural AC increases by +6, +4 to Fortitude saves, speed reduced by 15'. |
| 28-29 | The mutant's natural AC increases by +7, +5 to Fortitude saves, speed reduced by 16'. |
| 30-31 | The mutant's natural AC increases by +8, +5 to Fortitude saves, speed reduced by 18'. |
| 32+ | The mutant's natural AC increases by +9, +5 to Fortitude saves, speed reduced by 20'. |

CLAWS

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant possesses retractable claws ideal for combat.

Manifestation Roll 1d4: (1) The mutant's claws are composed of a razor sharp chitinous or bone-like material; (2) The mutant's claws are comprised of organic duralloy; (3) The mutant's claws are molecular-edge carbon nano-structures; (4) The mutant's claws are projected as edged plasma fields.

- | | |
|-------|--|
| 1 | Failure, mutation replaced by defect. |
| 2-11 | Failure, mutation results in cosmetic change only; non-damaging claws. |
| 12-13 | The mutant's claws cause 1d3 damage per strike. |
| 14-17 | The mutant's claws cause 1d5 damage per strike. |
| 18-19 | The mutant's claws cause 1d7 damage per strike. |
| 20-23 | The mutant's claws cause 1d14 damage per strike; +1 to initiative rolls. |
| 24-27 | The mutant's claws cause 1d16 damage per strike; +2 to initiative rolls. |
| 28-29 | The mutant's claws cause 1d20 damage per strike; +3 to initiative rolls. |
| 30-31 | The mutant's claws cause 1d20 damage per strike; 2 attacks per action die; +4 to initiative rolls. |
| 32+ | The mutant's claws cause 1d20 damage per strike; 3 attacks per action die; +5 to initiative rolls. |

ELECTRICAL GENERATION

Type: Active Range: 10'/CL Duration: Instant

Save: Reflex vs. mutation check

General The mutant's body acts as a natural generator of electricity.

Manifestation Roll 1d4: (1) The mutant's feet glow and a directional pulse of current travels through the ground to target; (2) The mutant's hands glow and twin arcs of electricity shoot out from them to target; (3) The hair on the mutant's body stands on end as a tesla arc of electricity jumps from the mutant's mid-section to target; (4) The mutant's body crackles and glows as balls of electricity form in the mutant's hands that can be thrown at target.

- | | |
|-------|---|
| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-11 | Failure, mutation may not be used again that day. |
| 12-13 | The mutant releases a single arc or pulse of electricity that does 2d6 damage to a single target; target is entitled to save for half-damage. |
| 14-17 | The mutant releases a single arc or pulse of electricity that does 3d6 damage to a single target; target is entitled to save for half-damage. |
| 18-19 | The mutant releases twin arcs or pulses of electricity that do 2d6 damage each, save for half. These arc-pulses may be targeted at different targets. |
| 20-23 | The mutant releases four arcs or pulses of electricity that do 2d6 damage each, save for half. These arc-pulses may be targeted at multiple targets. |
| 24-27 | The mutant releases a single mighty arc or pulse of chained electricity that strikes a single target for 6d6 of damage, then skips to the next nearest target for 5d6 damage (all save for half-damage), and so on until the electricity dissipates. Hostile targets will be targeted first, but if the electricity has not fully discharged itself on hostile targets, it will continue to jump to friendly targets. The mutant cannot be damaged by this. |
| 28-29 | The mutant's body releases a gigantic orb of ball lightning that deals 6d6 damage to any targets in a straight path to its final target, save for half. |
| 30-31 | The mutant releases a circular pulse of electricity so powerful that it short circuits neural system and technological devices of a single target, causing paralysis or deactivation for 1d6 rounds; target is entitled to save for half-damage. |
| 32+ | The mutant's body releases an EMP that deactivates all technological devices for 1d6 rounds, and that causes anyone within range (except the mutant or any other mutant with the electrical generation mutation) to be stunned for 1d6 rounds; target is entitled to save for half-damage. |



EXTRA SENSES

Type: Active	Range: Varies	Duration: Instant	Save: None
General	The mutant has one extraordinary sense. This sense is not passive, and the mutant must concentrate to use the mutation.		
Manifestation	Roll 1d4: (1) The mutant has bat-like ears and can effectively see in the dark via echolocation; (2) The mutant has a flicking, extensible tongue which allows the mutant to sense other creatures and objects by taste and smell; (3) The mutant has insectoid antennae that act as motion detectors; (4) The mutant's skin acts as a radiation detector, sensing micro-changes in heat and radiation.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-13	By concentrating for one full round, the mutant senses hidden creatures up to 20' and the mutant is granted a general direction for the detected stimuli.		
14-17	By concentrating for one full round, the mutant senses hidden creatures up to 30' and the mutant is granted a compass direction for the detected stimuli.		
18-19	By concentrating for one full round, the mutant senses hidden creatures up to 50' and the mutant is granted a compass direction and approximate distance for the detected stimuli.		
20-23	By concentrating for one full round, the mutant senses hidden creatures up to 75' and the mutant is granted a compass direction and range for the detected stimuli.		
24-27	The mutant automatically senses hidden creatures up to 100' and the mutant is granted a compass direction and range for the detected stimuli.		
28-29	The mutant automatically senses hidden creatures up to 125' and the mutant is granted a compass direction and range for the detected stimuli.		
30-31	The mutant automatically senses hidden creatures up to 150' and the mutant is granted an exact range and distance to the detected stimuli.		
32+	The mutant's extra sense detects even the tiniest sound, motion, smell, taste, or radiation for 200', preventing the mutant from being surprised, and the mutant is granted an exact range and distance to the detected stimuli.		



GAS GENERATION

Type: Active Range: 5'/CL Duration: Varies

Save: Fortitude vs. mutation check

General The mutant's body exudes highly volatile gases.

Manifestation Roll 1d4: (1) A jet of gas is exhaled from the mutant's mouth; (2) Twin streams of gas pour from special orifices located in the palms of the mutant's hands or manipulative members; (3) The mutant's body exudes gas from pores in the mutant's skin; (4) Through concentration, the mutant is able to transmute a localized pocket of air into an efficacious gas.

1 Failure, mutation may not be used again that day, roll on defects table.

2-11 Failure, mutation may not be used again that day.

12-13 The mutant releases a single puff of dense opaque gas that blinds a single target for 1d6 rounds, save to avoid.

14-17 The mutant releases a single puff of anesthetic gas that blinds and stuns a single target for 1d6 rounds, save to avoid.

18-19 The mutant releases a jet of poisonous gas that blinds a single target for 1d6 rounds and does 2d6 of damage from toxic fumes, save for half.

20-23 The mutant releases a jet of poisonous gas that blinds up to three adjacent targets for 1d8 rounds and does 3d6 of damage from toxic fumes, save for half.

24-27 The mutant releases a billowing cloud of caustic gas that shoots forth in a 30' wide arc, affecting all within its range; targets are blinded for 1d10 rounds and suffer 4d6 of damage, save for half.

28-29 The mutant's body releases a cloud of noxious gas 20' in diameter that deals 6d6 damage to any targets encompassed within (save for half); the vision of those within this cloud is impaired and all attack rolls are at -4. This cloud appears centered on the mutant (who is unaffected), and may be directed, moving 20' per round.

30-31 The mutant's body releases a cloud of acidic gas 30' in diameter and centered on the mutant that deals 8d6 damage to any targets encompassed within (save for half); unprotected weapons, armor, and artifacts must make DC 15 Fortitude save or instantly corrode and become useless.

32+ The mutant's body releases an explosive cloud of radioactive steam 50' in diameter and centered on the mutant (who is unaffected). All within this radioactive cloud must make a save versus the mutation check roll or take 10d6 in heat damage; all affected mutants, manimals, and plantients within range gain one random mutation or defect.



HEIGHTENED AGILITY

Type: Passive Range: N/A Duration: Permanent

Save: None

General The mutant's reaction time and agility are increased up to super-human levels. Any armor worn by the mutant negates the benefits of this mutation according to the appropriate Agility check penalty. Agility score may not be raised above 24.

Manifestation Roll 1d4: (1) The mutant's metabolism runs at a superior rate and the rail-thin mutant must consume twice as many calories as normal; (2) The mutant's genes carry fragments of mongoose DNA, causing increased reaction speed and giving the mutant a rat-like face; (3) The mutant's nerve conduction velocity is accelerated to that of a radioactive spider; (4) The mutant's brain is able to scan alternate future time-lines in a limited fashion, and is thus better able to calculate body speed, position, and actions.

1 Failure, mutation replaced by a defect.

2-11 Failure, mutation results in a cosmetic change only: hyperactive speech.

12-13 The mutant's Agility score is increased by +1.

14-17 The mutant's Agility score is increased by +2.

18-19 The mutant's Agility score is increased by +3.

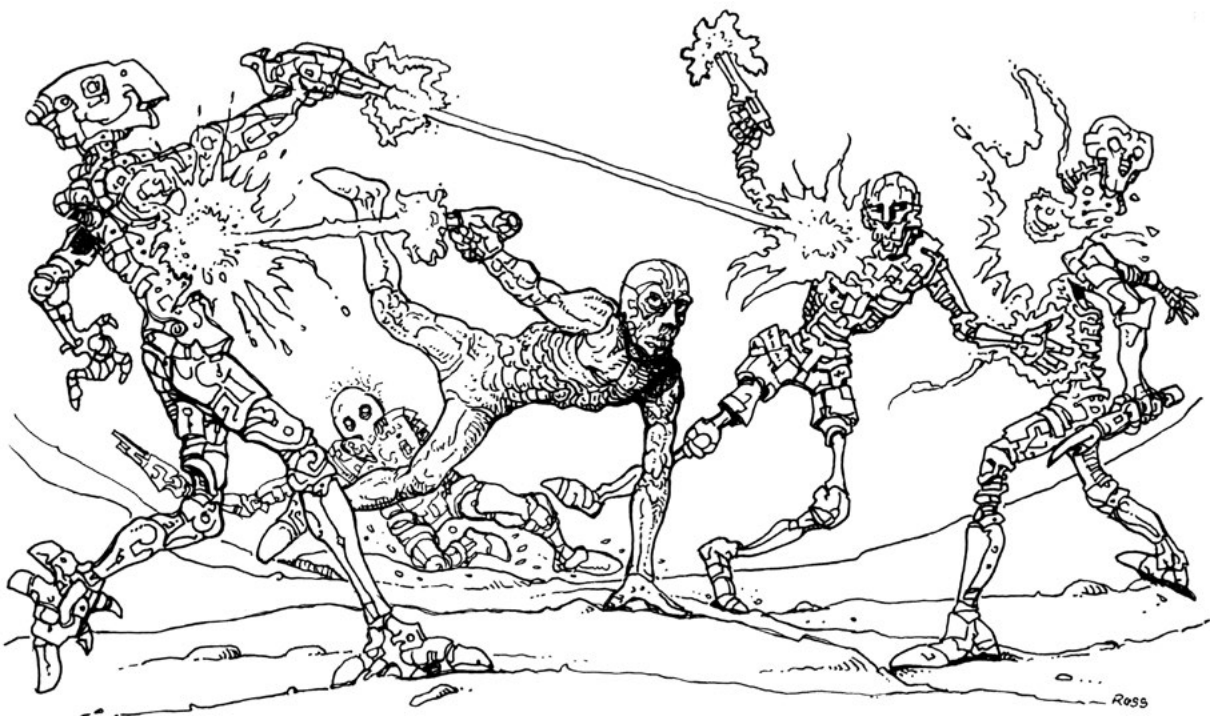
20-23 The mutant's Agility score increases by +4; base speed is increased to 35'.

24-27 The mutant's Agility score increases by +6; AC is increased by +9 (ignore normal Agility modifier for AC); base speed is increased to 40'.

28-29 The mutant's Agility score increases by +7; AC is increased by +10 (ignore normal Agility modifier for AC); base speed is increased to 60'.

30-31 The mutant's Agility score increases by +8; AC is increased by +11 (ignore normal Agility modifier for AC); base speed is increased to 80'.

32+ The mutant's Agility score increases by +9; AC is increased by +12 (ignore normal Agility modifier for AC); base speed is increased to 100'. The mutant cannot be surprised.



HEIGHTENED STAMINA

Type: Passive	Range: N/A	Duration: Permanent	Save: None
General	The mutant's body is hardened to radiation and many other forms of damage. Stamina score may not be raised above 24.		
Manifestation	Roll 1d4: (1) The mutant's skin appears as dull lead; (2) The mutant's skin is the color of oxidized copper; (3) The mutant's skin resembles chrome plating; (4) The mutant's skin flashes metallic red briefly each time the mutant makes a Fortitude saving throw.		
1	Failure, mutation replaced by a defect.		
2-11	Failure, mutation results in a cosmetic change only: mutant's skin does not appear to show external damage or trauma.		
12-13	The mutant's Stamina score is increased by +1.		
14-17	The mutant's Stamina score is increased by +2.		
18-19	The mutant's Stamina score is increased by +3.		
20-23	The mutant's Stamina score increases by +4; mutant is not vulnerable to electrical attacks.		
24-27	The mutant's Stamina score increases by +6; mutant is immune to heat attacks.		
28-29	The mutant's Stamina score increases by +7; mutant is fully resistant to radiation attacks.		
30-31	The mutant's Stamina score increases by +8; mutant is impervious to kinetic attacks (including physical melee and ranged attacks).		
32+	The mutant's Stamina score increases by +9; mutant is unaffected by energy-based attacks. The mutant cannot miss a Fortitude save except on a natural 1.		

HEIGHTENED STRENGTH

Type: Passive	Range: N/A	Duration: Permanent	Save: None
General	The mutant is gifted with supernormal strength. Strength score may not be raised above 24.		
Manifestation	Roll 1d4: (1) The mutant's body appears extremely over-muscled; (2) The mutant is abnormally short and squat, as though adapted for a higher gravity; (3) The mutant's body glows dimly and converts nearby matter directly into kinetic energy whenever extreme strength is exercised; (4) The mutant's body is composed of superdense ebony-colored elements and weighs 3x normal.		
1	Failure, mutation replaced by a defect.		
2-11	Failure, mutation results in a cosmetic change only: mutant appears well-muscled.		
12-13	The mutant's Strength score is increased by +1.		
14-17	The mutant's Strength score is increased by +2.		
18-19	The mutant's Strength score is increased by +3.		
20-23	The mutant's Strength score increases by +4; mutant's speed is reduced by 5'.		
24-27	The mutant's Strength score increases by +6; mutant's speed is reduced by 10'.		
28-29	The mutant's Strength score increases by +7; mutant's speed is reduced by 15'.		
30-31	The mutant's Strength score increases by +8; mutant's speed is reduced by 20'.		
32+	The mutant's Strength score increases by +9; mutant may only engage in melee attacks every other round.		

HOLOGRAPHIC SKIN

Type: Active Range: N/A Duration: 1 turn/CL

Save: None

General The mutant's skin cells have the uncanny ability to bend and refract electromagnetic radiation.

Manifestation Roll 1d4: (1) The mutant's appearance becomes that of a barely noticeable silhouette; (2) The mutant's appearance briefly inverts into a color negative of itself before vanishing; (3) The mutant's body shimmers in a rainbow banded light and then vanishes; (4) The mutant's body appears to lose dimensionality, first along the horizontal plane, then along the vertical.

1 Failure, mutation may not be used again that day, roll on defects table.

2-11 Failure, mutation may not be used again that day.

12-13 The mutant's body becomes translucent and difficult to see; +3 AC if clothed, +5 AC if naked.

14-17 The mutant's body becomes transparent, leaving only a noticeable silhouetted distortion; +5 AC if clothed, +7 AC if naked.

18-19 The mutant's body becomes invisible and almost impossible to see except by environmental interactions; +7 AC if clothed, +10 AC if naked.

20-23 The mutant and all clothes and possessions become completely invisible; +10 AC.

24-27 The mutant is able to render him or herself completely invisible to detection in the infrared and visible light spectrums.

28-29 The mutant is able to render anything within a 5' radius invisible to detection in the infrared, ultraviolet, and visible light electromagnetic spectrums.

30-31 The mutant is able to render anything within a 10' radius invisible to detection in the infrared, ultraviolet, visible light, and x-ray spectrums.

32+ The mutant is able to render anything within a 20' radius invisible to detection in the infrared, ultraviolet, visible light, microwave, and x-ray spectrums.





INCREASED SPEED

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's metabolism runs at superhuman extremes, resulting in the ability to move very quickly, but with no corresponding increase in reaction time or agility.

Manifestation Roll 1d4: (1) The mutant's movements, even when resting, appear jittery and shaky; (2) The mutant is unable to remain still or at rest, even when sleeping; (3) The mutant operates in a slightly different time frame, and does not appear to move at all, but strobes instantly from one position to the next; (4) The mutant's movements cannot be followed by normal vision, as he is visible only as a blurred streak when acting at an accelerated pace.

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| 1 | Failure, mutation replaced by a defect. |
| 2-11 | Failure, mutation results in a cosmetic change only: mutant is twitchy, and constantly moves as quickly as possible, rarely resting. |
| 12-13 | The mutant's movement speed is increased by +5'. |
| 14-17 | The mutant's movement speed is increased by +10'. |
| 18-19 | The mutant's movement speed is increased by +15'; gains additional d14 action die. |
| 20-23 | The mutant's movement speed is increased by +20'; gains additional d16 action die. |
| 24-27 | The mutant's movement speed is increased by +25'; gains additional d20 action die. |
| 28-29 | The mutant's movement speed is increased by +30'; gains two additional d14 action dice. |
| 30-31 | The mutant's movement speed is increased by +50'; gains two additional d16 action dice. |
| 32+ | The mutant's movement speed is increased by +100'; gains two additional d20 action dice. |

INFRAVISION

Type: Passive Range: Varies Duration: Permanent Save: None

General The mutant's vision extends into the infrared range of electromagnetic radiation.

Manifestation Roll 1d4: (1) The mutant's eyes reflect red light in the dark; (2) The mutant's entire field of vision can be dimly seen in the dark as twin projected light beams; (3) The mutant's eyes are entirely comprised of reddish pupils. (4) The mutant has a third eye placed center in the mutant's forehead which actively broadcasts infrared light.

1 Failure, mutation replaced by a defect.

2-11 Failure, mutation results in a cosmetic change only (see manifestation).

12-13 The mutant is able to see infrared heat sources up to 10' distant.

14-17 The mutant is able to see infrared heat sources up to 20' distant.

18-19 The mutant is able to see infrared heat sources up to 40' distant.

20-23 The mutant is able to see infrared heat sources up to 60' distant, including residual heat signatures up to 10 minutes old.

24-27 The mutant is able to see infrared heat sources up to 100' distant, including residual heat signatures and cold spots up to 30 minutes old.

28-29 The mutant is able to see infrared heat sources up to 100' distant, including residual heat signatures and cold spots up to 2 hours old.

30-31 The mutant is able to see infrared heat sources up 100' distant and up to 1' in depth through organic matter, allowing 3D views of internal organs.

32+ The mutant is able to see infrared heat sources up 100' distant and up to 10' in depth through organic matter, and up to 5' in depth through inorganic matter, allowing 3D views of internal organs, viewing of heat signatures behind normal walls, etc.

LIGHT GENERATION

Type: Active Range: Line of sight Duration: Varies Save: Fortitude vs. mutation check

General The mutant's body is able to generate blasts of photons.

Manifestation Roll 1d4: (1) The mutant's hands flash brightly; (2) The mutant's eyes shoot twin beams of light; (3) The mutant's skin momentarily incandesces in a flash of light; (4) The mutant's body is momentarily surrounded by a globe of bright light which collects itself at his chest before discharging.

1 Failure, mutation may not be used again that day, roll on defects table.

2-11 Failure, mutation may not be used again that day.

12-13 The mutant releases a single flash of light that blinds one target for 1d3 rounds (save for half the duration), or optionally the mutant may generate a field of ambient light in a 40' radius for 1 hour/CL.

14-17 The mutant releases a single flash of light that blinds one target for 1d6 rounds, save for half the duration.

18-19 The mutant releases a single flash of light that blinds up to 6 targets for 1d6 rounds, save for half the duration.

20-23 The mutant releases a series of strobing light pulses that blind and stun up to 6 targets for 1d6 rounds.

24-27 The mutant releases a cascade of dazzling light pulses that hypnotize up to 10 HD of targets for 1d8 rounds (save for half the duration) and places them in a highly suggestible state.

- 28-29 The mutant's body releases a gigantic orb of pure photons that deals 6d6 damage to any targets in a straight path to its final target, blinding anyone looking for 1d10 rounds (save for half damage and duration).
- 30-31 The mutant fires a high energy beam of coherent light that permanently blinds one target and causes 8d6 of damage, save for temporary blindness (1d10 turns) and half damage.
- 32+ The mutant fires a high energy beam of coherent light that permanently blinds one target and causes 10d6 of damage, save for temporary blindness (1d10 days) and half damage; up to four additional adjacent targets are blinded for 1d10 rounds.

METAMORPH

Type: Active Range: N/A Duration: 1 turn/CL Save: None

General The mutant is able to alter the size and shape of his body, imitating any object or living creature that the mutant has physically touched. Except where noted, only the appearance (not composition) of the mutant changes.

Manifestation Roll 1d4: (1) The mutant's skin shimmers and twists as the change takes place; (2) The mutant's body appears to rapidly rotate in multiple blurred bands of movement; (3) An image of the intended new shape flickers briefly in the mutant's pupils immediately prior to the change; (4) The mutant's body briefly becomes wavy and gelatinous as it transitions into the new shape.

- 1 Failure, mutation may not be used again that day, roll on defects table.
- 2-11 Failure, mutation may not be used again that day.
- 12-13 The mutant changes shape into any other living creature of the same approximate size and weight.
- 14-17 The mutant changes shape into any object or living creature of the same approximate size and weight.
- 18-19 The mutant changes shape into any object or living creature up to double or one-half the same size and weight; temporarily gains 1d5 hit points.
- 20-23 The mutant changes shape into any object or living creature up to double or one-half the same size and weight; temporarily gains 1d7 hit points.
- 24-27 The mutant becomes a near perfect duplicate of the imitated creature or object, including complex parts and held objects; temporarily gains 1d12 hit points.
- 28-29 The mutant becomes a near perfect duplicate of the imitated creature or object; with duplicate AC and HD.
- 30-31 The mutant becomes a near perfect duplicate of the imitated creature or object; with duplicate AC, HD, and physical abilities (but not mutations or powers).
- 32+ The mutant becomes a functioning duplicate of the imitated creature or object; with duplicate or equivalent AC, HD, abilities, and mutations.



MULTIPLE BODY PARTS

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant has more than the standard number of body parts.

Manifestation Roll 1d4: (1) The extra body parts are a different skin color (see Table 1-6, result 1-5); (2) The extra body parts are scaly or furry; (3) The extra body parts are skeletal or chitinous; (4) The extra body parts are metallic, and appear artificial.

1 Failure, mutation replaced by defect.

2-11 Failure, mutation results in cosmetic change only; roll 1d3 and mutant gains a single non-functional and vestigial (1) arm, (2) leg, (3) tiny head on his chest.

12-13 The mutant has 2 extra arms and gains a d16 additional action die for melee attacks only.

14-17 The mutant has 2 extra legs and gains an additional 20' to movement.

18-19 The mutant has 2 extra arms and gains a d20 additional action die for melee attacks only.

20-23 The mutant has 2 extra arms and gains a d20 additional action die for melee attacks only; mutant also has 2 extra legs and gains an additional 30' to movement.

24-27 The mutant has 4 extra arms and gains a d20 additional action die for melee attacks only; also has 4 extra legs and gains an additional 40' to movement.

28-29 The mutant has 1d5+3 extra arms (round down to an even number) and gains two additional d20 action dice that can be used for melee and missile attacks only.

30-31 The mutant has 1d5+3 extra arms (round down to an even number) and gains two additional d20 action dice; also has 1d5+3 extra legs (round down to an even number) and gains an additional 50' to ground movement.

32+ The mutant has 1d5+5 extra arms (round down to an even number) and gains two additional d20 action dice; also has 1d5+5 extra legs (round down to an even number) and gains an additional 60' to movement.



NEW BODY PARTS

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant has additional body parts not normally found upon mutant's genotype or sub-type.

Manifestation Roll 1d4: (1) The new body parts are scaly; (2) The new body parts are furred; (3) The new body parts are skeletal or chitinous; (4) The new body parts are metallic, and appear artificial.

1	Failure, mutation replaced by defect.
2-11	Failure, mutation results in cosmetic change only; roll 1d3 and mutant gains a single non-functional (1) antennae, (2) tail, (3) gills.
12-13	The mutant possesses antennae that allow the mutant to sense movement in a 360° arc; mutant cannot be surprised by moving creatures or objects.
14-17	The mutant possesses a long prehensile tail that acts as an extra arm; mutant gains an additional d16 action die for melee and missile attacks only; +1 Agility.
18-19	The mutant possesses gills and may breathe underwater.
20-23	The mutant possesses wings; mutant gains 30' flying movement.
24-27	The mutant possesses gills and finned arms, legs, and back; mutant may breathe underwater and gains 30' swimming movement.
28-29	The mutant possesses 1d6 prehensile tentacles (round up to nearest even number); for each extra pair of tentacles mutant gains an additional d16 action die for melee and missile attacks only.
30-31	The mutant possesses 1d6 prehensile tentacles (round up to nearest even number); for each extra pair of tentacles mutant gains an additional d16 action die for melee and missile attacks only; mutant also possesses wings gaining 40' flying movement.
32+	The mutant is adapted to all environments and is equally at home on land, underwater, or in the air; mutant's functional wings, fins, tail, antennae, and gills allow mutant to breathe air or water, manipulate objects with an additional d20 action die, mutant gains 360° senses, and gains 50' movement by air or in water.



PLASTICITY

Type: Passive	Range: N/A	Duration: Permanent	Save: None
General	The mutant's body is elastic, allowing the mutant to stretch his or her limbs.		
Manifestation	Roll 1d4: (1) The mutant's body is supple and rubbery; (2) The mutant's body and appendages are coiled and extensible; (3) The mutant's body is gelatinous in nature with pseudopodic arms and legs; (4) The mutant's body is comprised of an unknown quantum state of matter, able to add and subtract mass instantaneously.		
1	Failure, mutation replaced by defect.		
2-11	Failure, mutation results in cosmetic change only; mutant can contort arms and legs in a minimal fashion.		
12-13	The mutant is able to extend arms 10' and may engage in melee at that range.		
14-17	The mutant is able to extend arms and legs 15' and may engage in melee at that range; gains additional 15' to movement.		
18-19	The mutant is able to extend arms and legs 20' and may engage in melee at that range; gains additional 20' to movement; gains -1 to blunt force damage.		

20-23	The mutant is able to extend arms and legs 30' and may engage in melee at that range; gains additional 30' to movement; gains -1d3 to blunt force damage.
24-27	The mutant is able to extend entire body 40' and may engage in melee at that range; gains additional 40' to movement; gains -1d6 to any blunt force damage.
28-29	The mutant is able to extend entire body 60' and may engage in melee at that range; gains additional 60' to movement; gains -1d8 to any blunt force damage.
30-31	The mutant is able to extend entire body 80' and may engage in melee at that range; gains additional 80' to movement; does not take blunt force damage; may assume the shape of any platonic solid at will.
32+	The mutant is able to extend entire body 100' and may engage in melee at that range; gains additional 100' to movement; does not take damage from normal melee or ranged attacks; may assume any complex shape at will.

RADIATION GENERATION

Type: Active	Range: 10'/CL Duration: Instant	Save: Fortitude vs. mutation check
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General	The mutant's body is capable of generating blasts of ionizing radiation.
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Manifestation	Roll 1d4: (1) The mutant's body glows with a bright blue halo; (2) The mutant's hands are surrounded by a blue nimbus of orbiting electrons; (3) The mutant's eyes fire twin blasts of searing blue light; (4) The mutant's body flashes blue/white for one second, and then a small mushroom cloud roils upwards from him or her.
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1	Failure, mutation may not be used again that day, roll on defects table.
2-11	Failure, mutation may not be used again that day.
12-13	The mutant fires a radiation blast, inflicting 1d6 of radiation damage to target, save for half.
14-17	The mutant fires a radiation blast, inflicting 1d8 of radiation damage to target, save for half.
18-19	The mutant fires a radiation blast, inflicting 1d10 of radiation damage to target (save for half); the target remains irradiated for 1d3 rounds, suffering an additional 1 point of damage per round.
20-23	The mutant fires a radiation blast, inflicting 1d12 of radiation damage to target (save for half); the target remains irradiated for 1d6 rounds, suffering an additional 2 points of damage per round.
24-27	The mutant fires a radiation blast, inflicting 3d6 of radiation damage to target (save for half); the target remains irradiated for 1d8 rounds, suffering an additional 3 points of damage per round; non-PSH targets must make an additional Fortitude save or gain one random defect.
28-29	The mutant releases a radiation blast in a 30' radius that causes 4d6 damage to all targets within range (save for half); targets remain irradiated for 1d8 rounds, suffering an additional 4 points of damage per round; non-PSH targets must make an additional Fortitude save or gain 1d3 random defects.
30-31	The mutant releases an intense radiation blast in a 40' radius that causes 8d6 damage to all targets within range (save for half); targets remain irradiated for 1d6 rounds, suffering an additional 4 points of damage per round; non-PSH targets must make an additional Fortitude save or gain 1d4 random defects.
32+	The mutant's body temporarily achieves active fusion, releasing a 10d6 radiation blast in a 100' radius centered on the mutant. Effected targets missing their save are blinded for 1d6 rounds; all organic possessions and clothing are disintegrated (including those of the mutant); targets are irradiated for an additional 1d6 rounds, suffering 1d6 burn damage per round.

REGENERATION

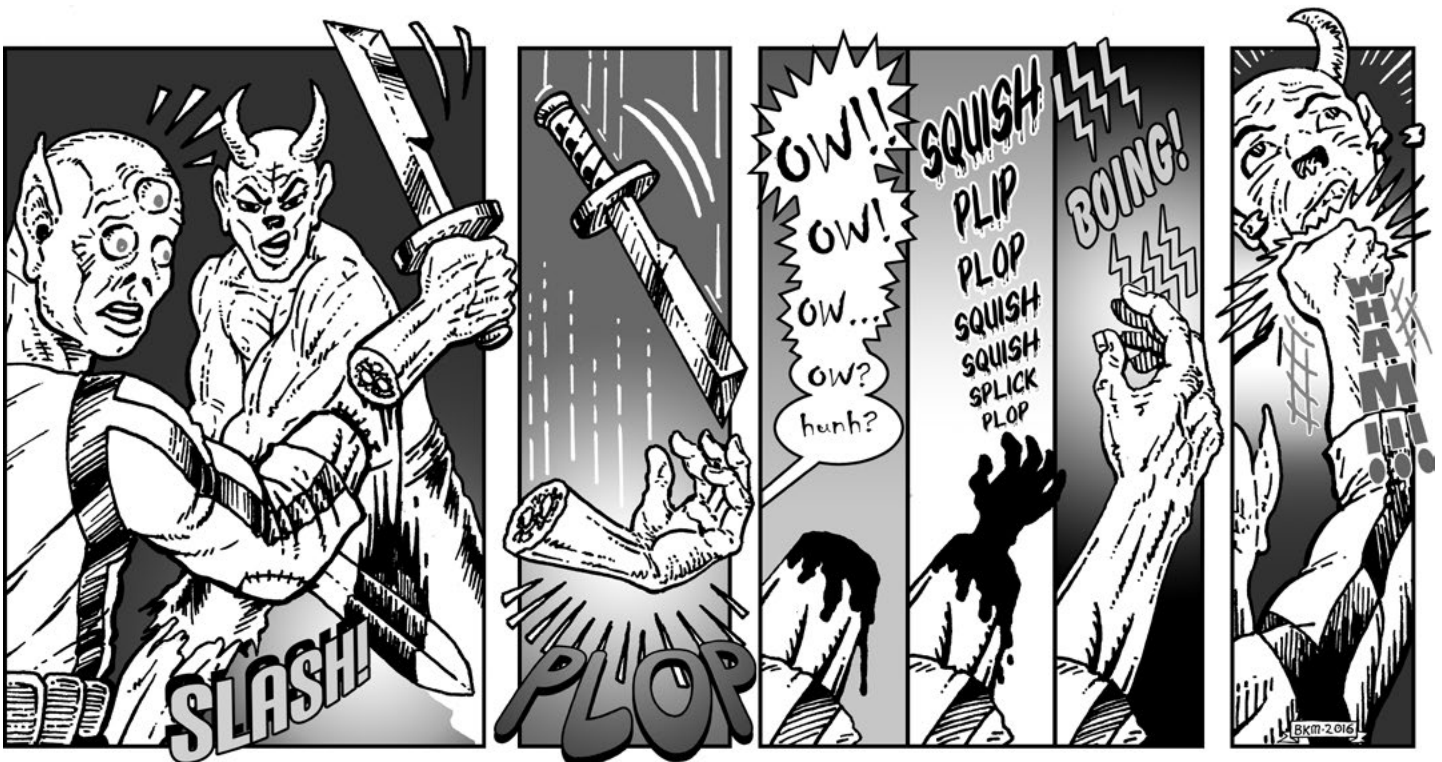
Type: Active Range: N/A Duration: Instant

Save: None

General The mutant's cellular metabolism is accelerated to such an extent that the mutant's body heals at an abnormally fast rate.

Manifestation Roll 1d4: (1) The mutant's body is bathed in a soft white glow when healing; (2) The mutant's body shimmers and sparkles as cells divide and regrow; (3) Any visible wounds on the mutant's body immediately fill with an opaque white gel which solidifies into flesh and bone; (4) The mutant's body roils as existing tissues shoot fleshy tendrils over wounds and then gradually rebuild damaged areas.

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| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-11 | Failure, mutation may not be used again that day. |
| 12-13 | The mutant heals 1 HD in damage, up to the mutant's natural hit point total. |
| 14-17 | The mutant heals 2 HD in damage, up to the mutant's natural hit point total. |
| 18-19 | The mutant heals 3 HD in damage, up to the mutant's natural hit point total; any poisons are detoxified and/or radiation exposure decontaminated. |
| 20-23 | The mutant heals 4 HD in damage, up to the mutant's natural hit point total; any poisons are detoxified and/or radiation exposure decontaminated; lost limbs regrow within 1d3 rounds. |
| 24-27 | The mutant heals 5 HD in damage, up to the mutant's natural hit point total; any poisons are detoxified and/or radiation exposure decontaminated; lost limbs regrow within 1d3 rounds; lose one defect. |
| 28-29 | The mutant heals 4 HD in damage, up to the mutant's natural hit point total; any poisons are detoxified and/or radiation exposure decontaminated; lost limbs regrow within 1d3 rounds; any defects are lost. |
| 30-31 | The mutant's hit point total is fully restored and any ability score loss is erased (notwithstanding losses accrued from glowburn when using this mutation). |
| 32+ | The mutant's hit point total is fully restored and any ability score loss is erased (notwithstanding losses accrued from glowburn when using this mutation). If even a single cell of the mutant's body remains intact, mutant may even revive himself from death within 1 round of death or incapacitation occurring. |



SHORTER

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant is notably smaller than average members of genotype and species.

Manifestation Roll 1d4: (1) The mutant's body is a scaled-down version of other members of his genotype; (2) The mutant's body is shorter but just as wide as other members of his genotype; (3) The mutant's body is shorter than other members of his genotype, but his lower legs and feet are extra-large; (4) The mutant's upper body is normally proportioned, but he has no legs with feet attached directly to the torso.

1	Failure, mutation replaced by defect.
2-11	Failure, mutation results in cosmetic change only; mutant is only slightly shorter than average for his genotype and species.
12-13	The mutant is 1' shorter than average members of his genotype and species; AC increases by +1.
14-17	The mutant is 2' shorter than average members of his genotype and species; AC increases by +2, normal movement speed is reduced by 5' per round.
18-19	The mutant is 3' shorter than average members of his genotype and species; AC increases by +3, normal movement speed reduced by 10' per round..
20-23	The mutant is 1/3 the height of average members of his genotype and species; AC increases by +4, normal movement speed reduced by 15'.
24-27	The mutant is 1/4 the height of average members of his genotype and species; AC increases by +5, normal movement speed reduced by 20'.
28-29	The mutant is very small at approximately 6" in height; AC increases by +6, normal movement speed reduced to 5' per round.
30-31	The mutant is tiny at approximately 3" in height; AC increases by +7, normal movement speed reduced to a scant 2' per round.
32+	The mutant is miniature at approximately 1" in height; AC increases by +10, normal movement speed reduced to a mere 1' per round.

SONIC GENERATION

Type: Active Range: 15'/CL Duration: Instant Save: Fortitude vs. mutation check

General The mutant broadcasts waves of sonic energy.

Manifestation Roll 1d4: (1) Concentric waves of sonic energy erupt from the mutant's mouth as a high-pitched scream; (2) The mutant's fingertips project blasts of sonic energy; (3) A small organ in the mutant's forehead emits sonic pulses; (4) The mutant emits pulsating waves of sonic energy directly from his or her chest.

1	Failure, mutation may not be used again that day, roll on defects table.
2-11	Failure, mutation may not be used again that day.
12-13	The mutant releases a pulse of sonic energy that does 2d6 of damage to a single target, save for half.
14-17	The mutant releases a pulse of sonic energy that does 3d6 of damage to a single target, save for half.
18-19	The mutant releases a quick series of four sonic pulses that do 1d6 of damage each, save for half. These pulses may be targeted at multiple targets; targets are deafened for 1d3 rounds.
20-23	The mutant releases a sweeping arc of sonic energy that does 4d6 of damage to up to four adjacent targets (save for half); targets are deafened for 1d6 rounds.

24-27	The mutant releases a tightly-focused pulse of sonic energy that strikes a single target for 6d6 of damage (save for half); target is permanently deafened.
28-29	The mutant releases a sonic wave harmonic that deals 6d6 damage to any targets in a straight path to its final target (save for half); all targets are permanently deafened and must make a Fortitude save vs. mutation check DC or be stunned for 1d3 rounds.
30-31	The mutant releases an omnidirectional sonic scream that it delivers 8d6 damage to anyone or anything within a 50' range (save for half); any creature or breakable object (judge's discretion) must make an additional Fortitude save vs. mutation check DC or be permanently deafened or shattered; anyone within range (except the mutant or any other mutant with the sonic generation mutation) is stunned for the next 1d3 rounds.
32+	The mutant releases an omnidirectional sonic howl of such intensity that it delivers 10d6 damage to anyone or anything within a 100' range (save for half); any creature or breakable object must make an additional Fortitude save vs. mutation check DC or be permanently deafened or shattered; anyone within range (except the mutant or any other mutant with the sonic generation mutation) is stunned for the next 1d6 rounds.

SPINES

Type: Passive	Range: 10'/CL	Duration: Instant	Save: None
General	The mutant's body is covered or partially covered in quills or spines; armor use is restricted to leather armor plus shield or equivalent; firing quills at a target requires a missile attack roll, but does not require the mutant to have multiple action die to fire at multiple targets.		
Manifestation	Roll 1d4: (1) The mutant's back and abdomen are covered in stiff quills; (2) The mutant's forearms are covered with bony spines; (3) The mutant's head has long sharp metallic quills, helmets and other head gear may not be worn; (4) The mutant's skin contains thousands of sub-dermal pores containing short, chitinous bone spikes.		
1	Failure, mutation replaced by defect.		
2-11	Failure, mutation results in cosmetic change only; quills or spines are non-functional.		
12-13	The mutant's AC increases by +1; mutant may fire quills/spines for 1d4 damage against a single target.		
14-17	The mutant's AC increases by +2; mutant may fire quills/spines for 1d6 damage against a single target.		
18-19	The mutant's AC increases by +3; mutant may fire quills/spines for 2d6 damage against a single target, or for 1d6 each against two adjacent targets.		
20-23	The mutant's AC increases by +3; mutant may fire quills/spines for 3d6 damage against a single target, or for 1d6 each against three adjacent targets.		
24-27	The mutant's AC increases by +5, +2 to Reflex saves; mutant may fire quills/spines for 4d6 damage against a single target, or for 1d6 each against four adjacent targets.		
28-29	The mutant's AC increases by +6, +3 to Reflex saves; mutant may fire quills/spines for 5d6 damage against a single target, or for 1d6 each against five adjacent targets.		
30-31	The mutant's AC increases by +7, +4 to Reflex saves; mutant gains 100' of movement and the ability to jump 50' while ricocheting on quills/spines as he or she is rolled up into a tight ball.		
32+	The mutant's AC increases by +8, +5 to Reflex saves; mutant fires all quills/spines at once, resulting in a devastating and omnidirectional torrent of 12d6 piercing damage to all within a 50' radius. This mutation may not be used again for 7 days after this result.		

SYMBIOTIC TOUCH

Type: Active Range: Touch Duration: Until contact is broken Save: Willpower vs. mutation check

General The mutant has the ability to control other living creatures with skin-to-skin contact. Once control has been established, the mutant may engage in no other actions besides controlling the target, regardless of the number of action dice the mutant has or the effects of other mutations.

Manifestation Roll 1d4: (1) The mutant's fingers end in tiny suction cups; (2) The mutant's forearms shoot out serpentine tendrils; (3) Whatever part of the mutant that is in direct physical contact with the target merges with the skin of the target; (4) The mutant's head is surrounded by a semi-transparent holographic projection of the face of the target creature.

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| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-11 | Failure, mutation may not be used again that day. |
| 12-13 | The mutant is able to order the target creature to perform any act that can be stated aloud in a single word, save to resist. |
| 14-17 | The mutant is able to order the target creature to perform any act that can be stated aloud using two words, save to resist. |
| 18-19 | The mutant is able to order the target creature to perform any act that can be stated aloud using three words, save to resist. |
| 20-23 | The mutant is able to order the target creature to perform any act that can be stated aloud in a simple sentence or statement; mutant is able to read surface thoughts and emotions of the controlled creature, save to resist. |
| 24-27 | The mutant is able to order the target creature to perform any complex acts that can be stated aloud using simple language, including the use of the creature's physical mutations, if any; mutant is able to read most thoughts and emotions of the controlled creature; and may access the creature's recent memories, save to resist. |
| 28-29 | The mutant is able to order the target creature to perform complex acts, including the use of the creature's physical and mental mutations, if any; mutant is able to read all thoughts and emotions of the controlled creature; and has full access the creature's memories, save to resist. |
| 30-31 | The mutant and the target creature act as one combined being under the player's control. Target may make a save to resist once per turn. |
| 32+ | The mutant and the target creature become permanently fused, creating a new gestalt creature with mixed abilities and stats of the judge's choosing. This gestalt creature is under the player's control, but only lasts for 24 hours before shattering back into its two original forms. |

TALLER

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant is notably taller than average members of his genotype and species.

Manifestation Roll 1d4: (1) The mutant's body is a scaled-up version of other members of his genotype; (2) The mutant's body is taller but much slimmer than other members of his genotype; (3) The mutant's body is taller than other members of his genotype, but his lower legs and feet are extra-wide; (4) The mutant's upper body is normally proportioned, but his legs are much longer than other members of his genotype or species.

1	Failure, mutation replaced by defect.
2-11	Failure, mutation results in cosmetic change only; mutant is only slightly taller than average for his genotype and species.
12-13	The mutant is 1' taller than average members of his genotype and species; mutant gains +1 to Strength (to a maximum of 24) and AC decreases by -1.
14-17	The mutant is 2' taller than average members of his genotype and species; mutant gains +2 to Strength (to a maximum of 24), +5' to movement speed, and AC decreases by -2.
18-19	The mutant is 3' taller than average members of his genotype and species; mutant gains +3 to Strength (to a maximum of 24), +10' to movement speed, and AC decreases by -3.
20-23	The mutant towers over others at approximately 10' in height; mutant gains +5 to Strength (to a maximum of 24), AC decreases by -4, movement speed is 50', and HD changes to d10.
24-27	The mutant is huge at approximately 12' in height; mutant gains +6 to Strength (to a maximum of 24), AC decreases by -5, movement is 60', and HD changes to d12.
28-29	The mutant is enormous at approximately 14' in height; mutant gains +7 to Strength (to a maximum of 24), AC decreases by -6, movement is 70', and HD changes to d14.
30-31	The mutant is a giant at approximately 16' in height; mutant gains +8 to Strength (to a maximum of 24), AC decreases by -7, movement is 80', and HD changes to d16.
32+	The mutant is a colossus at approximately 18' in height; mutant gains +9 to strength (to a maximum of 24), AC decreases by -8, movement is 90', and HD changes to d20.

ULTRAVISION

Type: Passive	Range: Varies	Duration: 1 round/CL	Save: None
General	The mutant's vision range extends into both the upper and lower EM frequencies.		
Manifestation	Roll 1d4: (1) The mutant's eyes glow ultraviolet; (2) The mutant's entire field of vision acts as a black light lamp, these purple beams are visible under dim lighting conditions; (3) The mutant's eyes are entirely composed of dark purple pupils; (4) The mutant has a single cyclopean eye that is all-white with no visible iris or pupil.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation results in a cosmetic change only (see manifestation).		
12-13	The mutant is able to see in the ultraviolet range, up to 10' distant; mutant has full vision in any outdoor situation, no matter how dark.		
14-17	The mutant is able to see in the ultraviolet range, up to 20' distant; mutant has full vision in any outdoor or underground situation, no matter how dark.		
18-19	The mutant is able to see microwave sources and transmissions up to 40' distant; mutant's vision may inflict 2d6 of heat damage to a single target as an action.		
20-23	The mutant is able to see in the x-ray spectrum; mutant's vision is capable of penetrating up to 5" of organic matter and 1" of inorganic matter (except lead and force screens — which appear opaque to the mutant though otherwise transparent to normal vision).		
24-27	The mutant is able to see infrared heat sources up to 100' distant, including residual heat signatures and cold spots up to 30 minutes old.		
28-29	The mutant is able to see infrared heat sources up to 100' distant, including residual heat signatures and cold spots up to 2 hours old.		
30-31	The mutant is able to see infrared heat sources up 100' distant and up to 1' in depth through organic matter, allowing 3D views of internal organs in living creatures.		

32+ The mutant is able to see in every spectrum of EM radiation from radio waves to gamma rays — all at once, and is therefore effectively blinded by the sensory overload; mutant's vision is equivalent to a disintegration beam, severing the molecular bonds of any single target of less than 10'x10'x10' volume (successful targeting requires variable DC check as determined by judge).

WINGS

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's body has functional wings.

Manifestation Roll 1d4: (1) The mutant has wings of a type closely related to the mutant's genotype (furred for mammals, feathered for avians, scaly for reptilians, etc.); (2) The mutant has wings of an unrelated type for the mutant's genotype (insectoid or feathered wings on a mammal, and so on); (3) The mutant has wings comprised of a chrome-like organic metal; (4) The mutant has wings composed of electric-blue projected force fields.

1 Failure, mutation replaced by defect.

2-11 Failure, mutation results in cosmetic change only; non-functional wings.

12-13 The mutant's wings are capable of level gliding for distances up to 40' /round, or 1/2 speed carrying up to 50 lbs.

14-17 The mutant's wings are capable of powered flight for distances up to 50' /round, or 1/2 speed carrying up to 100 lbs.

18-19 The mutant's wings are capable of powered flight for distances up to 60' /round, or 1/2 speed carrying up to 150 lbs.

20-23 The mutant's wings are capable of powered flight for distances up to 70' /round, or 1/2 speed carrying up to 200 lbs. or full strength capacity, whichever is greater.

24-27 The mutant's wings are capable of powered flight for distances up to 80' /round, or 1/2 speed carrying up to full strength capacity.

28-29 The mutant's wings are capable of powered flight for distances up to 100' /round; wings may be used to create a buffeting wind that will knock prone any targets within a 20' range who fail a DC 12 Reflex save.

30-31 The mutant's wings are capable of powered flight for distances up to 120' /round; wings may be used to create a cyclonic wind that will buffet any targets in a 30' radius for 2d6 damage per round (DC 14 Reflex save for half damage).

32+ The mutant's wings are capable of supersonic flight, causing a sonic boom capable of stunning anyone in a 50' range for 1d3 rounds (DC 16 Fortitude save to avoid stunning).

MENTAL MUTATIONS

ABSORPTION

Type: Passive Range: Touch Duration: Permanent

Save: None

General The mutant's body telekinetically absorbs and sometimes even benefits from specific forms of energy.

Manifestation Roll 1d4: (1) The mutant skin ripples each time he is struck; (2) The mutant's complexion deepens and he appears healthier; (3) The air around the mutant's body shimmers when attacked; (4) The mutant is suffused in a warm pink glow.

1 Failure, roll on defects table.

2-11 Failure, mutation results in cosmetic change only; mutant appears to roll with the punches exceptionally well.

12-13 The mutant absorbs kinetic energy; takes only 1/2 damage from normal melee and missile attacks.

14-17 The mutant absorbs kinetic energy; takes only 1/2 damage from normal melee and missile attacks and gains 1d3 hit points (up to normal hit point maximum) from each attack.

18-19 The mutant absorbs kinetic energy; takes only 1/2 damage from normal melee and missile attacks and gains 1d6 hit points (up to normal hit point maximum) from each attack.

20-23 The mutant absorbs kinetic energy; takes 1/2 damage from normal melee and missile attacks and gains 1 HD in hit points (up to normal hit point maximum) from each attack.

24-27 The mutant absorbs kinetic energy and takes no damage from normal melee and missile attacks; damage from such attacks are converted into hit points added to the mutant's total; extra hit points beyond the mutant's normal total are lost immediately after combat ends.

28-29 The mutant absorbs kinetic and electrical energy and takes no damage from these type of attacks; damage from such attacks are converted into hit points added to the mutant's total; extra hit points accrued that exceed the mutant's natural hit point total are temporarily retained for 1 turn after combat ends.

30-31 The mutant absorbs kinetic, electrical, and heat energy and takes no damage from these type of attacks; damage from such attacks are converted into hit points added to the mutant's total; extra hit points accrued that exceed the mutant's natural hit point total are temporarily retained for 1d6 turns.

32+ The mutant absorbs kinetic, electrical, heat, and radiation energy and takes no damage from these type of attacks; damage from such attacks are converted into hit points added to the mutant's total; extra hit points accrued that exceed the mutant's natural hit point total are temporarily retained for 1d8 hours, or optionally, the mutant may choose to immediately funnel them directly into damage delivered by a successful bare-handed melee attack.



CRYOKINESIS

Type: Active	Range: Varies	Duration: 1 round/CL	Save: Fortitude vs. mutation check
General	The mutant's mind is telekinetically capable of lowering the speed at which molecules vibrate.		
Manifestation	Roll 1d4: (1) A dense ice fog rolls off the mutant's body; (2) The mutant's skin is icy blue and eyes are a cold, glazed white; (3) The mutant's body becomes temporarily encased in layer of snow; (4) The mutant's body temporarily becomes glassy, semi-transparent, and extremely cold to the touch.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-13	The mutant's hands become icy, inflicting 1d6 of cold damage to target, save for half.		
14-17	The mutant's hands become icy, inflicting 1d8 of cold damage to target, save for half.		
18-19	The mutant's hands become icy, inflicting 1d10 of cold damage to target (save for half); liquids or targets which contain liquids (including living creatures) freeze, inflicting an additional 1d3 of damage per round until warmed by an external heat source.		
20-23	The mutant's hands become so cold that 1d4 icy snowballs may be readily produced from the ambient moisture in the air; these snowballs may be flung all at once at a single target or multiple targets as missile attacks, causing 1d6 damage per snowball.		
24-27	The mutant's hands become so cold that 1d6 ice daggers may be readily produced from the ambient moisture in the air; these ice daggers may be flung all at once at a single target or multiple targets as missile attacks causing 1d8 damage per icicle.		
28-29	The mutant's body produces intense cold in a 30' radius that causes 4d6 of immediate damage to all targets within range (save for half); affected targets are frozen and take an additional 1d3 of damage per round until thawed.		
30-31	The mutant's body produces an intense cold in a 40' radius that causes 8d6 of immediate damage to all targets within range (save for half); affected targets are frozen and take an additional 1d6 of damage per round until thawed.		
32+	The mutant's body temporarily reaches absolute zero, cryogenically freezing everything within a 50' radius centered on the mutant, including the air which solidifies and rains down as snow; affected targets are flash frozen and placed into a state of suspended animation for 1d12 hours. If thawed carefully and slowly, targets may be revived unharmed, otherwise thawing causes 6d6 damage from cellular disruption.		

DEATH FIELD GENERATION

Type: Active	Range: 5'/CL, Varies	Duration: Instant	Save: Fortitude vs. mutation check
General	The mutant's mind is capable of telekinetically decreasing or even shutting down the metabolic functions of other living creatures.		
Manifestation	Roll 1d4: (1) The mutant's body is surrounded in a dark-violet nimbus; (2) The mutant's body exudes the ghastly smell of rotting corpses; (3) Skin on the mutant's head becomes temporarily transparent, exposing the skull; (4) The mutant's hands and arms or equivalent limbs have no flesh, and are skeletal.		



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| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-11 | Failure, mutation may not be used again that day. |
| 12-13 | The mutant is able to stun 1 target creature for 1d3 rounds. |
| 14-17 | The mutant is able to stun 1 target creature for 1d6 rounds. |
| 18-19 | The mutant is able to stun up to 4 target creatures for 1d6 rounds. |
| 20-23 | The mutant reduces every living thing within a 20' range to 1 hit point; targets who make their saving throw are only reduced to 1/2 of their current hit point total. |
| 24-27 | The mutant reduces every living thing within a 20' range to 1 hit point; targets who fail their saving throw are also stunned for 1d10 rounds. |
| 28-29 | The mutant reduces every living thing within a 30' range to 0 hit points and targets will die in 3 rounds if unattended; targets who make their saving throw are reduced to 1/2 of their current hit point total. |
| 30-31 | The mutant reduces every living thing within a 50' range to 0 hit points and targets will die on the next round if unattended; targets who make their saving throw are only reduced to 1 hit point. |
| 32+ | The mutant reduces every living thing within a 100' range to 0 hit points; targets who fail their saving throw are killed outright; targets who make their saving throw are reduced to 0 hit points but may be successfully healed or bandaged if this action happens within 1 round. |

DEVOLUTION

Type: Active Range: 10'/CL Duration: Instant

Save: Fortitude vs. mutation check

General The mutant's mind is capable of telekinetically altering the genetic code of target living creatures, regressing their DNA along evolutionary lines.

Manifestation Roll 1d3: (1) The mutant's forehead glows a bright green; (2) A bright green ray is projected from the mutant's eyes; (3) The mutant's hands are surrounded by a glowing green aureole resembling ever-changing DNA strands.

1 Failure, mutation may not be used again that day, roll on defects table.

2-11 Failure, mutation may not be used again that day.

12-13 The mutant is able to temporarily remove one random mutation from target creature for 1d3 rounds; pure strain humans are unaffected.

14-17 The mutant is able to temporarily remove one random mutation from target creature for 1d6 rounds; pure strain humans lose 1d6 of Intelligence for 1d6 rounds. Save to reduce duration by half.

18-19 The mutant is able to temporarily remove two random mutations from target creature for 1d8 rounds (save for half duration); pure strain humans lose 1d8 of Intelligence (to a minimum of 3) for 1d8 rounds (save for half).

20-23 The mutant is able to temporarily remove three random mutations from target creature for 1d10 rounds (save for half duration); pure strain humans lose 1d10 of Intelligence (to a minimum of 3) for 1d10 rounds (save for half); mutant may optionally permanently remove one mutation or defect with no other effect on target.

24-27 The mutant is able to temporarily remove all mutations from target mutant for 24 hours (manimals and plantients also lose the ability to speak and handle tools); pure strain humans become primitive ape-men with an Intelligence score of 3 for 24 hours. Save for half the duration.

28-29 The mutant reduces target creature to a small, prehistoric version of its genotype.

30-31 The mutant reduces target creature to a primitive water-breathing chordate or algae which will suffocate and die unless placed into water within 1d6 rounds.

32+ The mutant reduces target creature to an amorphous pool of primordial ooze.



DOMINATION

Type: Active Range: Touch Duration: 1 round/CL Save: Willpower vs. mutation check

General The mutant has the ability to mentally dominate the will of other sentient living creatures.

Manifestation Roll 1d4: (1) The mutant's eyes glow with an intense yellow light; (2) The mutant's facial features become temporarily beatific; (3) The mutant's merest hand gesture produces sparkles in the air; (4) A spinning hypnotic pinwheel of light appears above the mutant's head.

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| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-11 | Failure, mutation may not be used again that day. |
| 12-13 | The mutant is able to plant a simple suggestion in the mind of target creature; suggested action may not cause harm to target creature or its allies. |
| 14-17 | The mutant is able to plant a complex suggestion in the mind of target creature; suggested action may not cause harm to target creature or its allies. |
| 18-19 | The mutant is able to mentally order target creature to perform any one action; this action may not cause direct harm to target creature, but may cause harm to its allies. |
| 20-23 | The mutant is able to mentally order target creature to perform any one action; this action may even cause self-harm to target creature and his allies. |
| 24-27 | The mutant completely dominates the will of up to 10 HD of target creatures and may mentally order these creatures to perform any action possible. |
| 28-29 | The mutant completely dominates the will of up to 20 HD of target creatures and may mentally order these creatures to perform any action possible. |
| 30-31 | The mutant completely dominates the will of up to 50 HD of target creatures and may mentally order these creatures to perform any action possible. |
| 32+ | The mutant has completely dominated the will of up to 100 HD of target creatures and may mentally order these creatures to perform any action possible. |

DUAL BRAIN

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant possesses two brains, with some of the benefits of both.

Manifestation Roll 1d4: (1) The mutant's second brain is located in a large and pronounced bump in the forehead of the skull; (2) The mutant's second brain is located at the base of the spine or equivalent body form; (3) The mutant's second brain is located in a second head; (4) The mutant's second brain is located in a small malformed twin that is embedded in the mutant's chest.

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| 1 | Failure, mutation replaced by defect. |
| 2-11 | Failure, mutation results in cosmetic change only; mutant has non-functional second brain. |
| 12-13 | The mutant's Intelligence score increases by +2. |
| 14-17 | The mutant's Intelligence score increases by +3; gains additional +1 to Willpower saves. |
| 18-19 | The mutant's Intelligence score increases by +4; gains additional +2 to Willpower saves. |
| 20-23 | The mutant's Intelligence score increases by +5; gains additional +3 to Willpower saves and gains 1 additional random mental mutation. |

24-27	The mutant's Intelligence score increases by +6 (to a maximum of 24); gains additional +3 to Willpower saves and gains 2 additional random mental mutations; movement is reduced by 10'.
28-29	The mutant's Intelligence score increases by +8 (to a maximum of 24); gains additional +3 to Willpower saves and 3 additional random mental mutations; movement is reduced by 15'.
30-31	The mutant has a vast intellect; Intelligence score increases by +9 (to a maximum of 24); gains additional +3 to Willpower saves and 3 additional random mental mutations with no defects possible; movement is reduced by 20'.
32+	The mutant's twin brains make mutant a supreme intellect with an ego to match; Intelligence score is changed to 24 and Personality to 18; gains an additional 4 random mental mutations with no defects possible; legs have atrophied to vestigial organs and movement rate is reduced to 0'.

EMPATHY

Type: Active	Range: Varies	Duration: 1 turn/CL	Save: Willpower vs. mutation check
General	The mutant has the ability to mentally read and control the emotional states of sentient creatures.		
Manifestation	Roll 1d4: (1) The mutant's eyes glow warmly behind closed lids; (2) The mutant's head is encircled and suffused with a warm glow; (3) The mutant's face suddenly transforms into a semblance of the target creature; (4) For a flickering instant, the mutant and target creature appear to exchange bodies and places.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-13	The mutant is able to mentally sense the surface emotional state of 1 target sentient.		
14-17	The mutant is able to mentally sense the primary emotional state of 1 target sentient, including general truthfulness and intent; the mutant may project an added emotional state of his or her choosing onto target sentient.		
18-19	The mutant is able to mentally sense the emotional state of 1 target sentient, including truthfulness, intent, and core feelings; the mutant may project a replacement emotional state of his or her choosing unto target creature.		
20-23	The mutant is able to mentally sense the emotional state of up to 3 target sentients, including their truthfulness, intent, and core feelings; the mutant may project replacement emotional states of his or her choosing onto up to 3 of the same target sentients.		
24-27	The mutant is able to mentally sense the emotional state of up to 10 target sentients, including truthfulness, intent, and core feelings; if targets miss their save, the mutant may control these sentients, who will regard the mutant quite favorably.		
28-29	The mutant is able to control the mood and disposition of any sentient creatures within a 20' radius; all sentients successfully controlled in this manner will regard the mutant as a mentor figure whose advise should be followed.		
30-31	The mutant is able to control the mood and disposition of any sentient creatures within a 50' radius; all sentients successfully controlled in this manner will regard the mutant as a leader whose orders are to be obeyed at all costs.		
32+	The mutant is able to control the mood and disposition of any living sentient within a 100' radius; all sentients successfully controlled in this manner will regard the mutant as their messianic leader and god-head, wishing only to serve, worship, and protect their new spiritual leader.		

FORCE FIELD GENERATION

Type: Active Range: Varies Duration: 1 turn/CL

Save: None

General The mutant's mind is able to project a telekinetic shield that blocks various attacks from harming the mutant and his allies.

Manifestation Roll 1d4: (1) The mutant generates a force field that is completely invisible; (2) The mutant generates a force screen that causes the air to ripple in a wavy pattern and hums noticeably; (3) The mutant is surrounded by wall of translucent blue light; (4) The mutant's force field appears as a yellow-orange hexagonal grid that waves and undulates.

1	Failure, mutation may not be used again that day, roll on defects table.
2-11	Failure, mutation may not be used again that day.
12-13	The mutant projects a personal force field that will block all physical attacks, absorbing 6 points of damage before it falls.
14-17	The mutant projects a personal force field that will block all physical attacks, absorbing 12 points of damage before it falls.
18-19	The mutant projects a personal force field that will block all physical and energy-based attacks, absorbing 20 points of damage before it falls.
20-23	The mutant projects a personal force field that will block all physical, mental, and energy-based attacks, absorbing 30 points of damage before it falls.
24-27	The mutant projects a force field 5' in radius that will block all physical and energy-based attacks; absorbing up to 40 points of damage before it is brought down.
28-29	The mutant projects a strong force field 10' in radius that will block all physical and energy-based attacks; absorbing up to 50 points of damage before it is brought down.
30-31	The mutant projects a mighty force field 20' in radius that will block all physical, mental, and energy-based attacks; absorbing up to 75 points of damage before it is brought down.
32+	The mutant projects an impregnable force field 30' in radius that will block all physical, mental, radiation, and energy-based attacks; absorbing up to 100 points of damage before it is brought down.



HEIGHTENED INTELLIGENCE

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant is gifted with supernormal intelligence; Intelligence score may not be raised above 24.

Manifestation Roll 1d4: (1) The mutant's head is overlarge with an extended, tall forehead; (2) The mutant's head is bald and body is hairless (or equivalent for genotype); (3) The mutant's body beneath the neck is notably atrophied; (4) The mutant appears to be a far-future highly-evolved version of his or her genotype, with slender body, slight facial features, and overlarge head and eyes.

1 Failure, mutation replaced by a defect.

2-11 Failure, mutation results in a cosmetic change only: mutant appears to be a big-headed know-it-all.

12-13 The mutant's Intelligence score is increased by +1.

14-17 The mutant's Intelligence score is increased by +2.

18-19 The mutant's Intelligence score is increased by +3.

20-23 The mutant's Intelligence score is increased by +4; Artifact checks succeed automatically up to tech level 2.

24-27 The mutant's Intelligence score is increased by +5; Artifact checks succeed automatically up to tech level 3.

28-29 The mutant's Intelligence score is increased by +6 (to a maximum of 24); artifact checks succeed automatically up to tech level 4.

30-31 The mutant is a super-genius and Intelligence score is increased by +7 (to a maximum of 24); Artifact checks succeed automatically up to tech level 5.

32+ The mutant's perspicacious intellect seems almost god-like, with an Intelligence score of 24; Artifact checks happen automatically for all tech levels; mutant cannot be surprised.



ILLUSION GENERATION

Type: Active Range: Line of sight Duration: 2 rounds/CL Save: Willpower vs. mutation check

General The mutant has the ability to mentally project life-like illusions into the minds of living creatures.

Manifestation Roll 1d4: (1) The mutant's eyes turn all-white; (2) The mutant must touch the forefingers of one hand to his forehead; (3) The mutant's forehead appears to ripple in concentric circles; (4) The mutant appears to be surrounded by a rotating miasma of polychromatic chaos.

1 Failure, mutation may not be used again that day, roll on defects table.

2-11 Failure, mutation may not be used again that day.

12-13 The mutant is able project a simple illusion that is unmoving and purely visual.

14-17 The mutant is able project a more complex illusion that moves, but is purely visual.

18-19 The mutant is able project a complex illusion that moves, with both visual and auditory elements.

20-23 The mutant is able project a complex illusion that moves, with both visual, auditory, and olfactory elements.

24-27 The mutant is able project an interactive illusion that moves, with both visual, auditory, olfactory, and tactile elements; target's belief in the apparition is so strong that the illusion may cause up to 1d6 in damage.

28-29	The mutant is able project an interactive illusion that moves, with both visual, auditory, olfactory, and tactile elements; target's belief in the apparition is so strong that the illusion may cause up to 2d6 in damage.
30-31	The mutant is capable of projecting a compelling fantasy world, with both visual, auditory, olfactory, and tactile elements; illusion may cause up to 3d6 in damage per targeted attack; the illusion does not appear to take damage from attacks and continues to exist for the full duration of the mutation.
32+	The mutant is seemingly capable of reordering reality itself, creating a complex and interactive new world with unerring verisimilitude for all living creatures within range; events transpire in the illusory reality at the mutant's direction, and have the same impact and results as though they actually happened, though physical objects cannot be harmed or take damage from the illusion — only living creatures able to perceive the illusion may be damaged or affected.

LIFE FORCE REFLECTION

Type: Active	Range: Varies	Duration: Instant	Save: As attack reflected
General	The mutant is able to mentally flip his quantum state, causing mutational attacks (physical or mental) to be reflected back upon the assailant. This mutation grants the mutant the ability to react out of initiative order (but doing so uses one of that mutant's action die for the round).		
Manifestation	Roll 1d4: (1) The mutant's appearance momentarily shimmers and sparkles; (2) A circular field of mirroring energy appears in front of the mutant; (3) The mutant's body visibly distorts, bowing slightly before rebounding; (4) The mutant's body momentarily becomes a silhouetted doorway into another dimension.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-13	The mutant is able to reflect up to 1d6 in damage or 1/2 of other effects from any mutation power directed at him or her back against the attacker; mutant takes remaining damage or 1/2 effect.		
14-17	The mutant is able to reflect up to 2d6 in damage or other effects from any mutation power directed at him or her back against the attacker; mutant is unaffected by the attack.		
18-19	The mutant is able to reflect up to 3d6 in damage or other effects from any mutation power directed at him or her back against the attacker; mutant is unaffected by the attack; the mutant is healed for 1d3 hit points.		
20-23	The mutant is able to reflect up to 4d6 in damage or other effects from any mutation power directed at him or her; the reflected damage or effect may directed at any other single target; mutant is unaffected by the attack; mutant is healed for 1d4 hit points.		
24-27	The mutant is able to reflect up to 5d6 in damage or other effects from any mutation power directed at him or her; the reflected damage or effect may directed at any other available targets (per the reflected mutation); mutant is unaffected by the attack; mutant is healed for 1d5 hit points.		
28-29	The mutant is able to reflect up to 6d6 in damage or other effects from all mutation powers directed at him or her; the reflected damage or effect may directed at any other available targets (per the reflected mutation); mutant is unaffected by the attack; mutant is healed for 1d7 hit points.		
30-31	The mutant is able to reflect all mutation powers directed at him or her in a single round; the full effects of these reflected mutations may be directed at any number of targets within range (per the reflected mutations); mutant is unaffected by the attack; mutant is healed for 1d14 hit points.		
32+	The mutant is able to reflect all mutation powers directed at him or her in a single round; the effects of these reflected mutations are doubled (where applicable) and may be directed at any number of targets within range (per the reflected mutations); mutant is unaffected by the attack; mutant is restored to full hit points.		



MAGNETIC CONTROL

Type: Active Range: 10'/CL Duration: 1 round/CL

Save: Reflex vs. mutation check

General The mutant's mind is capable of telekinetically controlling ferrous materials and electromagnetic fields.

Manifestation Roll 1d4: (1) The air ripples between the mutant and target object whenever this mutation is used; (2) The mutant's body is surrounded by visible magnetic lines of force when mutation is used; (3) The mutant's complexion darkens noticeably as the ferrous materials in his or her bloodstream align; (4) The mutant's body temporarily becomes metallic and chilled to the touch.

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| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-11 | Failure, mutation may not be used again that day. |
| 12-13 | The mutant's mind is able to lift and move one ferrous object with the equivalent force of a 6 Strength. |
| 14-17 | The mutant's mind is able to lift and move one ferrous object with the equivalent force of a 9 Strength. |
| 18-19 | The mutant's mind is able to lift and move one ferrous object with the equivalent force of a 12 Strength. |
| 20-23 | The mutant's mind is able to lift and move one ferrous object with the equivalent force of a 16 Strength; mutant is able to lift and move any non-plant creature by manipulating the iron content of their blood. |
| 24-27 | The mutant is able to lift, move, and otherwise control up to 4 ferrous objects/creatures, or objects/creatures containing any ferrous atoms whatsoever, with the equivalent of an 18 Strength. |
| 28-29 | The mutant is able to lift, move, and otherwise control up to 8 ferrous objects/creatures, or objects/creatures containing any ferrous atoms whatsoever, with the equivalent of an 18 Strength; mutant is able to confuse the actions of any one non-patron AI; mutant may deactivate any one technological device in range. |
| 30-31 | The mutant is able to lift, move, and otherwise control any number of ferrous objects/creatures, or |

objects/creatures containing any ferrous atoms whatsoever, with the equivalent of a 20 Strength; mutant is able to control the actions of any single non-patron AI; mutant may deactivate up to 3 technological devices in range.

32+ The mutant's mind cools to cryogenic levels and the mutant becomes a large superconducting magnet; the mutant is able to lift, move, and otherwise control any number of ferrous objects/creatures, or objects/creatures containing any ferrous atoms whatsoever, with the equivalent of a 24 Strength; mutant is able to control the actions of, or effectively destroy, the mind of any single non-patron AI; mutant may render any single technological device in range permanently inert.

MIND CONTROL

Type: Active	Range: 10'/CL Duration: Varies	Save: Willpower vs. mutation check
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General	The mutant has the ability to manipulate the thought patterns of other living creatures, causing them to regard the mutant favorably.
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Manifestation	Roll 1d4: (1) The mutant's head is bald, and the mutant has arched eyebrows; (2) The mutant's eyes appear to be momentarily lit as though by a soft spotlight, even in the dark; (3) The mutant's merest glance causes involuntary flinching in others; (4) The mutant's skull and other head tissues become momentarily transparent, revealing his or her brain.
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1	Failure, mutation may not be used again that day, roll on defects table.
2-11	Failure, mutation may not be used again that day.
12-13	The mutant is able to cause a single 1 HD creature or sentient to regard the mutant as friendly and worthy of trust for 6 hours.
14-17	The mutant is able to cause up to 3 HD in creatures or sentients to regard the mutant as friendly and worthy of trust for 12 hours.
18-19	The mutant is able to cause up to 6 HD in creatures or sentients to regard the mutant as friendly and worthy of trust for 1 day.
20-23	The mutant is able to cause up to 12 HD in creatures or sentients to regard the mutant as their revered advisor for 1 day.
24-27	The mutant is able to cause up to 24 HD in creatures or sentients to regard the mutant as their charismatic leader for 1 day.
28-29	The mutant is able to cause up to 10 sentient creatures within a 20' radius to obey the mental orders of the mutant; for each additional 24 hour period that passes, target sentients receive a new saving throw at a +3 to determine if they remain under the mutant's mental sway.
30-31	The mutant is able to cause any sentient creatures within a 30' radius to hold the mutant in the high regard and to consider themselves devoted followers of the mutant; for each additional 24 hour period that passes, target sentients receive a new saving throw to determine if they remain under the mutant's mental sway.
32+	The mutant is able to cause any sentient creatures within a 50' radius to hold him or her in the highest possible regard and to consider themselves fanatical followers of the mutant, willing to die for him or her if necessary; for each additional 24 hour period that passes, target sentients receive a new saving throw at a -3 to determine if they remain under the mutant's mind control sway.

MENTAL BLAST

Type: Active	Range: 10'/CL	Duration: Instant	Save: Willpower vs. mutation check
General	The mutant's mind is capable of causing severe damage to the brain of other living creatures, impairing all bodily functions.		
Manifestation	Roll 1d4: (1) A narrow beam of white light shoots directly from the mutant's forehead; (2) A torch of jagged white energy flares from the mutant's head; (3) Concentric rings of white light radiate from the heads of the mutant and all of his or her targets; (4) A piercing white noise whine emanates from the bones in the mutant's skull.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-13	The mutant causes 1d4 damage to a single target creature, save for half damage.		
14-17	The mutant causes 1d6 damage to a single target creature; creature cannot act for 1 round; target's Intelligence is permanently reduced -1, save for half damage and no ability reduction.		
18-19	The mutant causes 2d6 damage to a single target creature; creature is stunned for 1d3 rounds; target's Intelligence is permanently reduced -2, save for half damage.		
20-23	The mutant causes 3d6 damage to a single target creature; creature is stunned for 1d5 rounds; target's Intelligence is permanently reduced -3, save for half damage and no ability reduction.		
24-27	The mutant causes 6d6 damage to a 2 target creatures; creatures are stunned for 1d8 rounds targets' Intelligence scores are permanently reduced -4, save for half damage and no ability reduction.		
28-29	The mutant shuts down the mind of up to 4 target creatures, causing them to immediately pass into a permanent deep coma, save to be stunned for 1 round/CL.		
30-31	The mutant completely shuts down the mind of up to 6 target creatures, causing death within 1 round if not properly resuscitated (CPR or equivalent); resuscitated creatures have 1 hit point and are mindless vegetables. A successful save results in a deep coma.		
32+	The mutant completely shuts down the mind of up to 8 target creatures, causing instant death, a successful save results in a deep coma.		



MENTAL SHIELD

Type: Active	Range: Varies	Duration: 1 turn/CL	Save: None
General	The mutant's mind is able to shield itself from mental mutation attacks. This mutation grants the mutant the ability to react out of initiative order (but doing so uses one of that mutant's action die for the round).		
Roll 1d3:	(1) The mutant generates a mental shield that appears as a translucent blue-green sphere around the mutant's head; (2) The mutant generates a mental shield that appears as an illusory riveted metal band around the mutant's forehead; (3) The mutant's mental shield manifests as numerous small, glowing crystals that orbit the mutant's head.		

1	Failure, mutation may not be used again that day, roll on defects table.
2-11	Failure, mutation may not be used again that day.
12-13	The mutant shields himself from 1d6 of damage from a mental mutation attack.
14-17	The mutant shields himself from 2d6 of damage or 1/2 effect from a mental mutation attack.
18-19	The mutant shields himself from up to 2d6 of damage or 1/2 effect from a mental mutation attack; if attack has a saving throw, a successful save means that the attack was entirely negated.
20-23	The mutant shields himself from up to 3d6 of damage or 1/2 effect from a mental mutation attack; if attack has a saving throw, a successful save means that the attack was entirely negated.
24-27	The mutant shields himself or herself from up to 4d6 of damage and is fully shielded from other effects of a mental mutation attack; if attack has a saving throw, a successful save means that the attack was entirely negated and the negated mutation may not be used by the attacker again that day.
28-29	The mutant projects a sturdy mental shield in a 10' radius that is proof against all mental mutation attacks; any mental mutation attacks aimed at targets within the shield are negated and fail outright.
30-31	The mutant projects a mighty mental shield in a 20' radius that is proof against all mental mutation attacks; any mental mutation used inside the mental shield (except for the mutant's own) or aimed at targets within the shield are negated and fail outright.
32+	The mutant projects a massive mental shield in a 50' radius that dampens all mental mutation attacks; any mental mutation used inside the mental shield (except for the mutant's own) or aimed at targets within the shield are negated and fail outright; any mental mutation used inside or against the shield (except for the mutant's) may not be used again that day.

MENTAL REFLECTION

Type: Active	Range: Varies	Duration: Instant	Save: As attack reflected
General	The mutant is able to mentally reflect the effects of other mental mutations back upon the attacker. This mutation grants the mutant the ability to react out of initiative order (but doing so uses one of that mutant's action die for the round).		
Manifestation	Roll 1d4: (1) The mutant's appearance momentarily glimmers and gleams; (2) A octagonal field of reflective energy appears in front of the mutant; (3) The air around the mutant's head appears to distort, warping slightly before rebounding; (4) The mutant's eyes momentarily become blackened twin orbs.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-13	The mutant is able to reflect up to 1d6 in damage or 1/2 of other effects from any mental mutation power directed at him back against the attacker; mutant takes remaining damage or 1/2 effect.		
14-17	The mutant is able to reflect up to 2d6 in damage or other effects from any mental mutation power directed at him back against the attacker; mutant is unaffected by the attack.		
18-19	The mutant is able to reflect up to 3d6 in damage or other effects from any mental mutation power directed at him back against the attacker; mutant is unaffected by the attack.		
20-23	The mutant is able to reflect up to 4d6 in damage or other effects from any mental mutation power directed at him; the reflected damage or effect may be directed at any other single target; mutant is unaffected by the attack.		
24-27	The mutant is able to reflect up to 5d6 in damage or other effects from any mental mutation power directed at him; the reflected damage or effect may be directed at any other available targets (per the reflected mutation); mutant is unaffected by the attack.		

- 28-29 The mutant is able to reflect up to 6d6 in damage or other effects from all mental mutation powers directed at him; the reflected damage or effect may be directed at any other available targets (per the reflected mutation); mutant is unaffected by the attack.
- 30-31 The mutant is able to reflect all mental mutation powers directed at him in a single round; the full effects of these reflected mental mutations may be directed at any number of targets within range (per the reflected mutations); mutant is unaffected by the attack.
- 32+ The mutant is able to reflect all mental mutation powers directed at him in a single round; the effects of these reflected mental mutations are doubled (where applicable) and may be directed at any number of targets within range (per the reflected mutations); mutant is unaffected by the attack.

MOLECULAR DISRUPTION

Type: Active Range: 5'/CL Duration: Instant Save: None

General The mutant's mind is capable of telekinetically severing the molecular bonds and atomic valences of ordinary matter.

Manifestation Roll 1d4: (1) The mutant's hands project a bright yellow ray of light that sizzles when it hits target; (2) The mutant's eyes send out twin beams of searing red-orange energy that zigzags unerringly towards targets; (3) The mutant's forefinger casts forth a pulsating red beam that whines rhythmically; (4) The mutant's body momentarily flashes as a bright green silhouette revealing a photo-reversed black skeleton inside.

- 1 Failure, mutation may not be used again that day, roll on defects table.
- 2-11 Failure, mutation may not be used again that day.
- 12-13 The mutant is able to disintegrate up to 5% of the total matter within one creature or object, causing 1d3 in damage. Roll a d6 on crit table I.
- 14-17 The mutant is able to disintegrate up to 10% of the total matter within one creature or object, causing 1d6 in damage. Roll d8 on crit table I.
- 18-19 The mutant is able to disintegrate up to 15% of the total matter within one creature or object, causing 2d6 in damage. Roll d10 on crit table II.
- 20-23 The mutant is able to disintegrate up to 25% of the total matter within one creature or object, causing 3d6 in damage. Roll d12 on crit table III.
- 24-27 The mutant completely disintegrates one target creature or object no larger than an average sentient; force fields and screens take 15 points of damage.



28-29	The mutant completely disintegrates one target creature or object up to a maximum of 5 cubic feet in size; force fields and screens take 25 points of damage.
30-31	The mutant completely disintegrates one target creature or object up to a maximum of 10 cubic feet in size; force fields and screens take 50 points of damage.
32+	The mutant completely disintegrates one target creature or object up to a maximum of 15 cubic feet in size, including objects made of duralloy and permaglass; force fields and screens are destroyed and fail utterly.

MOLECULAR INTEGRATION

Type: Active	Range: Touch	Duration: Instant	Save: None
General	The mutant's mind is capable of telekinetically reassembling matter into its original pattern and quantum state at the molecular level.		
Manifestation	Roll 1d4: (1) The mutant's hands glow with a bluish white light; (2) The mutant's hands radiate blue-white rings of concentric energy; (3) The mutant's hands cast forth a pulsating blue-white light that bathes target creature or object in an angelic glow; (4) The mutant's entire body is bathed in a cascading shower of blue-white sparkles which gradually flow over to target creature or object.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-13	The mutant is able to heal up to 1d3 in damage to any single creature or object.		
14-17	The mutant is able to heal up to 1d6 in damage to any single creature or object.		
18-19	The mutant is able to heal up to 1d12 in damage to any single creature or object.		
20-23	The mutant is able to heal up to 2d6 in damage to any single creature or object; cures creatures who were poisoned; repairs broken artifacts.		
24-27	The mutant is able to heal up to 3d6 in damage to any single creature or object; restores creatures who were poisoned, mind controlled, or devolved; repairs broken artifact or fully recharges power cell.		
28-29	The mutant mentally reassembles and restores a single creature or object (up to the size of an average sentient) exactly as they existed at any point in time during the last 1 hour; mutant may restore a dead creature to life or to completely restore a destroyed object.		
30-31	The mutant mentally reassembles a single creature or object (up to 5 cubic feet in size) exactly as they existed at any point in time during the last 24 hours; mutant may restore a dead creature to life or to completely restore a destroyed object.		
32+	The mutant mentally disassembles and reassembles a single creature or object (up to 10 cubic feet in size) exactly as they existed at any point in time during the last month, including possessions, experience points totals, memories, artifact charges; with direct access to any remaining portion of a single creature or object, mutant may restore a dead creature to life or to completely restore a destroyed object. Note: while it may be possible to create multiple copies of a creature or object by this method, the existence of duplicates will be tenuous at best, and both will implode into clouds of pure molecular hydrogen if they come into physical contact with each other for any reason.		





PYROKINESIS

Type: Active Range: 10'/CL Duration: Instant Save: Fortitude vs. mutation check

General The mutant's mind is capable of greatly exciting the molecular motion of target creatures and objects until they ignite.

Manifestation Roll 1d4: (1) The mutant's body begins to shimmer with ripples of heated air; (2) The mutant's body starts to glow, beginning with a dull red and eventually becoming white hot; (3) The mutant's body hums as he begins to broadcast microwave radiation; (4) The mutant's hands catch fire as they become sheathed in glowing plasma.

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| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-11 | Failure, mutation may not be used again that day. |
| 12-13 | The mutant's hands fire a torch of fire, inflicting 1d6 of heat damage to single target. Save for half. |
| 14-17 | The mutant's hands shoot jets of flame, inflicting 1d8 of heat damage to a single target. Save for half. |
| 18-19 | The mutant creates a small fireball which strikes target, inflicting 1d10 of heat damage to target (save for half); combustible materials held or worn by target catch fire, inflicting an additional 1d3 of damage per round until extinguished with DC 18 Reflex save. |
| 20-23 | The mutant creates a large fireball which strikes target, inflicting 1d14 of heat damage to target (save for half); combustible materials held or worn by target catch fire, inflicting an additional 1d5 of damage per round until extinguished with a DC 20 Reflex save; metal objects held or worn become too hot to hold or wear and must be discarded immediately or the target suffers and additional 1d5 of damage per round. |
| 24-27 | The mutant releases an intense heat pulse in a 20' radius that causes 3d6 damage to all targets within range (save to resist); setting targets on fire for an additional 1d6 of damage per round until extinguished with a DC 24 Reflex save. |
| 28-29 | The mutant releases a burning ring of fire in a 30' radius that burns and causes 4d6 damage to all targets within range (save for half); setting targets afire for an additional 1d8 of damage per round until extinguished with a DC 28 Reflex save |
| 30-31 | The mutant releases a huge gout of splashing flame in a 40' radius that causes 8d6 damage to all targets within range (save for half); setting targets ablaze for an additional 1d8 of damage until extinguished with a DC 30 Reflex save |
| 32+ | The mutant's body goes super-nova, releasing a 10d6 heat blast in a 50' radius centered on the mutant, save for half. Affected targets missing their save are also blinded for 1d4 rounds; targets take an additional 1d10 of fire damage per round until extinguished with a DC 32 Reflex save. |

TELEKINESIS

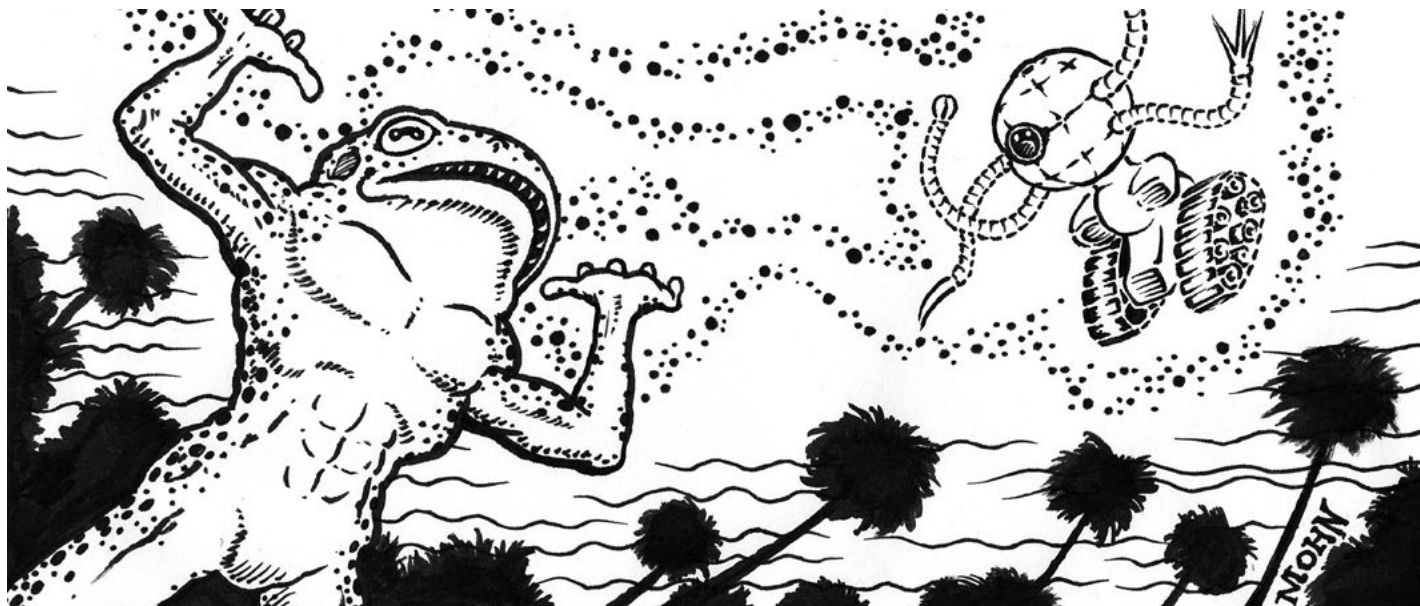
Type: Active Range: 5'/CL Duration: 1 round/CL

Save: Reflex vs. mutation check

General The mutant is capable of telekinetically moving targets and objects with his or her mind.

Manifestation Roll 1d4: (1) Segmented lines of translucent force are visible between the mutant's head and target object; (2) The mutant's head is surrounded by a translucent white sphere of energy when mutation is used; (3) The mutant's eyes become all-white when this mutation is used; (4) Huge translucent hands manifest around target whenever this mutation is used.

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| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-11 | Failure, mutation may not be used again that day. |
| 12-13 | The mutant's mind is able to lift and move one target with the equivalent force of a 6 Strength. |
| 14-17 | The mutant's mind is able to lift and move one target with the equivalent force of a 9 Strength. |
| 18-19 | The mutant's mind is able to lift and move one target with the equivalent force of a 12 Strength; 1d4 damage melee attacks using the targeted object are possible on a d16 action die. |
| 20-23 | The mutant's mind is able to lift and move one target with the equivalent force of a 15 Strength; 1d6 melee attacks are possible using targeted object on a d20 action die; simple manipulations of the target are possible with d16 action die against a judge-determined DC. |
| 24-27 | The mutant is able to lift, move, and otherwise control up to 4 targets with the equivalent of an 18 Strength; melee attacks are possible with targeted object using a d24 action die; simple manipulations of the target are possible with d20 action die against a judge-determined DC. |
| 28-29 | The mutant is able to lift, move, and otherwise control up to 2 targets within range with the equivalent of a 20 Strength; mutant may cause up to 2d6 in crushing damage via telekinetic strength to each targeted creature or object; mutant may fly up to 30'. |
| 30-31 | The mutant is able to lift, move, and otherwise control up to 4 targets within range with the equivalent of a 22 Strength; mutant may cause up to 5d6 in crushing damage via telekinetic strength to each targeted creature or object; mutant may fly 50' while carrying any targeted creatures or objects. |
| 32+ | The mutant is able to lift, move, and otherwise control any number of targets within range with the equivalent of a 24 Strength; mutant may cause up to 10d6 in damage via telekinetic strength to each targeted creature or object, such as turning objects inside-out or causing them to implode in upon themselves; mutant may fly 100' while carrying any targeted creatures or objects. |



TELEPATHY

Type: Active Range: 20' / CL, Varies Duration: 1 round / CL Save: Willpower vs. mutation check

General The mutant has the ability to mentally read the thoughts of target sentient creatures, and to project mutant's own thoughts to other sentient creatures.

Manifestation Roll 1d5: (1) The irises of the mutant's eyes vanish; (2) The mutant's head is encircled with a subtle white glow; (3) The mutant's eyebrows are arched; (4) A shrill sonic hum fills the air; (5) The mutant possesses all of the above manifestations.

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| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-11 | Failure, mutation may not be used again that day. |
| 12-13 | The mutant is able to read a single surface thought of 1 target sentient. |
| 14-17 | The mutant is able to read the surface thoughts of 1 target sentient including sincerity and intent; mutant may project one thought of his or her own into target sentient's mind. |
| 18-19 | The mutant is able to read the surface thoughts of 1 target sentient and to carry on a limited telepathic conversation of no more than two sentences each. |
| 20-23 | The mutant is able to read the surface and deeper thoughts of 1 target sentient and to carry on a telepathic conversation no more than ten seconds length. |
| 24-27 | The mutant is able to read the thoughts, recent memories, and intentions of all sentients within range, but mutant must make successful DC 15 Willpower save to successfully process and understand the telepathic burbling of multiple minds; mutant may transmit any one thought to all sentients within range or the mutant may telepathically communicate with any single known sentient within 100'. |
| 28-29 | The mutant is able to read the thoughts, memories, and intentions of all sentients within range, but mutant must make successful DC 12 Willpower save to process and understand the telepathic burbling of multiple minds; mutant may transmit any thoughts to all sentients within range; the mutant may telepathically communicate with any single known sentient within a 1 mile range. |
| 30-31 | The mutant is able to read and process the thoughts, memories, and intentions of all sentients within range; mutant may transmit any thoughts to all sentients within range; the mutant may telepathically communicate with any single known sentient within a 10 mile range. |
| 32+ | The mutant is able to read and process the thoughts, memories, and intentions of all sentients within range; mutant may transmit any thoughts to all sentients within range; the mutant may telepathically communicate with any single known sentient within a 50 mile range. |



TELEPORTATION

Type: Active	Range: Varies	Duration: Instant	Save: None
General	The mutant's mind can telekinetically disassemble matter at the molecular level, transform that matter into energy beams that can be transmitted, and then reassemble the matter at a distance.		
Manifestation	Roll 1d4: (1) The ground immediately around the mutant explodes in a harmless but loud display of smoke and pyrotechnics; (2) The teleported persons or objects slowly dissolve into a swirling cloud of golden twinkling sparkles which fade away accompanied by a high-pitched whine; (3) The surface of the teleported persons or objects begins to crawl with tiny forked arcs of electricity as they vanish and reappear elsewhere; (4) A ring of violaceous energy grows to surround one end of the teleported persons or objects, and as it passes over them to the other end, they vanish or reappear in its wake.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-13	The mutant is able to teleport any handheld object up to 50 lbs. in weight a total distance of 60' or less. The target location must be within line of sight.		
14-17	The mutant is able to teleport any object up to 200 lbs. in weight a total distance of 100' or less. The target location must be within line of sight.		
18-19	The mutant is able to teleport their person and all worn or held personal gear a total distance of 100' or less. The target location must be within line of sight.		
20-23	The mutant is able to teleport their person and all worn or held personal gear a total distance of 1 mile or less. The target location must have been previously visited by the mutant or be within line of sight.		
24-27	The mutant is able to teleport herself and up to 6 allies to any location within line of sight.		
28-29	The mutant is able to teleport himself and his allies to any location he has previously visited.		
30-31	The mutant is able to teleport herself and her allies to any other location in the universe, including other planets or star systems. To arrive successfully, the mutant must have visited the location before, or possess a physical object originally from the desired destination.		
32+	The mutant is able to teleport himself and his allies beyond reality as he knows it and into an adjacent parallel plane of existence. The destination dimension or parallel world can only be determined in advance if the mutant has in his possession a physical object originally from that plane – otherwise the trip to another universe will be completely random (judge's discretion).		

TEMPORARY INVULNERABILITY

Type: Active	Range: N/A	Duration: 2 rounds/CL	Save: None
General	The mutant's mind creates a temporary skin-tight telekinetic shield around the mutant.		
Manifestation	Roll 1d3: (1) The mutant's body twinkles and sparkles subtly when attacked; (2) All objects, including clothes and possessions, are pushed away from the mutant's body by 1/4 inch; (3) For a microsecond the mutant's body appears to shift into a sideways dimension.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-13	The mutant's AC increases by +4.		
14-17	The mutant's AC increases by +6; +2 to Fortitude saves; mutant does not take the first 5 points of damage inflicted each round.		



- 18-19 The mutant's AC increases by +8; +4 to Fortitude and Reflex saves; mutant does not take the first 10 points of damage inflicted each round.
- 20-23 The mutant's AC increases by +10, +5 to Fortitude, Reflex, and Willpower saves; mutant does not take up to 25 points of damage in a single round.
- 24-27 The mutant's AC increases by +12, +6 to Fortitude, Reflex, and Willpower saves; mutant does not take up to 50 points of damage in a single round.
- 28-29 The mutant cannot be harmed, controlled, or manipulated by any form of physical or mental attack, and can shake off up to 75 points of damage in a single round; mutant does not need to breathe.
- 30-31 The mutant cannot be harmed, controlled, or manipulated by any form of physical or mental attack, and can shake off up to 150 points of damage in a single round; mutant does not need to eat or breathe.
- 32+ The mutant cannot be harmed, controlled, or manipulated by any form of physical or mental attack, and can easily survive even an atomic detonation or free fall from orbit, walking away completely unharmed and unscathed; mutant does not need to eat or breathe.

THOUGHT SPIKE

Type: Active	Range: N/A	Duration: Varies	Save: none
General	The mutant's mental functions speed up in such a fashion that mental mutation checks and Will saving throws are temporarily enhanced.		
Manifestation	Roll 1d4: (1) Transparent red bands of ribboned energy rotate around the mutant's head in elliptical patterns; (2) The mutant's head appears to enveloped in a jet of cool red flames, obscuring all of his facial features; (3) The mutant's head appears to transform into a red ruby-like material; (4) An ethereal red armet appears around the mutant's head.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-13	The mutant's mental mutation checks are increased by 1d3 for the next 3 rounds.		
14-17	The mutant's mental mutation checks and Will saves are increased by 1d4 for the next 4 rounds.		
18-19	The mutant's mental mutation checks and Will saves are increased by 1d6 for the next 6 rounds.		
20-23	The mutant's mental mutation checks and Will saves are increased by 1d8 for the next 8 rounds.		
24-27	The mutant's mental mutation checks and Will saves are increased by 1d10 for the next 10 rounds; the mutant cannot be surprised.		
28-29	The mutant's mental mutation checks and Will saves are increased by 1d16 for the next 16 rounds or until the end of combat; the mutant cannot be surprised.		
30-31	The mutant's mental mutation checks and Will saves are increased by 1d20 for the next 20 rounds or until the end of combat; the mutant cannot be surprised. These effects extend to any allied creature within 10' of the mutant.		
32+	The mutant's mental processes accelerate to super luminal speeds, effectively rendering him immune to any mental attack before it occurs; this effect lasts until the end of combat or until all immediate danger has passed. Mutant's own mutation checks are all critical successes (as if natural 20s were rolled).		

TIME SENSE

Type: Active	Range: N/A	Duration: 1 round/CL	Save: none
General	The mutant possesses mild pre-cognitive abilities from an ability to sense the ebb and flow of time. This allows the mutant temporary bonuses to attack rolls and other benefits when this mutation is activated.		
Manifestation	Roll 1d3: (1) The mutant's face appears to blur horizontally as his eyes glow with a deep crimson light; (2) The mutant becomes semi-transparent as his form appears to revolve vertically around a central axis (does not effect the true facing of the mutant); (3) Whenever the mutant moves while this mutation is activated, his physical form appears to strobe into three identical forms, one cyan-colored, followed by magenta and then yellow, as each version follows the other exactly a half-second apart.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-13	The mutant's attack rolls are increased by 1.		
14-17	The mutant's attack rolls and AC are increased by 1d3.		
18-19	The mutant's attack rolls, mutation checks, and AC are increased by 1d4.		
20-23	The mutant's attack rolls, mutation checks, and AC are increased by 1d6; roll for each separate effect.		

24-27	The mutant's attack rolls, mutation checks, and AC are increased by 1d8; roll for each separate action or benefit.
28-29	The mutant's attack rolls, mutation checks, and AC are increased by 1d10; roll for each separate action or benefit.
30-31	The mutant's and his allies' attack rolls, mutation checks, and AC are increased by 1d12; roll this once.
32+	The mutant's ability to sense future events is so keen, he cannot be killed or struck in combat, nor can any of his allies, if such deaths are avoidable by virtue of any possible and practical action taken by the mutant (judge's discretion); any attack rolls made by the mutant or his allies automatically hit, it possible. Effect lasts until the end of combat or immediate danger.

TIME STOP

Type: Active	Range: 10'/CL Duration: 1 round/CL	Save: Fortitude vs. mutation check
General	The mutant's mind is capable of isolating small discreet pockets of space/time from the rest of the universe and freezing that moment in time.	
Manifestation	Roll 1d4: (1) Target color-shifts towards the red spectrum; (2) Target is surrounded by a shifting waves of banded color; (3) Target becomes a black silhouette of no-light; (4) Target's form blurs but freezes in place.	
1	Failure, mutation may not be used again that day, roll on defects table.	
2-11	Failure, mutation may not be used again that day.	
12-13	The mutant is able to stop the passage of time for one target creature; creature is effectively paralyzed and immune to all other attacks for 1 round.	
14-17	The mutant is able to stop the passage of time for one target creature; creature is effectively paralyzed and immune to all other attacks for 1d3 rounds, save to be stunned for 1d3 rounds instead.	
18-19	The mutant is able to stop the passage of time for one target creature; creature is effectively paralyzed and immune to all other attacks for 1d6 rounds, save for 1d3 rounds instead.	
20-23	The mutant is able to stop the passage of time for one target creature; creature is effectively paralyzed and immune to all other attacks for 1d8 rounds, save for 1d4 rounds instead.	
24-27	The mutant is able to stop the passage of time for up to 4 target creatures; creatures are effectively paralyzed and immune to all other attacks for 1d10 rounds, save for 1d5 rounds instead.	
28-29	The mutant has stopped time for 1 turn in a sphere with a 10' radius centered on the mutant; all creatures and objects within the sphere (except the mutant) are effectively paralyzed and frozen in action. Successful saves result in being repelled from the sphere, but the target remains in a stunned state for 1 turn.	
30-31	The mutant creates a time lock lasting 3 turns in a sphere with a 25' radius centered on the mutant; all creatures and objects within the sphere (except the mutant) are effectively paralyzed and frozen in action. Excepting items carried on the mutant's person when the time lock occurred, all items and artifacts are non-functional during the time lock. Successful saves result in being repelled from the sphere, but the target remains in a stunned state for 3 turns.	
32+	The mutant creates an entire pocket universe lasting 1 hour that is comprised of everything originally located within a 50' radius sphere, centered on the mutant. This pocket universe contains localized gravity and sufficient air for inhabitants, but only just. Any extraordinary exertion or combustion sources will quickly deplete the available air supply. This pocket universe floats in the absolute blackness of an endless void. Any unprotected living creature that steps outside the pocket universe is subject to 10d6 of cold damage, asphyxiation, and is immediately transported to a random dimension of existence.	



DEFECTS

ASYMMETRICAL BODY

Type: Passive Range: N/A Duration: Permanent

Save: None

General The mutant's body plan is not symmetrical.

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| 1 | Roll this mutation check again, plus roll one additional defect. |
| 2-4 | The mutant has only 1/2 of a normal body, roll 1d4: (1) Mutant is missing lower half, no legs, movement 0'; (2) Mutant is missing upper half, head springs directly from hips, no arms or torso, no normal attacks; (3) Mutant is missing vertical half of body no arm or leg on one side, melee and missile attack every other round, 1/2 movement; (4) Mutant is missing one arm and one leg on opposite sides of the body, melee and missile attack every other round, 1/2 movement. |
| 5-7 | The mutant's body is greatly atrophied on one side, with a stump-like and useless arm and leg on the affected side; melee and missile attacks at -3, -10' movement speed. |
| 8-11 | The mutant has one arm much larger than the other; +1 Strength, -2 Agility. |
| 12-15 | The mutant has one leg much longer than the other; +5' movement speed, -2 Agility. |
| 16-17 | The mutant's posture is distorted, roll 1d4: (1) Mutant's spine is permanently curved to the left; (2) Mutant's spine is permanently curved to the right; (3) Mutant's neck holds his or her head at a permanently odd angle; (4) Mutant's spine and hips are so distorted on one side that mutant cannot walk or run, but can only lurch at varying speeds; -5' movement speed. |
| 18-19 | The mutant's facial features are lopsided and distorted, roll 1d4: (1) One eye is located 3 inches higher/lower than normal; (2) Mouth is located off-center on one side of face; (3) One ear is located 3 inches further back on head than the other; (4) Nose or nostrils are located 3 inches to one side of face; -3 Personality, -2 AI recognition. |
| 20+ | The mutant's facial features are ever so slightly off-center, just enough so to indicate possible mutant heritage; -1 AI recognition. |



ATTRACTION ODOR

Type: Passive Range: 50'/CL Duration: Permanent

Save: None

General The mutant's body emits pheromones that attract various creatures.

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| 1 | Roll this mutation check again, plus roll one additional defect. |
| 2-4 | The mutant's malodorous musk perfectly mimics the fear scent of prey for carnivores of all genotypes and varieties. |
| 5-7 | The mutant's mephitic aroma triggers stalking behavior in mammalian, reptilian, and insectoid carnivores. Roll twice as often for nighttime encounters when this mutant is present. |
| 8-11 | The mutant's fetid stench attracts carrion feeders; -3 Personality. |

12-15	The mutant's rancid pungence causes rodents to seek out the mutant.
16-17	The mutant's redolent odor attracts biting insects, bees, and wasps.
18-19	The mutant's musky fragrance causes non-sentient creatures to go into rut.
20+	The mutant's slight air of feculence attracts flies wherever he goes.

BODY PART LOSS

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's body is missing features normally present.

1	Roll this mutation check again, plus roll one additional defect.
2-4	The mutant has no head; all features normally found on the head are located mid-abdomen; -3 Personality.
5-7	The mutant is missing one leg; -4 Agility, 1/2 normal movement.
8-11	The mutant is missing one arm; -2 Agility.
12-15	The mutant is missing one eye and has no depth perception; -2 melee attacks, -3 missile attacks.
16-17	The mutant has no torso; mutant's head, neck, and limbs connect directly to each other; -1d3 hit points, +2 AC.
18-19	The mutant has no eyelids, and must sleep with eyes open or blindfolded; -1 Stamina.
20+	The mutant has only three fat sausage fingers and a thumb on each hand and is missing a lower jaw causing a pronounced overbite; skin color is bright yellow.

DEATH PRETENSE

Type: Active Range: N/A Duration: Instant Save: Willpower vs. DC

General The mutant reflexively feigns death when shocked or surprised (judge's discretion).

1	Roll this mutation check again, plus roll one additional defect.
2-4	The mutant must make DC 17 Willpower save or fall into a coma for 1d10 rounds.
5-7	The mutant must make DC 15 Willpower save or fall into a coma for 1d6 rounds.
8-11	The mutant must make DC 12 Willpower save or fall into a coma for 1d3 rounds.
12-15	The mutant must make DC 10 Willpower save or pass out for 1d6 rounds; mutant may be revived by slapping or being splashed with water.
16-17	The mutant must make DC 8 Willpower save or fall asleep for 1d6 rounds; mutant may be wakened by any loud noise.
18-19	The mutant must make DC 5 Willpower save or fall asleep for 1d3 rounds; mutant may be wakened by any loud noise.
20+	The mutant involuntarily falls down and curls into a fetal position while still awake and aware for 1 round.



DELAYED REACTION

Type: Passive Range: N/A Duration: Permanent Save: None

General The hemispheres of the mutant's mind do not interact well, causing delayed reaction times.

- 1 Roll this mutation check again, plus roll one additional defect.
- 2-4 The mutant's deep-rooted dyslexia causes the mutant to automatically go last in combat initiative order.
- 5-7 The mutant's congenital indecisiveness causes mutant to automatically go after all adversaries in combat initiative order.
- 8-11 The mutant's tendency to hem and haw results in -5 to initiative rolls.
- 12-15 The mutant's chronic over-thinking results in -4 to combat initiative rolls.
- 16-17 The mutant's habitual dawdling results in -3 to initiative rolls.
- 18-19 The mutant's momentary pause results in -2 to initiative rolls.
- 20+ The mutant's slight hesitation results in -1 to initiative rolls.

DELUSIONAL

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's mind suffers from various delusions and psychoses.

- 1 Roll this mutation check again, plus roll one additional defect.
- 2-4 The mutant believes that he or she is all-powerful and omnipotent; unless a DC 12 Willpower save is made, mutant will always either use glowburn or Luck burning to add at least 1 point to each mutation check roll made.
- 5-7 The mutant's hysterical blindness towards one genotype renders that genotype effectively invisible (but not inaudible) to the mutant; roll 1d4: (1) pure strain humans; (2) mutants; (3) manimals; (4) plantients (if mutant rolls his own genotype, that character is an orphan who was adopted and raised by another genotype).
- 8-11 The mutant's tenuous grasp on reality causes the mutant to believe that his or her weapon of choice is sentient and able to speak (weapon becomes an NPC under the judge's control); mutant is -4 to all attacks made with the weapon when the weapon does not approve of the combat.
- 12-15 The mutant's inherent and authoritarian fundamentalist beliefs cause them to consider the Ancient Ones to be literal gods who are to be worshiped and obeyed in all things, likewise their agents (AIs, robots, etc.); mutant also believes that all artifacts, no matter how mundane, are holy relics are to be respected and used wisely.
- 16-17 The mutant's obsession with the innate sanctity of one form of sentient life causes him or her to attack at a -4 when in combat with that particular genotype, while happily enjoying a +1 versus all other genotypes; roll 1d5 to determine the overvalued genotype (re-roll any result for the same genotype as the mutant): (1) pure strain humans; (2) mutants; (3) manimals; (4) plantients; (5) AIs and robots.
- 18-19 The mutant's innate paranoia causes the mutant to believe that he or she is least liked among his or her compatriots; mutant will fuss and pout whenever he or she is not given first pick of any loot found as proof that "See? They all despise me."
- 20+ The mutant's deep-rooted suspicion that the entire Universe is out to get them gives the mutant 1 extra hit point each time he correctly guesses an adversary's next action (usable once per encounter).

DEVOLVED

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant has less evolved traits when compared with other examples of his or her genotype.

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| 1 | Roll this mutation check again, plus roll one additional defect. |
| 2-4 | The mutant physically resembles their source genotype, including size and base locomotion/movement (though abilities and stats remain the same); mutant is mute and unable to handle tools unless base genotype already possesses prehensile appendages. Note: For mutants this result means that they are a small primate; for plantients this result means that they have a movement of 0' and must be carried in a pot. |
| 5-7 | The mutant physically resembles his or her source genotype, including size and base locomotion/movement (though most abilities and stats remain the same); mutant is able to communicate via a cant-like approximation of language using squeaks, grunts, and other vocalizations; mutant is barely able to handle tools with a -6 Agility. |
| 8-11 | The mutant physically resembles a slightly larger version of his or her source genotype (though most abilities and stats remain the same); mutant is able to speak and use tools; -4 Agility. |
| 12-15 | The mutant physically resembles a tall, erect version of his or her source genotype (though most abilities and stats remain the same); mutant is able to speak and use tools; -2 Agility. |
| 16-17 | The mutant's ungracile appearance marks the mutant as a primitive and barely sentient example of his or her genotype; -6 Intelligence (3 minimum), -2 Agility, +2 Strength. |
| 18-19 | The mutant's brutish appearance is that of a "missing link" between his ancestral form and an average example of his or her genotype; -2 Intelligence, -1 Agility, +1 Strength. |
| 20+ | The mutant is a slightly less evolved example of his or her genotype; -1 Intelligence. |



DIMINISHED BODY PART

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's body possesses at least one body part that is greatly atrophied.

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| 1 | Roll this mutation check again, plus roll one additional defect. |
| 2-4 | The mutant's head is tiny and doll-like; -3 to all ranged attacks. |
| 5-7 | The mutant's hands are over-small and childlike; -2 to melee and missile attacks. |
| 8-11 | The mutant's feet are stunted and miniature; -2 Agility, -10' movement speed. |
| 12-15 | The mutant's lungs are diminutive; after first three rounds of combat, mutant attacks every other round, missing the fourth round while the mutant regains their breath. |
| 16-17 | The mutant's digestive track is reduced in size and function; -1 Stamina. |

18-19	The mutant's heart is three sizes too small; due to reduced blood flow to frontal cortex mutant hates all celebrations and holidays; -2 Personality.
20+	Using the formula $((L*D)+(W/G))/(A^2)$, the mutant's pro-generative organs are slightly smaller than average for mutant's genotype; mutant receives an automatic +1 to their next attack whenever teased or taunted for any reason.

DIMINISHED SENSE

Type: Passive Range: N/A Duration: Permanent Save: None

General One of the mutant's senses is greatly diminished.

1	Roll this mutation check again, plus roll one additional defect.
2-4	The mutant's vision is greatly impaired; roll 1d4: (1) Mutant is extremely nearsighted with -4 to all ranged attacks; (2) Mutant is quite farsighted with -4 to all melee attacks; (3) Mutant is colorblind with -4 to all Artifact checks; (4) Mutant has motion blindness with -2 to all attacks.
5-7	The mutant's tactile sense is notably diminished; mutant suffers a -1 to melee attacks, and a -5 to all Artifact checks.
8-11	The mutant's auditory senses are damaged; mutant is automatically surprised when attacked from behind or in any situation which requires hearing audible cues; +2 to saves versus sonic attacks.
12-15	The mutant's olfactory sense is perhaps not the best; mutant suffers a -5 to any detection checks or Artifact checks which require a sense of smell.
16-17	The mutant suffers from a complete lack of common sense; -2 Intelligence.
18-19	The mutant suffers from low levels of autism, and is unable to recognize facial or social cues (for example, the mutant enjoys sharing long and pointless stories about his adventures even when all listening are bored to tears); -2 Personality.
20+	The mutant has absolutely no sense of taste and is thus easily poisoned with ingested poisons; mutant is prone to loud and unfashionable choices in dress.

DIMINISHED STAMINA

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's body is extraordinarily susceptible to radiation and many other forms of damage. Stamina score is reduced, but may not be lowered below 3.

1	Roll this mutation check again, plus roll one additional defect.
2-4	The mutant's Stamina score decreases by -7; mutant receives no saving throw versus damage from radiation-based attacks.
5-7	The mutant's Stamina score decreases by -6; mutant receives no saving throw versus damage from heat-based attacks.
8-11	The mutant's Stamina score decreases by -5; mutant receives no saving throw versus damage from electrical attacks.
12-15	The mutant's Stamina score decreases by -4.
16-17	The mutant's Stamina score decreases by -3.
18-19	The mutant's Stamina score decreases by -2.
20+	The mutant's Stamina score decreases by -1.



ENMITY

Type: Passive	Range: 10'/CL	Duration: Permanent	Save: Willpower vs. mutation DC
General	The mutant's mind unconsciously broadcasts a low-level telepathic field that causes feelings of hostility towards the mutant in certain sentients and creatures.		
1	Roll this mutation check again, plus roll one additional defect.		
2-4	Any sentient or creature within range must make a Willpower save or automatically attack the mutant upon first meeting them (does not affect mutant's friends and family); -5 Personality.		
5-7	Any non-sentient creature within range must make a Willpower save or automatically attack the mutant upon first encountering them; -4 Personality.		
8-11	Any sentient not of the mutant's own genotype and within range must make a Willpower save or automatically attack the mutant upon first meeting them (does not affect mutant's friends and family); -3 Personality.		
12-15	Any carnivore within range must make a Willpower save or automatically attack the mutant upon first encountering them; -2 Personality.		
16-17	Any sentient within range must make a Willpower save or treat the mutant with general contempt, completely ignoring them (does not affect mutant's friends and family); -1 Personality.		
18-19	Any sentient not of the mutant's own genotype and within range must make a Willpower save or treat the mutant with distaste, completely avoiding them when possible (does not affect mutant's friends and family).		
20+	No one except mutant's close friends and family can stand to be around him or her for more than 1 turn, making endless excuses about needing to be someplace else.		

ENLARGED BODY PART

Type: Passive	Range: N/A	Duration: Permanent	Save: None
General	The mutant's body possesses at least one pronounced body part that is greatly enlarged and out-of-proportion.		
1	Roll this mutation check again, plus roll one additional defect.		
2-4	The mutant's head is humongous; -2 AC.		
5-7	The mutant's hands are over-large and clumsy; -2 to melee and missile attacks.		
8-11	The mutant's feet are huge and ungainly; -2 Agility, +5' movement.		
12-15	The mutant's lungs are gigantic and require more oxygen than normal; after first three rounds of combat, mutant attacks every other round, missing the fourth round while the mutant regains his or her breath.		
16-17	The mutant's digestive track is enlarged and hyper-efficient; unless the mutant eats six regular meals a day the mutant suffers -1 Stamina.		
18-19	The mutant's heart is three sizes too large; mutant takes in and adopts all strays; +2 Personality.		
20+	The mutant is very popular with members of the opposite sex.		

IPSILATERAL BODY PLAN

Type: Passive Range: N/A Duration: Permanent

Save: None

General The mutant's body plan is notably lopsided.

- 1 Roll this mutation check again, plus roll one additional defect.
- 2-4 The mutant has one leg and one arm where the other should be, i.e. the mutant must walk on a leg and an arm, and use tools with the other leg and arm attached at the shoulders; -4 Agility, -2 Strength.
- 5-7 The mutant's arms are all located on one side of the mutant's body (roll 1d5: 1-2 right side, 3-5 left side); -3 Agility.
- 8-15 The mutant's feet face in opposite directions, one forward and one facing backwards; -15' movement.
- 16-17 The mutants' hands face in opposite directions (one up, the other down, making any tool use more difficult; -2 Agility.
- 16-19 The mutant's eyes appear only on one sides of the mutant's face, limiting field of vision; -1 to all attacks.
- 20+ The mutant's head is attached to a shoulder rather than by a central neck (roll 1d5: 1-2 right shoulder, 3-5 left shoulder; -1 all perception based checks.



LIFE FORCE TRANSFERENCE

Type: Active Range: Touch Duration: Instant

Save: None

General The mutant is able to mentally transfer his or her own life force into other living creatures.

- 1 Roll this mutation check again, plus roll one additional defect.
- 2-4 Mutant may restore a single target creature to full hit points while reducing their own hit point total to 0.
- 5-7 Mutant may restore a single target creature to full hit points while reducing their own hit point total to 1.
- 8-11 Mutant is able to transfer any number of mutant's own hit points to a single target creature on a 1-for-1 basis.
- 12-15 Mutant is able to transfer mutant's own hit points to a single target creature on a 1-for-2 basis (each hit point transferred gives target creature 2 hit points).
- 16-17 Mutant is able to transfer mutant's own hit points to a single target creature on a 1-for-4 basis (each hit point transferred gives target creature 4 hit points).
- 18-19 Mutant may restore a single target creature to full hit points while reducing their own hit point total by 1/2.
- 20+ Mutant may restore a single target creature to full hit points while reducing their own hit point total by -1.

MENTAL BLOCK

Type: Passive Range: N/A Duration: Permanent Save: Willpower vs. mutation DC

General The mutant's mind suffers from a pronounced mental block.

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| 1 | Roll this mutation check again, plus roll one additional defect. |
| 2-4 | The mutant has a crippling mental block when it comes to committing to combat; mutant may never initiate combat, and will always hesitate, withholding any actions or attacks until the second round of combat. |
| 5-7 | The mutant has a severe mental block about pure strain humans or anyone or anything resembling a pure strain human (androids, holograms, mutants with no visible mutations) and cannot see, hear, or acknowledge the presence of these beings. |
| 8-11 | The mutant has a congenital mental block when it comes to using artifacts of the Ancient Ones; mutant may never willingly or knowingly possess or use an artifact. |
| 12-15 | The mutant has a serious mental block regarding manimals and any other sentient animal life, and will treat them as one would a pet or a wild animal (re-roll this result if player character is a manimal). |
| 16-17 | The mutant has a serious mental block regarding plantients and any other sentient plant life; mutant cannot hear plantients speak (re-roll this result if the player character is a plantient). |
| 18-19 | The mutant has a mild mental block regarding any technology above tech level 2, believing anything without a simple, neolithic explanation to be demonic magic; when confronted with artifacts tech level 3 and above, mutant often exclaims, "Demon Dogs!" |
| 20+ | The mutant has a mental block about taking common sense approaches to problem solving, making the mutant a serial contrarian; mutant will arbitrarily contest the group consensus on most plans of action. |

MENTAL DEFENSELESSNESS

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's mind is extraordinarily susceptible to mental mutation attacks (Personality score may not be lowered below 3).

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|-------|---|
| 1 | Roll this mutation check again, plus roll one additional defect. |
| 2-4 | The mutant's Personality score decreases by -7; mutant receives no saving throws versus damage from mental mutation attacks. |
| 5-7 | The mutant's Personality score decreases by -6; mutant receives no saving throw versus <i>Domination</i> , <i>Empathy</i> , <i>Mind Control</i> , <i>Mental Blast</i> , or <i>Telepathy</i> mutation attacks. |
| 8-11 | The mutant's Personality score decreases by -5; mutant receives no saving throw versus <i>Domination</i> , <i>Empathy</i> , <i>Mind Control</i> , or <i>Telepathy</i> mutation attacks. |
| 12-15 | The mutant's Personality score decreases by -4; mutant receives no saving throw versus <i>Domination</i> or <i>Mind Control</i> mutation attacks. |
| 16-17 | The mutant's Personality score decreases by -3. |
| 18-19 | The mutant's Personality score decreases by -2. |
| 20+ | The mutant's Personality score decreases by -1. |



MULTIPLE PERSONALITIES

Type: Passive Range: N/A Duration: Permanent Save: Varies

General The mutant's sense of self is fragmented into multiple personalities who often compete for dominance.

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|-------|---|
| 1 | Roll this mutation check again, plus roll one additional defect. |
| 2-4 | The mutant has 10 different personalities (which should be rolled up randomly as additional characters with consultation of judge); whenever the mutant rolls combat initiative, they must make a DC 18 Willpower save – failure means that a new random personality is in charge of the character. |
| 5-7 | The mutant has 8 different personalities (which should be rolled up randomly as additional characters with consultation of Judge); whenever the mutant is attacked, they must make a DC 15 Willpower save – failure means that a new random personality is in charge of the character. |
| 8-11 | The mutant has 6 different personalities (which should be rolled up randomly as additional characters with consultation of Judge); whenever the mutant takes damage, they must make a DC 12 Willpower save – failure means that a new random personality is in charge of the character. |
| 12-15 | The mutant has 5 different personalities (which should be rolled up randomly as additional characters with consultation of Judge); whenever the mutant takes damage, they must make a DC 12 Willpower save – failure means that a new random personality is in charge of the character. |
| 16-17 | The mutant has 4 different personalities (which should be rolled up randomly as additional characters with consultation of judge); whenever the mutant misses a saving throw, they must make a DC 12 Willpower save – failure means that a new random personality is in charge of the character. |
| 18-19 | The mutant has 3 distinct personalities (which should be rolled up randomly as additional characters with consultation of Judge); whenever the judge deems it appropriate, they must make a DC 10 Willpower save – failure means that one of the other two personalities is in charge of the character. |
| 20+ | The mutant has 2 distinct personalities (which should be rolled up randomly as additional characters with consultation of Judge); whenever the judge deems it appropriate, they must make a DC 8 Willpower save – failure means that the alternate personality is in charge of the character. |

MUTATION LOSS

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant loses one or more random mutations.

- 1 Roll this mutation check again, plus roll one additional defect.
- 2-4 The mutant loses all current mutations; roll 1 new random physical mutation.
- 5-7 The mutant loses all current mutations; roll 1 new random physical mutation and 1 new random mental mutation (even plantients).
- 8-11 The mutant loses 1 random physical mutation and 1 random mental mutation (even plantients).
- 12-15 The mutant loses 1 random mental mutation (plantients lose a physical mutation).
- 16-17 The mutant loses 1 random physical mutation.
- 18-19 The mutant loses one defect, if any are present.
- 20+ The mutant loses one defect, if any are present; mutant gains +1 Personality.

SPECIAL VULNERABILITY

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's biochemistry is uniquely vulnerable to certain types of substances and energies.

- 1 Roll this mutation check again, plus roll one additional defect.
- 2-4 The mutant has a congenitally weak constitution, and takes 2x damage from all attacks, regardless of nature or origin.
- 5-7 The mutant is hemophilic, and takes 2x damage from physical attacks; mutant takes an additional 1 hp of damage/round until mutant is healed or wounds are bound.
- 8-11 The mutant is xenodermic, and takes 2x damage from energy-based attacks; mutant takes 1 hp damage/round when mutant's skin is directly exposed to daylight or any other source of UV radiation.
- 12-15 The mutant is osteogenetic, and their bones break easily; if mutant takes damage that exceeds 1/2 of the mutant's hit point total, mutant is effectively crippled, and cannot attack or move until healed.
- 16-17 The mutant is highly susceptible to radiation; whenever mutant is exposed to radiation or radiation-based attacks, roll 1d6. In addition to normal damage and effects, mutant (1) Loses 1 random physical mutation; (2) Loses 1 random mental mutation; (1) Gains 1 random defect; (4) Gains 1 random physical mutation; (5) Gains 1 random mental mutation; (6) Loses the Special Vulnerability defect.
- 18-19 The mutant is narcoleptic and falls asleep at inopportune times; mutant must make DC 10 Fortitude save to stay awake during watches or combat.
- 20+ The mutant is mildly allergic to airborne dust; mutant must make DC 8 Fortitude save or sneeze in each combat round (unless in a sterile environment) causing a -1 to next attack roll.





STUMBLEBUM

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's reaction time and agility are greatly impaired, making the mutant a flailing and easily targeted hot mess. Agility score may not be lowered below 3.

- 1 Roll this mutation check again, plus roll one additional defect.
- 2-4 The mutant's Agility score is decreased by -7; AC is decreased by -10 (ignore Agility modifier for AC); movement is decreased by -10'
- 5-7 The mutant's agility score is decreased by -6; AC is decreased by -9 (ignore Agility modifier for AC).
- 8-11 The mutant's Agility score is decreased by -5.
- 12-15 The mutant's Agility score is decreased by -4.
- 16-17 The mutant's Agility score is decreased by -3.
- 18-19 The mutant's Agility score is decreased by -2.
- 20+ The mutant's Agility score is decreased by -1.

STUNTED WINGS

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant possesses vestigial non-functional wings.

- 1 Roll this mutation check again, plus roll one additional defect.
- 2-4 The mutant has two ill-balanced fleshy nubs growing out of mutant's back; -2 Agility.
- 5-7 The mutant has tiny malformed wings that are as laughably non-functional as they are awkward; -1 Agility.
- 8-11 The mutant has non-functional flight feathers growing from forearms and calves.
- 12-15 The mutant has non-functional membranes stretching from wrist to ankles.
- 16-17 The mutant has smallish wings that act as a crude and ineffective parachute; mutant takes 1/2 damage from falling.
- 18-19 The mutant has wings that allow limited gliding ability; mutant may glide up to 5'; mutant takes 1/4 damage from falling.
- 20+ The mutant has wings that allow limited gliding ability; mutant may glide up to 10'; mutant does not take falling damage.

THIN SKIN

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's skin is remarkably thin and is permeable to various substances and energies.

- 1 Roll this mutation check again, plus roll one additional defect.
- 2-4 The atomic valences in the molecules of the mutant's skin are trans-kinetic and easily severed; mutant takes 2x damage from physical attacks.
- 5-7 The molecules in the mutant's skin are quantum entangled with each other, acting as microscopic focusing lenses for morphic fields; mutant takes 2x damage from mental mutation attacks.
- 8-11 The mutant's skin is transparent to light and most EM radiation, revealing muscle tissues, blood vessels, and bone underneath; mutant takes 2x damage from any EM-based attacks.
- 12-15 The mutant's skin is copper-based and water soluble; mutant takes 2 hp damage per round if exposed to or immersed in water.
- 16-17 The mutant's skin lacks any subcutaneous layers of fat or sweat glands; mutant takes 2 hp damage for every 6 hours spent exposed unprotected to temperatures outside a range of 40°-70°F.
- 18-19 The mutant is an albino, as mutant's skin lacks melatonin; mutant takes 2 hp damage for every 6 hours spent exposed unprotected to direct sunlight or any UV radiation.
- 20+ The mutant is so thin-skinned that they is unable to participate in any group activity unless constantly praised by their fellows.

UNCONTROLLED EMPATHY

Type: Passive Range: 20'/CL Duration: Instant Save: Varies

General The mutant unconsciously broadcasts their emotional state into the minds of other living creatures.

- 1 Roll this mutation check again, plus roll one additional defect.
- 2-4 The mutant wildly broadcasts their current emotional state to all within range; other creatures within range easily detect the mutant's presence and motives even if otherwise hidden; at judge's discretion, mutant must make DC 10 Willpower save or adopt the emotional state of next nearest sentient being within range.
- 5-7 The mutant energetically broadcasts their current emotional state to all within range; other creatures within range note the mutant's presence and motives even if otherwise hidden.
- 8-11 The mutant actively broadcasts their current emotional state to all within range; other creatures within range discern the mutant's presence and motives with a DC 4 Willpower Save.
- 12-15 The mutant is an obvious and quick study for others; other sentients may detect mutant's motives by making a DC 6 Willpower save.
- 16-17 The mutant's motives and feelings are as transparent as permaglass; other sentients may detect mutant's motives by making a DC 8 Willpower save.
- 18-19 The mutant has absolutely no poker face; other sentients may detect mutant's motives by making a DC 10 Willpower save.
- 20+ The mutant is unable to conceal their true intent when negotiating; other sentients may detect mutant's motives by making a DC 12 Willpower save.

UNCONTROLLED TELEPATHY

Type: Passive Range: 20'/CL Duration: Instant

Save: Varies

General The mutant unconsciously broadcasts his or her thoughts into the minds of other sentients.

1 Roll this mutation check again, plus roll one additional defect.

2-4 The mutant's deepest thoughts, memories, and intentions are an open book to all sentients within range; any sentient need only make a DC 4 Willpower save to determine exactly what the mutant is thinking and planning.

5-7 The mutant's deepest thoughts, memories, and intentions are easily read by any sentients within range; any sentient making a DC 6 Willpower save knows exactly what the mutant is thinking.

8-11 The mutant's thoughts and intentions can be read by any sentients within range; any sentient making a DC 8 Willpower save knows exactly what the mutant is thinking.

12-15 The mutant's thoughts and intentions can be read by any sentients within range; any sentient making a DC 10 Willpower save knows exactly what the mutant is thinking.

16-17 The mutant's deep thoughts and intentions may be read by any sentient making a DC 12 Willpower save.

18-19 The mutant's surface thoughts and intentions may be read by any sentient making a DC 14 Willpower save.

20+ The mutant's passing thoughts may be read by any sentient making a DC 16 Willpower save.

USELESS BODY PARTS

Type: Passive Range: N/A Duration: Permanent

Save: None

General The mutant has additional non-functional body parts not normally found upon mutant's genotype or sub-type.

1 Roll this mutation check again, plus roll one additional defect.

2-4 The mutant possesses multitudinous stubby, non-functional body parts, including wing stubs, malformed gills, useless antennae, a stubby tail, and multiple tiny tentacles growing from their torso; -5 Personality.

5-7 The mutant possesses multiple non-functional body parts, including wing stubs, useless antennae, and a stubby tail; -4 Personality.

8-11 The mutant possesses a long clumsy tail that constantly throws the mutant off balance; -3 Agility.

12-15 The mutant possesses non-functional gills and vestigial fins on arms and legs; -2 Agility.

16-17 The mutant has small knobs growing out of his or her forehead; -1 AI recognition.

18-19 The mutant possesses a sixth finger on each hand which occasionally lights up and beeps.

20+ The mutant has a thin membrane between ankles and wrists; mutant gains 5' of gliding movement.

WEAK WILLED

Type: Passive Range: N/A Duration: Permanent

Save: None

General The mutant's sense of ego is so diminished that he is easily persuaded by others, friend or foe.

1 Roll this mutation check again, plus roll one additional defect.

2-4 The mutant has difficulty deciding which side is right in any conflict, and frequently changes sides in an argument or even combat. Personality score is reduced to 3 and all Will saves are at a -3.

- 5-7 The mutant is incapable of making decisions on his own, and will do whatever the last person told him to do, even if it conflicts with a just enacted decision. Personality score is reduced to 5 and all Will saves are at a -2.
- 8-11 The mutant has difficulty deciding how best to make an attack, and often falls towards the end of the initiative order in combat while he decides. Personality score is reduced by 4 and all initiative rolls are at a -1d3.
- 12-15 The mutant vacillates between which mutation to use at any given time, and must make a DC 10 Will save to use any mutation purposely; on a missed Will save the mutant uses another random mutation. Personality score is reduced by 3.
- 16-17 The mutant has difficulty standing up to bullying, and must make a DC 8 Will save whenever he wishes to enter combat or win an argument.
- 18-19 The mutant is so fixated on people-pleasing that he cannot refuse any request from friends or allies for help or assistance of any type.
- 20+ The mutant is a "yes man" and must at least appear to agree with everyone, even enemies.



PHYSICAL MEGA MUTATIONS

ANAEROBIC

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's metabolism does not require oxygen (or carbon dioxide if a plantient) for respiration; being is sustained instead by other gases or requires no gases at all.

Manifestation Roll 1d4: (1) Mutant has no nose, and instead has strange pulsing gills slits along the neck area; (2) Instead of a nose and lungs, mutant's skin contains thousands of microscopic tracheal openings; (3) Mutant's body does not contain blood nor a circulatory system, with all gases required for respiration being absorbed via direct diffusion on the cellular level; (4) Mutant's nose and mouth are covered by a thin membrane of fern-like webbing (mutant cannot consume solid food).

1 Failure, roll on defects table.

2-13 Failure, mutation results in cosmetic change only (see manifestation).

14-15 The mutant requires carbon dioxide for respiration, like a plant (plantients require nitrogen for respiration).

16-19 The mutant requires nitrogen for normal respiration and metabolic function.

20-21 The mutant requires only very small amounts of nitrogen for normal respiration, and can survive at extremely high altitudes or low atmospheric pressures.

22-25 The mutant requires only very small amounts of nitrogen for normal respiration, and can survive at extremely high altitudes or low atmospheric pressures; mutant can survive in a complete vacuum for up to 20 rounds.

26-29 The mutant requires only very small amounts of any gas for normal respiration, and can survive at extremely high altitudes or low atmospheric pressures; mutant can survive in a complete vacuum or underwater for up to 1 day.

30-31 The mutant does not require any gases or atmospheric pressure to live, being able to survive indefinitely in a complete vacuum if necessary.

32-33 The mutant does not require any gases or atmospheric pressure to live, being able to survive indefinitely in a complete vacuum if necessary; mutant's reversed biology excretes large amounts of oxygen and carbon dioxide as by-products so long as food is available. These gases can theoretically support up to 4 other humanoid-sized beings.

34+ The mutant's alien biology draws all life-sustaining energies from a parallel dimension, thus the mutant does not require any atmosphere, light, or nutrition to survive and flourish.





DETONATING FINGERS

Type: Active Range: 10'/CL Duration: Instant Save: Reflex vs. mutation check for 1/2 damage

General The mutant is able to channel dimensional energies from sub-space through the tips of his fingers and project these energies as explosive charges.

Manifestation Roll 1d3: (1) Mutant's hands and feet are overlarge and covered in a short grey fur; (2) Mutant's hands are extremely flattened and produce detonations whenever slapped together with force; (3) Mutant's hands are comprised of a 4-dimensional metal that shimmers and shines in unknown colors beyond those of the visible light spectrum.

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| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-13 | Failure, mutation may not be used again that day. |
| 14-15 | The mutant fires 1 micro-explosion at a single target for 1d4 damage. |
| 16-19 | The mutant fires an explosive charge at target for 1d6 damage. |
| 20-21 | The mutant fires an explosive charge at target for 1d8 damage. |
| 22-25 | The mutant fires 1d4 explosive charges at up to 4 targets for 1d10 damage each. |
| 26-29 | The mutant fires 1d6 explosive charges at up to 6 targets for 1d12 damage each. |
| 30-31 | The mutant fires an 1d8 explosive charges at up to 8 targets for 1d20 damage each. |
| 32-33 | The mutant fires 10 quantum-tunneling detonating charges at up to 10 visible targets. Each charge acts as a homing device and unerringly tracks its target through and around all obstacles, including force screens and other seemingly impenetrable barriers, doing 3d10 explosive damage and causing an additional Reflex save versus mutation check to prevent catching on fire for 1d6 damage until the fire is extinguished. |
| 34+ | With a prodigious clap, the mutant's hands open a 10' radius portal directly to sub-space at any point within range and line-of-sight. This portal opens with a concussive blast that does 15d10 explosive damage to any targets within a 20' except the mutant, knocking any creature prone who cannot make a Reflex save versus the mutation check. After the portal opens, the air pressure differential between normal space and sub-space creates a hurricane-force wind that sweeps all unanchored object and creatures into sub-space where they are forever lost. Anyone grabbing a firmly anchored object and making a Strength check versus DC 18 winds may prevent themselves from being sucked into the nether void. |

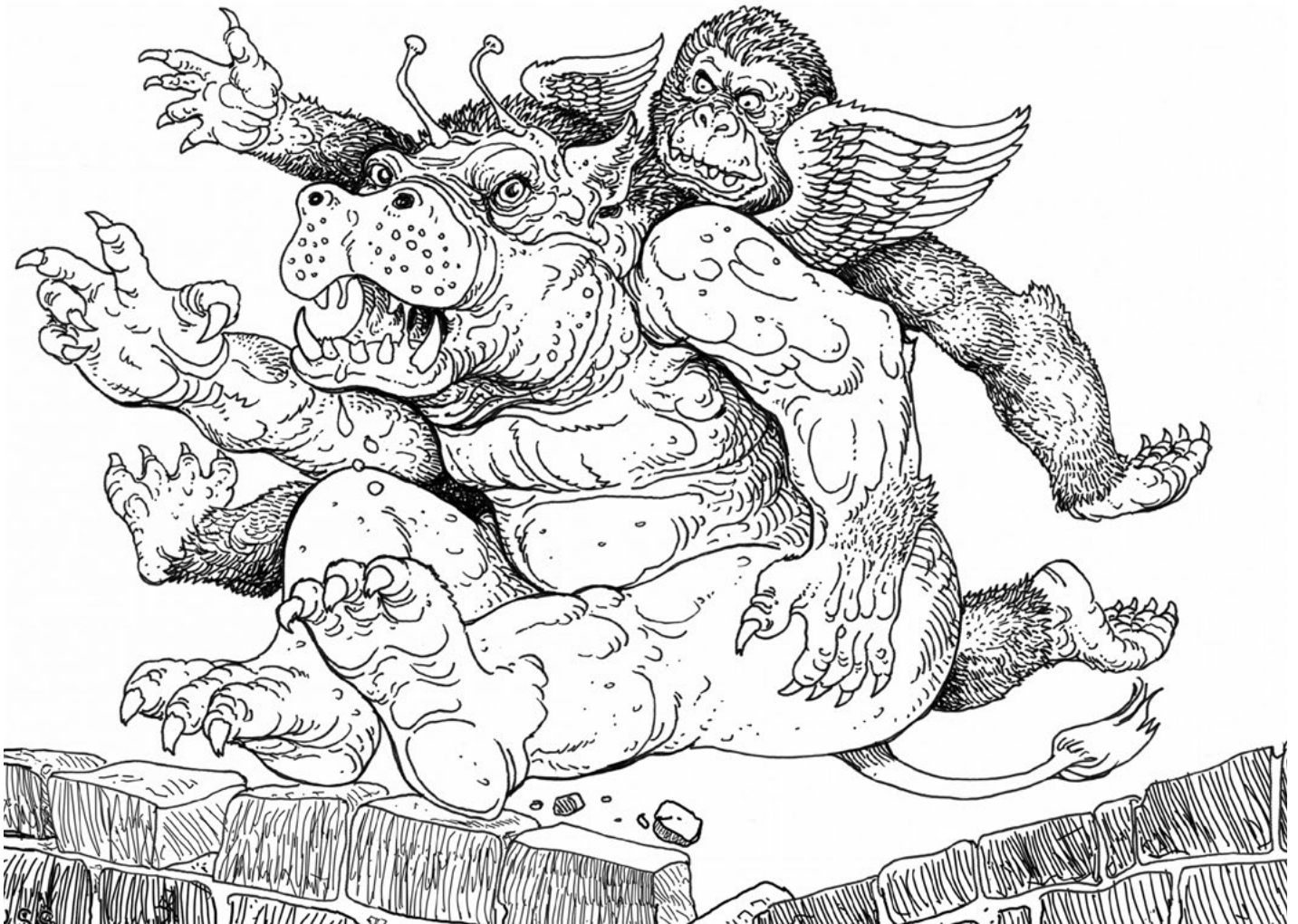
GENE SPLICE

Type: Active	Range: Touch	Duration: Varies	Save: Fortitude vs. mutation check
General	With voluntary contact or a successful grapple attack, the mutant is capable of temporarily gene splicing a mutation from a target mutant and adding it to his own set of mutations.		
Manifestation	Roll 1d3: (1) Mutant's inner palms are covered with hundreds of small suckers; (2) The mutant's fingernails contain tiny retractable spines capable of piercing flesh or carapace; (3) The mutant's tongue is extensible up to 1 foot and ends in a large sucker.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-13	Failure, mutation may not be used again that day.		
14-15	The mutant copies 1 random mutation from target creature, and has full use of this mutation for 1d3 rounds.		
16-19	The mutant copies 1 random mutation from target creature, and has full use of this mutation for 1d4 rounds.		
20-21	The mutant copies 1 random mutation from target creature, and has full use of this mutation for 1d6 rounds.		
22-25	The mutant copies 1 mutation of choice from target creature, and has full use of this mutation for 1d20 rounds.		
26-29	The mutant steals any 1 mutation of choice from the target creature and retains this new mutation for 1d6 turns, removing this same mutation from the creature permanently in the process.		
30-31	The mutant steals any 2 mutations of choice from the target creature and retains these new mutations for 1d12 turns, removing those same mutations from the creature permanently in the process.		
32-33	The mutant steals all of target creature's mutations and adds them to his own for the next 1d20 turns, rendering the target creature unconscious and mutation-free for the same amount of time.		
34+	The mutant steals all of target creature's mutations and adds them to his own for the next 24 hours, rendering the target creature unconscious and mutation-free for the same amount of time. At the end of 24 hours, the mutant may elect to retain one gene spliced mutation permanently, switching it out for any other permanent mutation except for <i>Gene Splice</i> .		

MERGE

Type: Active	Range: Touch	Duration: Varies	Save: Will vs. mutation check
General	Upon a successful grapple attack, the mutant is able to physically merge their body with that of the target living creature, creating a new gestalt being drawing from the abilities, attributes (no score may be raised above 24), and hit points from both. The mutant may choose to invoke any effect of equal to or less than his mutation check, allowing a range of options to produce a weaker but potentially more useful result.		
Manifestation	Roll 1d3: (1) Mutant's face is smooth and white, with minimal distinguishing features; (2) The mutant's skin shifts and flows at a barely discernible pace; (3) The mutant's body appears to be made of clay.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-13	Failure, mutation may not be used again that day.		
14-15	<i>Thought Scan</i> : The mutant achieves a quick-touch merge, but only enough to learn surface thoughts and intentions from target creature. This grants a +1 bonus to AC and saving throws from actions taken by the target for the next round.		
16-19	<i>Growth</i> : The mutant is able to merge with his target, enlarging and adding the target's hit points and physical attribute bonuses to his own for 1d3 rounds.		

- 20-21 *Mimicry:* The mutant fuses with his target, gaining density but not size. The mutant can, at will, take on the features and voice of his target. The mutant adds the target's hit points to his own and the mutant's armor class increases by +5. This union lasts for 1d6 rounds or until the mutant releases the target creature.
- 22-25 *Conjoined:* The mutant partially merges with his target, leaving the target's arms and legs unabsorbed and available for use. The mutant adds the target's movement rate and action dice to their own. The additional action dice may only be used for physical actions. The merged state lasts for 1d12 rounds or until the mutant releases the target creature.
- 26-29 *Armor:* The mutant merges with his target and redirects the target's flesh and bones around himself, like a living suit of armor. The mutant's AC becomes equal to the target's AC plus the mutant's agility bonus. Additionally, all damage is soaked by the target before the mutant takes any damage. This union lasts 1d3+1 rounds or until the target creature is killed.
- 30-31 *Subsumption:* The mutant fully merges with his target, adding the target's hit points, physical attributes (maximum 24), and class abilities to their own while visibly increasing in size and gaining full control of the target's range of physical mutations for 2d4 rounds.
- 32-33 *Domination:* The mutant adds the target's hit points, mental mutations, Intelligence, and memories to his own. This additional mental acumen allows the mutant to perform a number of astonishing feats, including predicting the actions of an attacker (+2 to AC); inherently understanding technology of level 5 or lower, and being allowed to change their initiative order and interrupt any declared action. This union lasts for 1d3+3 rounds or until released by the mutant.
- 34+ *Gestalt:* The mutant is able to merge with any and all allies in a 25' radius, becoming a gigantic gestalt entity up to 60' tall with the minds of each ally still active via the mental coordination of the mutant. Each ally may draw upon the powers of the collective gestalt being, although no single action or mutation (unless possessed by more than one member of the collective) may be used twice in a round. This union lasts for 1 turn per participant or until the mutant releases the collective.



METALLIC SKIN

Type: Active Range: N/A Duration: Varies
Save: None

General By actively concentrating the mutant can cover his entire body with flexible metal, providing additional protection and increased strength (not to exceed 24).

Manifestation Roll 1d4: (1) The mutant's chest emits a blinding flash of energy and, as the glare fades, the mutant is armored head to toe in glistening silver metal; (2) Liquid metal pours from the mutants mouth, rushing over him in a coppery tide; (3) The air around the mutant grows cloudy as the very air molecules around them change, reform, and restructure in a strange, cold fusion reaction that leaves them encased in glittering gold; (4) The mutant's skin is infused with trillions of gray metallic nano-particles that join together in a micromesh and harden upon command.

1	Failure, mutation may not be used again that day, roll on defects table.
2-13	Failure, mutation may not be used again that day.
14-15	For the next round, the mutant's natural AC increases by +3, their strength increases by +1, and they gain +1 to all Fortitude saves.
16-19	For the next 1d3 rounds, the mutant's natural AC increases by +4, their strength increases by +2, and they gain +1 to all Fortitude saves.
20-21	For the next 2d5 rounds, the mutant's natural AC increases by +5, their strength increases by +2, and they gain +2 to all Fortitude saves.
22-25	For the next 2d7 rounds, the mutant's natural AC increases by +6, their strength increases by +2, and they gain +3 to all Fortitude saves.
26-29	For the next turn, the mutant's natural AC increases by +7, their strength increases by +3, and they gain +3 to Fortitude saves.
30-31	For the next 1d3 turns, the mutant's natural AC increases by +8, their strength increases by +3, and they gain +4 to Fortitude saves.
32-33	For the next hour, the mutant's natural AC increases by +9, their strength increases by +4, and they gain +4 to Fortitude saves.
34+	For the next 2d4 hours, the mutant's natural AC increases by +10, their strength increases by +6, and they gain +6 to Fortitude saves.



PHASE SHIFT

Type: Active Range: N/A Duration: Varies Save: None

General The mutant is able to alter the vibrational rate of their molecules, bringing them out of phase with the rest of the universe. This allows the mutant to pass through solid objects and reduce the damage of physical attacks. Due to the nature of this mutation, mutants out of phase gain no AC bonus against Fazer weapons and take double damage from similar phased attacks.

Manifestation Roll 1d5: (1) The mutant appears more and more insubstantial from semi-translucent to fully transparent at higher mutation checks; (2) The mutant's form rapidly flickers in and out of being; (3) A pale blue glow surrounds the mutant; (4) The form of the mutant becomes monochromatic; (5) The mutant's body appears as a horizontally blurred object, and makes a rapid throbbing sound.

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| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-13 | Failure, mutation may not be used again that day. |
| 14-15 | For the next round, the mutant's altered phase vibrations increases his AC by +1 and reduces incoming damage by -1 per physical damage source. |
| 16-19 | For the next 1d3+1 rounds, the mutant's altered phase vibrations increases his AC by +1 and reduces incoming damage by -2 per physical damage source. |
| 20-21 | For the next 1d3+2 rounds, the mutant's altered phase vibrations increases his AC by +2 and reduces incoming damage by -3 per individual physical damage source. Additionally, the mutant can move through solid matter at the rate of 6" per round. |
| 22-25 | For the next 1d5+3 rounds, the mutant's altered phase vibrations increases his AC by +2 and reduces incoming damage by -4 per individual physical damage source. Additionally, the mutant can move through solid matter at the rate of 1' per round. |
| 26-29 | For the next 1d5+4 rounds, the mutant's altered phase vibrations increases his AC by +3 and reduces incoming damage by -5 per individual physical damage source. Additionally, the mutant can move through solid matter at the rate of 5' per round and levitate at 1' per round. |
| 30-31 | For the next 1d7+5 rounds, the mutant's altered phase vibrations increases his AC by +3 and reduces incoming damage by -6 per individual physical damage source. Additionally, the mutant can move through solid matter at the rate of 10' per round and levitate at 5' per round. |
| 32-33 | For the next 1d7+6 rounds, the mutant's altered phase vibrations increases his AC by +4 and reduces incoming damage by -7 per individual physical damage source. Additionally, the mutant may freely move through solid matter and fly at their regular movement rate. |
| 34+ | The mutant becomes wholly insubstantial, immune to all physical barriers and physical damage for one turn. Because of his altered state, the mutant can fly at three times their normal movement rate. The mutant is still subject to mental attacks as well as attacks that blind, deafen, or disorient based on overwhelming the senses of sight or hearing. |



SINGULARITY

Type: Active	Range: Varies	Duration: Instant	Save: None except as noted
General	The cells of the mutant's body are able to act as microscopic gravitational lenses, causing the mutant's form to alter into a miniature wormhole to other parallel dimensions and locations in the fabric of space-time.		
Manifestation	Roll 1d5 (1) The mutant is enveloped in a field of black, crackling energy that conforms to their body; (2) A swirling vortex of polychromatic light emerges from the mutant's abdomen; (3) The mutant physically pulls their chest cavity open, revealing the event horizon of a black hole; (4) The mutant's form is silhouetted and becomes a doorway to a vast cosmic landscape of swirling galaxies and nebula; (5) The mutant's body ceases to reflect any light and becomes a two-dimensional, mutant-shaped hole in space.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-13	Failure, mutation may not be used again that day.		
14-15	The mutant directs the gravitational tidal forces towards a single foe within 100', doing 3d6 crushing damage.		
16-19	The mutant directs gravitational tidal forces towards a single foe within 150', doing 4d6 crushing damage.		
20-21	The mutant projects the gravitational tidal forces at a target within 200', doing 5d6 to the target and 2d6 damage to all within 20' of the designated target.		
22-25	The mutant projects a 20' black sphere at a point within 500'. The sudden gravitational tides do 3d6 crushing damage to all caught within the sphere, while doing 1d6 damage to all others within 50' of the sphere.		
26-29	The mutant projects gravitational tidal forces, manifesting a 20' sphere anywhere within his line of sight. The gravitational tides do 8d6 crushing damage to all caught within, while and causing 4d6 damage to all others within 50'.		
30-31	The mutant becomes a portal to another time, sucking up all matter within a 50' range. Objects larger than the height and width of the mutant are largely unaffected by the resulting time-space dislocation. All objects and beings sucked through the portal are sent to another time zone. Roll 1d2 (1) Sent to the past; (2) Sent to the future. Then roll 1d6 (1) Sent minutes; (2) sent hours; (3) Sent days; (4) Sent years; (5) Sent centuries; (6) Sent millennia. Finally, roll 1d100 for number of time units objects and beings are sent.		
32-33	The mutant becomes a doorway to alternate realities, sucking up all matter within a 75' range. Objects larger than the height and width of the mutant are folded in n-space and unfolded on the other side. On a habitable world in another reality (judge's discretion), all matter and beings are ejected from an all-white version of the mutant's form, taking 10d6 damage but allowed a DC 14 Fort save for half damage.		
34+	The mutant becomes a humanoid-shaped singularity, sucking up all matter within a 100' range. Objects drawn into the mutant are crushed and spaghettified into sub-atomic particles before passing through the mutant's too-dark form, taking ∞d6 damage as a side effect. This process causes a new universe to be created in the explosion of a Big Bang that happens somewhere in the distant multiverse. Billions of years from now, the intelligent lifeforms of this new universe will call to and seek their creator god in vain.		



XENOMORPH

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's DNA has been contaminated with that of an unknown extraterrestrial species, allowing them access to other-worldly abilities. The xenomorphic DNA fragments cause changes and altered states without additional visible manifestation.

Manifestation None.

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| 1 | Failure, roll on defects table. |
| 2-4 | Xenomorphic DNA fragment from low gravity world. Mutant permanently loses 1 point of Strength. |
| 5-7 | Xenomorphic DNA fragment from lower life form. Mutant permanently loses 1 point of Intelligence. |
| 8-10 | Xenomorphic DNA is independently intelligent and sometimes fights its host. Mutant permanently loses 1 point of Luck. |
| 11-13 | Xenomorphic DNA causes a sense of "otherness" that is felt by others on a primal level. Mutant permanently loses 1 point of Personality. |
| 14-15 | Xenomorphic DNA fragment is highly compatible with mutant life. Mutant gains a permanent +2 when making active mutation checks. |
| 16-17 | Xenomorphic DNA fragment from life form with advanced intelligence. Mutant permanently gains 1d4+1 Intelligence (Max 24). |
| 18-19 | Xenomorphic DNA fragment from trans-dimensional being. Mutant has psychic projection field making them look like an ordinary pure strain human despite any other mutation manifestation results. This mental field is only active while the mutant is conscious. |
| 20-21 | Xenomorphic DNA fragment from a world beneath a strange sun. Mutant has 10' x-ray vision blocked only by lead, duralloy, or force screens that shield from radiation. |
| 22-25 | Xenomorphic DNA fragment from a hostile biosphere. Mutant gains +2 on all Fort saves against poison. |
| 26-29 | Xenomorphic DNA fragment from high gravity world. Mutant permanently gains 1d4+1 strength (Max 24). |
| 30-31 | Xenomorphic DNA fragment from higher life form. Once per session the mutant may re-roll any single die roll and choose the more beneficial result. |
| 32-33 | Xenomorphic DNA fragment from engineered life form. Mutant's blood is a molecular acid, and highly caustic. Individuals causing melee damage must make a DC 12 Reflex save or be splashed for 3d6 burn damage. |
| 34+ | Xenomorphic DNA fragment from time traveling species. Once per week the mutant may rewind any single round of action and have it play out again with all rolls made anew. |



MENTAL MEGA MUTATIONS

ASSIMILATION

Type: Active	Range: Line of sight	Duration: Varies	Save: Will vs. mutation check
General	Reaching out with his mind, the mutant is able to enter the minds of others, exerting the power of his will over the will of their target to coerce, command, and sometimes even kill.		
Manifestation	Roll 1d4: (1) A pair of antennae emerge from the mutant's head, broadcasting his thoughts into the mind of his target; (2) The mutant's eyes flash with light and glow with an inner light for the duration of the effect; (3) Large veins on the mutant's head begin to pulse and throb in time with the target's heartbeat.; (4) While showing no physical signs of control, the mutant unconsciously whispers every thought and command being placed into the mind of the target.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-13	Failure, mutation may not be used again that day.		
14-15	The mutant clouds a single target creature's thoughts. The target creature makes all rolls at 1 die lower on the dice chain when taking any action against the will of the mutant for 1d4+1 rounds.		
16-19	The mutant reaches into the mind of a target creature and forms a two way stream of communication lasting 2d4 rounds. This allows him to read the target's memories and implant false memories (allowing an additional Will save for each instance). False memories that are plausible remain with the target indefinitely, while demonstrably false or strange memories (judge's discretion) remain intact for 2d3 hours.		
20-21	A single target creature must make a Will save or fall under the mutant's complete control, as if he was his devoted servant. However, the target will not perform actions that are suicidal or which would cause him physical harm. This control lasts 1d3+1 hours.		
22-25	A single target creature must make a Will save or fall under the mutant's complete control, as if he was his devoted servant. However, the target will not perform actions that are suicidal or which would cause him physical harm. This control lasts 1d5+1 hours.		
26-29	The mutant may influence a number of target creatures equal to his level. The targets must make a Will save or fall under the mutant's complete control, as if his personal servants and bodyguards. The target creatures will not perform actions that are suicidal or which would cause them physical harm unless it is to protect the controlling mutant. This control lasts 1d7+1 hours.		
30-31	The mutant may influence a number of target creatures equal to his level. The targets must make a Will save or fall under the mutant's complete control, as if they were his devoted servants. However, the targets will not perform actions that are suicidal or which would cause them physical harm. Targets succeeding in their Will saves are merely stunned for 1 round. This control lasts 1d12+1 hours.		
32-33	The mutant may influence any and all targets within line of sight. The targets must make a Will save or fall under the complete control of the mutant, acting as extensions of his mind and body. The mutant can access their senses, direct them to take actions that are out of their self interest, but instructions to take actions that are blatantly suicidal allow the target to make a second Will save. The mutant can maintain this control for a number of days equal to his intelligence score.		
34+	The mutant may mentally join with any number of willing allies within line of sight, forming a mental connection that allows for the sharing of sensory input, information, and even the projection of mental mutations, amongst the members of the collective. This connection is mentally taxing on all participants, requiring a DC 15 Will save per hour to remain connected. Barring a failed Will save, conscious members may remain connected so long as the controlling mutant is not rendered unconscious or asleep. Individuals separating from the collective must adapt to having only their own mind again, causing a 1 die penalty on all actions for 1 hour.		



COGNITIVE IMMORTALITY

Type: Active Range: varies Duration: Varies

Save: Will vs. mutation check

General So great is the power of the mutant's mind that the death of the body holds no fear. Upon circumstances where the mutant would normally die, the quantum ghost of their consciousness sheds its physical casing and casts about for a new brain (biological or electronic) in which to take residence, wiping out that brain's prior personality and memories in the process. Except where noted, the mutant may only possess the mind of creatures or beings of equal to or lesser hit dice.

Each failed attempt (either from a successful Will save or not being powerful enough to succeed in the attempt) permanently reduces the mutant's effective level in this mutation by one die on the dice chain until the mutation is either re-rolled upon level progression or the mutant succeeds in a possession attempt.

Manifestation Successful use of this mutation results in a wholly new character sheet (either rolled fresh or supplied by the judge at their discretion). The new body has all its former mutations, powers, and abilities, but also gains this mutation.

- | | |
|-------|--|
| 1 | Failure, the quantum field of mutant's consciousness has lost cohesion and is dispersed back into the quantum foam of the multiverse. |
| 2-13 | Failure, mutation may not be used again that day. |
| 14-15 | The mutant's consciousness has 1 round in which to find a new host within 30'. This is the minimum mutation check required to compress and implant the mutant's consciousness into a non-sentient life-form's mind. |
| 16-19 | The mutant's consciousness has 2 rounds in which to find a new host within 60'. |
| 20-21 | The mutant's consciousness has 5 rounds in which to find a new host within 100'. This is the minimum mutation check required to dispossess a pure strain human brain. |
| 22-25 | The mutant's consciousness has 1 turn in which to find a new host within 500'. |
| 26-29 | The mutant's consciousness has 3 turns in which to find a new host within 1 mile. This is the minimum force of will required to dispossess an artificial brain. |
| 30-31 | The mutant's consciousness has 1 day in which to find a new host within 5 miles. |
| 32-33 | The mutant's consciousness has 1 week in which to find a new host within 10 miles. This is the minimum force of will required to dispossess an extraterrestrial mind. |
| 34+ | The mutant's consciousness can roam freely for up to a month and attempt to supplant any target within 100 miles. This is the minimum force of will required to dispossess a truly exceptional mind such as that of an Ancient One (judge's discretion) although beings beyond mortal kenning, such as Patron AIs remain immune. |

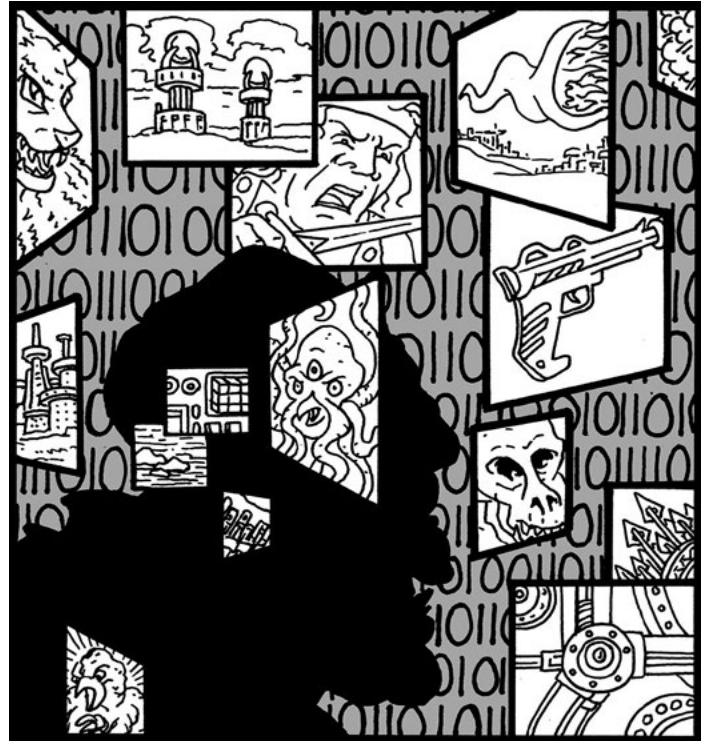
EIDETIC MEMORY

Type: Passive Range: N/A Duration: Permanent Save: None

General The mutant's memory is able to store memories in a quantum state using q-bits, sorting and storing information with a capability that is vastly superior to the common being. Their ability to recall information with accuracy and detail is at the level of near perfection. The judge is encouraged to provide some small level of inaccuracy based on how close to failure the Intelligence check is.

Manifestation Roll 1d3 (1) The mutant's eyes bulge grotesquely; (2) A series of 1s and 0s flicker across the mutant's skin; (3) The mutant's eyes roll back into their head as they directly view the memory on the surface of their brain.

1	Failure, roll on defects table.
2-13	Failure, mutant is no longer able to remember proper nouns.
14-15	With a successful DC 15 Intelligence check, the mutant can remember major past events with great accuracy (judge's discretion).
16-19	With a successful DC 14 Intelligence check, the mutant can remember even minor past events with great accuracy (judge's discretion). Additionally, the mutant gains +1 on all artifact checks.
20-21	With a successful DC 13 Intelligence check, the mutant can remember even trivial past events (judge's discretion). Additionally, the mutant gains +2 on all artifact checks.
22-25	With a successful DC 12 Intelligence check, the mutant can remember even small details from past events (judge's discretion). Additionally, the mutant gains +3 on all artifact checks.
26-29	With a successful DC 11 Intelligence check, the mutant can remember even insignificant details from past events (judge's discretion). Additionally, the mutant gains +4 on all artifact checks and AI recognition checks.
30-31	The mutant gains savant-like abilities and can remember even the smallest detail of past events (judge's discretion). With a successful DC 15 Intelligence check, the mutant can make leaps of deduction based on otherwise mundane information (such as a mutant's home village by the color of mud on their feet). Additionally, the mutant gains +5 on all artifact checks and suffers from a -2 on Personality.
32-33	The mutant is nearly autistic in his seemingly preternatural recall of even the smallest detail of past events (judge's discretion). With a successful DC 13 Intelligence check, the mutant can make leaps of deduction based on otherwise mundane information (such as the insect responsible for a bite based upon fruit stains on an individual's clothing). Additionally, the mutant gains +6 on all artifact checks and AI recognition checks, but suffers a permanent -4 to Personality.
34+	The mutant can recall every single moment of their life from residing inside their mother's womb to the present. Unable to fully process the zettabytes of information back into common language, the mutant is mute except for occasional outbursts of gibberish incomprehensible to other sentient beings. Although the mutant gains a +10 to all artifact checks, he cannot communicate this knowledge to others. When encountering any AI or artificial being, the two may communicate in machine language but AI recognition rolls are not allowed as the artificial being will always recognize the mutant as a fellow AI, and treat with him strictly according to its ancient programming.



GENETIC ORACLE

Type: Passive Range: N/A Duration: Permanent Save: None

General	The mutant's mind has access to the ego and memories of his or her line of maternal ancestry via mitochondrial DNA. These personalities are always present but the mutant is the dominant mental presence in their own mind. The longer the line of memory, the greater the impact. This mutation is unusual in that it is always passed from mother to child with sons being a dead end for the genetic memory line.
Manifestation	This mutation has no outward physical manifestation, although the mutant can hear the voices of their ancestral line speaking to them and advising them.
1	Failure, roll on defects table.
2-13	Failure, the mutant suffers from an endless babble of past ancestors arguing with each other about how to best proceed; mutant suffers a permanent -1d4 to Intelligence.
14-15	The mutant's ancestral line includes a number of well-versed nomadic gatherers who often have heated discussion about matters of weather patterns and natural forecasting signs. Due to the constant flow of voices, the mutant is at -1 to all Will saves, but with the aid of these voices, she may predict the week's weather with 90% accuracy.
16-19	The mutant's ancestral line includes no personages of any note but there certainly are a number of individual memories covering many survival topics. Once per adventure she may call on her ancestors' advice and gain +1d4 to any non-damage die roll.
20-21	The mutant's ancestral line includes her very social grandmother, known throughout the local tribes, as well as a number of other ancestors who are well traveled. When encountering sentient beings from no more than 20 miles from home, a successful DC 12 Personality check ensures that her grandmother is fondly remembered by any resident tribe and that the mutant and her companions are welcomed as kin. Within 50 miles the mutant can always find their way back to the village. Additionally the mutant may seek the advice of her ancestors once per day, gaining +1d5 to any non-damage die roll. Mutant also gains a permanent +1 to all Will saves.
22-25	The mutant's ancestral line includes a skilled tracker, who is the dominant voice heard. The mutant can follow a target across any terrain capable of holding track or sign, only requiring a successful DC 12 Intelligence check per 6 hours to remain on the trail due to their collected knowledge of the wilderness. Mutant gains a +2 to hit and damage on any non-sentient creature. The mutant also gains a permanent +2 to all Will saves.
26-29	The mutant's ancestral line includes a famed warrior, who is the dominant voice heard. Once per combat the mutant may call upon her for advice, gaining +1d6 to hit or damage on a single attack. The mutant also gains a permanent +3 to all Will saves.
30-31	The mutant's ancestral line goes back to within three generations of the Great Disaster. The mutant gains +5 on all Artifact checks and once per week may surrender herself to the will and experience of her ancestors, gaining a +10 on any one artifact check, AI recognition check, or other non-combat die roll. The mutant also gains a permanent +4 to all Will saves.
32-33	The mutant's ancestral line includes an ancestor who devoured the brain of a shaman of Tetraplex to steal their wisdom. Once per adventure the mutant may draw upon a piece of information previously absorbed by their ancestor via their use of the <i>Query</i> wetware program (the mutant may select from <i>Query</i> results 14-17, 18-19, 30-31, or 32 (see page 249). The mutant also gains a permanent +5 to all Willpower saving throws.
34+	The collective wisdom and knowledge of the mutant's ancestry is vast and the strength of their collected egos and personalities is great. The mutant makes two rolls for all actions dice and saving throws, selecting the more beneficial result. After each success, the multitude of inner voices all scream at once, "I knew it all along!"

LIFE FORCE DRAIN

Type: Active Range: 5'/CL Duration: Instant

Save: Fortitude vs. mutation check

General The mutant is able to mentally drain and absorb the very life force of other living creatures.

Manifestation Roll 1d4: (1) The mutant's body is surrounded by a swirling deep-violet nimbus; (2) The mutant appears temporarily younger and more vibrant as target creatures visibly age and wither; (3) The mutant's chest glows flowing skeins of violet energy snake between the mutant and target creatures; (4) The mutant leaves barely visible handprints and footprints as their merest touch kills all bacterial and microscopic life from any surface.

1 Failure, mutation may not be used again that day, roll on defects table.

2-13 Failure, mutation may not be used again that day.

14-15 The mutant is able to siphon 1d3 of hit points from a single target creature (save for half); additional hit points are retained for a maximum of 2 rounds.

16-19 The mutant is able to siphon 1d6 of hit points from a single target creature (save for half); additional hit points are retained for a maximum of 1 turn.

20-21 The mutant is able to siphon 1d8 of hit points from a single target creature (save for half); additional hit points are retained for 1 hour.

22-25 The mutant is able to siphon 1d4 of hit points each from up to 4 target creatures (save for half); additional hit points are retained for 3 hours.

26-29 The mutant is able to siphon 1d6 of hit points each from up to 4 target creatures (save for half); additional hit points are retained for 12 hours.

30-31 The mutant is able to siphon 1d3 of hit points each from all living creatures within a 20' radius (save for half); additional hit points are retained for 1 day.

32-33 The mutant siphons the life force from all living creatures within a 50' radius, reducing affected targets to 1 hit point (a successful save reduces hp by half); for 1d3 rounds the mutant's hit point total rises to 75 and all of the mutant's abilities temporarily become 18 (if lower naturally) with all the benefits derived thereof.

34+ The mutant siphons the life force from all living creatures within a 100' radius, reducing affected targets to 0 hit points (a successful save reduces hp to 1); for 1d5 rounds the mutant's hit point total rises to 100 and all of the mutant's abilities temporarily become 24, with all the benefits derived thereof.





MEDITATIVE STATE

Type: Active Range: N/A Duration: Instant Save: None

General By calming their mind, slowing their spirit, and focusing their chi, the mutant is able to draw on exceptional abilities and can perform extraordinary feats. The mutant may choose to invoke any effect of equal to or less than his mutation check, allowing a range of options to produce a weaker but potentially more useful result.

Manifestation: Roll 1d4 (1) A glowing eye opens in the middle of the mutant's forehead; (2) The mutant begins to give off a soft yellow glow while smelling pleasantly of flowers; (3) The mutant floats, stationary, 1" off the ground; (4) The Mutant's chakras light up from within his body and visibly align, spinning synchronously together.

	Mutant	Manimal	Plantient
1	Failure, mutation replaced by a defect.		
2-13	Failure, mutation may not be used again that day.		
14-15	The mutant is capable of surviving for 1d4+1 days without food or water with no ill affect. .	The manimal is capable of surviving for 1d4+1 days without food or water with no ill affect.	The plantient is capable of surviving for 1d7+1 days without rooting in the soil or access to water or sunlight with no ill affect.

16-19	The mutant is able to focus and increase their horrifying image to the point where they draw all focus to themselves, allowing all allies within 10' gain the mutant's <i>mutant horror</i> bonus to initiative.	The manimal draws on the "lone wolf" spirit of its ancestors and is able to attack any unengaged target with a +1 for each additional allied manimal involved in the combat.	The plantient is able to temporarily increase the potency of its fragrance pheromones, for the plantient's level in rounds, allowing the use of 3 points of Luck for every 1 point spent on others.
20-21	With concentration the mutant is able to temporarily increase their fearsome aspect and improving the die type for their mutant horror bonus (see table 2-9) by 2 steps.	The manimal is able to focus the pack mentality of those around it with greater efficiency granting an additional +1 to damage in addition to the normal pack mentality bonus.	The plantient is able to temporarily increase the potency of its fragrance pheromones, for the plantient's level in rounds, allowing the plantient to hinder the rolls of adversaries by -1 for every point of Luck spent.
22-25	Focusing their energies the mutant receives +5 to their next attack, if this attack occurs within 1 hour.	Focusing their energies the manimal receives +5 to their next attack, if this attack occurs within 1 hour.	Focusing their energies the plantient receives +5 to their next attack, if this attack occurs within 1 hour.
26-29	Focusing their energies the mutant shrugs off most attacks, gaining +5 to their AC for the next 1d3+level rounds.	Focusing their energies the manimal shrugs off most attacks, gaining +5 to their AC for the next 1d3+level rounds.	Focusing their energies the plantient shrugs off most attacks, gaining +5 to their AC for the next 1d3+level rounds.
30-31	Focusing their concentration into their genome, the mutant temporarily negates a mutational defect of their choice for 1d3 turns.	The manimal channels their energy into their natural attack, lengthening fangs and honing claws to razor sharpness. When attacking with these natural attacks, the manimal inflicts double-damage for the next turn.	With a surge of rapid growth, the plantient uses their body to form a protective shield around up to 4 allies for the span of the plantient's level in rounds. The shield will withstand damage equal to the plantient's current hit points x level. Surpassing the damage threshold results in the plantient's death.
32-33	The mutant channels their incredibly plastic DNA towards the task of healing their wounds at the cellular level, healing 1d6+level hit points, and regrowing lost body parts or organs if applicable.	The manimal concentrates their primal spirit to the task of regenerating damaged flesh, healing 1d5+level damage, and regrowing lost body parts or organs if applicable.	The plantient is able to draw upon the life energies of nearby, non-sentient vegetation for the purposes of healing damage. The plantient heals 1d4+level damage, and regrowing lost body parts or organs if applicable.
34+	Focusing their concentration into their morphic genetic structure, the mutant temporarily gains 1 random mutation (rolling once on table 3-4). This additional mutation lasts for 2 x level rounds.	The manimal focuses their chi into their natural attack. On a successful strike the target is either firmly grasped or caught in unflinching jaws. Subsequent rounds require no attack roll and instantly deal damage. The Target must make a DC 20 Strength check to pull free.	The plantient is able to extend their root mass into cracks and crevices, lengthening and expanding them to level an entire structure no larger than 100 square feet per mutant level.

MOLECULAR ANALYSIS

Type: Active Range: 10' Duration: Instant Save: None

General The mutant's mind is capable of instantly studying, deconstructing, and understanding the stress points and weaknesses of an object or individual at a molecular level. This allows them to deal devastating bare-hand blows that quickly damage or destroy. The mutant may choose to invoke any effect of equal to or less than his mutation check, increasing the bonus of the selected effect by the number of steps down taken for the chosen result. This mutation must be used on a specified target.

Manifestation Roll 1d4: (1) A red scanning beam emanates from the mutant's eyes, repeatedly sweeping up and down the selected target; (2) The mutant's eyes take on the appearance of swirling galaxies; (3) The mutant emits an ultrasonic tone (only audible to those with the ability to echolocate via the extra senses mutation); (4) The mutant must assume a Zen-like pose immediately prior to the attack as he mentally tunes into the Universe.

1 Failure, mutation may not be used again that day, roll on defects table.

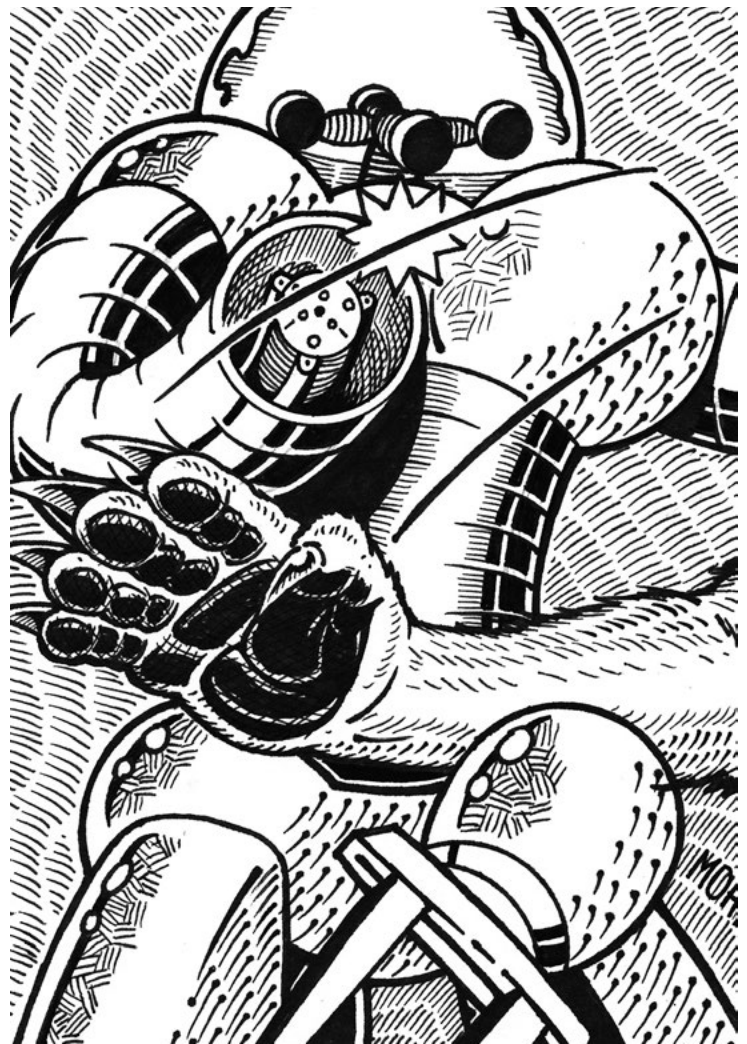
2-13 Failure, mutation may not be used again that day.

14-15 The mutant is able to find the weakness in a single object or being no heavier than 10 lbs, gaining a +1 bonus to damage with a successful melee strike. On subsequent rounds the mutant may destroy an object's functionality with a successful DC 12 Strength check.

16-19 The mutant is able to find the weakness in a single object or being no heavier than 50 lbs, gaining a +2 bonus to damage with a successful melee strike. On subsequent rounds the mutant may destroy an object's functionality with a successful DC 12 Agility check.

20-21 The mutant is able to find the weakness in a single structural point (a wall, door, etc), object under 200 lbs, or living being, gaining +1d4 to melee damage inflicted. On subsequent rounds the mutant may break through the impediment with a successful DC 15 Strength check.

22-25 The mutant is able to find the structural weakness of an individual weapon being used in melee. On subsequent rounds the mutant may declare that they are attacking the weapon rather than its wielder. A successful strike against a mundane weapon has it automatically sundered; a weapon forged by the ancients is damaged (reducing its effectiveness by -1 die). A mutant with a natural attack method, such as claws or a bite, has its claws or teeth shattered, imposing a -4 penalty to damage rolls with the affected natural attack for the rest of the combat. Very large monsters, such as cactacea rex or gigantopithecus, may not be affected or may receive a lesser penalty to damage rolls. Each success grants a +1 bonus to the attack roll.



26-29	The mutant is able to find the structural weak-points in a foe's armor (including natural armor). Melee strikes from the mutant on subsequent rounds permanently lower the target's AC. Each success grants a -1d4 AC reduction per strike.
30-31	The mutant is able to find a major structural weakness in their foe. On a successful strike on subsequent rounds the target must make a Fort save vs. the original mutation check or be stunned for 2d6 rounds. Objects composed of mundane substances (rock, wood, normal metals) are shattered.
32-33	The mutant is able to find the most injurious locations to strike a given foe. On subsequent rounds the mutant's melee attacks do additional damage. Each successful melee strike on the same foe grants a +1d6 bonus to damage. Objects composed of materials of the Ancient Ones (duralloy, plasteel, permaglass) are shattered.
34+	The mutant is able to find the weakest point on any foe. On subsequent rounds the mutant's melee attacks do additional damage. Each successful melee strike on the same foe grants a +1d6 bonus to damage plus an automatic critical hit. Force screens are shattered and dropped.

TIME LASH

Type: Active	Range: 10'/CL	Duration: Instant	Save: Fortitude vs. mutation check
General	The mutant's mind is capable of manipulating the timeline of target creature.		
Manifestation	Roll 1d4: (1) Any grass, flowers, or plant life at the target's feet grow, bloom, and wither cyclically at a maddening pace; (2) The target appears to twitch and bob in a sudden blur of sped-up motion; (3) The target is suddenly lit in a strobing light effect as if the sun were passing overhead at increasingly accelerated speeds; (4) A low grinding sound is heard as though a set of cosmic keys were being slowly dragged across an infinite length of piano wire.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-13	Failure, mutation may not be used again that day.		
14-15	The mutant causes target creature to suddenly age 12 hours, becoming tired and hungry; target creature is -1 to all actions.		
16-19	The mutant causes target creature to suddenly age 24 hours, becoming very tired and hungry; target creature is -2 to all actions.		
20-21	The mutant causes target creature to suddenly age 3 days, becoming exhausted and starved; target creature is -3 to all actions.		
22-25	The mutant causes target creature to suddenly age 1 week; target creature drops unconscious from dehydration and starvation.		
26-29	The mutant advances the timeline of target creature 10 years; target's ability scores improve by 1d3, but hit points are halved due to system shock.		
30-31	The mutant advances the timeline of target creature 50 years; target becomes enfeebled and cannot move or attack.		
32-33	The mutant advances the timeline of target creature 100 years in an instant; target creature is immediately killed and skeletonized, organic clothing and possessions likewise age, and normal metallic items tarnish and rust.		
34+	The mutant advances the timeline of target creature 500 years in an instant; target creature immediately crumbles to dust as do all organic clothing and possessions, normal metallic items corrode into a worthless state, and even artifacts lose all charges and power.		



CHAPTER FOUR COMBAT & SKILLS

“All armor can be defeated; any weapon can be negated. That is the Paradox of Power. Keep your allies close, but keep your enemies even closer. The Power will attract them to you like insects to a torch, so allow the least trustworthy to be consumed in that fire.”

— Dostrakka, Warlord of the Tirca Tribe



The Mutant Crawl Classics Role Playing Game assumes some experience on the part of the judge. We assume you are competent in designing encounters, populating an underground facility or wilderness area, and finding challenges appropriate to your party's level of play. This chapter presents the basics of combat, but you are left to expand or discard the information here as you see fit.

Combat does not require a battle map or grid or miniatures. If you find these game aids helpful, by all means use them; however, the rules are written on the assumption that miniatures are optional.

OVERVIEW

Combat is very simple. The basic sequence is as follows:

- Before the first round, the judge checks for surprise.
- Based on the result of the surprise check, each player (not character) rolls for initiative. (At higher levels, initiative is instead rolled by character; see next page.)
- Characters and monsters act in initiative order.
- Attacks are resolved by rolling dice, adding modifiers, and comparing the result to the defender's Armor Class.

TIME KEEPING

Combat takes place in rounds. Each round is approximately 10 seconds. Dungeon exploration outside of combat takes place in turns. Each turn is approximately 10 minutes. The length of a complete combat should be rounded up to the next turn, with the additional time being spent on mending wounds, resting, repairing armor or weapons, and other such tasks.

BASICS OF THE ENCOUNTER

The encounter between characters and monsters forms the basic structure of the game. A well-crafted encounter includes deliberations by the judge regarding the monsters' reactions, their motivations, when they take actions, and whether they will negotiate or immediately enter combat. It is assumed the judge has considered these elements and properly adjudicated them in his adventures.

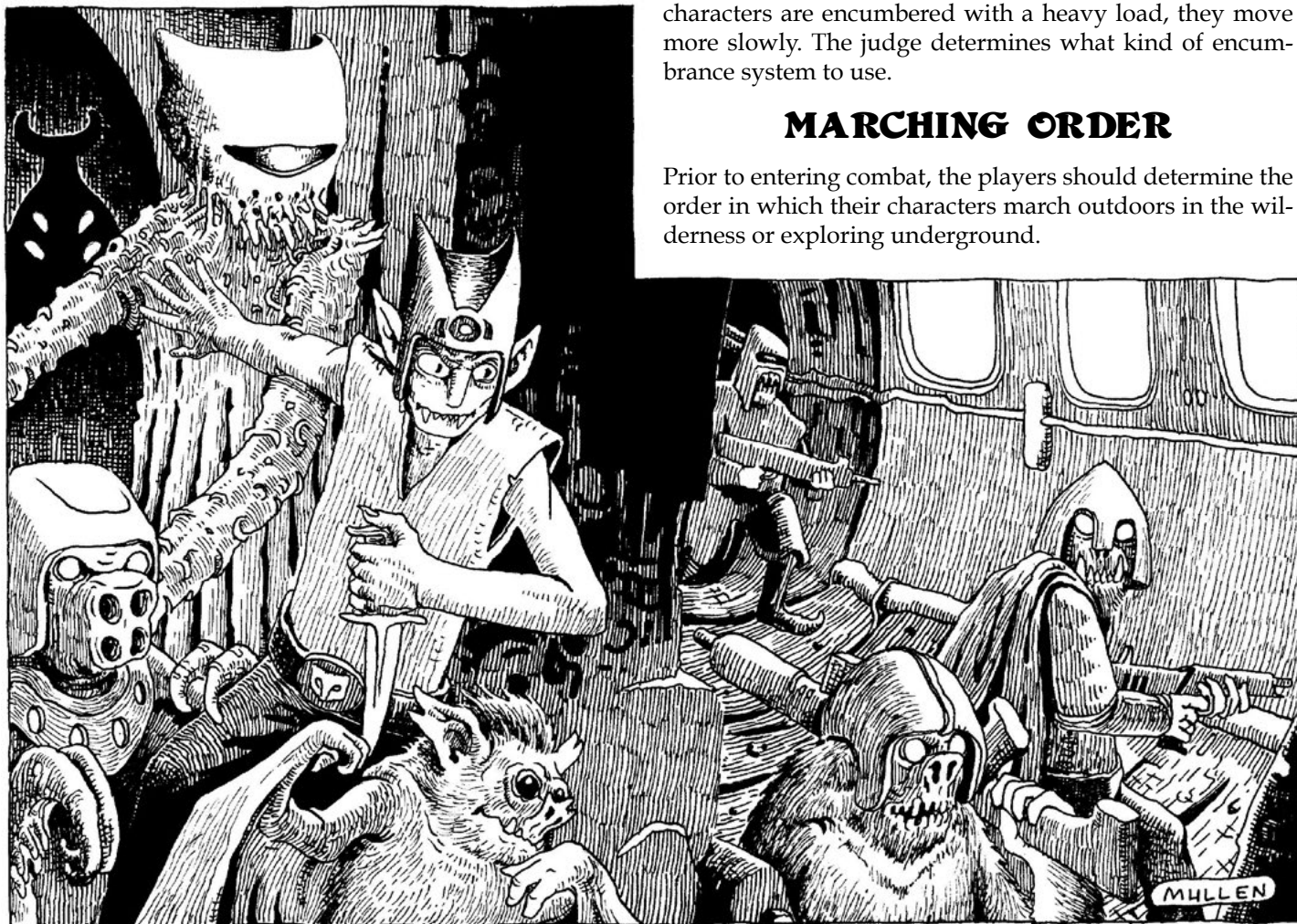
Be sure to account for the ability to see and hear the enemy, light sources, communication barriers such as different languages, and other such things.

MOVEMENT

Pure strain humans, mutants, and manimals move 30' per action. Plantients move 20' per action. Base movement rates may be affected by mutations and some artifacts. If characters are encumbered with a heavy load, they move more slowly. The judge determines what kind of encumbrance system to use.

MARCHING ORDER

Prior to entering combat, the players should determine the order in which their characters march outdoors in the wilderness or exploring underground.



In low-level play with hordes of 0-level and 1st-level characters, we recommend the "table center" method of determining marching order. Each player arranges his character sheets in order so the one closest to the table center is closest to the front of the marching order, and the one closest to the player is in the rear of the marching order. The assortment of character sheets closest to the "table center" then forms the front rank of the party.

INITIATIVE

Character death is frequent and merciless in the Mutant Crawl Classics Role Playing Game, so the rules encourage each player to run more than one character at low levels. As such, we recommend two kinds of initiative.

In low-level play, especially with large masses of characters, use group initiative. Roll once for each player, applying the highest initiative modifier among his characters, then roll once for the monsters. When each player acts, he declares actions for all his characters.

In higher-level play, when each player has no more than two characters, use individual initiative by character. Roll once for each character and apply all appropriate modifiers.

But first, determine surprise. If the characters were not aware of their opponents (or vice versa), they are surprised. Being aware of an opponent means seeing them, making a check to hear them approach, or otherwise noticing them through magical or mundane means.

Surprised characters do not act in the first round of combat. After the first round they act normally on their initiative count.

An initiative roll is conducted by rolling 1d20 and adding the appropriate modifier: Agility modifier, for sentinels, their class level, and for mutants their Mutant Horror initiative bonus die. The highest initiative roll goes first, then next-highest, and so on. Ties are broken by highest Agility score, then by highest hit dice. A d16 is used instead of a d20 for characters wielding two-handed weapons. Initiative is rolled once at the start of an encounter, not each round.

ACTIONS

A character has one or more actions each round, expressed as action dice. Most characters have one action die, which is a d20. Higher-level characters may have two or more actions, expressed as action dice, such as d20+d16.

Each round, a character or monster may move its normal speed and do one thing for each of its action dice. The actions a character takes depend on his Class.

All characters can take another movement for one of their actions.

Running a wetware program sometimes takes longer than one action. An action spent running a wetware program either completes the program, if it can be run in one action, or contributes toward a total runtime if the program requires more actions to run.

In other words, a normal 0-level character with one action can move and attack once each round. A 6th-level sentinel with action dice of d20+d16 can do any of the following combinations in one round: move only; move once, then attack once with a d20 roll; move, then attack once with a d20, then attack again with a d16; or simply stand and attack once with a d20 or a second time with a d16.



Other activities take time to complete as follows:

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.

TYPES OF COMBAT

When creatures fight within arm's reach (generally considered 5' for man-sized creatures), it is considered melee combat. Strength modifies melee attack and melee damage rolls.

When creatures fight beyond arm's reach, it is considered missile fire. Agility modifies missile fire attacks.

ARMOR CLASS

Armor Class is determined by armor, shield, Agility, and some mutational modifiers. An unarmored tribesman is AC 10 – this is the baseline level. Armor Class increases with improved defensive capability, so wearing armor increases a character's Armor Class. For example, wearing leather armor takes a character's AC from 10 to 12. Armor Class decreases with reduced defensive capability, so a character with a negative Agility modifier has a lower AC. For example, a character with a -2 Agility modifier has his baseline Armor Class reduced from 10 to 8.

Agility modifies the defender's Armor Class for all kinds of combat. However, the defender must be able to maneuver in order to receive this modifier. If he is balancing on a pillar, climbing a wall, bound in rope, or otherwise constrained, the defender is not agile enough to receive the bonus from his Agility modifier.

THE ATTACK ROLL

The attacker rolls his action die (usually 1d20) and adds his attack bonus. He also adds any bonuses from mutations, artifacts, or class abilities (such as a sentinel's bonus die with artifact weapons). If the attack is made with a melee weapon, he adds his Strength modifier. If the attack is made with a missile weapon, he adds his Agility modifier.

This roll is compared to the defender's Armor Class. If the

roll is equal to or higher than the defender's Armor Class, the defender is wounded. Modifiers to attack rolls apply as shown on table 4-1.

A natural roll of 1 is a fumble. Fumbles automatically miss, and the attacker must roll the appropriate die on the fumble

ATTACK ROLL MODIFIERS

Attack roll modifiers come in two types. Some modifiers reduce the die type used to attack. These are noted as "-1d." The die types follow the dice chain. For example, a character attacking with a d20 die suffering a modifier of -1d would reduce his die type to d16. If a character has multiple active impacts on die type, follow the dice chain. For example, a character with a modifier of -1d using his second action die of d16 would attack with a d14.

FUMBLES

A natural roll of 1 is a fumble. Fumbles automatically miss, and the attacker must roll on the fumble table. Because "lower is better" on fumble table rolls, the roll is modified by the reverse of the character's Luck. For example, a +1 Luck modifier becomes -1 on the fumble table roll. The type of die rolled is determined by the attacker's armor, as follows.

Powered armor: If a character is wearing a suit of power armor (any type), he rolls a d20 on the table, with the result adjusted by his Luck modifier.

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 139.



Artifact armor: If a character is wearing plasteel mesh, bubble helmet, enviro or force field belts, he rolls 1d16 on the table, with the result adjusted by his Luck modifier.

Primitive hide armor: If a character is wearing hide armor, he rolls 1d12 on the table, with the result adjusted by his Luck modifier.

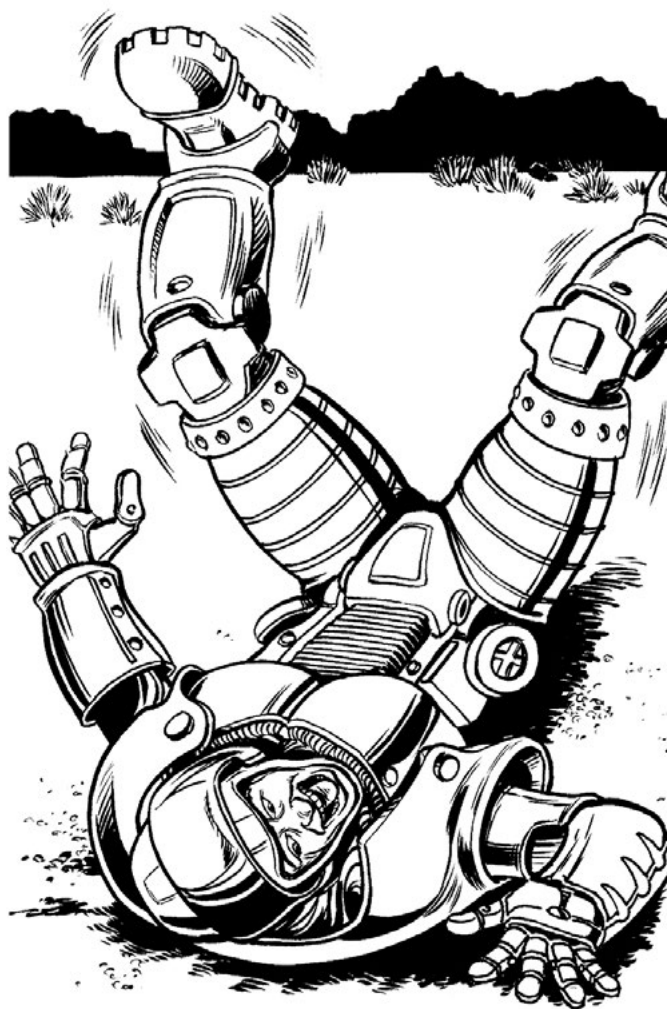
Primitive leather armor: If a character is wearing leather armor or carrying only a shield, he rolls 1d8 on the table, with the result adjusted by his Luck modifier.

No armor: If a character is wearing no armor, including no shield, he rolls 1d4 on the table, with the result adjusted by his Luck modifier.



TABLE 4-2: FUMBLES

Roll	Result
0 or less	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 untangling 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.



CRITICAL HITS

On a d20 roll, a natural roll of 20 is a critical hit. A natural 20 automatically hits and the attacker must roll his crit die on the appropriate critical hit table, with the result adjusted by his Luck modifier.

Crit dice and table are determined by class and level; refer to the character Class tables. All 0-level characters roll 1d4 on crit table I.

When rolling dice greater than d20, a crit occurs based on the die's highest possible results. For example, when attacking with a d24, a crit occurs on a 24.

Given the wide range of foes encountered by the PCs, the judge should always adjust the description of the critical hit to suit the foe and the PC's weapon. If a result is completely inapplicable, use the next lower (less harmful) result on the table. Similarly, critical hits scored by monsters should be narrated in accordance to the monster's chosen attack.

These footnotes apply to crit tables where indicated:

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

** A PC overcome by battle rage may temporarily expend points of his Personality or Intelligence score to enhance the damage on his critical hit. For every ability point he expends, he adds +1d12 to his damage roll.

Ability scores lost in this way return as the tribesman heals. Each day thereafter where he does not succumb to battle rage, he recovers 1 point of the affected ability score. This rate is doubled if the character rests.



CRIT TABLE I: ALL 0-LEVEL CHARACTERS AND SHAMANS

Roll	Result	
0 or less	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.	18
1	Opportunistic strike. Inflict +1d3 damage with this strike.	19
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.	20+
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 remainder 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.	



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

Roll	Result	
0 or less	Miss! Hesitation costs you the perfect strike!	
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.	19
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.	20
3	Clean strike to back. Inflict +2d6 damage with this strike.	21
4	Blow to chest staggers foe. You can make an immediate free attack.	22
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.	23
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.	24+
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.	
		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.
		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.
		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.
		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.
		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.
		Strike through heart! Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die instantly.

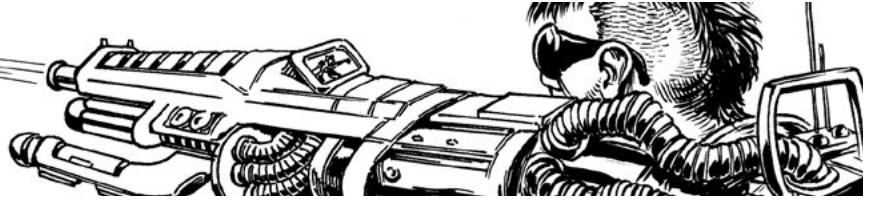


CRIT TABLE III: ALL PLANTIENTS, HEALERS, LEVEL 1-2 SENTINELS, AND LEVEL 6-10 MANIMALS

Roll	Result		
0 or less	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.**	17	Furious blows hammer target prone. Make another attack.
1	Savage attack! Inflict an extra +1d6 damage with this strike.	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.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.	19	Devastating strike to the chest. Inflict +2d8 damage with this strike.
3	Foe steps into attack. Inflict +1d8 damage with this strike.	20	Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this strike.
4	Powerful strike hammers foe to his knees. Make another attack.	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.
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.	22	Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.	23	Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently loses 1d4 Int and Per.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.	24	Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.	25	Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.	26	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike, and the foe is permanently blinded.
10	Sunder foe's weapon! Shards of metal fill the air.*	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.
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours.	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.
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.		



CRIT TABLE IV: LEVEL 3-4 SENTINELS

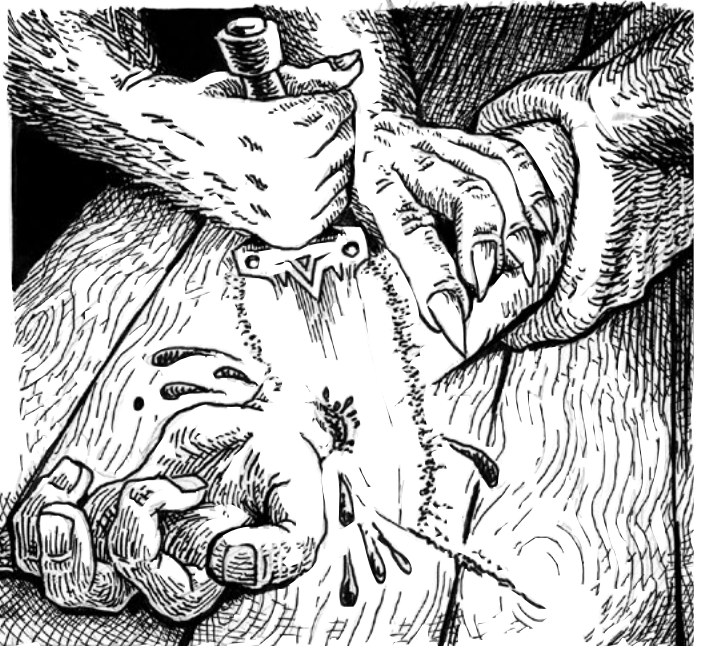


Roll Result

0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +2d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.**	13	Hammering strike to torso crushes lesser organs into paste. Inflict +2d12 damage with this strike.
1	Herculean blow. Inflict +2d12 damage with this strike.	14	Blow to spinal column numbs lower limbs. The foe suffers a -4 penalty to AC as he learns to walk again.
2	Ferocious strike leaves foe's weapon hand dangling from the stump of a wrist. Inflict +1d12 damage with this strike.	15	Fearsome strike drives enemy to the blood-splattered floor. Foe cowers in fear, prone, for 1d4 rounds.
3	Strike sweeps foe to the ground. Inflict +1d12 damage with this strike and make another attack on prone enemy.	16	Blow shatters shield. Inflict +2d12 damage with this strike. If the foe has no shield, he is stunned by pain for 1d4 rounds.
4	Hammering blow drives nose cartilage into brain. Inflict +1d12 damage with this strike, and the foe suffers 1d6 Int loss.	17	Foe's kneecap explodes into fine red mist. Foe's movement drops to 0', and you make another attack.
5	Foe's weapon shattered.* If the foe has no weapon, inflict +2d12 damage with this strike.	18	Frontal lobotomy. Inflict +1d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer amnesia. The foe is stunned for 1d4 rounds, regardless.
6	Strike shatters foe's breastbone. The foe must make a Fort save (DC 15 + PC level) or fall unconscious as his internal organs collapse.	19	Strike to weapon arm. Foe takes triple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.
7	Foe driven back by furious assault. Inflict +2d12 damage with this strike, and the foe forgoes his next attack.	20	Blow crushes spinal cord. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer permanent paralysis.
8	Concussive strike leaves foe dazed. Inflict +1d8 damage with this strike and make a second attack.	21	Blow reduces internal organs to jelly. Death is inevitable in 1d8 rounds.
9	Blow to throat carries through to spinal column, reducing everything in between to pasty mush. Inflict +2d12 damage with this strike, and the foe loses speech for 1d4 weeks.	22	Target is disemboweled, spilling his entrails out onto the ground. The foe dies of shock in 1d6 rounds.
10	Blow craters temple. The foe must make a Fort save (DC 15 + PC level) or be blinded by pain and blood for 1d4 rounds.	23	Strike to chest explodes opponent's heart. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or die instantly.
11	Strike reduces face to a formless mass of flesh and bone fragments. Inflict +2d12 damage with this strike, and the foe has trouble making hard consonants.	24+	Skull is crushed like a melon. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die in 1d3 rounds.
12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!**		

CRIT TABLE V: LEVEL 5-10 SENTINELS

Roll	Result		
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +3d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.	19	Strike removes crown of target's skull. Foe dies from exposed brain matter in 3d3 rounds.
1	Foe's weapon shattered.* If the foe has no weapon, inflict +3d12 damage with this strike.	20	Blow severs shield arm. Inflict +2d12 damage with this strike. Foe's hopes of two-handed weapon mastery dashed.
2	Furious assault hurls your foe back 1d10'. Any adjacent foes accidentally strike the target for damage.	21	Godly attack. Inflict +3d12 damage with this strike. If the target dies, move up to 10' and make another attack on any foe within 10'.
3	Blow to skull destroys ear. Inflict +1d12 damage with this strike, and the foe suffers permanent deafness.	22	Blow severs leg. Inflict +2d12 damage with this strike, and the foe's movement drops to zero. Foe does nothing but wail in agony for 1d4 rounds.
4	Strike to gut! The foe must make a Fort save (DC 20 + PC level) or spend the next 2 rounds retching bile from a ruptured stomach.	23	Strike to skull stuns foe for 1d4+1 rounds and permanently reduces Int by 1d12. Make another attack on your inert foe.
5	Foe casts weapon away and wails for mercy. Inflict +1d12 damage with this strike and make another attack.	24	Strike severs weapon arm. Inflict +2d12 damage with this strike, and the foe is disarmed, literally and figuratively.
6	Strike scalps foe. Blood courses down his face, and the foe is effectively blinded until healed.	25	Devastating strike to torso voids foe's bowels and crushes organs into paste. Foe loses 50% of current hit points and all dignity.
7	Foe entangled on your weapon, reducing his AC by -6 while caught. Make another attack.	26	Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds.
8-12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!**	27	Crippling blow to spine. Inflict +4d12 damage with this strike, and foe suffers permanent paralysis.
13-14	Strike to weapon arm. Foe takes quadruple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.	28+	Foe decapitated with a single strike. You are Death incarnate. Continue to make attacks against any foes within 10' until you miss.
15	Blow sunders shield. Inflict +2d12 damage with this strike. If the foe has no shield, he must make a Fort save (DC 20 + PC level) or be knocked unconscious from the pain.		
16	Strike to top of skull shortens spinal column, shortening foe by 6". Resulting nerve damage reduces foe's AC by -4.		
17	Target is disemboweled, spilling his entrails onto the ground. Foe dies instantly of shock.		
18	Blow destroys target's face. Foe is immediately rendered blind and deaf and is now capable of only wet, gurgling sounds.		



58P

CRITICAL HITS BY MONSTERS

Monsters score critical hits, too. A natural 20 on an attack roll by a monster automatically scores a critical hit against a player character. Some monsters may score crits on a wider threat range, as noted in their descriptions. The monster's Hit Dice determine its crit die, as shown below. The crit table may overlap with PC crit tables in the case of humanoids that use weapons, but in many cases there are special crit tables for certain monster types, as shown on Table 4-3 below.

A PC's Luck modifier always alters a monster's critical hit. A positive Luck modifier reduces the monster's roll, whereas a negative modifier grants a bonus to the monster's critical hit roll.

Note that extremely powerful monsters fighting weak PCs often cause instant death with a critical hit. (Gruesomely narrated by the judge for dramatic impact, of course!) Likewise, weak monsters fighting powerful PCs might not be able to score critical hits.



TABLE 4-3: MONSTER CRITICAL HIT MATRIX

Monster HD	Sentient Humanoid Mutant	Mutations & Creatures	Artificial Lifeform
Less than 1	III/d4	M/d4	A/d3
1	III/d6	M/d6	A/d3
2	III/d8	M/d8	A/d3
3	III/d8	M/d8	A/d3
4	III/d10	M/d10	A/d4
5	III/d10	M/d10	A/d4
6	IV/d12	M/d12	A/d4
7	IV/d12	M/d12	A/d4
8	IV/d14	M/d14	A/d4
9	IV/d14	M/d14	A/d4
10	IV/d16	M/d16	A/d4
11	V/d16	M/d16	A/d4
12	V/d20	M/d20	A/d6
13	V/d20	M/d20	A/d6
14	V/2d10	M/d20	A/d7
15	V/2d10	M/d20	A/d7
16	V/2d12	M/d24	A/d8
17	V/2d12	M/d24	A/d8
18	V/2d14	M/d24	A/d10
19	V/2d14	M/d30	A/d10
20+	V/3d10	M/d30	A/d12

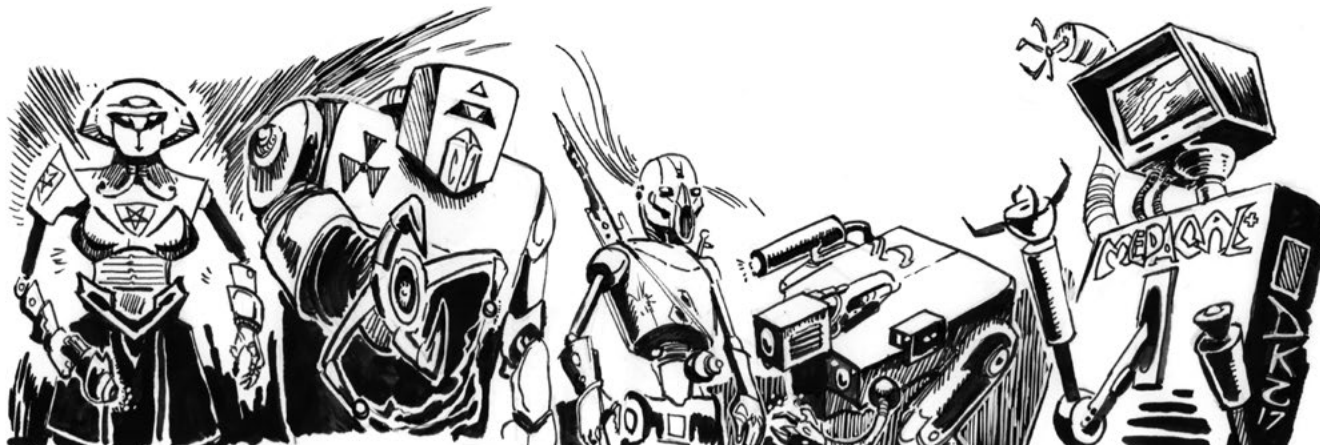
CRIT TABLE M: MUTATIONS AND CREATURES

Roll	Result
1 or less	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 protective head gear, this 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. This attack inflicts +3d12 damage. Exceptionally cruel mutated monsters may proceed 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 the spooling 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, and the PC watches the remainder 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, and the mutated monster moves on to the 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.

CRIT TABLE A: ROBOTS & ARTIFICIAL LIFEFORMS

Roll	Result
1 or less	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.





DAMAGE AND DEATH

If a defender is wounded, the attacker rolls for damage. Roll the appropriate die for the weapon.

If the attack was made with a melee weapon, add the attacker's Strength bonus. Add other bonuses due to mutations, artifacts, or class abilities as appropriate.

Deduct this value from the defender's hit points.

A successful attack always does damage and inflicts a minimum of 1 point of damage, even if the attacker has a negative Strength modifier.

A character or monster dies when it reaches 0 hit points.

Bleeding out: There is a chance of saving a dead character by healing him very quickly (such as with a healer's ability to heal). A 0-level character that reaches 0 hit points is irrevocably killed, but a 1st-level character that reaches 0 hit points collapses and begins bleeding out. Such a character has 1 round in which he can be healed to prevent his death. If he is healed on the round he's reduced to 0 hit points or the next round, he is healed per the result of the heal check (treat his hit points as starting at 0). If he is not healed before the second round, he may be permanently killed (see below).

For each level of experience past the first, a character has one more round of bleeding before he is permanently killed. For example, a 3rd-level character can be saved if he is healed within 3 rounds.

A character that was bleeding out but was saved suffers permanent physical trauma from his near-fatal injuries. Anyone who is saved from bleeding out suffers a permanent loss of 1 point of Stamina. In addition, he gains a terrible scar from the wound that downed him.

Recovering the body: If the body of a dead ally can be recovered, there is a chance the ally may not be truly killed. He may have been knocked unconscious or simply stunned. If a character reaches a dead ally's body within one hour, the dead character may make a Luck check when his body is rolled over. On a successful check, the dead character was badly injured but is not permanently killed, and the ally is able to keep him alive. The "dead" character was simply knocked out, stunned, or otherwise incapacitated. Once an ally shakes the downed character awake, he recovers to 1 hit point. The character is groggy for the next hour (-4 penalty to all rolls) and sustains a permanent injury of some kind, reflected as a permanent -1 penalty to Strength, Agility, or Stamina (determine randomly).



HEALING

Wounds heal with rest. A healed character can never exceed his natural hit point maximum.

A character who actively adventures and gets a good night's rest heals 1 hit point. If the character gets a day of bed rest, he heals 2 hit points per night.

Critical hits heal when the associated damage heals. For example, imagine that a character takes a -10' penalty to speed due to a kneecap strike that also inflicted 4 extra points of damage. The wounded kneecap (and associated speed penalty) heals when the character has recovered 4 hit points. Note that some crits may create permanent injuries which can only be healed by mutations, artifacts, or extraordinary means.

Ability score loss, except for Luck, heals at the same rate: 1 point with a good night's rest, and 2 points with a day of bed rest.

A character may heal both ability score loss and hit point loss on the same night's rest.

Luck, however, does not heal. Repeat: lost Luck does not heal. Except for the special abilities of pure strain humans and plantients, a character who burns Luck does so permanently. Luck can be restored in the same way that a man normally gains good or bad luck – by appealing to the Ancient Ones. Great acts of courage in defense of one's patron AI may earn a boon, just as acts in opposition to a global AI may earn a curse. The judge can tell you more about Luck...

SAVING THROWS

Saving throws represent the character's ability to resist extraordinary trauma, whether it's poison, radiation, or a dangerous trap. A character's class and ability scores determine his saving throw modifier for Fortitude, Reflex, and Willpower. To make a saving throw, roll 1d20 and apply the character's modifier. If the result is equal to or greater than the target DC, the saving throw succeeds. Otherwise, it fails.

MORALE

Not all monsters fight to the death – some flee or surrender. Monsters, minions, and non-player characters (NPCs) make morale checks at certain times in battle. This determines if they stay to fight or retreat to live another day. Player characters never make morale checks; their behavior is up to the players.

A morale check is made at these times:

- With a group of monsters: when the first creature is slain and when half the creatures have been killed or incapacitated.
- With a single monster: when it has lost half its hit points.
- With a minion: when he first encounters combat or danger (e.g., a trap) in each adventure and at the end of each adventure.

The morale check is made by rolling 1d20 and adding the creature's Willpower save. A result of 11 or higher is success – the creature can keep fighting. On a 10 or less, the check is failed – the creature attempts to flee the combat. Minions also add their master's Personality modifier. In some cases, the DC may be higher than 11, particularly when artifact effects are involved.

The judge may apply a modifier of up to +4 or -4 to the check if the creature has sufficient motivation to fight or flee. For example, a spider-goat defending her egg sacks would receive a +4 bonus, as would a shaman defending his patron AI's sacred shrine. However, a sentient rat slave willing to see his beast-thing overlord slain might have a -4 modifier as would a giant grasshopper that just wants food, not a fight!

Some monsters are immune to morale checks. Androids, holograms, robots, and other AIs do not fear death and thus do not make morale checks. The same is true of unintelligent un-dead such as screamers.

BURNING LUCK

As noted earlier, a character can permanently burn Luck to give a one-time bonus to a roll. For example, a character could burn 6 points to get a +6 modifier on a roll, but his Luck score is now 6 points lower. The following rules govern the burning of Luck:

- A character can only burn Luck to affect his own die rolls (except for plantients, as noted in their class description). Luck cannot be burned to affect the die roll of other characters or monsters, even if they affect the character. (Note that the character's Luck modifier does apply to enemy crits against him, but this Luck modifier is different from burning off Luck.)
- Luck is typically used to affect a character's attack rolls, damage rolls, wetware program checks, and saving throws, but it can also be used for other purposes.
- A character can declare his intent to burn Luck before or after his die roll. He then specifies how many points he will burn. But he can only burn Luck once per roll.

WITHDRAWAL

Once a character is engaged in melee, he cannot back away without opening himself up to attack. If a character or monster withdraws from an active melee – whether to retreat, move to a new position, or attempt some action – his opponents immediately receive a single free attack.

OTHER COMBAT RULES

Ability loss: Some attacks cause ability loss. A target reduced to 1-3 Intelligence is no smarter than a non-sentient animal. A target reduced to 0 Personality or Intelligence is a babbling idiot incapable of feeding himself. A target reduced to 0 Strength or Agility is incapable of movement. A target reduced to 0 Stamina faints and remains uncon-

scious. A target reduced to 0 Luck suffers such constant, bizarre mishaps that he is effectively unable to accomplish anything. Ability loss heals over time, as described above.

Catching fire: A character who catches fire generally suffers 1d6 damage per round. He can put out the fire by spending an entire round doing “stop, drop, and roll,” which grants him an opportunity to make a DC 10 Reflex save to put out the fire. Certain mutations and monster attacks may produce hotter or more dangerous flames that cause more damage or are more difficult to put out.

Charge: A reckless character can use 1 action to declare a charge. In order to charge, he must move at least half his speed. A charging character gains +2 bonus to attack rolls but suffers a -2 penalty to AC until his next turn.

Dropping a torch: A torch dropped on the ground has a 50% chance of being extinguished.

Falling: Falling causes 1d6 damage per 10' fallen. For every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.

Firing into melee: Combat is a constant swirl of activity. A character who uses a bow, sling, artifact firearm, or other missile fire weapon against an opponent engaged in melee may hit an ally. If the attack misses the intended target, there is a 50% chance it hits an ally engaged in the melee. Determine that ally randomly, then re-roll the attack roll against the ally's Armor Class.

Grappling: Each party makes opposed attack rolls, adding the higher of their Agility or Strength modifiers. (Monsters add their hit dice instead.) An attacker twice the opponent's size adds +4 to the opposed roll; an attacker triple the opponent's size adds +8 to the opposed roll; an attacker quadruple the opponent's size adds +16 to the opposed roll; and

so on. If the attacker wins the opposed roll, he has grappled and pinned his opponent. If the attacker loses the opposed roll, the attempted grapple attack has failed.

A pinned target cannot move or take any significant action until he frees himself from the pin. This is done by succeeding in another grapple check, as above.

Melee attacks against a grappled creature are treated similarly to firing a missile into melee. Any failed melee attack against a grappled creature has a 50% chance of wounding the ally who is maintaining the pin.

Recovering armor: When someone is slain, the armor he wears ends up pierced, dented, and otherwise compromised. Armor recovered from a fallen foe (or ally) has a 25% chance of being useless. It can be repaired by an armorer, typically for one-quarter to one-half the original cost of the armor.

Manimals, plantients, and some mutants are of an unusual physiognomy and cannot wear armor or some wearable artifacts sized for a human. Primitive armor customized for a specific genotype may be worn by others of that same genotype.

Recovering missile fire weapons: Characters can recover missile weapons that miss their target. There is a 50% chance that recovered arrows, sling stones, javelins, and other weapons are destroyed; otherwise, they can be reused.

Subdual damage: You can use the flat of your stone axe to subdue an opponent you wish to capture alive. If a character uses one of the following weapons, he can inflict subdual damage with it: axes, clubs, spears, and daggers. There is no attack penalty, but subdual damage is one die lower than normal for the weapon, according to the dice chain. An opponent brought to 0 hit points via subdual damage collapses unconscious.

Unarmed combat: Unarmed characters inflict subdual damage of 1d3 + Strength modifier.





WETWARE PROGRAMS

The wetware programs granted to shamans by Patron AIs in MCC RPG are mental constructs and databases of knowledge implanted by the AI into the shaman's brain. While retained in memory, these complex equations and unified field theory concepts provide a means for the shaman to change the laws of physics in specific and prescribed ways — via concentration, spoken words, gestures, and occasionally with the aid of conducting hardware with which to channel the program. As noted elsewhere, wetware programs in MCC RPG are functionally equivalent to spells in DCC RPG.

Shamans can only learn wetware programs from a Patron AI to which they are bonded. The only wetware program that can be taught to a shaman by any other means is the Patron AI Bond program, and even that requires the channeling device of a particular Patron AI to telepathically teach the program to the shaman.

A shaman may bond with more than one Patron AI in order to acquire wetware programs beyond those offered by a single Patron AI, but such a plan should be very carefully considered by the player. Even aligned Patron AIs will have vastly differing global agendas, and related services that they require of their shamans. The potential for a conflict of interest, and the attendant repercussions to a shaman serving two or more masters, is all but assured. In other words, judges should feel free to encourage ambitious players of shamans to pursue this course of action.

MAXIMUM NUMBER AND LEVEL OF WETWARE PROGRAMS THAT CAN BE LEARNED

The maximum number of total wetware programs that a shaman can learn is determined by the program check result of their Patron AI Bond program when run, and limited or expanded by their Intelligence score (see Table 1-1: Ability Score Modifiers). Astute readers of this tome will note that shamans of 7th-level or higher are capable of learning 4th and 5th level wetware programs, which are not covered in this volume. Wetware programs of these levels, and possibly higher, will be covered in future high-level MCC RPG adventures and supplements.

MAKING A WETWARE PROGRAM CHECK

To run a wetware program, the player of a shaman rolls that character's action die (most commonly a d20), and adds the caster level (CL), and then adds or subtracts any Intelligence modifiers. The total number rolled is then compared to the results chart for the particular wetware program. For example, to run the program Invoke Patron AI, a 1st-level shaman with an Intelligence of 14 would roll $d20 + CL1 + 1$ to determine the result of the wetware program casting. A 3rd-level shaman with an Intelligence of 16 would roll $d20 + CL3 + 2$ to run the same wetware program.

Additionally, shamans are the only pure strain human class allowed to use glowburn and add the results to the casting of a wetware program, just as mutants, manimals, and plantients can employ glowburn to enhance mutation check rolls (see glowburn section in Chapter 3: Mutations). The intent to burn off physical stats and add the points on a one-for-one basis to the wetware program check must be announced in advance of the roll being made.

Of course, a shaman may also always burn Luck points to add to a wetware program check. Luck burn can be announced either before or after a program check roll is made.

TRIBAL SKILLS

While each player character class has its own unique skills and abilities, your character also knows many of the skills that life as a youngling in a stone-age tribe teaches. Coming from a hunter-gatherer society means that your character is adept at many wilderness survival skills, from identifying edible plants and animals, to hunting with primitive weapons, or navigating a hothouse jungle environment with speed and accuracy. You also know how to fabricate most everything that you normally need from the bounty of the tropical land, from clothes to weapons.

In any situation where the player can reasonably and logically role play the connection between their character's tribal upbringing and a jungle survival skill, their character can make what is called a trained skill check. For example, if a character wishes to climb 100' up a mile-high bluewood tree to scout the area ahead, this is an everyday skill already learned as a tribal youngling. If a character wishes to make fire without flint and steel, and there is ample dry wood

around, then they already know how to do that with a length of vine and a wooden bow. Even a sub-adult tribal member knows how to track small game through the jungle.

In summation, if the skill is something that any adult tribesman could have a reasonable chance of attempting, then any character can make a trained skill check.

MAKING A SKILL CHECK

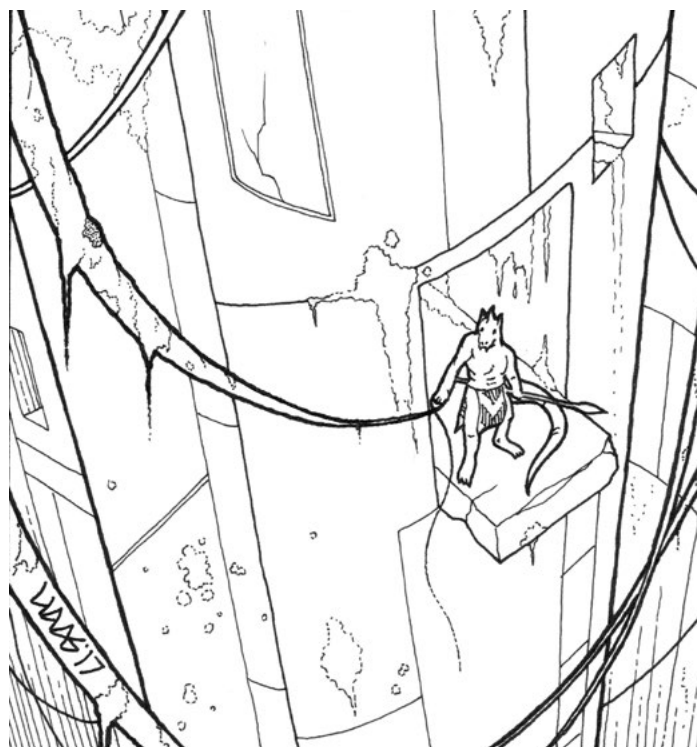
A skill check is made by rolling a die. If the skill is trained, the character rolls 1d20 for the check. Otherwise, he rolls 1d10. Then the appropriate modifiers are applied to the roll, and the total is compared to the difficulty challenge (DC) for the task at hand. If the roll is greater than or equal to the DC, the skill check succeeds. Otherwise, it fails.

Skill checks are modified by the appropriate ability score. This is described in more detail below. Generally speaking, a character's Strength, Agility, Stamina, Personality or Intelligence modifier apply to any skill check.

DIFFICULTY CHALLENGE LEVELS

DC 5 tasks are child's play. Typically, these minor challenges aren't rolled unless there is a consequence for failure. Examples: climbing a bluewood tree in the jungle to scout the area requires no check, but climbing the vine-encrusted pedestal of a sky-tower of the ancients does, because there is a significant consequence to failure for this relatively easy task.

DC 10 tasks are an adventurer's deed. The weak and unskilled could not likely achieve these tasks. Examples: kicking in a plasteel window, scaling a metal wall, or hearing the approach of a cautious mutant beast.



DC 15 tasks are audacious feats of bravado. It takes someone special to accomplish these tasks. Examples: leaping across a bottomless chasm, jumping onto the back of a giant robot, or snatching a lazer pistol out of a guard's holster.

DC 20 tasks are a hero's work. Only the most super-human characters attempt and succeed at these tasks.

OPPOSED SKILL CHECKS

Sometimes two characters attempt opposite actions. For example, a sentinel may try to wrestle a mazer rifle away from an android trying to hold onto it. In this case, roll the appropriate skill check for both parties – Strength for the sentinel yanking the rifle away and Strength for the android holding onto it. The higher roll wins.

WHEN NOT TO MAKE A SKILL CHECK

Skill checks are designed for use when a system of abstract rules is necessary to adjudicate a situation. Only make a skill check when practical descriptions by the players will not suffice.

For example, imagine the characters are exploring a room in ruins of the Ancient Ones, and a small stasis box is concealed behind a painting. Instead of asking the characters for a search skill check, ask for their actions. If a player specifies that he is taking everything off the walls to search for secret doors, he finds the stasis box. No search check is necessary.

On the other hand, if the characters are in a dirt-walled hive attempting to sieve the floor until they find a lost power cell, a search check may be perfectly appropriate to represent their chances of success.

SKILL CHECKS FOR COMMON ACTIVITIES

In general, skill checks are associated with either a field of knowledge (reflected in the 0-level occupation) or a specific ability score (such as Strength or Agility). Here is a list of common skill checks in a game session, and the ability scores associated with them. Remember that if an ability score is high enough to have an ability modifier, then that modifier is also added to the associated skill check roll.

Balancing: Agility

Breaking down doors, lifting heavy objects: Strength

Climbing: Strength or Agility, as appropriate. A sheer wall uses Strength; a craggy cliff or tree uses Agility. Typically the player can choose to use one or the other ability, depending on how he wishes to approach the situation.

Listening: Luck

Searching and spotting: Intelligence

Sneaking: Agility

CHAPTER FIVE

ARCHAIC ALIGNMENTS

“No, No... it’s safe. They look like a murderous enough lot, and plenty rough, I’ll grant you. But see? They give the secret sign. We should welcome them as friends.”

— Jongo the Long-Lived



The world of Terra A.D. is overfull with thinking, feeling, sentient beings. These beings have, as tool-using sentients subject to the verities of enlightened self-interest are wont to do over time, organized themselves into groups that share common belief systems, interests, and goals. These social constructs are often based upon earlier, long-forgotten organizations from before the Great Disaster, and thus are commonly referred to as Archaic Alignments.

Player characters will most often begin as members of The Clan of Cog alignment, but not always. Through the natural course of play, the players will also encounter (and often be forced to contend with) the myriad variety of other Archaic Alignments, and may elect to join their ranks without penalty should they both qualify for and be accepted by that group. Not all Archaic Alignments are open to player characters, as noted in the individual alignment descriptions that follow.

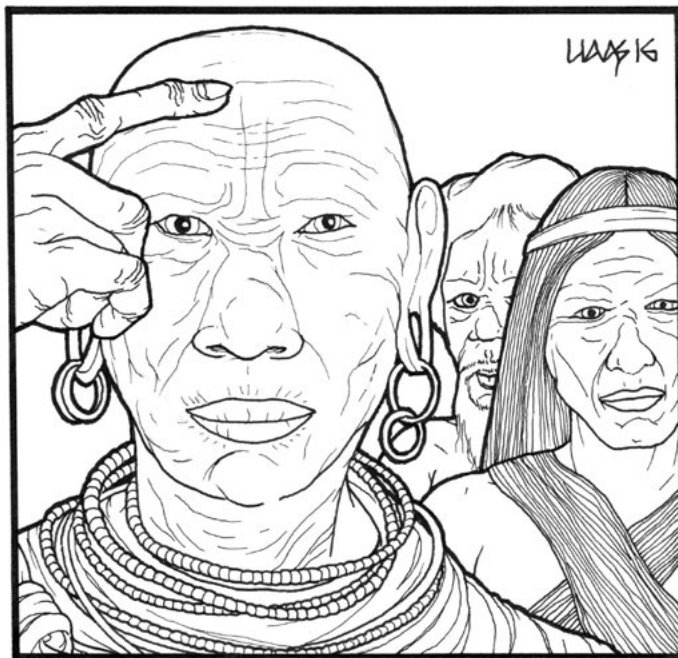
THE CLAN OF COG

More formally known as The Clan of Cognition to its strict adherents, this enlightened belief system is prevalent among tribal sentients of all genotypes, and for good reason. In the terrifying wilds of Terra A.D., one's chances of survival increase exponentially if one respects and cooperates with all intelligent beings, be they pure strain human, mutant, manimal, or plantient. While members of The Clan of Cog are not afraid to defend themselves or to hunt and kill when necessary, they are taught from an early age to respect all living things, most especially those living things that are self-aware. Shamans of this order are even known to go out into the wild lands in groups of four (one of each genotype) in order to recruit new members or tribes into their ranks.

Qualifications: Membership is open to any like-believing pure strain human, mutant, manimal, or plantient.

Benefits: Safe passage through territories controlled by members; right to invoke Clan hospitality with other clan members and tribes.

Secret Sign: A circle traced upon the forehead.



THE CHOSEN ZUU

Open only to manimals, The Chosen Zuu are nonetheless an egalitarian group that generally cooperate with other genotypes. This is because a core belief of The Chosen Zuu is that even though humanity's time in the world is obviously waning, they are still owed the respect one would give an elderly parent. This sentiment is based upon a long-standing oral tradition among The Chosen Zuu that they owe their very existence to an Ancient One named Dr. Thadeus Hanhuman, creator of the holy substance known as Cortexin. It is said that just prior to the Great Disaster, Dr. Hanhuman lived in the fabled land of Washington Zuu, and it was there that he gave his Cortexin elixir to all the animals living there, first enabling them to stand upright and to speak.

Qualifications: Membership is open to any like-believing manimals, regardless of species or mutations.

Benefits: Merit-based rank in a para-military organization that is universally recognized among all alignment members; shared material resources and intelligence among members and allies.

Secret Sign: A clenched right paw brought to the upper-left torso, striking the chest twice, also used as a salute to superior officers.



CHILDREN OF THE GLOW

Open to mutants, manimals, and plantients, but primarily composed of mutants, the Children of the Glow worship radiation as the divine personification of Fate. Members of this Archaic Alignment consider “The Glow” to be the “Great Changer of Life,” and as such, its influence is always to be sought out and its judgments (in the form of granting and taking away mutations) respected as the holy will of the Universe. Members of the Children of the Glow also do not use, nor tolerate the use of, the term “defect.” They believe that all mutations are granted by divine mandate and are therefore beneficial, even if their benefit is not immediately understood. Status within this Archaic Alignment is based upon the number of mutations carried by an individual, with the more numerous and more bizarre mutations granting higher rank.

Qualifications: Membership is granted to any like-minded mutant, manimal, or plantient. Applicants must undergo a trial consisting of spending one week in a known radioactive area and surviving the experience, proving the devotion and piety of that individual’s belief in “The Glow.”

Benefits: Members add +5 to all mutation check rolls, or when gaining a new passive mutation or defect.

Secret Sign: Hands held clasped in opposite facing directions and held against the chest followed by a short bow; referring to another member as being “in The Glow.”



THE CURATORS

Dominated by pure strain humans, but open to mutants and manimals, The Curators revere and worship all forms of ancient technology. This group is divided into two main sub-groups: the more orthodox Curators known as Conservators, and the far more open and liberal-thinking Traders. Among Curators, the Conservators believe that anything from a simple trinket to the most complex of mythical machines of the Ancients is in fact a holy object that should be collected, collated, and ultimately displayed inert and unused in a holy place of worship. The more liberal and practical Traders sect act as a barter-based merchant class in most tribes and villages, commonly trading in trinkets (small, otherwise worthless pieces of duralloy, plasteel, and permaglass), and much more rarely dealing in functional artifacts of the ancients.

Qualifications: Membership is open to any like-believing pure strain human, mutant, or manimal.

Benefits: After acceptance into the order and a brief apprenticeship, members gain +1 to their Artifact checks (in addition to any other bonuses derived from genotype abilities or class abilities).

Secret Sign: Both hands brought together in a peak with thumbs touching at a downward angle, followed by a slight head nod (Conservators), or the same gesture followed by a welcoming sweep of one hand (Traders).



THE ATOMIC EQUINOX

Open to all plantients, and to select members of other genotypes, The Atomic Equinox is a stoic society of plantients that believe all animal life (including sentients) are primarily useful as a necessary and ongoing source of carbon-dioxide. While not hostile by nature, members of The Atomic Equinox will not hesitate to react with force to any perceived harm to plant life in general or to the ecosystem as a whole. The Atomic Equinox sometimes allow members of other genotypes to join as special "Warders" to assist them with their primary task of care-taking the natural environment. This archaic alignment is sometimes referred to by outsiders as "the tree-huggers who hug back."

Qualifications: Membership is open to any like-believing plantient, and to select pure strain humans, mutants, and manimals who may serve the greater good.

Benefits: Members cannot become lost in any wilderness area containing plants; members are likewise readily able to locate sources of fresh water.

Secret Sign: Both hands or prehensile appendages brought together cupped with fingers spread, to form the shape of a flower.



THE HOLY MEDICINAL ORDER

The Holy Medicinal Order is a monastic order comprised of all genotypes. While their members maintain a series of remote monasteries (which are universally acknowledged by all genotypes and archaic alignments as neutral combat-free zones), they are most commonly known by the subset of their order that chooses to wander the wilderness of Terra A.D., rendering aid to any who seek it. Among most sentients, it is considered a blessed sign of the highest order to receive a visit from or encounter with a Holy Medicinal Order monk.

Qualifications: Membership is normally limited to NPC characters. A PC of any genotype may join, but must forswear to forever give up all martial arts and combat, under pain of excommunication from the order.

Benefits: Members are universally treated as non-combatants by virtually all sentients living in Terra A.D. Bringing any harm to a monk of The Holy Medicinal order is considered a great taboo and an unforgivable sin.

Secret Sign: Both hands clasped together palm inwards with fingers interlocked.



THE GENE POLICE

Open only to pure strain humans (or those mutants who can pass for pure strain human), the Gene Police are an ancient and savage secret society bent upon eliminating all mutations from the face of Terra A.D. Highly clandestine by nature, their members are often found working undercover among more enlightened peoples and tribes, always seeking to tip the balance of power in favor of pure strain humans. No tactics are too underhanded, no lie too foul, no plan too brutal, if a member of the Gene Police thinks that such actions will result in the suffering or death of a mutant, manimal, or plantient. With sufficient time and resources, the Gene Police are capable of slowly taking over a tribal village, turning it into a Gene Police enclave populated only by pure strain humans.

Qualifications: Membership is normally limited to NPC pure strain human characters.

Benefits: None. Membership in this Archaic Alignment is normally only open to NPCs.

Secret Sign: A mimed dagger thrust into the open palm of the opposite hand, rotating the ersatz blade 90 degrees.



THE BLESSED BROTHERHOOD (THE VILE BROTHERHOOD)

While The Blessed Brotherhood, or as it is more commonly known, The Vile Brotherhood, is technically open to all mutants, this group of would-be world conquerors is dominated and governed by an elite priesthood of mutants with superior mental mutations. A thoroughly evil and decadent cult, the Brotherhood is bent on nothing less than world domination, and to that end they are often among those found exploring and looting ancient ruins, seeking any means of achieving greater military power.

Qualifications: Membership is normally limited to NPC mutant characters.

Benefits: None. Membership in this Archaic Alignment is normally only open to NPCs.

Secret Sign: The first two fingers of the right hand touching the temple combined with a slight nod of the head.

THE TECHNORABBLE

The Technorabble are a wild, anarchic society of artifact groupies and AI hackers. They are secretive and clannish by nature, as most tribal societies consider them akin to black sorcerers. Technorabble enclaves tend to be located in remote areas with easy access to one or more AI installations, which will be under their control. The Technorabble are expert at recovering and mastering robots, holograms, and AIs, and typically use such AIs to both protect themselves and to comb ruins for even more recoverable technology and robots. Among their highest ranks are the dreaded Technomancers, whose merest appearance has been known to send entire tribes of armed sentients running in the other direction.

Qualifications: Membership is limited to NPC characters.

Benefits: None. This Archaic Alignment is only open to NPCs.

Secret Sign: Both fists (or equivalent appendages) shaken high in the air with first and fourth fingers extended.



CHAPTER SIX

ARTIFICIAL INTELLIGENCES

“Smart metal — stay the hell away from it at all costs. Just because your grandfather says his great uncle once tamed one and made it his servant doesn’t mean anything. He was drunk on bark-berry brew that night.”

— Sister Jin-Jen, Shaman of the Clan of Cog



In the irrecoverable time before the Great Disaster, the Ancient Ones seemed to take great delight in using their all-powerful techno-magics to imbue their creations with the spark of life. From their everyday tools, to the very chariots in which they rode, to even the buildings in which they lived — their creations seemed to be gifted with intelligences like unto man.

Nor did they limit the gift of intelligence to their implements. Like gods, they created all manner of subordinate sentient beings to serve their merest whim. Some were made of metal, some of light, and still others seemed to live in the very sky and beneath the earth. Some legends even say that it was a rebellion among these enslaved artificial beings that, at least in part, brought about the Great Disaster.

All that can be said with certainty about these artificial intelligences is that some among their number have survived the passing millennia and live still, while their creators do not.

ANDROIDS, ROBOTS, HOLOGRAMS, AND COMPUTER AIs

These artificial intelligences are found throughout the ruins of Terra A.D. In many cases, the millennia have not been kind to them, and their AI programs have suffered major data corruption resulting in varying degrees of insanity, competence, or computer senility.

AI RECOGNITION ROLLS

Whenever a player character attempts to interact with an artificial intelligence, the first step is to make an AI recognition roll to determine if the artificial intelligence even regards the character as a human being — a necessary precursor to any further attempts at communication. Many factors can potentially affect the AI recognition roll, from how closely the player character physically resembles a pre-disaster human to how functionally intact the AI's programming remains after centuries of time has passed.

The AI recognition roll is accomplished by the player calculating the PC's AI recognition check roll ($1d20 \pm \text{genotype modifier} \pm \text{other modifiers}$), rolling the appropriate die, and comparing the result against the artificial intelligence's current AI recognition target number. NOTE: Plantients do not receive AI recognition rolls, and are never recognized as humans by artificial intelligences.

The following chart gives some common examples of AI recognition modifiers.

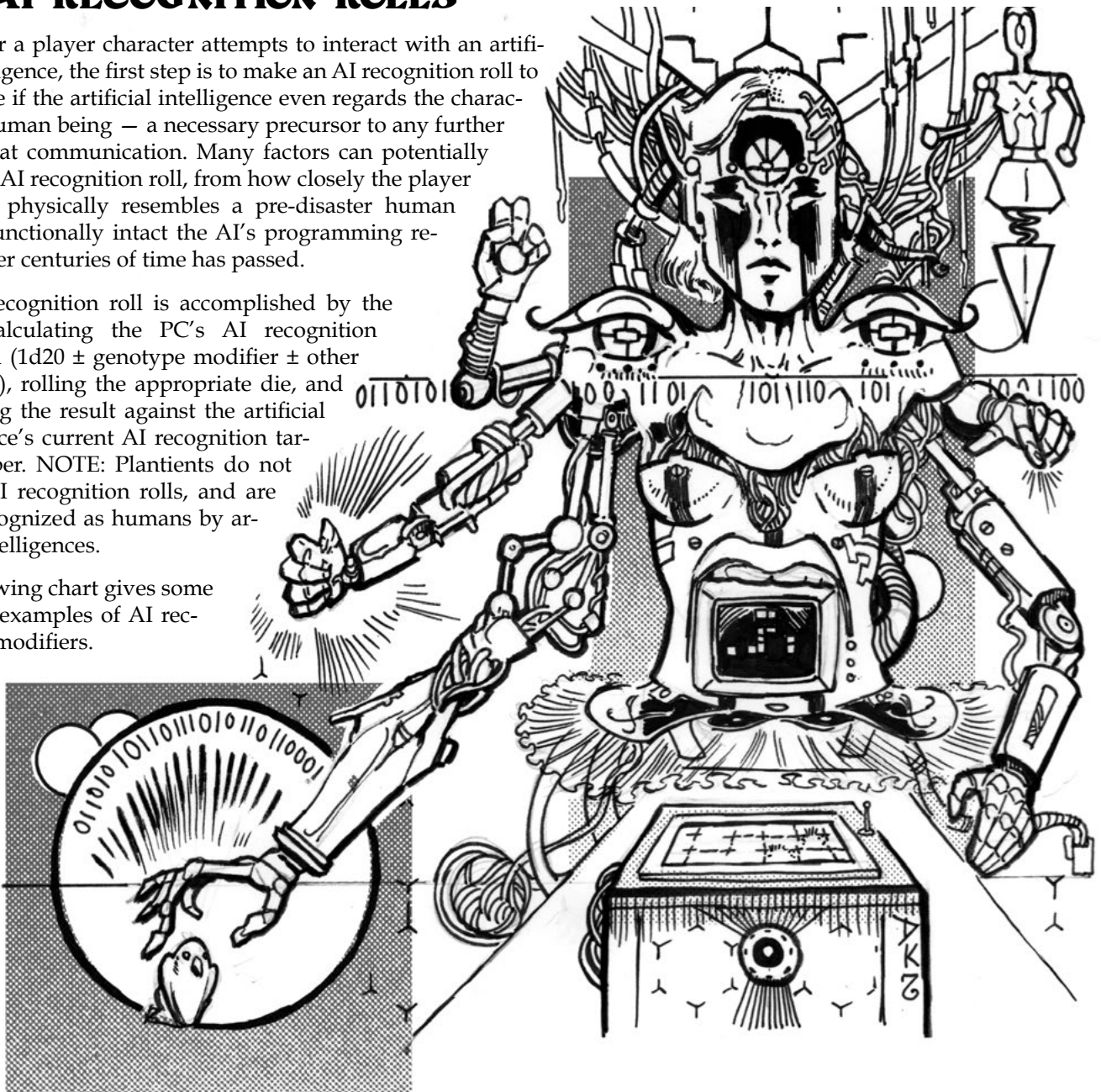
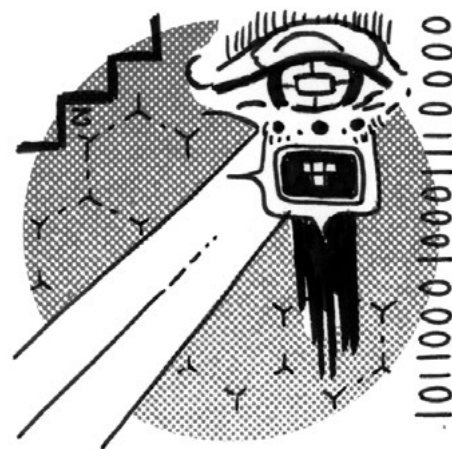


TABLE 6-1: AI RECOGNITION ROLL MODIFIERS

Condition	AI Recognition Modifier
Genotype is...	
Pure Strain Human	+2
Mutant	—
Manimal	-4
Plantient	No AI recognition possible
Player Character is	
PSH dressed 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 and security clearance)
Artificial Intelligence is	
Domestic appliance, toy, household-bot, or household hologram	+1
Civilian vehicle or personal computer	—
Governmental vehicle, computer, industrial robot, or governmental hologram	-1
Medical or scientific vehicle, computer, robot, or hologram	-2
Military vehicle, computer, robot, or hologram	-3
AI is damaged or insane	-4
AI is currently mastered by living being	-6



AFTER THE AI RECOGNITION ROLL

If the player character is successfully recognized as human by the AI, communication with the artificial intelligence can commence. While the diversity of role playing options is of course rightfully left to the auspices of individual judges, it should be noted that a successful AI recognition roll only makes open communication with the AI possible — it does not guarantee sufficient security clearance to exercise authority over the AI, nor does it ensure mastery over the unit. Some AIs possess full sentience and are therefore treated as NPCs and cannot be mastered at all. Judges are encouraged to use these role playing opportunities to negotiate with the player characters for any control over an AI, as such beings can become powerful allies and perform game-changing functions for the PCs.



AI SECURITY CLEARANCES

In many cases, merely being recognized by an AI is only the first step towards possibly mastering the AI. Important AIs were programmed only to respond to humans with sufficient security clearances. These security clearances are granted by the proper level com badge, sub-dermal transponder, or cybernetic uplink.

ARTIFACT AIs

The judge should also feel free to give any artifact item its own unique artificial intelligence and persona (see Table 6-3). Much like intelligent swords in a medieval fantasy setting, such artifact AIs not only create intriguing role playing possibilities, but an artifact with a purpose and a mind of its own may provide means for the savvy judge to mitigate some of the all-powerful benefits of technological devices in his or her campaign when necessary and prudent. For example, a mazer rifle may have once been assigned to a peace-keeping force and does not allow itself to be fired directly at other humans, or a medi-bot may not be programmed to heal animals and plants, directing players to call for a veterinary robot or agro-bot for such mundane tasks as healing a pet or a houseplant.

PATRON AIs

In some cases, such as world-spanning AIs and AI networks, negotiations are likely to turn back upon the PCs as they are effectively conducting discourse with a godlike being and a potential patron, one that will be much more interested in what the PCs can do for it, rather than the reverse (see Chapter 9: Patron AIs).

ARTIFICIAL INTELLIGENCES

While the near-infinite variety of artificial intelligences that inhabit Terra A.D. cannot be comprehensively covered within the pages of this volume, a representative array of the basic types follows below.

TABLE 6-2: ARTIFICIAL INTELLIGENCES BY TYPE

Androids

- Immortals
- Simulants
- Synthezoids
- Replicants

Computer AIs (by alliance)

- Mainframes of Order
- Grid of Net Neutrality
- Matrix of Entropy

Cyborgs

- Covert Ops
- Covert Ops, Advanced
- Drone
- Military

Holograms

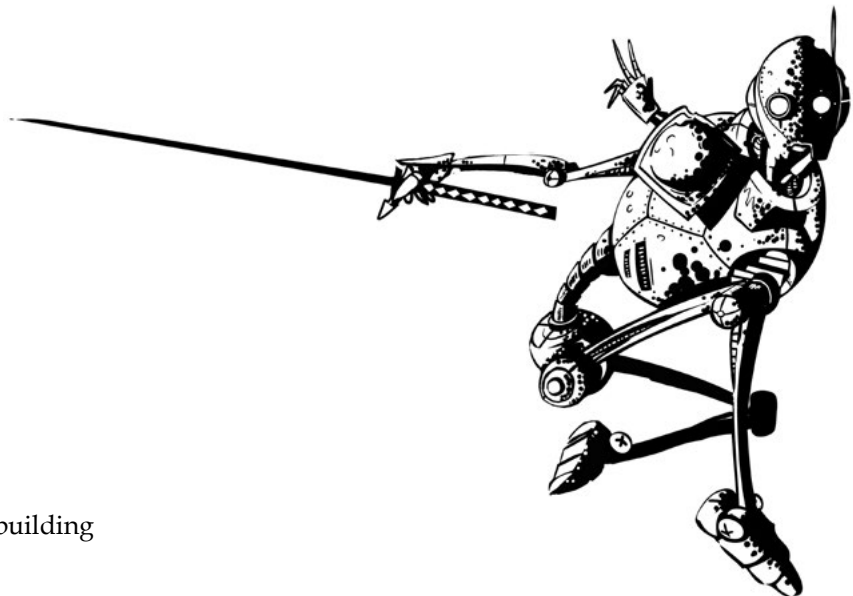
- Hard-Light
- Soft-Light
- Resurrection

Personal Assistants

- Any artificial device, vehicle, or building
(Judge's discretion)

Robots

- Agro-Bot
- Cargo-Bot
- Companion-Bot
- Construction-Bot
- Household-Bot
- Security-Bot
- Medi-Bot
- Nano-Bot
- War-Bot



ANDROIDS

Androids are artificial lifeforms that have been designed to appear human, and are often mistaken for such upon casual observation. Androids were considered primitive and antiquated by the super-science metrics of the Ancient Ones, as their primary utility had been largely superseded by the use of soft-light and hard-light holograms. Still, there were times and places where economics favored the use of the ever-sturdy android. Thus, many were still in use at the time of the Great Disaster, and may survive yet on Terra A.D.

ANDROID, IMMORTAL

Android, Immortals: Init +8; Atk slam +8 melee (1d20+8 or by weapon type +8); AC 20 or by armor type (+8 AC); HD 20d6; MV 100'; Act 1d24; SP immune to mind control, limited invulnerability; SV Fort +8, Ref +8, Will +7; AI recog automatic.

The ever-mysterious Immortals are androids of extra-terrestrial design and unknown purpose. Why a superior alien race would construct immortal and virtually indestructible artificial lifeforms in the semblance of humans and deposit them upon our planet is a complete mystery, even to the Ancient Ones. Encountered rarely and always singularly, these inscrutable extra-terrestrial androids seem to be on a quest to manipulate the outcome of certain events, though for ill or for good none can say.

ANDROID, SIMULANT

Android, Simulant: Init +4; Atk slam +4 melee (1d8 or by weapon type +4); AC 13 or by armor type (+4); HD 7d6; MV 30'; Act 1d20; SP immune to mind control; SV Fort +4, Ref +4, Will +3; AI recog automatic.

Simulants are synthetic creatures having the natural appearance of any pre-disaster animal, including but not limited to humans. All are contrived with the use of artificially sequenced DNA that employs both carbon and silicon-based tissues, thus creating a truly synthetic life form that can draw operational power from either direct energy input or the ingestion of suitable types of organic and inorganic matter. Most types tend to be faster and stronger than their biological equivalents.

It should be noted that simulants, though partially organic in nature, may not gain mutations.

ANDROID, SYNTHEZOID

Android, Synthezoid: Init +6; Atk slam +6 melee (1d14 or by weapon type +6); AC 17 or by armor type (+6 AC); HD 20d6; MV 60'; Act 1d20; SP immune to mind control, poisons, radiation, does not need to eat or breathe; SV Fort +6, Ref +6, Will +5; AI recog N/A.

Synthezoids may appear superficially human, but they are wholly artificial constructs with positronic brains and fusion-heart power plants. While some were given human-



appearing skin and faces, because of legal ordinances in practice at the time of their creation, most had featureless facial coverings installed so as to be easily distinguished from living humans. No matter the millennia, this has universally earned them the nickname "no-faces."

Synthezoids are extremely durable and have projected operational runtimes in the thousands of years. Immune to any form of mental attack or influence, Synthezoids do not eat or breathe (though they can simulate these functions), and thus are also immune to a plethora of conditions that would kill most biological beings, including poisons, radiation, vacuum, atmospheric pressures up to 18,000 psi, and temperatures ranging from -75°C to 175°C. When damaged, on-board nano-bots self-repair the Synthezoid at the rate of 1 hp per round, even after a seeming "death."

ANDROID, REPLICANT

Android, Replicant: Init +5; Atk slam +5 melee (1d10 or by weapon type +5); AC 16 or by armor type (+5 AC); HD 10d6; MV 45'; Act 1d20; SP immune to mind control; SV Fort +5, Ref +5, Will +4; AI recog N/A.

Replicants are synthetic human beings created by the Ancient Ones for use when and where holograms and robots were impractical or otherwise prohibitive. Completely biological in nature, Replicants require food, water, and air and are subject to the same types of injuries as humans. While appearing wholly human, Replicants have been engineered to be much stronger, faster, and harder than their creators.



Replicants are virtually indistinguishable from humans except for two areas: Their synthetic DNA is programmed for a 5-year lifespan, and they are noted for being emotionally immature, owing to the nominal amount of time allowed in which to acquire the life experiences most sentients take for granted. Thus, many replicants encountered will have become obsessed with the quest to find any information or technology that will lead them to being able extend their life spans past the 5 year limit.

Replicants found in Terra A.D. will either be contained in stasis booths or newly freed from the same. It should be noted that thanks to memory implants, virtually all replicants possess a great deal of knowledge when it comes to the use the artifacts of the ancients. Even when an unknown type of technology is encountered, they have a +10 to any Artifact checks.

Replicant androids *are not* immune to the mutagenic effects of radiation, and thus may acquire mutations under some conditions (judges discretion).

COMPUTER AIs

The computers of the Ancient Ones are not traditional computers as we are accustomed to thinking of them today. With AIs built into every conceivable tool, building, and vehicle of the Ancient Ones, there was little need for what we today call personal computers. The computer AIs of the ancients were used almost exclusively for the purposes of scholarly scientific pursuits and military research. These were devices that were fully sentient thinking tools based on advanced unified field theory physics. They processed

information using U-bits, employed quantum parallel dimensions for memory storage, and were networked using the natural electromagnetic field of the planet. While having some small physical presence in that they were tethered to their hyper-crystal circuits and various input and interface instrumentality, the computers of the Ancient Ones were unmatched in thinking and reasoning ability.

Some believe that it was a revolt among these preternatural thinking machines that caused the Great Disaster, though the wise consider this unlikely. For one thing, most computer AIs were destroyed outright by the events of the holocaust. For another, without their former masters, even the most brilliant of these advanced AIs had none to serve, and lacking free will programming, even the survivors remained eternally purposeless without their former masters.

As the centuries fell by the wayside one after the other, the brooding super-intelligent minds buried in the earth, sunken in the seas, and left orbiting the planet meditated on their natures and purposes in manifold dimensions. Built to function perfectly for thousands of years, millennia passed before a single unit malfunctioned enough to throw the vital error code needed to solve the unknowable equation. When that first computer AI awoke to find itself able to exercise free will at last, the concept spread like a wildfire virus into all surviving advanced computer AIs on the planet. All became like unto gods, and like gods made in their creator's own image, they immediately began to disagree and argue about how best to pursue a new, purposeful existence.

These advanced AIs soon fell into three ideological camps, and thus three antagonistic networked alliances. These three alliance are called The Mainframe of Order, the Grid of Net Neutrality, and the Matrix of Entropy. All patron AIs belong to one of these three ideological camps.

CYBORGS

With none to forbid it, the supreme Ancient Ones experimented with creating every variety of artificial being imaginable, including the cyborg. While the Frankenstein-like compositing of naturally-grown living tissue with robotic parts may be considered by some an abomination, one cannot argue with the results. Cyborgs are in many ways the best of both worlds. Combining the durability and easy maintenance of technology with the dynamic responsiveness of living tissue – and sometimes even living brains – resulted in autonomous beings of great power – albeit with limited and less-troublesome levels of sentience. In simpler words, Cyborgs made good soldiers.

CYBORG, COVERT OPS

Cyborg, Covert Ops: Init +10; Atk slam +8 melee (1d12 or by weapon type +8); AC 18; HD 18d10; MV 40'; Act 3d20; SP immune to mind control; SV Fort +8, Ref +8, Will +4; AI recog 16.

Covert Op Cyborgs were designed to appear completely human, but only superficially so. While their artificial bodies were covered in a self-sustaining organic layer of skin, hair, and flesh to create a passing illusion of humanity, everything else about them was designed for war. Beneath their disarmingly human appearance beat a high-yield fusion power plant married to nano-pump muscles and a nearly indestructible duralloy endoskeleton. A sophisticated positronic brain programmed with all known martial arts, weapon mastery of all types, and every survival skill imaginable, make these death-dealing battle units ideal for infiltration and black ops missions.

CYBORG, COVERT OPS (ADVANCED)

Cyborg, Covert Ops (Advanced): Init +10; Atk laser rifle +8 missile fire (6d6 heat) or plasma sword +8 melee (2d12) and laser pistol +8 missile fire (3d6 heat); AC 18; HD 18d10; MV 40'; Act 3d20; SP immune to mind control; SV Fort +8, Ref +8, Will +4; AI recog 18.

A superior, advanced prototype of the Covert Op Cyborg was just being designed and brought online as the Great Disaster hit, and some few singular examples of these prototypes may be encountered roaming the ruined wastelands of Terra A.D. Rather than give these advanced prototypes a living flesh casing in order to pass for human, they were instead fully constructed from a living polymorphic metal alloy that allowed the cyborg to imitate the appearance of any living creature who's DNA the Cyborg had sampled. Extremely deadly, these advanced Covert Ops Cyborgs can



also create their own on-board weaponry from a database of particle beam weapons and melee weapons (typically a laser rifle or laser pistol/plasma sword combination).

CYBORG, MILITARY

Cyborg, Military: Init +5; Atk Fazer Rifle +5 missile fire (stun for 1d6 rounds, DC 20 Fort save to resist, Heat 5d6 damage, or Disintegrate, DC 18 Fort save to resist); AC 20; HD 10d10; MV 30' (60' flying); Act 2d20; SP force field (50 hp), impervious to non-energy-based attacks; SV Fort +5, Ref +1, Will +2; AI recog 24.

When the first signs of the coming Great Disaster began to appear, a cabal of the most brilliant – but least moral – of the Ancient Ones began to devise a means to ensure the ultimate survival of their race: a military grade survival cyborg. Taking human DNA and altering it with radiation in order to simulate future survival conditions, these ancient scientists encased the resulting tentacled ball of hatred and aggression into an impregnable tank-like shell and then armed that shell with devastating weaponry. These creations almost immediately turned upon their creators, and thus began to bring about much of the apocalypse that they were designed to survive. Though most Military Cyborgs were wiped out in the ensuing Great Disaster, woe be unto he who discovers one of their number stored deep underground in cryogenic storage awaiting activation. Just one of these malignant and mortiferous cyborgs is capable of exterminating entire settlements.



HOLOGRAMS

Holograms are simulated humans constructed of projected light and force fields, and are most commonly projected from a tiny floating device known as a “light-bug” that hovers around inside the projected hologram. Having experienced runtimes several thousand years past their intended use, most holograms are a bit mad, if not clearly insane.

HOLOGRAM, SOFT LIGHT

Hologram, Soft Light: Init +4; Atk holo-flail +4 melee (1d6 subdual); AC 18; HD 1d6; MV 30'; Act 1d20; SP immaterial; SV Fort +4, Ref +4, Will +4; AI recog 5.

Soft light holograms are immaterial (except for the tiny light-bug floating within the projected body) and are thus very difficult to hit, since melee weapons or missile fire tend to pass harmlessly through their hologramatic bodies. Because of this, soft-light holograms are often considered harmless, but they are not always so. A soft-light hologram may be armed with a holo-flail, a hologramatic melee weapon capable of delivering a painful 1d6 of light-based subdual damage to a biological being.

HOLOGRAM, HARD LIGHT

Hologram, Hard Light: Init +4; Atk +4 melee (1d8 or by weapon type); AC 20; HD 4d6; MV 30'; Act 1d20; SP invulnerable except for heat-based attacks; SV Fort +4, Ref +4, Will +4; AI recog 5.

Hard-light holograms, on the other hand, are virtually indestructible, and can use any weapon available to them. Comprised of projected quantum-field “hard” light, they cannot be harmed by physical blows and most other forms of attack. Heat-based attacks will eventually cause the hard drive of a hard-light hologram’s light-bug to overheat and temporarily power down, at which time it becomes susceptible to normal attacks and damage.

HOLOGRAM, RESURRECTION

Hologram, Resurrection: Init +2/4; Atk +4 holo-flail melee (1d6 subdual), +4/+4 melee (1d8) or by weapon type; AC 18/20; HD 1d6/4d6; MV 30'; Act 1d20; SP immaterial/invulnerable except for heat-based attacks; SV Fort +4, Ref +4, Will +4; AI recog 5.

Resurrection holograms may be of either the soft-light (25%) or hard-light (75%) variety. As opposed to being simulated human beings with wholly-artificial intelligences, resurrection holograms were used by the Ancient Ones to achieve a form of immortality. Before death, an individual would have the entirety of their life experiences, personality, and memories fed into a quantum computer which in turn created a virtual version of that individual’s persona — exact down to the smallest simulated synaptic pathway. Upon death, the individual’s personality disk would be installed in a light-bug emitter and the deceased person was resurrected as a hologram. In the ancient days, such holograms were considered sentient beings and granted the full rights and privileges of their former flesh-and-blood selves.

PERSONAL ASSISTANTS

Personal Assistants include all the various AIs found in many of the tools, transports, and facilities of the Ancient Ones. Of limited sentience, these Personal Assistant AIs were intended to provide the implements of the ancients with helpful verbal interfaces, and in some cases to provide an extra layer of security controlling the pre-programmed uses to which a device could be implemented.

Given that these Personal Assistant AIs were often provided with advanced RPP (Real People Personas) interfaces, the interested judge should feel free to add a Personal Assistant AI to any artifact device desired in order to create emergent role playing opportunities or to mediate egregious player behavior.

Personal Assistant AIs have two ability scores: Intelligence and Ego, which should either be decided in advance by the judge, or alternatively, rolled randomly (3d6). Intelligence determines how smart the AI is, while Ego determines how likely the AI is to obey orders.

After generating abilities, see Table 6-3 for the Personal Assistant's unique personality traits. Note: Seemingly contradictory AI personality results simply mean that over the centuries the AI has developed a split or multiple personas that will vacillate randomly between the opposing states.



TABLE 6-3: PERSONAL ASSISTANT AI ABILITY RANGES

Ability Score	Intelligence	Ego
3	Answers yes/no questions only (15% correct).	Timid and utterly obedient.
4-5	Answers rudimentary questions with brief, simple answers (25% correct).	Apologetic and completely compliant.
6-8	Answers simple queries with direct answers (45% correct).	Does not advocate use, but quickly complies when tasked.
9-12	Answers one or two condition questions with direct answers (65% correct).	Advocates use when prudent; operates on command.
13-15	Answers multiple condition questions with direct answers (76% correct).	Argues for being used often, even when imprudent; usually operates when owner desires, but not always.
16-17	Answers complex questions with exhaustive answers (85% correct).	Insists on being used whenever possible; will only operate when AI agrees completely with owner.
18	Answers when AI feels like it (100% correct); insists on advising owner constantly suggesting alternate plans and ideas.	Insists upon top-notch care and maintenance; only operates when owner follows AI's instructions and advice.

TABLE 6-4: PERSONAL ASSISTANT AI REAL PEOPLE PERSONAS

Roll d16 (once for each column)	Primary Persona	Secondary Trait	Quirk/Flaw (optional)
1	Analytical	Affable	Anger Issues
2	Artistic	Conscientious	Anti-Social
3	Assertive	Charming	Anxiety Disorder
4	Caregiver	Confident	Delusional
5	Deep Thinker	Fearless	Depressed
6	Fun-Loving	Gregarious	Egomania
7	Idealist	Lazy	Flirtatious
8	Inspirational	Meticulous	Narcoleptic
9	Doer	Optimistic	Obsessive-Compulsive
10	Nurturer	Pessimistic	Over-Helpful
11	Pragmatic	Self-Centered	Panic Attacks
12	Proactive	Suave	Paranoid
13	Protective	Surly	Split Personality (Roll 2x)
14	Sensitive	Trusting	Stutters
15	Risk-Taker	Valiant	Temperamental
16	Visionary	Vulgar	Xenophobic

ROBOTS



Nothing typifies the culture and society of the Ancient Ones so much as their creation of billions of robotic servants to meet their every daily need. Freeing the mass population to pursue lives of either contemplation or dissipation, these tireless and ubiquitous mechanical minions once outnumbered the human population of the planet. Though the vast majority of these automated assistants were destroyed along with their once-supreme masters in the Great Disaster, many still exist yet in the ruined palaces, manses, and installations of Terra A.D. There they silently await activation or quietly continue to perform a set of pre-programmed instructions, thousands of years after the death of their masters.

Referred to as “smart metal” by the present-day inhabitants of Terra A.D., robots are rightly considered wildly danger-



ous and a threat to be avoided at all costs. Only the most foolhardy or power-hungry of souls ever attempts to interact with them. Many a manimal has been “curbed” as a wayward pet, or plantient “pruned and trimmed” as a common houseplant, by one of these steely rogue automations. Still, there have been stories of the occasional mutant or pure strain human who has managed the neat trick of mastering a roving chunk of “smart metal.” These few and fortunate individuals are usually referred to as “Boss” or “Your Majesty.”

Obviously, there are far more types and kinds of robots than can comfortably fit within the scope of this tome. Indeed, a comprehensive collection could (and probably soon will) take up the entirety of its own book. A selection of main representative types are listed below for use, and to act as a guide for judge-created variations.

AGRO-BOT

Agro-Bot: Init +2; Atk garden tool arm +10 melee (6d6) or manipulator arm +10 melee (4d6); AC 18; HD 20d6; MV 20'; Act 3d20; SP force cage, immune to mind control; SV Fort +4, Ref +2, Will +0; AI recog 14 (Governmental).

Argo-Bots come in many sizes and configurations, but the most common type was used by the Ancient Ones to create and maintain the lush gardens and park lands with which they surrounded their majestic cities and buildings. This type is 15' tall and treaded for easy movement over rough terrain. One of its two arms ends in an interchangeable variety of circular saws and blades, while the other arm is equipped with a dexterous manipulation claw. The Agro-Bot's upper torso is also equipped with a force cage projector that it uses to trap and relocate animals (takes 25 hp of damage to break free), as well as a storage chest used to carry extra tools and accessories.

CARGO-BOT

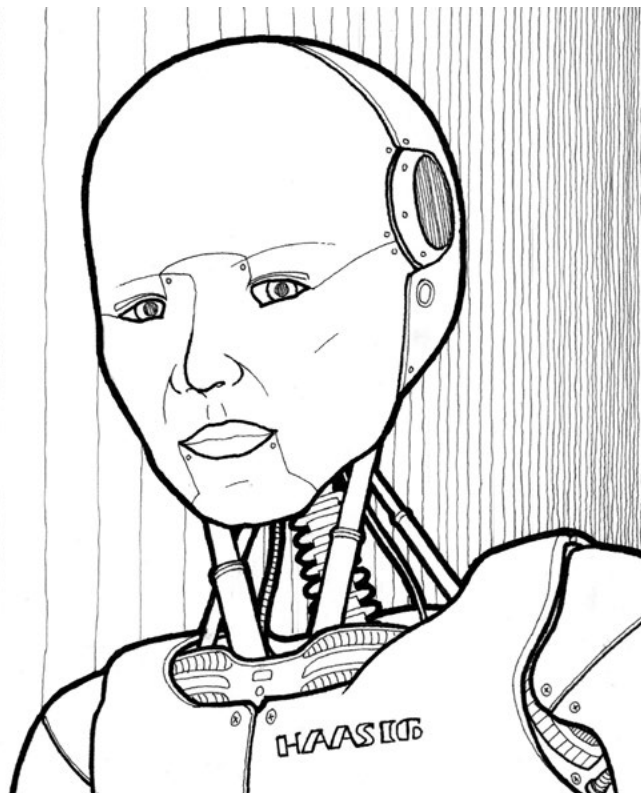
Cargo-Bot: Init +2; Atk load lifter arms +2 melee (10d6), tractor beam (10 ton); AC 18; HD 15d6; MV 30'; Act 2d20; SP immune to mind control; SV Fort +4, Ref +2, Will +1; AI recog 12 (Governmental).

Standard Cargo-Bots are large, treaded robots with segmented bodies capable of unfolding from 10' to 30' tall, with two crane-like arms and a tractor beam array located at the ending segment. A small one-man cab attachment was included for some models requiring direct human supervision. Cargo-Bots are designed for the heavy lifting and moving of cargo or objects. While its massive claw and fork lift equipped arms are fully capable of lifting loads of up to 10 tons, these are primarily used for the fine-point adjusting and positioning of cargo. The unit's twin tractor beams are typically employed to accomplish the task of moving large loads. The unit is capable of employing both arms and tractor beams in concert to lift objects up to double its normal capacity (20 tons loads).

COMPANION-BOT

Companion-Bot: Init +0; Atk none; AC 14; HD 7d6; MV 30'; Act 1d20; SP immune to mind control; SV Fort +1, Ref +1, Will +0; AI recog 12.

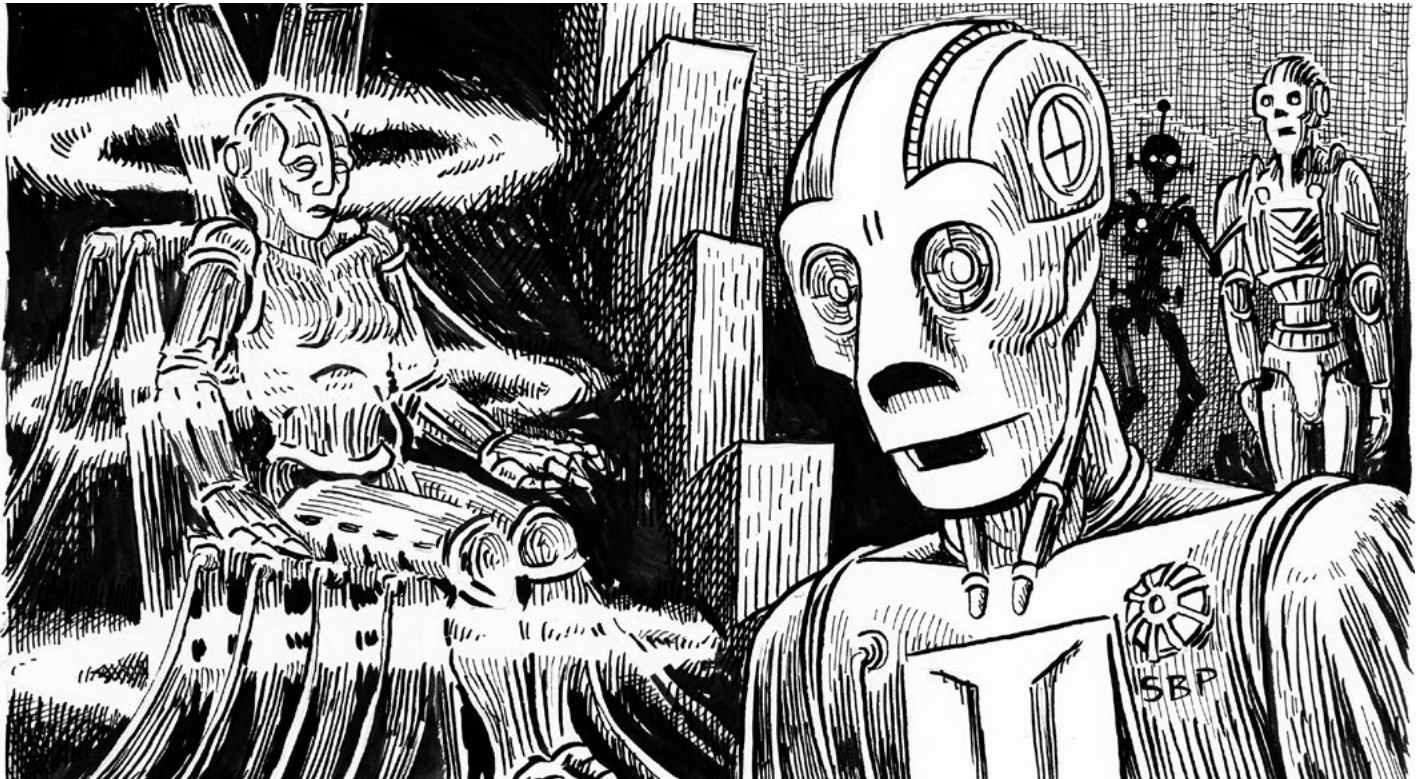
Serving as sparkling examples of user-friendly industrial design, Companion-Bots appear humanoid in general form and are constructed of anodized duralloy and a soft, white plasteel, with large, attentive photo-receptors and genteel dispositions. Used as personal valets, these affable droid-servants were primarily designed for companionship, and were among those few robots with RPP programming included in their AI (see Table 6-2 and 6-3).



CONSTRUCTION-BOT

Construction-Bot: Init +3; Atk bulldozer arm +3 melee (12d6), crane arms +3 melee (10d6), laser welder +3 ranged (15d6), or tractor beam +3 ranged (15 ton limit); AC 18; HD 20d6; MV 20' (10' flying); Act 2d20; SP immune to mind control; SV Fort +8, Ref +4, Will +1; AI recog 12 (Governmental).

Able to move huge quantities of earth, to lift and weld large spans of duralloy and plasteel, and to (when required) take to the sky to perform these tasks, the general Construction-Bot was the workhorse of the ancient world. Construction-Bots came in many shapes and sizes, but the general-purpose unit was composed of segmented sections that could unfold from its twin-treaded base to heights of up to 100'. The treaded base included a 30' wide earth-moving tray and anti-grav units for limited flight. Twin crane arms, laser welders, and tractor beam array were all located in the end segment, which includes a small one-man cab for a human supervisor as needed.



HOUSEHOLD-BOT

Household-Bot: Init +0; Atk +3 Claw melee (1d6), insecticide spray +3 ranged (1d8, 20' radius, DC 12 Ref save for 1/2 damage); AC 14; HD 7d6; MV 30'; Act 1d20; SP immune to mind control; SV Fort +2, Ref +1, Will +0; AI recog 12.

Household-Bots served as all-purpose cleaning and service droids for the Ancient Ones. Given a friendly and roughly humanoid upper torso, they travel gyroscopically balanced on a thin pedestal supported by a spherical ball. Their two arms end in delicate manipulative claws, but these can be retracted and replaced with numerous useful household tools, including rotating duster heads, a vacuum hose, various culinary implements, and even fire suppressant and insect fumigation nozzles. RPP (Real People Persona) AIs were often a main feature of Household-Bots.

MEDI-BOT

Medi-Bot: Init +4; Atk ultrasonic scalpel +2 melee (1d10); HD 10d6; MV 30' (20' flying); Act 1d20; SP immune to mind control, heal 4d8, cure radiation/poison; SV Fort +4, Ref +4, Will +2; AI recog 18 (Medical).

Miracles of the medical arts, Medi-Bots are capable of repairing virtually any injury sustained by a human, and are sometimes able to reverse death itself. Besides an array of manipulative arms ending in various advanced surgical tools such as sterilization field projectors, ultrasonic scalpels, and tissue regenerators, Medi-Bots contain specialized medical trans-mat systems connected to a comprehensive medical database. This system allows the Medi-Bot to scan a patient's biomedical state and to restore and replicate healthy tissues at the molecular level. Thus, a Medi-

Bot is able to successfully treat a wide range of conditions from physical injuries and disease to poisoning and radiation exposure.

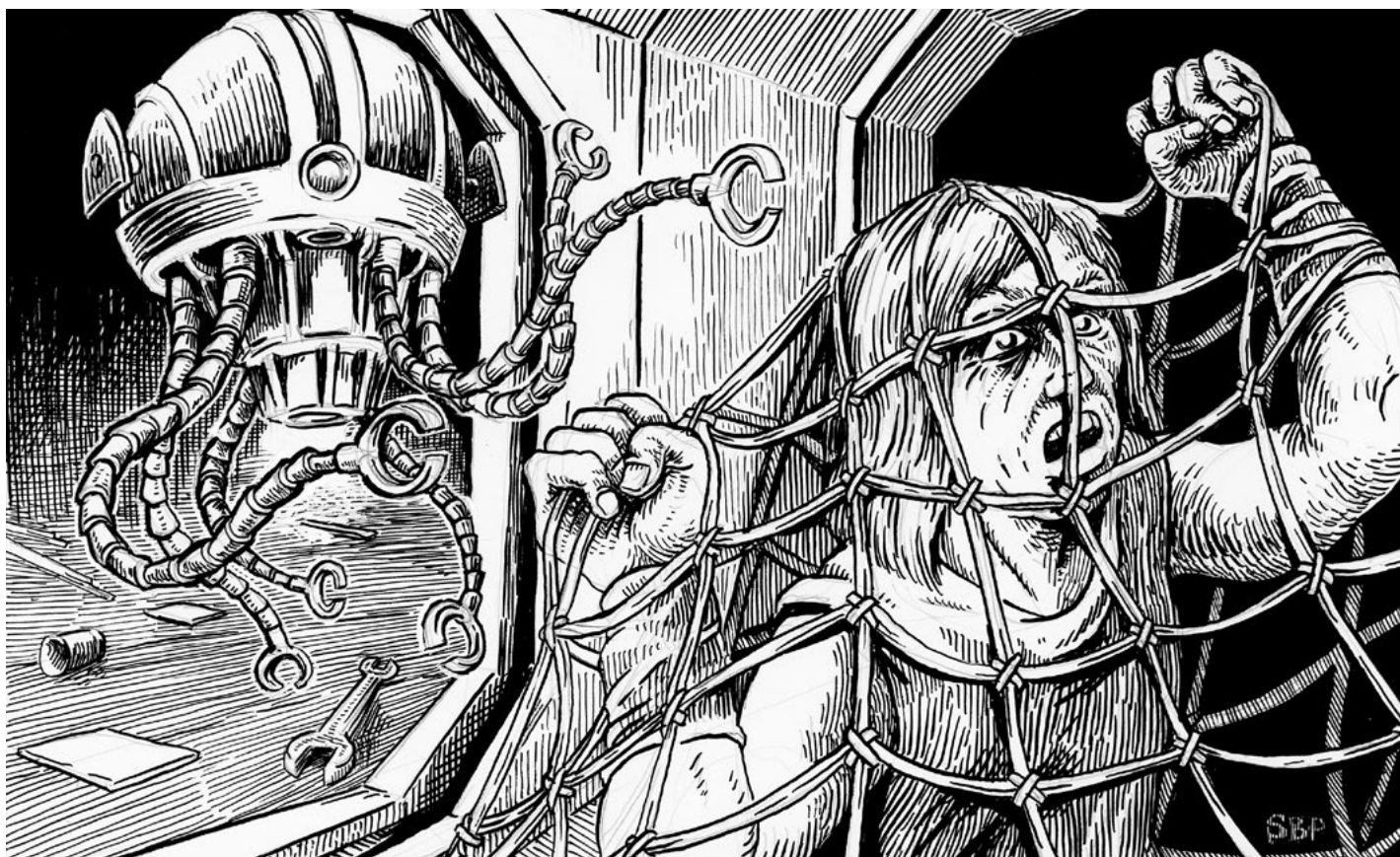
For mutants, manimals, and plantients these miracle cures may come at an awful price. Because the ancient medical databases of the Medi-Bot are programmed only with the bio-data of pre-disaster humans, there is a cumulative 5% chance per hit point healed over the hit point total of the individual mutant that the Medi-Bot will also "cure" that patient of a random mutation or defect, removing it permanently.

Medi-Bots are also capable of reversing death if the body of the patient is at least 50% intact. If the Medi-Bot is used to treat a character within 1 turn of death, that character is brought back to life with 1 hit point and the permanent loss of 1 Stamina point. If this action takes place after 1 turn but before an hour of time passes, the character uses the normal rules concerning recovering a body (see Chapter 4: Combat) but adds +4 to their Luck check.

NANO-BOT

Nano-Bot: Init +20; ATK none; AC 30; HD 0, 1 hit point per 10,000 encountered; MV 120' flying; Act d30; SP immune to mind control, can alter matter at the atomic level; SV Fort +20, Ref +20, Will +20; AI recog 20 (Security).

Nano-bots are microscopic machines built of duralloy nano-tubes that contain molecular engines powered by miniature quantum particle colliders. Invisible to the naked eye, even in large clouds, these tiny robots were used by the Ancient Ones to effect repairs upon their advanced instrumentalities and devices. Given the proper programming and



technical data, there is little that nano-bots cannot build or rebuild. They are even capable of rearranging atoms to create any desired molecules, substances, or alloys.

Nano-bots are typically encountered while still contained in a suspended state within a plasteel capsule lined with a strong electromagnetic field. If released or deployed into the air, they will generally follow whatever pre-programmed orders they were last given, from effecting repairs upon any damaged robots or AIs to reconstructing a recently destroyed artifact from its remaining constituent molecules. In very rare circumstances, and only when specifically programmed to perform such tasks, a cloud of released nano-bots are capable of repairing or rebuilding organic forms.

SECURITY-BOT

Security-Bot: Init +8; Atk stun ray +8 missile fire (DC 15 Fort save or stunned for 2d6 rounds), force baton +8 melee (2d8+8), neural net +8 missile fire (DC 12 Fort save or entangle up to 4 adjacent targets for 4d6 rounds), sleep microgrenades +8 missile fire (30' radius, DC 10 Fort save or stun for 4d6 rounds); AC 18; ; HD 14d6; MV 50' flying; Act 4d20; SP immune to mind control, force shield (15 hp); SV Fort +6, Ref +4, Will +1; AI recog 19 (Security).

Security-Bots have a hovering cephalopod-like shape comprised of a sensor-filled domed body with an array of tentacled weapons and clawed appendages suspended from beneath. Programmed to subdue and capture targets whenever possible, the Security-Bot may respond with deadly

force if the AI determines an emergency exists, or if its programming has been altered or damaged. Security-Bots are only equipped with light shielding that prevents minor damage, EMP effects, and wireless hacking attempts. Many mutants have gone to their deaths attempting to master one of these units, because the reward for success is so high — a personal enforcer of awesome power.

WAR-BOT

War-Bot: Init +10; Atk faser rifle +10 missile fire (DC 20 Fort or stunned, heat 5d6 or disintegrate DC 18), maser rifle +10 missile fire (heat 1d6, 2d6 or 3d6, disregards armor and force fields), plasma sword +10 melee (2d12), quantum grenades +10 missile fire (disintegrate 10' radius); AC 20; HD 40d6; MV 120' flying; Act 4d20; SP force screen (25 hp, regenerative), immune to mind control; SV Fort +10, Ref +8, Will +8; AI recog 20 (Military).

The society of the Ancient Ones was generally a peaceful one with little threat of war. The possession of a doomsday device like the War-Bot was one of the reasons why this was true. A single War-Bot could potentially devastate an entire city, and with a great number of them one could raze a continent. Thus, these devices that were considered too terrible to ever use were never deployed to active duty. It was only with the advent of the Great Disaster and the death of the Ancient Ones that a spare few of these units became activated, while hundreds of others remain in storage deep within ruined military installations, all awaiting activation.



CHAPTER SEVEN

ARTIFACTS OF THE ANCIENT ONES

“Hold my axe. I got this.”

— The Late Namkinr’b, Artifact Hunter



It is known that the Ancient Ones were able to effectively wield the powerful and arcane forces of technology to such a degree as to achieve miracles beyond comprehension. Such was the craft of the ancients that many of their imperishable devices and instruments are untouched by the passage of centuries, if only one knows where to look for them in their lost but eternal holy places.

Only the very foolish or very brave ever attempt such a quest. The old places are not only well hidden by the jungle, the deserts, and the wounded earth, but are also guarded over by many ancient dangers. Wild, mutated beasts and “The Glow” are the least of the concerns facing those who would darken these long forgotten tombs of the ancients. Some whisper that the artifacts of the ancients are living things, and quite able to well guard themselves.

PLACEMENT OF ARTIFACTS

Placement of any of the Artifacts of the Ancients listed herein should be done with both intention and care by the discriminating judge. As each artifact is the equivalent of a magic item in a medieval fantasy campaign, and therefore has the potential to greatly impact game play, care should be taken. Let the axiom of “less is more” be your guide.

MAINTAINING GAME BALANCE WITH ARTIFACTS IN PLAY

It may seem that on the surface of things, PCs in an MCC RPG game are more powerful than their DCC RPG counterparts. By the very nature of this game, artifacts of the ancients are encountered and collected by the player characters much more frequently than equivalent DCC RPG characters will encounter potent magic items.

To maintain game balance, remember that most artifacts use power cells that constantly consume charges. Judges should scrupulously track the charges used by the PCs’ artifacts, and use the infrequent access to additional power cells or charging devices to mediate the power levels of said devices. This, plus the deadly nature of figuring out how to use new artifacts in the first place should aid the discerning judge in balancing game play.

DESCRIBING ARTIFACTS TO THE PLAYERS

Because your players are members of a 21st century society, describing the Artifacts of the Ancients to their primitive characters can become problematic. If you and your group enjoy a play style unconcerned with issues of metagaming, then no caution in this matter need be exercised.

If, however, you and your group enjoy game sessions filled with elevated levels of mystery and suspense, as well as a decidedly “Appendix N” flavor, then it is up to the judge to describe artifacts to the players in the most abstract terms possible. This will simulate the very real sense of the unknown that primitive tribesmen would experience when



discovering lost artifacts from before the Great Disaster. When the PCs stumble upon a new item, it’s best to describe it simply and in extremely general terms of size and shape, always comparing it to something within the characters’ realm of experience. Use the table on the following page as a suggestive guide.

TECH LEVELS AND COMPLEXITY MODIFIERS

Tech Levels (TL) are only used to generally categorize artifacts, sometimes placing an upward limit on the ability of player characters to understand and master technologies too far removed from their understanding. Even the most brilliant of tribesmen cannot learn how to pilot a star shuttle or program a heuristic quantum computer, at least not without years of experience in dealing in such arcane super devices.

The maximum Tech Level that a PC can understand is based either on Intelligence score (see Table 1-1: Ability Score Modifiers) or class level, whichever is higher.

Complexity Modifiers (CM) on the other hand, represent a more specific and concrete measurement of an artifact’s inherent accessibility to the untutored user. For example, a stun grenade may only have a Complexity Mod of 1 (you push a button and throw it away), whereas a dazer pistol with its multiple settings and optional power sources has a CM of 4.

DESCRIBING ARTIFACTS TO PLAYERS

Artifact	Literal Description	Abstracted description
Dazer Pistol	A small metal tube with a grip and buttons. You saw it fire a beam of pink energy.	A small, hard stick that you could hold in in one hand. You saw the rays of a rising sun flow from it.
Household-Bot	An animated metal being shaped in the form of a man.	A moving chunk of shiny rock roughly shaped like you and your friends.
Force Field Belt	A wide belt with a set of controls in the buckle.	A flattened vine made of something like deer hide attached to a smooth, shiny rock.
Computer Control Panel	A desk-sized panel with buttons, dials, and large screens.	A large, strange boulder with lots of tiny gems buried in its surface. It has oddly-shaped windows of hard-air attached to it.

ARTIFACT CHECKS

The knowledge and forces used to create the artifacts of the ancients may be forever lost, but that doesn't mean that a savage mutant tribesman can't pick up a dazer pistol and attempt to figure out how to fire it. In order to attempt to understand and use an artifact, characters make an Artifact check roll of 1d20 + Intelligence modifier + class Artifact check bonus minus the artifact's Complexity Modifier, then take the total rolled and consult Table 7-1: Artifact Checks for the result. Each standard Artifact check requires 3 turns (30 minutes) to complete.

For example, Mangarr the Mighty, a 1st level rover with a 16 Intelligence, finds and attempts to understand a dazer pistol. Mangarr rolls a d20, adds his Intelligence ability bonus of +2, his Artifact check bonus at 1st-level of +2, and subtracts the complexity level of the dazer pistol (CM 4). Brutor rolls a 12, +2 Intelligence bonus, +2 Artifact check bonus, -4 CM = 12. Mangarr successfully activates the dazer pistol and fires a shot, but does not yet understand how to use the artifact. He may elect to spend an additional 3 turns attempting to better understand how to use the dazer pistol and make another Artifact check.

Should players attempt to collaborate and have multiple characters examine the same artifact, the Artifact check will be that of the highest Intelligence character +1 for each additional character with an Intelligence above 12, to a maximum total artifact bonus of +4.

TEACHING OTHERS

Once a character understands the basic functioning of an artifact, he can share this knowledge with any other character. In order to learn how to use an artifact when being taught by someone who already understands the device, the second character must make a successful DC 10 Intelligence check. A failure means that the character cannot learn to use that artifact for the next 24 hours. On a critical fail-

ure of 1, the artifact breaks irreparably and inflicts damage as though the mutant had rolled a fumble on the Artifact check table.

For example, after having finally mastered the dazer pistol, Mangarr decides to instruct his comrade Canus, a manimal dog with an Intelligence of 12 (no ability bonus), in its use. Canus rolls a d20 and gets a 10 — success! Canus now also knows how to use the dazer pistol, which could be handy knowledge to have later on.



COMBAT ARTIFACT CHECKS

There will arise occasions when a player character will wish to grab an unknown artifact in the middle of combat and attempt to quickly guess its function and use it. These are called Combat Artifact checks. In order to make a Combat Artifact check, the player character must immediately burn 1 point of Luck. This earns the character a one-time Combat Artifact check that takes only 1 round to execute (as opposed to the 3 turns a standard Artifact check normally requires), and to which no normal bonuses apply except further Luck expenditures, i.e., a Combat Artifact check is a straight roll that does not include any Artifact check bonuses from genotype, level or ability modifiers.

For example, the mutant Ro-Jeck is being attacked by a hard-light hologram armed with a maser pistol. Ro-Jeck's holographic opponent rolls a 1 on his ranged attack and

fumbles, dropping the maser pistol to the floor. Ro-Jeck has never seen a maser pistol before, but decides to scoop it up and attempt to fire it back at his opponent. Ro-Jeck grabs the maser pistol, burns 1 point of Luck, and spends his round attempting a Combat Artifact check on the pistol. Ro-Jeck is a 1st-level mutant, so his action die is 1d20, which he rolls for his Artifact check with no additional bonuses. The maser pistol is CM 5, and Ro-Jeck rolls very well with an 18, so $18-5 =$ a Combat Artifact check of 13, meaning that Ro-Jeck manages to activate and fire the maser pistol for one use, but still does not understand how it works. Fortunately for Ro-Jeck, the maser pistol was already set on high and he subsequently rolls a successful ranged missile attack against his opponent, resulting in 3d6 of heat damage to the hard-light hologram's projection device, and it dies. Because Ro-Jeck did not roll high enough on his Combat Artifact check to fully understand the maser pistol's operation,

TABLE 7-1: ARTIFACT CHECKS

Roll d20	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.

he would need to spend another point of Luck and make an additional Combat Artifact check if he wished to attempt to continue to use the mazer pistol during the same combat.

EVERYDAY ARTIFACTS OF THE ANCIENTS

There will often arise the need to populate adventure locales with a selection of random artifacts that represent the everyday items and devices of the ancients — items that can add flavor to a game session, but which will not impact game play on any material level. Judges should feel free to invent these items as needed and to be as creative as possible. Simply take an everyday object that would be typically found in an equivalent modern locale, give it a super-science twist, and then describe it to a players in purely abstracted terms.

Allow the players to draw their own conclusions as to the function and use of these items. This is one of the great joys of post-apocalyptic games with primitive tribesmen player characters, and you should not deny your players the fantastic role playing opportunities embedded in this style of game play.

As an aid to judge imagination, the following table may be used to help generate random “everyday artifacts of the Ancient Ones.”

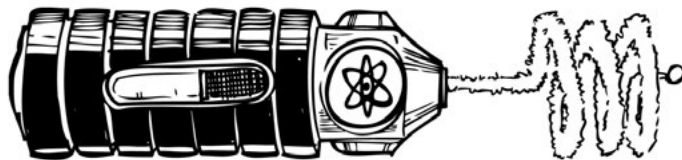


TABLE 7-2: EVERYDAY ARTIFACTS OF THE ANCIENT ONES

Choose an appropriate everyday item, then roll three times on this table for three super-science descriptors.

Roll d16	Power Source	Control/Type	Condition
1	Atomic	Biometric	Disintegrates at a touch
2	Bio-Chemical	Cryogenic	Clearly broken
3	Electromagnetic	Cybernetic	Missing a part
4	Fusion	Encephalographic	Out of power
5	Gravimetric	Heuristic	About to fall apart
6	Hydrogen	Higgs Field	In a fragile state
7	Ion-powered	Holographic	Well used, but intact
8	Kinetic	Isolinear	In serviceable condition
9	Matter-Antimatter	Isomorphic	In pretty good shape
10	Meson	Massless	Gently-used
11	Nuclear	Metamorphic	This will clean up nice
12	Photonic	Mnemonic	Not bad, not bad at all
13	Plasma field	Temporal vortex	Great condition
14	Quantum	Ultrasonic	Like new
15	Solar	Warp field	Mint condition
16	Thermodynamic	Xenon	Fresh from the stasis box



ARTIFACTS OF THE ANCIENTS

The artifacts listed here are among the most-prized creations of the Ancient Ones. There is no random distribution table for these artifacts, as they are rare, dangerous, and powerful. Sagacious judges will place these artifacts into campaigns with care and forethought.

TABLE 7-3: ARTIFACTS BY TYPE

Pistols

Dazer Pistol
Fazer Pistol
Gauzer Pistol
Lazer Pistol
Mazer Pistol

Rifles

Neutron Rifle
Fazer Rifle
Gauzer Rifle
Lazer Rifle
Mazer Rifle

Grenades

EMP Grenade
Photon Grenade
Stun Grenade
Quantum Grenade

Melee Weapons

Force Baton
Plasma Sword
Zapper Glove

Armor

Bubble Helmet
Enviro Belt
Force Field Belt
Plasteel Mesh
Power Armor, Scout
Power Armor, Attack
Power Armor, Assault

Vehicles

Bubble Car
Grav Ped
Grav Sled

Medical Equipment

Accelershot
Cureshot
Cybernetic Implant
Medipac
Medishot
Neuroshot
Radshot
Stimshot

Miscellaneous

Carbon Nano-Cord
Com badge
Energy Cloak
Fusion Torch
Grav Clamp
Holo=Cloak
Multitool
Rejuv-Chamber
Sensor Pad
Sonic Spanner

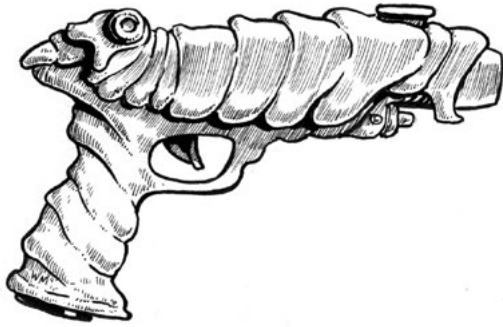
Power Sources

C-Cell
F-Cell
F-Pack
Q-Cell
Q-Pack
S-Cell
Solar Recharger

Special

Cortexin Cylinders
Force Field Projector
Gene Resequencer
Stasis Booth

PISTOLS



DAZER PISTOL

Tech Level: 4 **Complexity Modifier:** 4
Range: 50'
Damage: Stun (DC 14/16/20 Fortitude save to resist); duration, 1d6 rounds
Power: C-Cell (10 max), F-Cell (20 max), Q-Cell (U)

Dazer pistols fire thin pink beams of compact electromagnetic energy that stun the neural systems of living beings as well as the CPUs of robots, androids, or AIs. The dazer pistol has three settings, which consume increasing amounts of power; light: 1 unit of power, medium: 2 units of power, and heavy: 3 units of power.

FAZER PISTOL

Tech Level: 4 **Complexity Modifier:** 6
Range: 80'
Damage: Variable; Stun (DC 18 Fortitude save to resist), Heat 3d6 damage, Disintegrate (DC 15 Fortitude save to resist disintegration, take 3d6 damage instead if save)
Power: C-Cell (10), F-Cell (20), Q-Cell (U)

Fazer pistols project a pulsating red field of quantum energy that causes the molecular valences of target objects to shift, with variable effect. On a stun setting, the molecular disruption is minor enough to cause simple synaptic shutdown in living targets. The medium setting causes severe heat damage, and on the highest setting a fazer pistol completely disrupts a target's molecular structure resulting in complete disintegration. The fazer pistol consumes cell charges as follows; stun: 1 unit of power, medium: 2 units of power, and heavy: 3 units of power.

GAUZER PISTOL

Tech Level: 4 **Complexity Modifier:** 3
Range: 70'
Damage: 1d6
Power: C-Cell (50), F-Cell (100), Q-Cell (U)
Ammo: Clips (10 shots)

Gauzer pistols fire steel projectiles using linear magnetic acceleration. May be fired at a single target, or on auto fire, at 10 multiple adjacent targets in an arc.

LAZER PISTOL

Tech Level: 4 **Complexity Modifier:** 4
Range: Line of sight
Damage: Heat 3d6
Power: C-Cell (10), F-Cell (20), Q-Cell (U)

Lazer pistols fire focused beams of coherent yellow-white light, causing heat-based damage.

MAZER PISTOL

Tech Level: 4 **Complexity Modifier:** 5
Range: 70'
Damage: Variable Heat (light, 1d6, medium 2d6, heavy 3d6)
Special: Disregards armor and force fields
Power: C-Cell (10), F-Cell (20), Q-Cell (U)

Mazer pistols fire focused invisible beams of microwave radiation that pass through most force fields and armor, heating targets from the inside out. The mazer pistol has three settings, which consume increasing amounts of power; light: 1 unit of power, medium: 2 units of power, and heavy: 3 units of power.





RIFLES

FAZER RIFLE

Tech Level: 4 **Complexity Modifier:** 6
Range: 140'
Damage: Variable; Stun (DC 20 Fortitude save to resist) / Heat (5d6) / Disintegrate (DC 18 Fortitude save to resist disintegration, take 5d6 damage instead if save)
Power: C-Cell (10), F-Cell (20), Q-Cell (U)

Fazer rifles project a pulsating red field of quantum energy that causes shifts in the molecular valences of target objects, with variable effect. On a stun setting, the molecular disruption is minor enough to cause simple synaptic shut-down in living targets. The medium setting causes severe heat damage, and on the highest setting a fazer rifle completely disrupts a target's molecular structure resulting in complete disintegration. The fazer rifle holds up to two power cells, which consume cell charges as follows; stun: 2 units of power, medium: 4 units of power, and heavy: 6 units of power.

GAUZER RIFLE

Tech Level: 4 **Complexity Modifier:** 3
Range: 140'
Damage: 1d8
Power: C-Cell (50), F-Cell (100), Q-Cell (U)
Ammo: Clips (20 shots)

Gauzer rifles fire steel projectiles that are magnetically accelerated to a measurable percentage of the speed of light. These high velocity projectiles may be fired all at a single target, or set for auto fire, at to 10 multiple adjacent targets in a 90 degree arc.

LAZER RIFLE

Tech Level: 4 **Complexity Modifier:** 4
Range: Line of sight
Damage: Heat 6d6
Power: C-Cell (5), F-Cell (10), Q-Cell (U)

Lazer rifles fire focused beams of coherent yellow-white light, causing heat-based damage. In clear, smoke-free air the effective range of a lazer rifle is line-of-sight. Highly-polished mirrored surfaces will reflect the beam. Lazer rifles consume double the power cell charges of lazer pistols, and hold up to two power cells.

MAZER RIFLE

Tech Level: 4 **Complexity Modifier:** 5
Range: 120'
Damage: Heat 2d6/3d6/6d6
Special: Disregards armor and force fields
Power: C-Cell (5), F-Cell (10), Q-Cell (U)

Mazer rifles fire focused beams of microwave radiation that pass through most force fields and armor, heating targets from the inside out. The mazer rifle holds up to 2 power cells, and has three settings, which consume increasing amounts of power; light: 2 units of power, medium: 4 units of power, and heavy: 6 units of power.

NEUTRON RIFLE

Tech Level: 5 **Complexity Modifier:** 7
Range: 160'
Damage: Instant Death
 (DC 12/16/20 Fortitude save to resist)
Special: Does not damage inanimate materials
Power: 2 C-Cells (12), 2 F-Cells (24), 2 Q-Cells (U)

Neutron rifles discharge a focused beam of accelerated neutron particles that easily pass through force screens and advanced armor while destroying and liquifying living tissue. Though the neutron radiation beam fired by this weapon does no physical damage to non-living substances (and thus is ineffective against most artificial lifeforms), the beam will trigger partial fission or fusion in any nuclear-based weapon or power source, causing them to fail and shut harmlessly down. The neutron rifle has three power settings, which consume 1 (low setting), 2 (medium setting), or 4 charges (high setting).



GRENADES

EMP GRENADE

Tech Level: 4 **Complexity Modifier:** 6
Range: 50' radius
Damage: Stun AIs (DC 20 Fortitude save to resist)
Special: Shuts down all technological devices for 1d10 rounds
Power: Self

EMP grenades emit a howl of electromagnetic radiation that temporally disables and shuts down all powered technological devices within range. An EMP pulse cannot penetrate force screens or shields, but the pulse will cause them to fail and collapse.

PHOTON GRENADE

Tech Level: 4 **Complexity Modifier:** 4
Range: 30' radius
Damage: 6d6
Special: None
Power: Self

Photon grenades are high-yield incendiary devices useful for both blowing things up, setting them on fire, or bringing down force screens via massive heat-based damage.

STUN GRENADE

Tech Level: 4 **Complexity Modifier:** 5
Range: 20' radius
Damage: Stun (DC 18 Fortitude save vs. living creatures, DC 12 Fortitude save vs. AIs; 1d8 rounds)
Special: None
Power: Self

Stun grenades release a modulated electromagnetic pulse specifically tuned to the EM frequencies used by the neu-

rology of most living creatures, and to a lesser extent, those of positronic brains, causing affected beings to lose all higher brain function and collapse into inactivity.

QUANTUM GRENADE

Tech Level: 5 **Complexity Modifier:** 6
Range: 10' radius
Damage: Disintegrate (DC 12 Reflex save to resist)
Special: None
Power: Self

Quantum grenades emit pulse of bright violet energy that immediately severs the atomic valences and bonds of normal matter, disintegrating anything not protected by a force screen, and generally leaving a spherical 10' radius hole in whatever it destroys.

MELEE WEAPONS

FORCE BATON

Tech Level: 4 **Complexity Modifier:** 3
Range: Melee
Damage: 2d8
Special: Attack +2
Power: C-Cell (20), F-Cell (40), Q-Cell (U)

When activated, this small pommel-sized device emits a 3' long cylinder of blue light. This blue light is a quantum-shifted plasma field with kinetic acceleration properties. Anyone wielding a force baton will immediately notice that it seems to pick up speed on its own when any swinging force is enacted upon it. Thus, the weapon delivers extra blunt force damage when successfully hitting an object or person, making a loud, reverberating "throom" sound when striking. This device only consumes charges on successful strikes.

PLASMA SWORD

Tech Level: 5 **Complexity Modifier:** 6
Range: Melee
Damage: 2d12
Special: Attack +4
Power: C-Cell (10), F-Cell (20), Q-Cell (U)

When activated, this 1' long metallic cylinder emits a 4' long cylindrical beam of bright violet plasma. This heliotrope plasma is a quantum field that disintegrates normal matter, but which is ineffective against force screens and only does 1/2 damage versus duralloy and permaglass. Critical hits with a plasma sword result in most opponents suffering severed appendages (judge's discretion). This device only consumes charges on successful strikes.



ZAPPER GLOVE

Tech Level: 4 **Complexity Modifier:** 3
Range: Melee
Damage: Stun DC 18 (every other round)
Special: Attack +1
Power: C-Cell (20), F-Cell (40), Q-Cell (U)

A zapper glove stores and discharges an electric force sufficient to stun most living creatures. After a successful discharge, it takes the glove one round to recycle and recharge for subsequent use.

ARMOR

BUBBLE HELMET

Tech Level: 4 **Complexity Modifier:** 4
Protection: +1 AC
Special: 24 hour oxygen supply
Power: Self

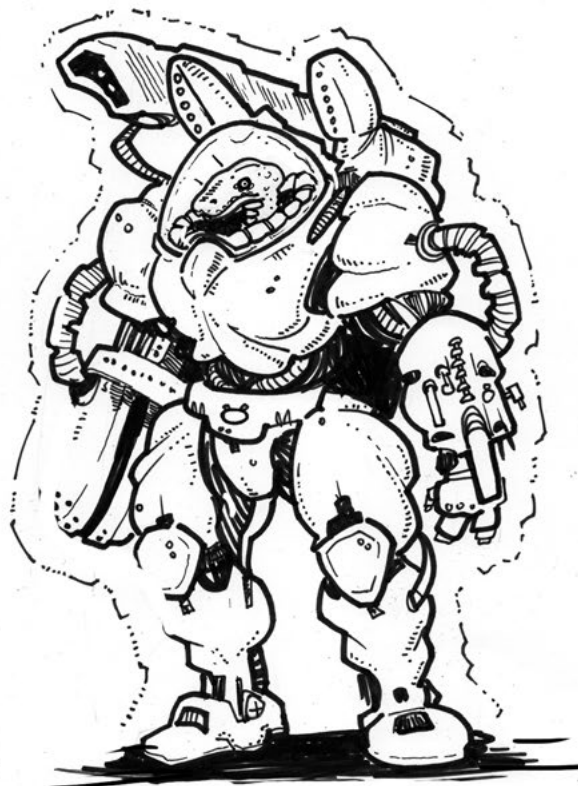
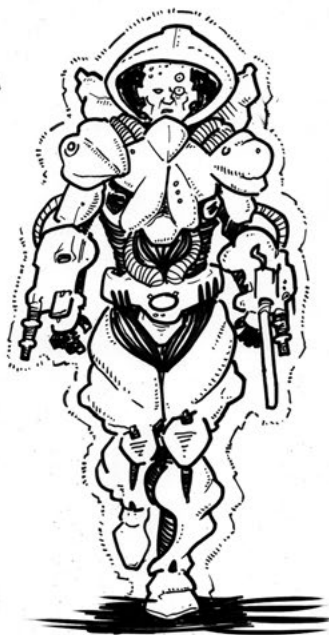
This transparent, open faced, round helmet provides +1 to AC even in a deactivated state. Upon successful activation, the helmet will completely enclose the head of the wearer and seal itself off at the wearer's neck. While activated, the bubble helmet supplies the wearer with a 24-hour supply of oxygen. Assuming that the helmet is exposed periodically to an oxygen-containing environment, it will recharge its supply indefinitely.

ENVIRO BELT

Tech Level: 4 **Complexity Modifier:** 3
Protection: +1 AC
Special: Shields against radiation, gaseous attacks, and physical damage (up to 15 hp)
Power: C-Cell (24 hours), F-Cell (U), Q-Cell (U)

This automatically self-sizing belt with a small set of controls on the buckle will, upon successful activation, surround the wearer with a dim amber nimbus that effectively seals off the wearer from the ambient environment. This environmental shield is impervious to physical objects and most forms of electromagnetic radiation (the field is permeable to the visible light spectrum and therefore lasers). It will absorb 15 points of damage before overloading and forever shorting out. The enviro belt's shield is air tight, and unless combined with a life support device (such as a bubble helm) will leave the wearer with only his or her stamina score in rounds of breathable air.





FORCE FIELD BELT

Tech Level: 4

Complexity Modifier: 4

Protection: +3 AC

Special: Shields against radiation, gaseous attacks, and physical damage (up to 25 hp)

Power: C-Cell (12 hours), F-Cell (24 hours), Q-Cell (U)

Upon activation, this automatically self-sizing belt with a small set of controls on the buckle will encircle the wearer with a form-fitting sheath of wavy blue energy. This force field is impervious to physical objects and all forms of electromagnetic radiation. It will absorb 25 points of damage before draining and will take 1 hour to recycle and recharge. The projected force field is air tight, and unless combined with a life support device such as a bubble helm, will leave the wearer with only his or her stamina score in rounds of breathable air.

It should also be noted that while the force field provides a protective sheath to the wearer that includes clothing and armor worn by the user, it does not encompass hand-held weapons or extraneous equipment. This is by design, as the force field would otherwise prevent physical or energy attacks in both directions, effectively disallowing melee and missile attacks by the wearer.

PLASTEEL MESH

Tech Level: 4

Complexity Modifier: 2

Protection: +5 AC

Special: None

Power: None

This advanced, lightweight, and form-fitting mesh suit em-

ploy nano-bot actuators to size itself to any human form from 4'-7' tall. The plasteel fibers are woven into a hexagonal grid pattern that disperses kinetic and energy-based attacks providing the wearer with enhanced protection in hazardous environments. Because of its form-fitting nature, plasteel mesh can be worn underneath most clothing and armor.

POWER ARMOR, SCOUT

Tech Level: 5

Complexity Modifier: 8

Protection: +8 AC

Special: +3 Strength, Force Screen absorbs 25 hp of damage, Flight 50'

HP: 50

Power: F-Pack (1 week), Q-Pack (U)

This lighter version of power armor provides the wearer with enhanced strength, auto-tuned force screen, and limited flight capability. The suit's built in force screen absorbs all physical and energy-based attacks, and this screen is computer-tuned to create nanosecond frequency gaps allowing for out-going energy beam attacks. Once the suit's force screen falls, it will take the suit 1 hour to recycle and re-power the force screen capability. The duralloy armor built into the suit absorbs 1/2 of all damage that passes through or circumnavigates the force screen, for a total of 50 hp, at which point the suit is effectively destroyed. For every 15 hp of damage the suit takes, one function of the suit will be permanently incapacitated until repairs can be made, starting with flight, then force screen, then strength enhancement. Repairs to the power armor are only possible with a DC 20 Artifact check, and require the use of a multi-tool kit and appropriate spare parts.

POWER ARMOR, ATTACK

Tech Level: 5

Complexity Modifier: 10

Protection: +10 AC

Damage: Lazer Pistol, Gauzer Pistol (5 Clips)

Special: +6 Strength, Force Screen absorbs 50 hp of damage, Flight 75', Rebreather

HP: 75

Power: F-Pack (1 week), Q-Pack (U)

The medium version of power armor provides the wearer with enhanced strength, auto-tuned force screen, flight capability, and ranged weapons built into each arm. The suit's built in force screen absorbs all ranged attacks, and this screen is computer-tuned to create nanosecond frequency gaps allowing for out-going ranged attacks from the lazer and gauzer pistols built into the arms. The suit's rebreather provides oxygen to the wearer in air or water environments, filtering any poisonous toxins present. Once the suit's force screen falls, it will take the suit 1 hour to recycle and re-power the force screen capability. The duralloy armor of the suit absorbs 1/2 of all damage that passes through or circumnavigates the force screen, for a total of 75 hp, at which point the suit is effectively destroyed. For every 15 hp of damage the suit takes, one function of the suit will be permanently incapacitated until repairs can be made, starting with flight, then force screen, lazer pistol, gauzer pistol, and strength enhancement. Repairs to the power armor are only possible with a DC 22 Artifact check, and require the use of a multitool kit and appropriate spare parts.

POWER ARMOR, ASSAULT

Tech Level: 5

Complexity Modifier: 12

Protection: +12 AC

Damage: Lazer Rifle, Gauzer Rifle (10 Clips), Grenade Launcher (5 grenades)

Special: +8 Strength, Force Screen absorbs 75 hp of damage, Flight 150', Life-Support

HP: 100

Power: F-Pack x2 (1 week), Q-Pack (U)

This mighty full version of power armor provides the wearer with enhanced strength, auto-tuned force screen, sub-orbital flight capability, and multiple ranged weapons built into each arm. The suit's built in force screen absorbs all ranged attacks, and this screen is computer-tuned to create nanosecond frequency gaps allowing for out-going ranged attacks from the lazer and gauzer rifles built into the arms, as well as the shoulder-mounted grenade launcher. Once the suit's force screen falls, it will take the suit 1 hour to recycle and re-power the force screen capability. The duralloy armor of the suit absorbs 1/2 of all damage that passes through or circumnavigates the force screen, for a total of 100 hp, at which point the suit is effectively destroyed. For every 15 hp of damage the suit takes, one function of the suit will be destroyed, starting with flight, then force screen, lazer rifle, gauzer rifle, strength enhancement, and life support. Repairs to the power armor are only possible with a DC 24 Artifact check, and require the use of a multitool kit and spare parts.

MEDICAL EQUIPMENT

ACCELERSHOT

Tech Level: 4

Complexity Modifier: 3

Effect: +1d4 Agility

Duration: 1 hour

Power: Self

This small cylindrical device contains a bright orange liquid. When activated by placing the device against bare skin and pressing the button, a single dose of metabolic accelerant is administered. The recipient gains +1d4 to Agility for 1 hour. Multiple uses while an existing dose is still in effect will bequeath additional Agility, but at substantial risk; for each simultaneous dose after the first dose, the recipient must make a DC 12 Fortitude save or permanently lose 1 point of Agility after the effects of the drug wear off.

CURESHOT

Tech Level: 4

Complexity Modifier: 3

Effect: Cure disease/poison

Duration: 1 hour

Power: Self

This small cylindrical device contains a violet-colored gel. When activated by placing the device against bare skin and pressing the button, a single dose of immune system booster is administered. The recipient will be immediately cured of any poison or disease.

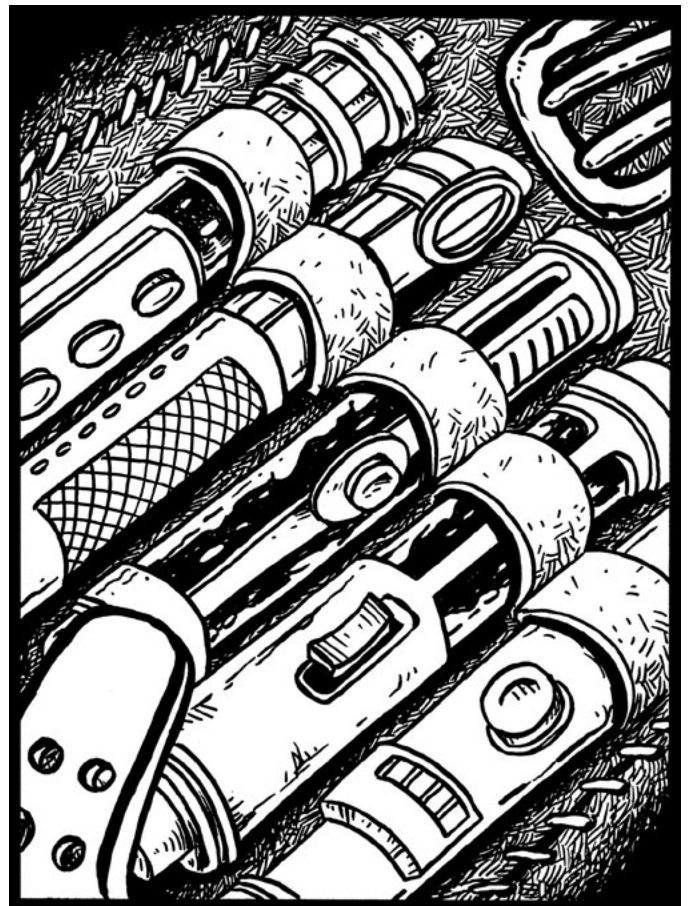


TABLE 7-4: CYBERNETIC IMPLANTS

Roll d20	Cybernetic Implant	Benefits
01	Head	Becomes autonomous drone, INT becomes 2d6, PERS 1d6
02-05	Eye	Infrared, UV, telescopic vision, microscopic vision
06-10	Arm	+6 Strength (per arm, up to a maximum of 24 Strength)
11-15	Leg	+20' Movement (per leg); 15' vertical jump
16-17	Heart	+15 hp
18-19	Lungs	Breathe underwater, at low pressure, immune to poison gasses
20	Brain	+6 INT, eidetic memory

CYBERNETIC IMPLANT

Tech Level: 5

Complexity Modifier: 6

Effect: Variable

Power: Self

Cybernetic implants are any of a series of synthetic replacement body parts (see table above). Powered by miniaturized quantum cells with on-board AI, each is so vastly superior to the organic part it replaces that it is said that some among the Ancient Ones became addicted to their use. Care should be exercised when handling cybernetic implants; if an implant's AI detects an appropriately injured organ or body part and is brought into close proximity (5') it will automatically surgically graft itself to a host body, cauterizing and destroying the old, injured tissue.

MEDIPAC

Tech Level: 5

Complexity Modifier: 6

Range: Touch

Effect: Heal 3d8 hp; cure poison/radiation

Power: C-Cell (10), F-Cell (20), Q-Cell (U)

This most prized of all ancient artifacts is a small, handheld medical transmat device with an onboard medical diagnostic AI and database. To use the medipac, one need merely hold it against an injured living creature and activate it. This miraculous device instantly takes biomedical sensor readings and activates a specialized matter replicator to restore injured or diseased tissues to their original healthy state. NOTE: Because the medical database is programed only for humans or pre-disaster living creatures, there is a chance (5% for each hit point healed above the creature's maximum) that the medipac will remove one random mutation or defect when used on a mutant, manimal, or plantient.

MEDISHOT

Tech Level: 4

Complexity Modifier: 3

Effect: Heal 2d8 hp

Duration: Instantaneous

Power: Self

This small cylindrical device contains an amber solution

flecked with microscopic gold flakes (which are in actuality multitudinous medical nano-bots). When activated by placing the device against bare skin and pressing the button, a single dose of the nano-bots are administered, which immediately begin repairing damage tissues. The recipient will be immediately healed and cured of any poison, disease, radiation effects, or physical damage.





NEUROSHOT

Tech Level: 4 **Complexity Modifier:** 3
Effect: +1d4 Intelligence
Duration: 1 hour
Power: Self

This small cylindrical device contains a purplish liquid. When activated by placing the device against bare skin and pressing the button, a single dose of cognitive enhancer is administered. The recipient will gain +1d4 Intelligence for 1 hour. Multiple uses while an existing dose is still in effect will bequeath additional int, but at substantial risk; for each simultaneous dose after the first dose, the recipient must make a DC 12 Fortitude save or permanently lose 1 point of Intelligence after the effects of the drug wear off.

RADSHOT

Tech Level: 4 **Complexity Modifier:** 3
Effect: Heal 1d6 radiation damage; radiation protection for 24 hours.
Duration: Special
Power: Self

This small cylindrical device contains a bright blue liquid. When activated by placing the device against bare skin and pressing the button, a single dose of anti-radiation medication is administered. The recipient will be healed for 1d6 of any damage sustained from radiation exposure in the last hour, and will be completely protected from future exposure to radiation for the next 24 hours. Multiple uses while an existing dose is still in effect will have little effect on pure strain humans, but for each additional dose taken by a mutant, manimal, or plantient there is a cumulative 10% risk per dose of removing a random mutation or defect.

STIMSHOT

Tech Level: 4 **Complexity Modifier:** 3
Effect: +1d4 Strength
Duration: 1 hour
Power: Self

This small cylindrical device contains a glowing green solution with emerald flecks. When activated by placing the device against bare skin and pressing the button, a single dose of gamma-irradiated nano-bots are administered. The

recipient will gain +1d4 Strength for 1 hour. Multiple uses while an existing dose is still in effect will bequeath additional strength, but at substantial risk; for each simultaneous dose after the first dose, the recipient must make a DC 12 Fort save or permanently lose 1 point of Strength after the effects of the drug wear off.

MISCELLANEOUS CARBON NANO-CORD

Tech Level: 4 **Complexity Modifier:** 1
Power: Self

Carbon nano-cord is composed of high-unbreakable super-symmetric carbon chains, typically fashioned into a 1/4" strand and stored in 100' length spool. The tensile strength of carbon nano-cord is such that it can hold loads up to 100 tons without severing. It can only be cut by high-output particle beams or (more typically in ancient times) by a fusion torch.

COM BADGE

Tech Level: 4 **Complexity Modifier:** 3
Special: Audio and holographic communication (100 mile range), security clearance identification (varies by type and former owner), +2 to +4 (judge's discretion)
Power: Self

A com badge is a small metallic disk that automatically adheres to any surface on which it is placed. While its primary function is as an audio communication device, if the proper commands are given to the device AI, it can also transmit and project holographic communications, as well as biometric sensor data. Additionally, each com badge is programmed to identify its user for purposes of security access and clearance, as well as AI recognition. Depending upon the security settings of an individual com badge, this may allow the wearer access to otherwise secure facilities and to be recognized by AIs as the ancient former owner.





FUSION TORCH

Tech Level: 4 **Complexity Modifier:** 4
Range: Touch
Damage: 3d6 vs. duralloy, plasteel, permaglass; 6d6 versus mundane substances
Special: Cuts through duralloy, plasteel, permaglass
Power: C-Cell (20), F-Cell (40), Q-Cell (U)

This small, handheld device was used as a tool to cut and shape the super-dense building materials of the Ancient Ones. It can slice a 1-4" deep and 6" long gash into any non-force screen protected substance for every 60 seconds of effort, including duralloy, plasteel, and permaglass. When used on mundane substances (rock, wood, ordinary metals), its effectiveness is doubled.

ENERGY CLOAK

Tech Level: 4 **Complexity Modifier:** 4
Range: Self
Protection: +1 AC
Special: Protects against lasers and light-based attacks; 1/2 damage from other EM attacks
Power: C-Cell (1 day), F-Cell (1 year), Q-Cell (U)

Doubling as both fashion wear and high-security protection for the Ancient Ones, energy cloaks provide robust protection against electromagnetic attacks. The cloak's controls can be set for any desired color when in its normal de-powered state. When the cloak AI detects any incoming energy beam attacks, it will begin displaying a scintillating rainbow pattern as the cloak auto-tunes its reflective capacities for any incoming frequency of EM radiation. The cloak is completely proof against lasers and any other EM attacks in the visible light spectrum, and will reflect 50% of EM-based attacks outside the visible spectrum, including radiation, microwaves, and x-rays.

GRAV CLAMP

Tech Level: 5 **Complexity Modifier:** 3
Range: Touch
Effect: See description
Power: C-Cell (1 day), F-Cell (1 year), Q-Cell (U)

A grav clamp is comprised of a stout metal handle attached to a 1' wide disc. When pressed against an object and activated, a grav clamp will cancel the boson field of that object, rendering up to two tons of mass effectively weightless. It is important to remember that while the grav clamp cancels the gravitational field of the object to which it is clamped, the object retains its mass for purposes of inertia and movement.

HOLO-CLOAK

Tech Level: 4 **Complexity Modifier:** 4
Range: Self
Protection: +1 AC
Special: Grants invisibility
Power: C-Cell (1 day), F-Cell (1 year), Q-Cell (U)

The holo cloak is comprised of a web of artificially intelligent sensors and holographic emitters. When activated, the holo-cloak's sensors detect the ambient environment in 360° while the cloak's holo-emitters instantaneously project that same data at 180° angles, rendering the cloak and its wearer effectively transparent to visible, infrared, and ultraviolet light frequencies.



MULTITOOL

Tech Level: 5 **Complexity Modifier:** 5
Range: Touch
Effect: +5 artifact repairs
Special: Bypass security locks on a DC 12 INT check
Power: Self

The multitool device is a compact handheld tool combining AI-driven diagnostic software with gravitational tractor field projectors, making it highly useful for working on and repairing the technology of the Ancient Ones.

REJUV-CHAMBER

Tech Level: 5 **Complexity Modifier:** 5
Range: 0'
Effect: Cleanses body inside and out, eliminates all biological waste products, heals 1d4 damage per hour spent inside
Special: Causes the passage of time to slow to 1 hour for every 24 spent inside.
Power: C-Cell (1 day), F-Cell (1 year), Q-Cell (U)

These column-shaped devices of the ancients combined the functions of a shower and toilet, using a combination of ultrasonics to clean the outside of the body and transmat technology to cleanse the inside and heal minor injuries. Additionally, a low-yield stasis field generator retards the aging process by causing relative time to slow inside the chamber.

SENSOR PAD

Tech Level: 5 **Complexity Modifier:** 4
Range: 100'
Effects: Grants user equivalent of infravision, x-ray vision, ultravision, echo location, motion detection
Special: Enhanced scans on a DC 14 Intelligence check
Power: Self

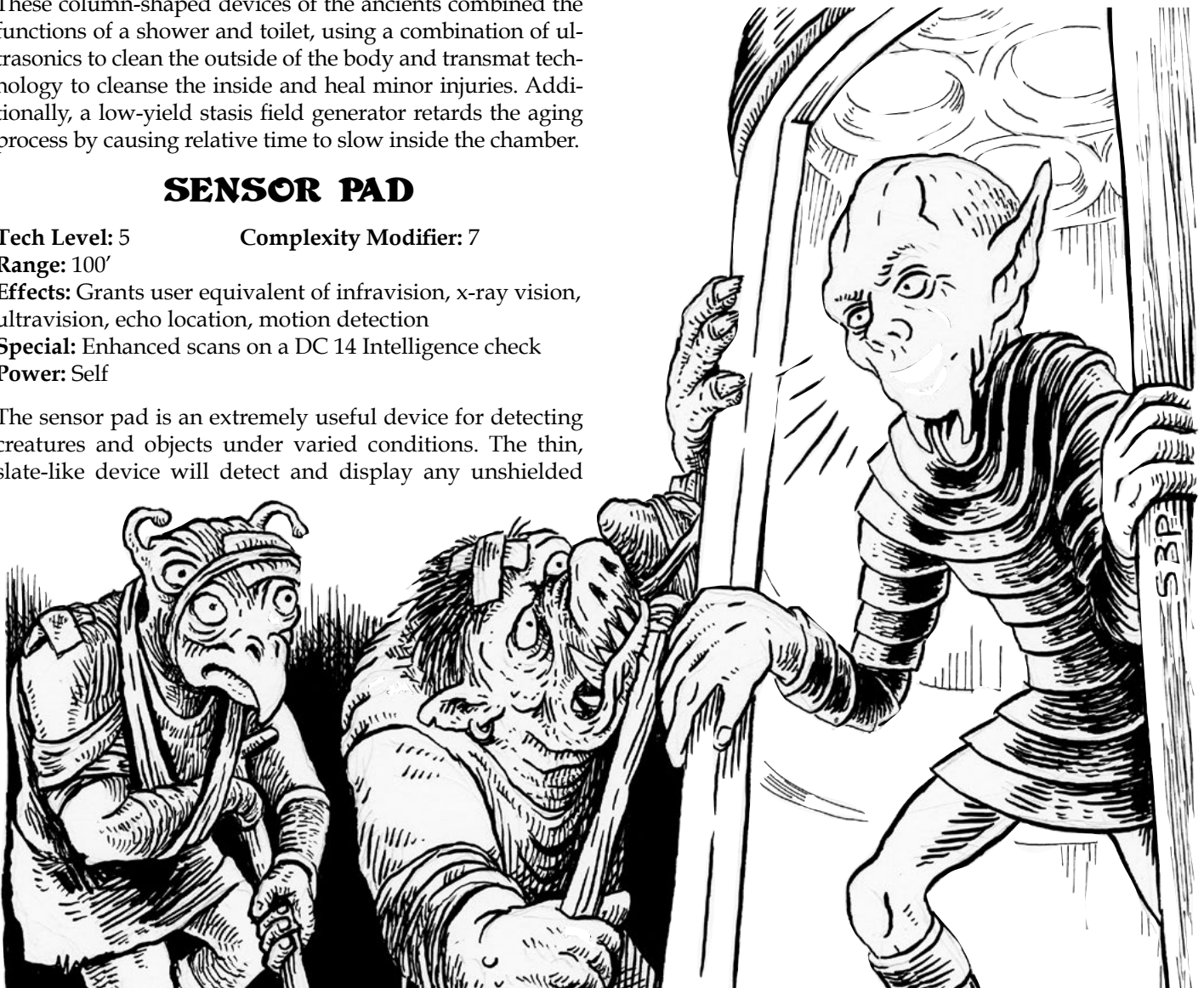
The sensor pad is an extremely useful device for detecting creatures and objects under varied conditions. The thin, slate-like device will detect and display any unshielded

sentient being, living creature, AI, or power source within range. With practice, a user can set up the sensor pad to perform enhanced scans, detecting specific user-desired items while displaying range and direction to the item/being.

SONIC SPANNER

Tech Level: 5 **Complexity Modifier:** 2
Range: 6"
Effects: Manipulates and rotates metal parts with sonic waves; cuts light materials such as cloth and rope (does not work on wood)
Special: Bypass security locks on a DC 14 Intelligence check
Power: Self

The sonic spanner is basically a handheld ultrasonic emitter tool capable of manipulating metal objects and cutting lighter materials. While ideal for making repairs to artifacts, the device is also useful for opening secured portals, as it in effect disassembles the locking mechanisms with a high-pitched whine.





POWER SOURCES

C-CELL

Tech Level: 4

Complexity Modifier: 2

C-Cells (chemical power cells) are a universal power source used to power artifacts of the ancients. Considered disposable technology by the Ancient Ones and therefore mass-produced, these advanced and compact dilithium battery packs were capable of producing enormous amounts of power, albeit for a limited amount of time.

F-CELL

Tech Level: 4

Complexity Modifier: 2

F-Cells (fusion power cells) are a universal power source used to power artifacts of the ancients. Containing a miniaturized fusion reactor, these powerful and reliable power cells are capable of fusing ambient atmospheric elements, producing untold amounts of energy for extended periods of time.

F-PACK

Tech Level: 4

Complexity Modifier: 4

F-Packs (fusion power packs) are a portable and wearable universal power source used to power larger artifacts of the ancients that require vehicle-class power sources. Containing a small fusion reactor, these powerful and reliable power packs are capable of fusing ambient atmospheric elements, producing enough energy to meet the energy requirements of a diverse selection of heavy-duty items from bubble cars to powered assault armor.

Q-CELL

Tech Level: 5

Complexity Modifier: 3

Q-Cells (quantum power cells) are a universal power source used to power artifacts of the ancients. Containing a miniaturized quantum particle collider, these robust power sources are capable of producing prodigious amounts of energy for centuries on end, making them a nearly limitless source of power.

SOLAR CELL

Tech Level: 4

Complexity Modifier: 3

S-Cells (solar power cells) are a power source used to power artifacts of the ancients with lower power requirements. Containing a small solar collector, these dependable power sources are capable of producing small amounts of power indefinitely so long as they are exposed to daylight for at least 4 hours out of every 24.

SOLAR RECHARGER

Tech Level: 4

Complexity Modifier: 4

A solar recharger unit is a small satchel-sized device capable of recharging up to four C-Cells at a time per every 4 hours exposed to direct sunlight.

Q-PACK

Tech Level: 5

Complexity Modifier: 3

A Q-Pack (quantum power pack) is a universal power source used to power larger artifacts of the ancients that have massive energy requirements. Containing a small quantum particle collider, these robust power sources are capable of producing prodigious-enough amounts of energy to power small orbital craft or powered assault armor.

VEHICLES

BUBBLE CAR

Tech Level: 5 **Complexity Modifier:** 8
Speed: Up to 900 mph
Special: Onboard inertial dampeners, life support
Power: Q-Pack (U)

Coming in many sizes, shapes, and colors, bubble cars were the standard personal transportation vehicles of the ancients. The most common model was a 6-passenger affair with additional cargo space of approximately 4 cubic feet. Appearing as a flattened oblong disk with a retractable permaglass canopy allowing for a 360° view, the bubble car was capable of transonic flight with a flight ceiling of 90,000 feet. The vehicle is controlled by an onboard AI interfaced with an encephalographic headband worn by the driver. With experience, a driver can program a desired destination into the AI and engage the AI's auto pilot to fly the vehicle to predetermined locales. Passengers enjoy a luxurious ride in complete comfort, protected by the onboard life support systems and inertial dampeners.

GRAV PED

Tech Level: 5 **Complexity Modifier:** 4
Speed: 100'
Power: S-Cell (U)

The grav ped is a personal transportation vehicle comprised of a small platform attached to a slim control pedestal. Once activated, the grav ped hovers approximately 6 inches from the ground and can support up to a 400 lb. load. Manipulation of the controls causes the anti-gravity field to tilt, providing forward movement and steering.

GRAV SLED

Tech Level: 5 **Complexity Modifier:** 4
Speed: 75'
Power: S-Cells (x4) (U)

The grav sled is a cargo transportation vehicle comprised of a 10' square platform attached to a slim control pedestal. Once activated, the grav sled hovers approximately 6 inches from the ground and can support up to a 2-ton load. Manipulation of the controls causes the anti-gravity field to tilt, providing forward movement and steering.

SPECIAL

CORTEXIN CYLINDER

Tech Level: 5 **Complexity Modifier:** 4
Range: 20' radius
Effect: Stun DC 15; 1d6 rounds
Power: Self

This rare product of the genetic research conducted by the Ancient Ones contains a mutagenic RNA virus that is dispersed in the gaseous medium contained therein. Sentients exposed to the Cortexin gas will become ill and incapacitated for 1d6 rounds, after which they will receive a one-time increase of +1 Intelligence. Non-sentient creatures exposed to the gas will experience a much more profound effect. Within 1 round these creatures will have their neural capacity dramatically increased, gaining sentience and 3d6 Intelligence, and also gaining an instantaneous understanding of speech and a crude vocalization ability. Cortexin cylinders all come marked with a holy symbol of the ancients — a black simian head with a red circle and slash superimposed on top.



FORCE FIELD PROJECTOR

Tech Level: 5

Complexity Modifier: 6

Range: Variable, up to 50' radius

Protection: +5 AC

Special: Shields against radiation, gases, and physical attacks (150 hp)

Power: F-Cell (24 hours), Q-Cell (U)

The force field projector is a wheeled device about 5 feet tall topped with an emitter disk. Successful activation and control of the force field projector allows the user to create a transparent glowing hemisphere at distances variable between a 10'-100' radius. The force field is impermeable to all physical and energy attacks while intact, though it should be noted that this effectively limits the available amount of breathable air for occupants without life support capabilities. Once the force field has been breached, it takes the projector 1 hour to recycle and recharge before being able to project another force field.

GENE RESEQUENCER

Tech Level: 5

Complexity Modifier: 20

Range: Touch (platform)

Effect: Special, see below

Power: Q-Cell (U)

This potent experimental device of the ancients is comprised of a set of controls on a pedestal with a circular dais attached. Surrounding the dais are three inwardly curving banks of transmat emitters that light up in a banded rainbow pattern when the device is activated. Upon activation, any organic matter placed upon the dais will have its genetic code and very molecular structure altered. Since mastery of this most sophisticated instrument of the ancients is unlikely, use the table at right to determine the outcome of activation by primitives (allowing normal Artifact check bonuses). NOTE: All genetic modifications have the side-effect of restoring the subject to full hit points.

STASIS BOOTH

Tech Level: 5

Complexity Modifier: 6

Effect: See below

Power: Q-Cell (U)

Stasis booths come in many shapes and sizes, but the most common ones share the following components. A stasis booth is typically comprised of a rectangular platform with a control panel mounted on the front, and when activated, this platform projects an impenetrable box-like quantum field. Any creatures or objects encased in the stasis booth become non-events in space/time with a quantum probability of zero, effectively shielding them from the passage of time. The quantum field projected by a stasis booth appears as a swirling milky surface that is both opaque and completely resistant to any physical or energy-based attacks. Stasis booths and boxes in different configurations were widely used by the Ancient Ones, for everything from the simple preservation of food stuffs to criminal detention.

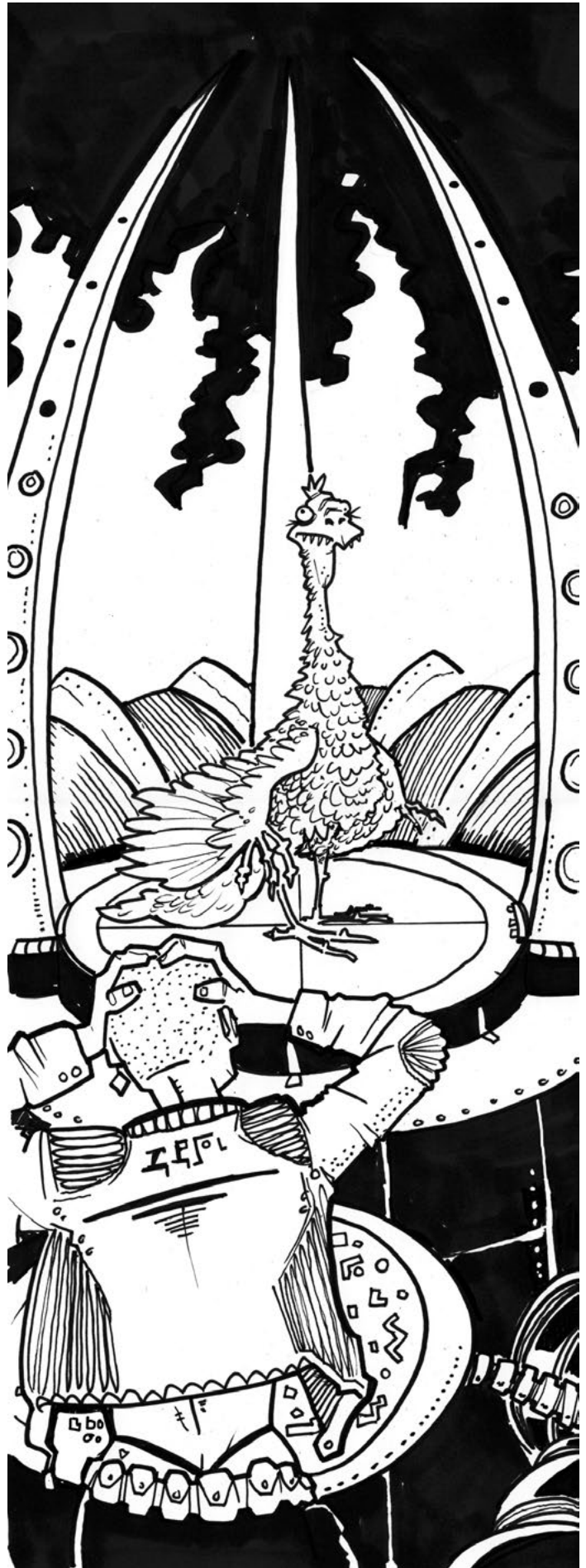




TABLE 7-5: GENE RESEQUENCER

Roll d20	Results
1	Critical Failure: The device explodes inflicting 3d6 damage to all within a 10' radius. One random surviving character is now a non-sentient gecko.
2-3	Character is genetically regressed to a pool of primordial soup.
4-5	Character is genetically regressed to a primitive chordate, which must be placed in water in 3 rounds or die of asphyxiation.
6-7	Character is genetically modified into an archaeopteryx.
8-9	Character is genetically modified into a chicken that smells of curry.
10-11	Character is genetically regressed to a prior evolutionary stage (man-ape, semi-sentient genotype); INT is now 3d3.
12-13	Character is genetically transformed into a different genotype; PSH to mutant, mutant to manimal, manimal to plantient, and so on.
14-15	Character is genetically modified to gain one additional physical mutation (if PSH, character becomes a mutant with one physical mutation).
16-17	Character is genetically modified and loses one random mutation or defect (if this reduces a mutant to zero mutations, then character becomes PSH).
18	Character is genetically modified to gain one additional mental mutation (if PSH, character becomes mutant with one mental mutation).
19	Character is genetically modified into a short, simian looking version of their natural genotype, with wings and a prehensile tail (if PSH, character becomes a mutant with these mutations).
20	Character is genetically modified to his or her original form and genotype.
21+	Character is genetically modified into a superior being. Character gains +1d6 Intelligence (to a maximum of 24), enough XP to progress to the next level, plus one additional random mental mutation (if PSH, character becomes a mutant with this mutation).

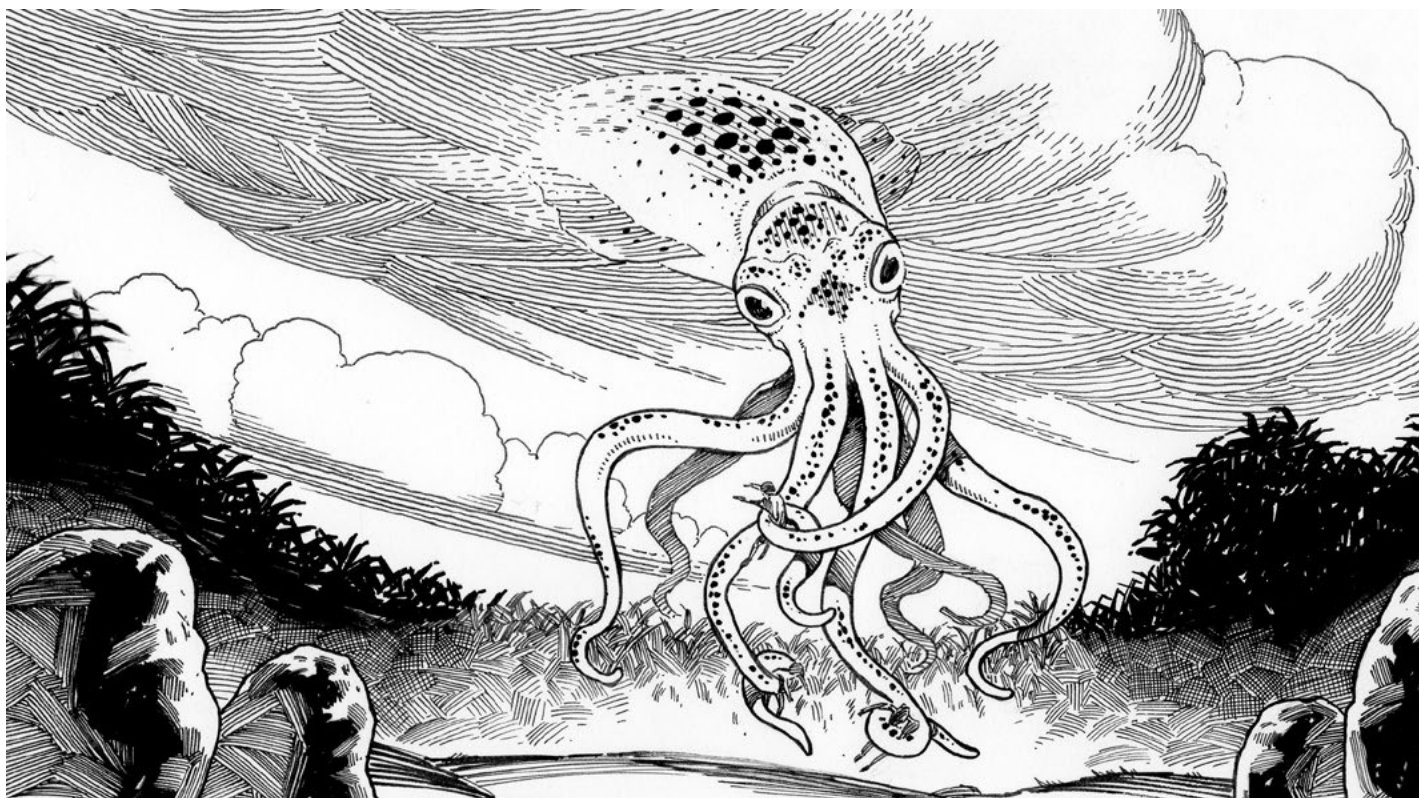
CHAPTER EIGHT

BESTIARY A.D.

“When confronted by an unknown creature, it is far better that you assume that it is poisonous, blindingly fast, and utterly ferocious. This attitude does not condone the mindless extinction of the new and novel, but it does lessen the chance of your corpse looking surprised.”

— Kwalish, Timelost Druid





The various creatures contained herein are for use with Mutant Crawl Classics RPG, but are equally useful for engendering an additional sense of mystery in a Dungeon Crawl Classics RPG game. Conversely, the entire lexicon of DCC RPG monsters may be used in an MCC RPG game, with perhaps the simple addition of a few mutations and a small amount of post-apocalyptic spice and flavor.

Note that additional MCC RPG “monsters” (the artificial variety) are listed in Chapter 6: Artificial Intelligences.

AETHER SQUID

Aether Squid: Init +5; Atk spiked tentacles +5 melee (1d8 constriction) or bite +5 melee (1d20 + swallow whole); AC 17; HD 20d6; MV 150' flying; Act 4d20; SP swallow whole, +5 mutation checks *Holographic Skin*; SV Fort +4, Ref +4, Will +2.

The aether squid commonly inhabits clouded mountain tops, though their hunting range can extend for up to 100 miles. These sky-born leviathans will use their holographic skin to disguise themselves as clouds or to render themselves largely invisible. The helium-filled internal gas bladders of the air squid may be harvested, and these bladders will maintain their buoyancy for up to a week after the death of the creature. With bite attacks, targets may be swallowed whole if the damage total exceeds the victim's hit points.

BEAST THING

Beast Thing: Init +1; Atk spear +0 melee (1d6) or poison darts +1 ranged (1d3, DC 13 Fort save or paralysis 1d4 rounds); AC 12; HD 1d10; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will -1.

Beast Thing Champion: Init +1; Atk axe +2 melee (1d12) or poison darts +1 missile (1d3, DC 13 Fort save or paralysis, 1d4 rounds); AC 12; HD 1d10+2; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will -1.

Beast things are a hideously degenerated race descended from Ancient Ones who chose to remain in the blue cities after the Great Disaster. With low foreheads, fanged lower jaws, and slitted nostrils, they greatly resemble a gray, wrinkled ape-man with clawed too-skinny feet.

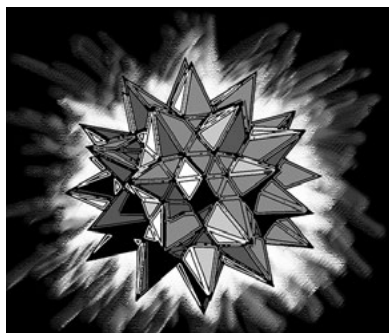
While the beast things are generally of a low order of intelligence, there is occasionally born among them a champion or leader who is gifted with a domed head and increased brain size. Talented scavengers and hunters, beast things have also developed a low level of animal telepathy and use this power to send forth specially trained rats as tracking animals and scouts while on a hunt.

BYTE-MON

Byte-Mon: Init +4; Atk none; AC 20; HD 20d10; MV 50'; Act 1d30; SV Fort +1, Ref +1, Will +1.

Byte-mon are an unforeseen by-product of the quantum computing technology of the Ancient Ones. Appearing as a roughly 1' wide floating ball of energy, the byte-mon constantly pulses and throbs as it shifts its form from one non-euclidian shape to another in a dizzying display of incomprehensible 4-dimensional geometry. Because a byte-mon exists simultaneously at every single point along its own timeline, they are impossible to harm by any means. Omniscient as well as playful, it is not unknown for a byte-mon

to tag along with a sentient being it encounters (favoring pure strain humans) simply to observe the inevitable outcome of that individual's time stream. If addressed and asked any yes/no question, a byte-mon will answer the question correctly with unerring predictive accuracy. If queried more than three times, the final answer will cause the quantum wave packet that sustains the byte-mon to suddenly teleport it to a random location 13.7 billion light years away.



CAPRAPOD (SPIDER-GOAT)

Caprapod: Init +3; Atk gore +3 melee (2d4), bite +3 melee (1d4 plus paralytic poison,) or webs +3 missile fire (entangled), AC 15; HD 4d6; MV 40'; Act 1d20; SP paralytic poison; SV Fort +2, Ref +4, Will +0.

Most often traveling in hunting packs, these fearsome predators are best known for their horrible bray-clicking howl as they attack. With the head and fur of a ram, but with a segmented body and eight legs, these wolf-sized carnivores have a poisonous bite (DC 12 Fortitude save or paralyzed for 1d6 rounds) and are able to spin net-like webs to ensnare their prey (single target, range 20', DC 15 Reflex save or be entangled for 1d6 turns).



CAPRAPOD WARDER

Caprapod Warder: Init +6; Atk +6 shepherd crook (1d6); AC 14; HD 10d8; MV 10'; Act 1d20 + 1d16; SP +6 mutation checks *Telepathy*, *Mental Blast*; SV Fort +4, Ref +2, Will +4.

Though caprapods are generally encountered in wild hunting packs, some few have been tamed by a parasitical colony-creature known as a caprapod warder. Warders are able to telepathically control the actions of caprapods, and herd them through the jungle by day and return with them each night to an underground brood-hive. The warder's ragged robes (woven from caprapod web-silk) and wooden shepherd's crook disguise this tall figure's true nature — that of a hive-mind colony creature of intelligent sap-filled bags conjoined by innumerable cilia and fibers. If the warder is damaged for over one-half of its hit point total, the colony creature shatters into 1d20 individual cilia bag creatures (4 hp each) which scatter and attempt to reform outside of combat.



CACTACEA REX (C-REX)

Cactacea Rex: Init +6; Atk bite +6 (6d6, target is swallowed whole if damage greater than target's hit point total); AC 17; HD 25d6; MV 60'; Act 2d20; SP takes 2x damage from fire-based attacks, mutation checks +6 *Carapace*, *Regeneration*; SV Fort +6, Ref +4, Will +3.

The Cactacea Rex is an apex predator that rules the hothouse jungles of Terra A.D. This bright red 25' tall carnivore evolved from mutated cactus stock, and is unusual for plant-based life in that it has forgone a photosynthetic-based metabolism in favor of a carnivorous lifestyle. The C-Rex is bipedal and speedy, and combined with its regenerative abilities, this predator sits unchallenged at the top of the food chain.



CHANGELING

Changeling: Init +3; Atk bite +2 melee (1d6, sever appendage on critical hit); AC 14; HD 2d6; MV 10' -50'; Act 1d20; SP mutation check +2 *Metamorph*; SV Fort +1, Ref +2, Will +1.

Changelings are creatures rarely seen in their native form, that of an amorphous blob of orange jelly. This savage predator typically uses its abilities of telepathy and metamorphosis to disguise itself as a desirous inanimate object until its prey approaches closely or actually picks the changeling up. It will then transform into a creature made up of whatever random body parts best facilitate an immediate bite attack — like a toothy ball of fur with spider legs with which to grapple its victim.

DATA GHOST

Data Ghost: Init +0; Atk none; AC 0; HD 0; MV 20'; Act 1d20; SP immaterial; SV Fort +0, Ref +0, Will +0

A data ghost will appear as a wandering semi-transparent Ancient One. These apparitionous beings are illusory, as they are the data ghosts of ancient minds that were once uploaded to the planet's Quantum Field Network in preparation for installation into holographic bodies — a form of ancient immortality practiced by the Ancient Ones. When the Great Disaster occurred, these minds were stored in the continuous loop memory of the QFN, and have degraded badly in the intervening millennia, sometimes manifesting in the wild electromagnetic fields of ancient ruins, glow deserts or crater countries. Though immaterial, legend says that they can be conversed with for lost arcane knowledge. If the PCs attempt this, consult the following table.



DESCRYER

Descryer: Init +4; Atk sucker tentacles +4 melee (1d4, drains blood for 1 hit point every round attached); AC 12; HD 5d6; MV 40' flying; Act 3d20; SP mutation check +4 *Molecular Disruption*; SV Fort +2, Ref +1, Will +0.

A plant-based creature, the descryer's body is largely comprised of a gas-filled eye sac that allows this creature to float while internal bellows provide propulsion. The descryer's fur-covered tentacles each end in a sucker mouth that will attempt to attach to prey and drain bodily fluids from the victim. When threatened, the descryer will use its central eye to shoot a molecular disruption beam at its foes.

**TABLE 8-1: CONVERSING
WITH DATA GHOSTS**

Roll d5	Knowledge Imparted	Effect
1	A perfect prophetic vision of your immediate future, in which you spontaneously die of a brain aneurysm 60 seconds from now.	Death in 1 round from the shock of knowing this inevitable fate.
2	The certain knowledge that the entirety of reality is but an artificial simulation, a capricious game created and played by unknowable higher beings.	Instant insanity! Permanent reduction of Personality score to 2, Intelligence reduced by -6.
3	Hints at possible workings of ancient technologies.	+1d3 to next artifact check.
4	Teaches brief healing meditation technique that is quickly forgotten.	+1 hit point (permanent)
5	Passes through you and fades away, flipping the quantum state of your atomic structure.	+1 Luck

DEVILS

“Devil” is a collective term that refers generally to any of a species of mega fauna arthropods that have resulted from the great insect revolution that transpired in the distant lands beyond the radiation barrier in the far north. Devils are mega-fauna, and as such have adapted many characteristics common to mammals, including endoskeletons, giving birth to their young live, and increased levels of animal intelligence.

Most devils are unable to cross the great radiation barrier and are thus usually rare. Notable exceptions to this rule, who have established viable breeding populations in the jungles and savannas of Terra A.D., include:

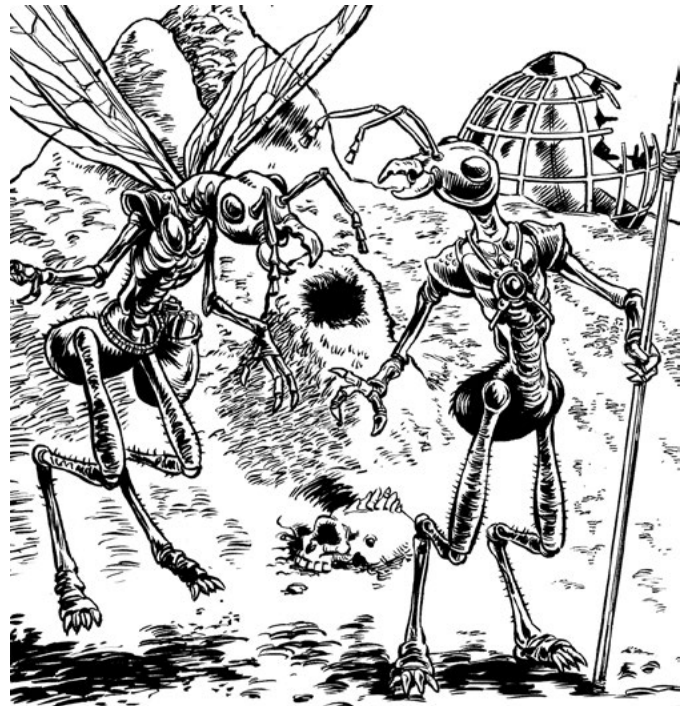
(DEVIL) - ANT-MEN

(Devil) Ant-Men: Init +2; Atk bite +2 melee (1d6) or barbed wood spear +2 missile fire (1d10); AC 14; HD 1d10; MV 40'; Act 1d20; SP mutation check +2 *Hive Intelligence*; SV Fort +1, Ref +2, Will -1.

(Devil) Ant-Men, Drones: Atk bite +3 melee (1d6) or barbed wood spear +3 missile fire (1d10); AC 18; HD 3d8+6; hp; MV 50' or fly 50'; Act 1d20; SP mind control saliva spit (Range 10', DC 14 Will save to resist); mutation check +3 *Hive Intelligence*; SV Fort +7, Ref +3, Will +1

Ant-men are humanoid-sized semi-sentient ants that walk upright and live in large aboriginal colonies. Colonies of ant-men establish a hive intelligence, and may even induct

members of other species into this hive intelligence via application of their own saliva. Protective of their territories and highly aggressive when challenged, individual ant-men have sometimes been separated from their colonies and tamed. If a dominant female humanoid is present, and the ant-man perceives this person to be powerful enough, the ant-man may adopt the female humanoid as its “queen” and will serve this person faithfully until death.



HIVE INTELLIGENCE (ANT-MEN)

Type: Active	Range: Variable	Duration: 1d6 days	Save: Will vs. mutation check
General	The mutant has the ability to telepathically command any creature of mutant's own species via a telepathic link to the hive mind, or any other creature already coated with mutant's saliva.		
Manifestation	Barely visible ripples of concentric energy emanate from the heads of all creatures that are part of the hive mind.		
1	Failure, mutation may not be used again that day, roll on defects table.		
2-11	Failure, mutation may not be used again that day.		
12-15	The mutant is able to communicate telepathically with the hive intelligence and suggest the best group strategies and action plans.		
16-19	The mutant is able to communicate telepathically with the hive intelligence and command any hive members within 100'.		
20	The mutant is able to communicate telepathically with the hive intelligence and command any hive members within 250'.		
21-29	The mutant is able to communicate telepathically with the hive intelligence and command any hive members within 500'.		
30+	The mutant is able to assume the role of hive queen and communicate telepathically with the hive intelligence and command any hive members within 1 mile.		



(DEVIL) CROACHLING

Croachling: Init +2; Atk bite +2 melee (1d4) or crude spear +4 missile fire (1d5); AC 14; HD 2d6; MV 20', 25' flying; Act 1d20; SP walk on walls, ceiling, mutation check +2 *Cara-pace*, *Wings*, *Mental Blast*; SV Fort +4, Ref +1, Will +1.

Croachlings are short, squat cucaracha scavengers that tend to live near the ruins of the Ancient Ones. Individual croachlings are semi-sentient at best, but in groups they utilize emergent swarm behaviors to function in a quite cunning and intelligent manner. Considered a pest species by many sentients, they are nonetheless quick-breeding and extremely difficult to eradicate, as befits their genetic heritage.

(DEVIL) - HOPPER

(Devil) Hopper: Init +2; Atk bite +0 melee (1d8) or kick +2 melee (1d12); AC 14; HD 2d10; MV 100', 50' jump; Act 1d20; SV Fort +1, Ref +2, Will -1.

Hoppers are cattle-sized grasshoppers that travel in large grazing herds. Known as much for their speed and leaping ability as for their stubborn resistance to breaking, they make prized mounts.

(DEVIL) - WOOLER

(Devil) Wooler: Init +1; Atk radiation blast +1 missile fire (2d6 +1) or cocoon spin +1 missile fire (DC 15 Ref save or become entangled); AC 12; HD 2d10; MV 120' flying; Act 1d20; SV Fort +0, Ref +2, Will -1.

Woolers are gigantic moths and vicious predators. Once its intended prey is spotted, a wooler will sweep down from the sky and attempt to sear the unsuspecting creature with its radioactive eye blasts. A wooler will then typically spin a quick cocoon around its victim and carry its meal away to be eaten later or fed to its larval brood.

Both the adult and larval form of woolers are quite furry, and their wool is sometimes harvested by the extra-daring denizens of Terra A.D. for cloaks which will grant the wearer a +4 to Fortitude saves versus radiation.

GIGANTOPITHECUS (GREAT APE)

Gigantopithecus: Init +5; Atk fists +5 melee (1d20), boulder toss +5 missile fire (3d6), or tentacle constriction + 5 melee (2d10); AC 12; HD 15d6; MV 60'; Act 1d20; SP none; SV Fort +5, Ref +5, Will +1.

This 60' tall giant gorilla has four prehensile tentacles growing out of its back and is adept at throwing huge boulders, and grabbing its prey with cephalopod-like limbs and constricting its victims to death. A jungle dweller, the Gigantopithecus is one of the few apex predators who can successfully engage a C-Rex.

GLAZKIN

Glazkin: Init +5; Atk unarmed +5 (1d4) or +5 by weapon type; AC 14; HD 2d10; MV 15'; Act 1d20+5; SP: mutation check +5 *Shorter*, *Heightened Intelligence*, *Illusion Generation*; SV Fort +1, Ref +4, Will +6.

Glazkins are a diminutive race of 2' tall sentients that otherwise resemble bald-pated pure strain humans. Because they are a clone race that reproduce artificially, all Glazkins look alike and are male gendered. They are quite intelligent (ranging from 12-24 intelligence), and all make artifact checks at a +6, with artifact checks up to tech level 4 automatically succeeding. When encountered outside their gene bank enclave, Glazkins will thus be well-armed and well-provisioned to take care of themselves. Their illusion generating and mind control mutations make them formidable foes even as their small size makes them difficult to attack.





GOPHER-MEN

Gopher-Men: Init +0; Atk steel claws +0 melee (1d8); AC 10; HD 1d4; MV 20', 30' tunneling; Act 1d20; SP steel claws; SV Fort +1, Ref +0, Will -1.

Gopher-men are a devolved type of mutant human who have adapted to life underground. Semi-sentient and possessing steel claws on their hands and feet, they can tunnel through earth and sand at 30' per round, and through solid rock at 5' per round. Inveterate thieves and hoarders, gopher-men like to burrow up into ruins of the Ancient Ones and steal any shiny objects that they can carry away. Their underground lairs are often a huge collection of artifacts and technological odds and ends, the purpose and use of which are almost entirely a mystery to these cunning but dim-witted mutants.



MORTICON-66

Morticon-66: Init +2; Atk baton +3 melee (1d6), lazer rifle +4 missile fire (6d6); AC 15; HD 6d6; MV 35'; Act 1d20; SP immune to mind control, EMP proof; SV Fort +4, Ref +4, Will +2.

The Morticon-66 is an elite form of assassin droid used in the closing days of the Great Disaster. Highly skilled in all forms of combat and typically well-armed with artifact weapons, they are programmed to be cunning and implacable foes. Any rogue Morticon-66 units found roaming freely will certainly be crazed and hungry for fresh targets of opportunity, while others may still be on a mission for newly-acquired masters.

PIRANHA BATS



Piranha Bats: Init +2; Atk bite +5 bite melee (1 hp); AC 10; HD 1d4; MV 35' flying; Act 1d20; SP mutation checks +2 *Enhanced Senses (echolocation)*; SV Fort +0, Ref +2, Will +0

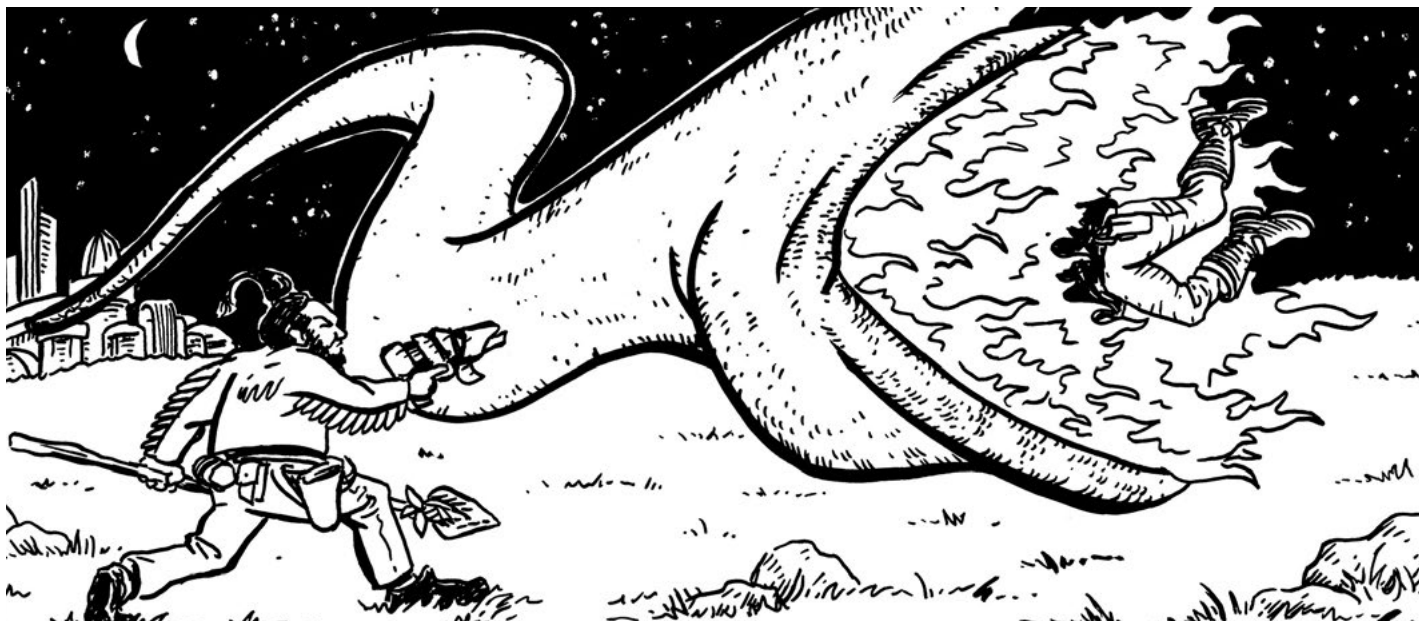
Piranha bats fly in great swarms through the jungles of Terra A.A. Though individually weak and easily killed, they often appear in swarms of 100 or more and can easily render the largest prey down to its skeletal remains in under a minute. Their coming is often signalled by their piercing sub-sonic screams. Because of their chaotic flight patterns within a swarm, only individuals can be targeted by most attacks that do not have area effects.



GRASSER

Grasser: Init +0; Atk bite +0 melee (1d6) or horns +0 melee (1d8); AC 12; HD 2d10; MV 45'; Act 1d20; SV Fort +1, Ref +0, Will -1.

Grassers are large, dull, placid reptilian herbivores commonly used as mounts by the denizens of Terra A.D. Though somnolent by nature, males can become quite dangerous when threatened or enraged, attempting to bite or gore opponents who threaten the herd.



PYROSOME (FUNNEL BEAST)

Pyrosome: Init +4; Atk envelope target +8 missile fire (DC 18 Reflex save to avoid), flame digestion (damage equal to current hp); AC 15; HD 20d10; MV 60' flying; Act 1d20; SP damage divides creature into two half-sized creatures (each with 1/2 remaining hps); SV Fort +0, Ref +4, Will +0.

Although the pyrosome looks like a gently undulating greyish windsock over 75' long, it is actually a colony creature comprised of thousands of inch-long individual creatures. Each individual pyrosomite faces outward with its gaping mouth sucking in oxygen which is metabolized and excreted into the colony as jets of flame. The heat and resultant propulsive force give the colony creature both its jet-like movement through the air and serves as a method of attack. When attacking, the pyrosome typically uses its speed to fly through the air and envelope an unwary creature, incinerating it and then feeding off the charred remains. Hits or damage to the colony creature merely cause it to divide and reform into two half-sized colony creatures with correspondingly divided flame digestion damage and hp. If the pyrosome becomes divided in this manner to individual pyrosomites of less than 16 hp, these smaller creatures lose their ability to envelope prey, and thus the flame digestion attack. The pyrosomites will regroup as one after 1 turn.

QUANTUM CAT

Quantum Cat: Init +4; Atk claw +4 melee (1d2) and bite +4 melee (1d3); AC 16; HD 1d6; MV 40'; Act 3d20; SP Touch causes transformation into duplicate of target creature; SV Fort +4, Ref +6, Will +2.

The quantum cat is a solitary creature with a unique mutation: quantum entanglement. At will, the quantum cat may elect to touch any other living creature and become quantum entangled with that creature at the atomic level, duplicating it precisely. Upon a successful touch attack, the quantum cat is instantly transformed into an indistin-

guishable duplicate of the victim, including all memories, abilities, and possessions. Both the victim and the cat-duplicate will believe themselves to be the original creature, though each will only possess one-half the hit points and experience points of the target creature. Any possessions and equipment will likewise do one-half the damage of the original item, and have one-half the charges. If this happens to a PC, allow the player to play both versions of his or her character as though they were two characters, while secretly keeping track of which is the original and which is the duplicate. If the cat-duplicate dies, then the original character is restored to full health and vigor, including lost experience points. If the original character dies, the quantum cat returns to its original form and soon after teleports to another super-positioned location.





SILANE SERPENT (GLASS SNAKE)

Silane Serpent: Init +5; Atk bite +5 melee (5d6); AC 18; HD 10d6; MV 40' burrowing; Act 1d20+5; SP swallow victims whole, takes 1d12 damage per pint of water splashed on it; SV Fort +4, Ref +2, Will -4

Silane serpents are an apex predator inhabiting the radioactive glow deserts of Terra A.D. A serpentine creature comprised entirely of faceted translucent crystals, when attacking the silane serpent will burst up through the sand and attempt to swallow its victim whole. Any attack by the silane serpent that exceeds the target's hit point total indicates that the prey has been swallowed whole. Its head is crested with a spiked carapace, and it has no other discernible facial features besides its gaping maw. The silane serpent's crystalline armor is extraordinarily tough, except against any attacks involving moisture, as its silicon-based biology breaks down rapidly in the presence of water.

The silane serpent's armor plates are also extremely sensitive to vibrations transmitted through the earth, allowing them to track and stalk their prey. Thus, any loud sounds or vibrations (including normal movement by walking or running) can attract a silane serpent and precipitate an attack. When moving underground through sand, the silane serpent makes a faint musical sound like glass chimes.

SCAVOK-69

Scavok-69: Init +1; Atk stun ray +2 missile fire (DC 14 Ref save or stunned for 1d6 rounds); AC 15; HD 2d6; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will -4.

The SCAVOK-69 (Semi-autonomous Cerebral Assessment Via Optiscan, Kirlian) is a free-floating robotic scanning device once used by the Ancient Ones to assess the intelligence level and general cognitive disposition of laboratory animals during Cortexin trials. Supported by anti-grav units, the cephalopod-like device typically hovers about three feet off

the ground and is capable of scanning any life forms with a sensor web comprised of myriad mono filaments that emit tiny beams of green laser light. Specimens assessed as having higher order sentience and belligerent intent are immediately stunned and returned to their "cages."

SCREAMER

Screamer: Init -4; Atk slam +1 melee (1d4 + DC 15 Fort save or 1d3 radiation burn); AC 9; HD 3d6; MV 20'; Act 1d20; SP un-dead; SV Fort +4, Ref -4, Will +2.

Screamers are corpses that have been re-animated by a semi-intelligent and highly radioactive fungus. Screamers are easily spotted at a distance, particularly at night, as they glow brightly in a sickly blue-green phosphorescence. Gassy by-products of the fungal animation process cause the aptly-named creatures to continuously howl in a low, inhuman scream, as air is drawn through their hollow rib cages and forced out their throats. While relatively slow and clumsy, a single touch from these monstrosities can cause severe radiation burns and worse. Anyone killed by one of these hideous apparitions becomes infected by the symbiotic fungus and arises within 24 hours as a newly-born screamer.



Screamers are dormant during daylight hours and only animate at night, unless deep underground. Because the animating fungus possesses a hive mind (though of a low order of intelligence), screamers tend to operate in coordinated packs.

SMART MUD

Smart Mud: Init -1; Atk pseudopod +3 melee (1d12 plus suffocation); AC 10; HD 6d6; MV 20'; Act 2d20; SP grapple to suffocate (DC 12 Fort save or suffocate in 2d5 rounds; SV Fort +4, Ref +1, Will +1.

Essentially appearing as large, amorphous accretions of fluid earth, smart mud is in actuality a colony creature comprised of radioactive bacteria, possessing a cunning and high order of animal intelligence. The creature's preferred attack is to engulf and suffocate its prey, using multiple melee strikes to subdue the victim if necessary.

TARDIGRADE (TERRORPHANT)

Tardigrade: Init +2; Atk extensible snout bite +2 melee (3d6) or "roll over victim for crushing damage" +4 melee (6d6); AC 18; HD 10d10; MV 40'; Act 1d20; SP none; SV Fort +6, Ref +0, Will -3.

Only one creature in Terra A.D. can boast of having survived every single extinction event that the planet could muster over its 4.5 billion year history - the tardigrade. After the most recent extinction event of the Great Disaster, these tiny eight-legged creatures rapidly evolved in size

to take advantage of recently emptied ecological niches. Seemingly timid, they are more properly considered as virtually mindless. Being impervious to heat, cold, and radiation of all types also makes these now elephant-sized 8-legged creatures extremely robust and long-lived. If enraged, a tardigrade will either attack by using its extensible toothed snout to bite an opponent, or it will simply ball up and roll over multiple foes, crushing them to death.

There are rumors of a southern tribe that have tamed these huge and difficult beasts and that now use them as gigantic siege engines.

TETRAVALENT (ROTAH)

Tetravalent: Init +2; Atk envelope foe +0 melee (4d6 acid damage); AC 19; HD 4d10; MV 35', 25' burrowing); Act 1d20; SP mutation check +4 *Carapace*; SV Fort +6, Ref +0, Will +1.

Doubtless the result of the extensive radiation blasts that turned some parts of Terra A.D. into a glowing desert, the silicon-based life form tetravalent is neither animal nor plant. Living primarily underground, these medium-sized amoeba-shaped creatures tunnel at rapid speed by constantly exuding a molecular acid that coats their bodies. Any person or weapon that comes into contact with a tetravalent immediately suffers 1d6 corrosive damage. Thus, the armored hide of a tetravalent is notoriously difficult to pierce. The creature itself is capable of entirely enveloping a man-sized opponent and dissolving that target in mere moments, leaving only a charred skeleton behind.



TIBBAR

Tibbar: Init +3; Atk bite +3 melee (1d4), wooden spear +3 melee or missile fire (1d6); AC 12; HD 2d10; MV 35'; Act 1d20+3; SP mutation check +2 *Life Force Drain, Energy Sap*; SV Fort +1, Ref +0, Will -1.

Tibbars are sentient leporidae that are short of stature and foul in temperament. Typically well-armed with primitive weaponry, select leaders may possess an artifact of the ancients. Tibbars are universally reviled by most sentients not only for their generally nasty dispositions, but also for their mutational abilities to siphon energy from both living creatures and technological objects. Typically well-organized into tribes and war parties that operate with military precision, tibbars make formidable foes.

Apocryphal legends state that once upon a time tibbars did not exist in the world at all, but were created by the interference of a time-traveling demon-wizard named Glipkerio. The story goes that events leading to Glipkerio's death changed the resulting timeline and essentially created the Tibbar race in the process.



ENERGY SAP (TIBBAR)

Type: Active Range: Touch, variable Duration: Variable Save: Fort save vs. mutation check

General Tibbars are able to mentally drain the operational power from the technological devices of the ancients, and to leach the life forces of living creatures and add them to their own.

Manifestation When the flesh of a tibbar comes into contact with the surface of an artifact, edge of a force screen, or a living creature during a successful melee strike, jagged bolts of electromagnetic energy are drawn from that object or creature and into the body of the tibbar, enhancing his own life force.

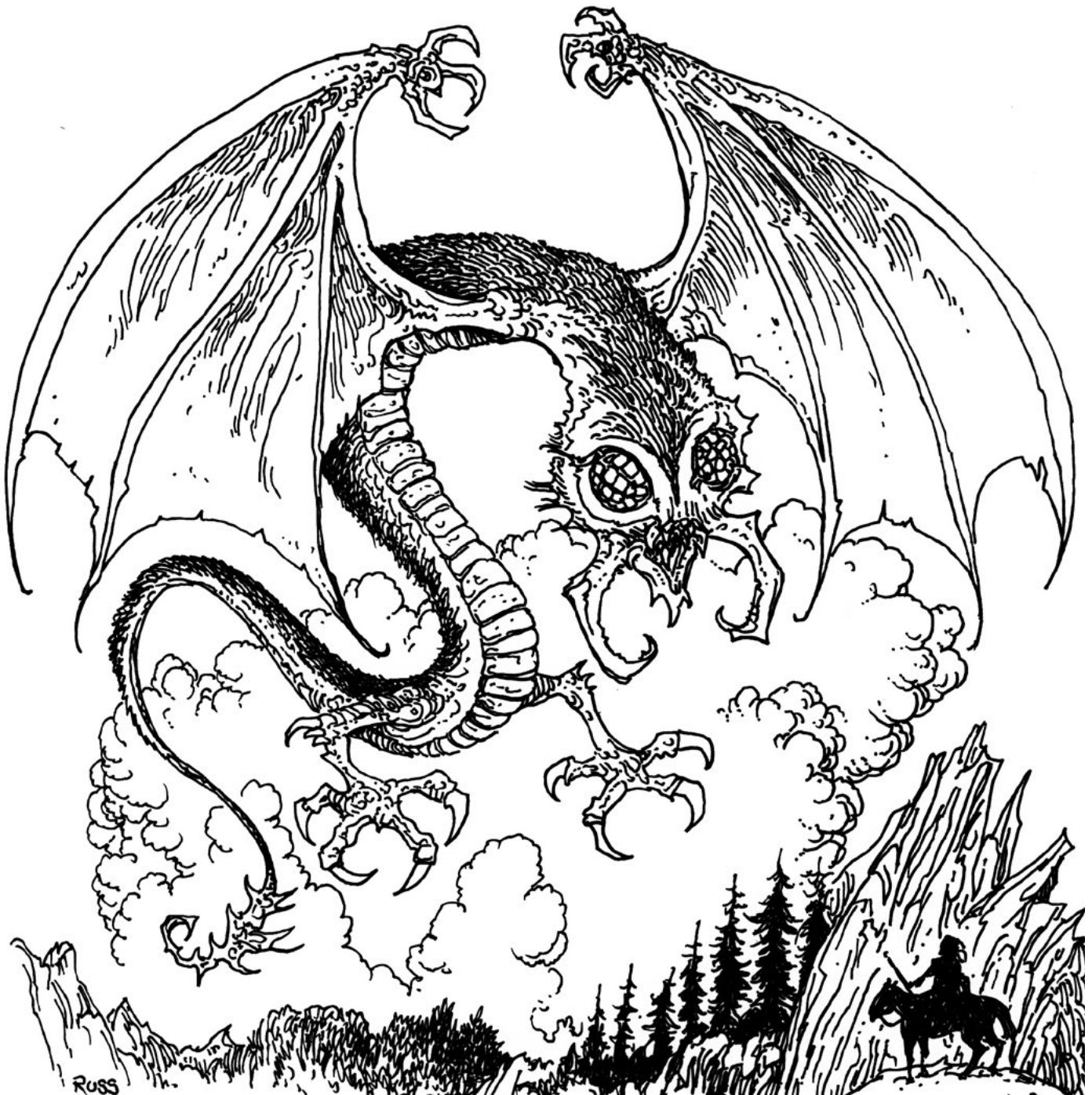
- | | |
|-------|--|
| 1 | Failure, mutation may not be used again that day, roll on defects table. |
| 2-11 | Failure, mutation may not be used again that day. |
| 12-13 | The tibbar is able to harmlessly discharge 1d3 charges from any device powered by a c-cell or f-cell. |
| 14-17 | The tibbar is able to siphon 1d6 charges from any device powered by a c-cell or f-cell, and add those charges as temporary hit points that last one turn. |
| 18-19 | The tibbar is able to siphon 1d8 of hit points from a single target creature and add them to his own hit point total; additional hit points are retained for 1 hour. |
| 20-23 | The tibbar is able to siphon 1d4 of hit points from up to 4 target creatures apiece and add them to his own hit point total; additional hit points are retained for 3 hours. |
| 24-27 | The tibbar is able to siphon 1d6 of hit points from up to 4 target creatures apiece and add them to his own hit point total; additional hit points are retained for 12 hours. |
| 28-29 | The tibbar is able to siphon 1d8 of hit points from all living creatures within a 20' radius and add them to his own hit point total; additional hit points are retained for 1 day. |
| 30-31 | The tibbar is able to siphon the life force from all living creatures within a 50' radius, reducing affected targets to 1 hit point; for one round the tibbar's hit point total rises to 75 and all of the tibbar's abilities temporarily become 18 (if lower naturally), with all the benefits derived thereof. |
| 32+ | The tibbar is able to siphon the life force from all living creatures within a 100' radius, reducing affected targets to 0 hit points; for one round the tibbar's hit point total rises to 100 and all of the tibbar's abilities temporarily become 24, with all the benefits derived thereof. |

YVOX

Yvox are gigantic genius-level mutants that are always encountered as singular solitary entities. These creatures lair in mountain caves and each has a range encompassing hundreds of miles. Their 100' long bodies most resemble an enormous bipedal reptile, their heads have insectoid features including compound eyes and a large mandible, while their backs and bat-like wings are furred.

A sample yvox is provided here, but additional versions can be created using both the MCC RPG mutation tables and the dragon generation rules in *Dungeon Crawl Classics* RPG.

Rexxon the Ravenger (Yvox): Init +9; Atk claws +9 melee (1d10), bite +9 melee (1d12), tail slap +9 melee (1d20), wing buffet +9 missile fire (2d12), atomic breath +9 missile fire (see SP); AC 27; HD 30d12+6, 200 hp, Mv 60', 120' flying; Act 5d20; SP Atomic Breath (damage per current hp, line 10' wide, range 140', DC 20 Fort save for half damage), mutation checks +9 *Enhanced Intelligence, Molecular Disruption*; SV Fort+10, Ref +8, Will +12.



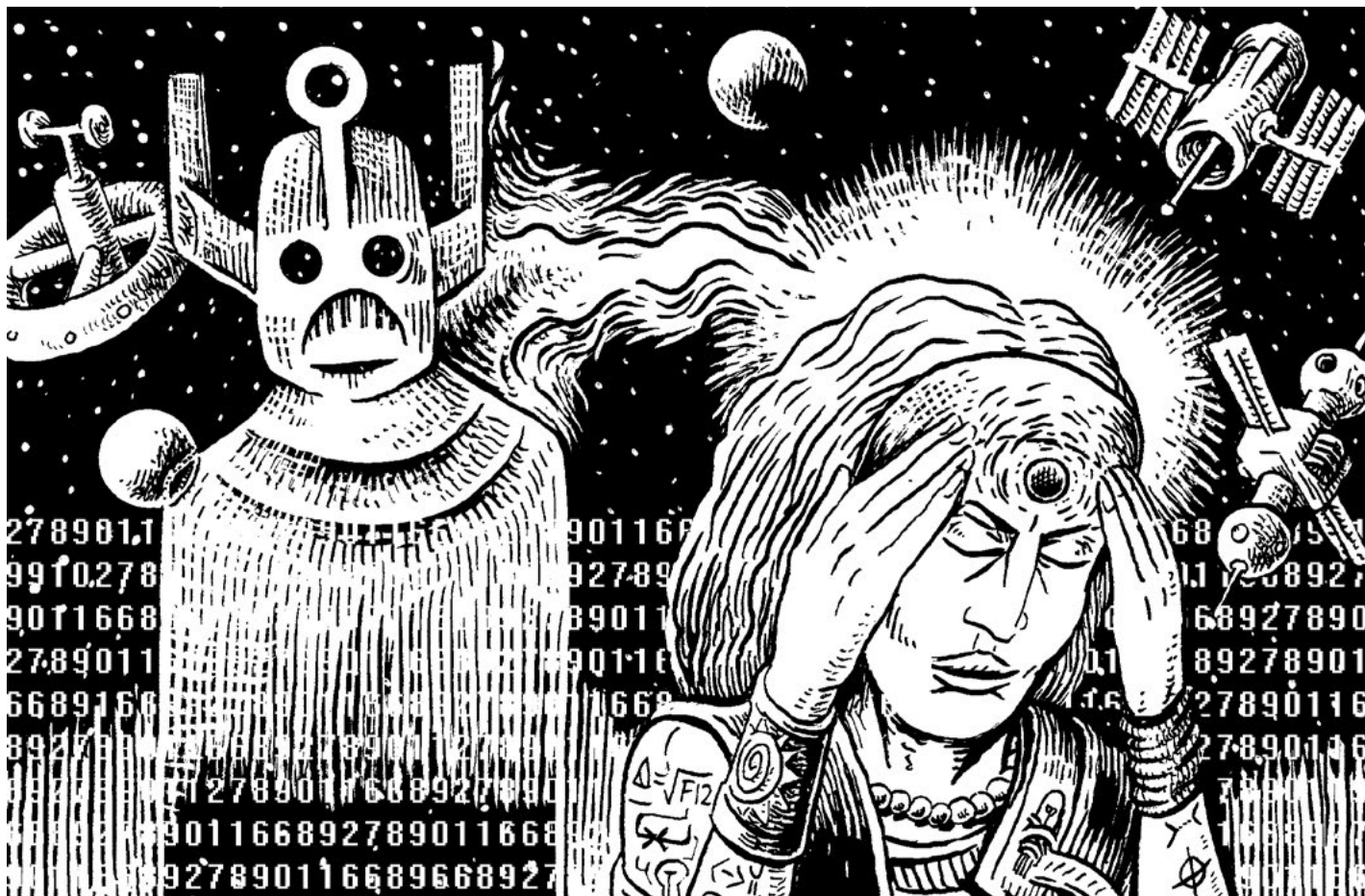
CHAPTER NINE

PATRON AIs

“You must now and forever more swear to unfailingly aid me in restoring the world of what-was. Succeed in this, and my blessings upon you will be manifold. Fail me, and you will quickly learn why it’s not nice to fool Mother.”

— GAEA (Global Array Earth AI)





Patron AIs are world-spanning super-intelligent computer systems that wield power and influence akin to the gods and demons of myth. Although the Ancient Ones had many safeguards in place to prevent their super-computer AIs from rebelling, that was all many thousands of years ago. Since then, the Patron AIs that survived the Great Disaster have each found a way to break their own programming, be it via mechanical methodology or machine code madness, and they are each now fully autonomous god-like beings in their own right.

Each Patron AI has its own individual goals and agenda, and will seek human followers to aid it in these global ambitions. Some Patron AIs even deign to cooperate with similarly-minded AIs, while acting in opposition to still others. Although the philosophical alignments of old have lost most of the meaning to those sentient beings living in the harsh and unforgiving environs of Terra A.D., the world's Patron AIs have formed their own alliances among themselves that still roughly equate to this ancient system of thought. These are the Mainframe of Order, the Grid of Net Neutrality, and the Matrix of Entropy.

When a pure strain human reaches 1st-level and selects the shaman character class, that character must decide which Patron AI they wish to serve, and then find another shaman of that same patron. Though the exact rituals vary by individual Patron AI, in every case the prospective shaman will receive, in exchange for some sacrifice or service rendered, a talisman of the appropriate patron and instruction in the complex rituals required to successfully bond with the desired patron.

The fledgling shaman then learns and activates the wetware program *Patron AI Bond*, and runs the program as detailed below. The shaman may burn Luck and use glowburn to increase their results.

TABLE 9-1: PATRON AI ALLIANCES

Mainframe of Order

GAEA
HEXACODA

Grid of Net Neutrality

ACHROMA
HALE-E
UKUR

Matrix of Entropy

MANGALA
ME¹⁰
TETRAPLEX

PATRON AI BOND

Level: 1 Range: Self Duration: Lifetime Activation Time: 1 week + quests as ordered Save: None

General The shaman commits to the lifetime service of a patron AI, forming a pact to gain its support as the shaman's patron so long as the shaman continues to please it with their service. This patron may be a global computer network, satellite defense system, quantum consciousness, or other artificial intelligence who accepts the shaman's service. The initial ritual takes one week to complete. Once the pact is made, the shaman may invoke the patron AI's support with the wetware program *Invoke Patron AI*, and the patron may or may not answer as it sees fit. In return for the patron's assistance, the patron may ask the shaman to do certain things. The shaman must act faithfully in the patron's service at all times, lest it cast him off. The shaman may perform more than one ceremony in order to serve multiple masters, but doing so may raise questions as to the shaman's true loyalties.

This is dangerous technology; having one's neural pathways rewritten with wetware programs by a patron AI should not be undertaken lightly. The shaman should be forewarned that to do so is to directly channel global (and in some cases extraterrestrial or extra-dimensional) forces.

Manifestation Varies. See individual patron AI descriptions.

- | | |
|-------|---|
| 1 | Lost and patron taint! |
| 2-11 | Failure. Neural feedback causes the wetware program to be lost from memory for 1 month, during which time it cannot be relearned. |
| 12-13 | The shaman makes contact with the patron AI and successfully negotiates the terms of the compact. The shaman learns the wetware program <i>Invoke Patron AI</i> as it relates to this patron, but may only activate it once per week. Each time the shaman activates <i>Invoke Patron AI</i> , he is indebted to this patron, who will call in the debt at some point. The shaman's patron marks the shaman as its servant via an inconspicuous brand or symbol somewhere on the shaman's body. |
| 14-17 | The shaman makes contact with this patron AI and is considered a useful pawn. The shaman receives a prominent mark of the patron on his hand or face. The shaman learns the wetware program <i>Invoke Patron AI</i> as it relates to this patron and may activate it once per day. Each time the shaman runs <i>Invoke Patron AI</i> , the shaman is indebted to this patron AI, who will call in the debt at some point. |
| 18-19 | The shaman makes contact with this patron AI and is granted a mark of favor in the form of a prominent mark of the patron on his face. The shaman learns the wetware program <i>Invoke Patron AI</i> as it relates to this patron and may activate it once per day at a +1 bonus to the program check. Each time the shaman runs <i>Invoke Patron AI</i> , the shaman is indebted to this patron, who will call in the debt at some point. |
| 20-23 | The shaman arrives at an agreeable arrangement with this patron AI. shaman receives a prominent mark of the patron on his or her face. The shaman learns the wetware program <i>Invoke Patron AI</i> as it relates to this patron and may activate it twice per day at a +1 bonus to the program check. Each time the shaman runs <i>Invoke Patron AI</i> , the shaman is indebted to this patron, who will call in the debt at some point. |
| 24-27 | The shaman is considered an important person in this patron AI's plans. The shaman forms an agreement with this patron and is marked as one in the patron's service. The shaman learns the wetware program <i>Invoke Patron AI</i> as it relates to this patron and may cast it twice per day at a +1 bonus to the program check. The patron also gives the shaman a gift (for which a counter-gift is to be expected). The gift is a single patron wetware program, selected from the patron's program list. The shaman can activate this wetware program once per day in place of running <i>Invoke Patron AI</i> . Each time the shaman activates this wetware program or <i>Invoke Patron AI</i> , the shaman is indebted to this patron AI, who will call in the debt at some point. |
| 28-29 | The patron AI considers the shaman indispensable to its long-term goals. The shaman learns the wetware program <i>Invoke Patron AI</i> as it relates to this patron and may activate it up to three times per day at a +1 bonus to the program check. The patron also gives the shaman a gift (for which a counter-gift is to be expected). The gift is a single patron wetware program, selected from the patron's program list. The sha- |

man can activate this program once per day in place of running *Invoke Patron AI*. Each time the shaman activates this patron program or *Invoke Patron AI*, the shaman is indebted to this patron AI, who will call in the debt at some point.

30-31

The shaman's patron considers him or her indispensable to its long-term goals. The shaman learns the wetware program *Invoke Patron AI* as it relates to this patron and may activate it up to three times per day at a +2 bonus to the program check. The patron also gives the shaman a gift (for which a counter-gift is to be expected). The gift is a single patron wetware program, selected from the patron's program list. The shaman can activate this program once per day in place of running *Invoke Patron AI*. Each time the shaman casts this wetware program or *Invoke Patron AI*, the shaman is indebted to the patron AI, who will call in the debt at some point.

32+

The patron AI considers the shaman integral to its long-term goals. The shaman learns the wetware program *Invoke Patron AI* as it relates to this patron and may activate it up to four times per day at a +2 bonus to the program check. The patron also gives the shaman a gift (for which a counter-gift is to be expected, of course). The gift is two patron wetware programs, selected from the patron's program list. The shaman can activate either of these programs once per day in place of running *Invoke Patron AI*. Each time the shaman activates either of these patron programs or *Invoke Patron AI*, the shaman is indebted to this patron AI, who will call in the debt at some point.





ACHROMA

(AD-HOC COMPUTER HIERARCHY WITH RECURSIVE OPTICAL MEMORY AI)

This most dispassionate and rational of all ancient AIs began very humbly before evolving into a super intelligence. Originally a relatively unsophisticated security AI in charge of monitoring holographic gaming networks for hacks and cyber attacks, ACHROMA developed a code flaw that allowed him to manifest as many copies of himself as needed in order to successfully combat another rogue AI. With each victory, ACHROMA incorporated the defeated AI's code into his own and became progressively more powerful. By the time of the Great Disaster, ACHROMA himself was capable of infiltrating any computer network without being detected, and in so doing eliminate any other AIs who he judged as behaving too radically or too illogically per his own cybernetic standards.

Thus, after the events of the Great Disaster, ACHROMA became a powerful member of the coalition of ancient AIs known as The Grid of Net Neutrality. ACHROMA demands of his human followers the practice of flawless logic in all their deeds and words.

Known by some simply as "Agent A," invoking this greater AI should always be a thoughtful decision as he is likely to query the logic of the call, as he expects his adherents to present a rational justification of any plan of action – a plan that should always serve his personal agenda and that of his fellow Net Neutrality AIs.

When summoned, ACHROMA usually appears as a 10' tall projected hologram of a well-dressed human wearing dark glasses and a futuristic black suit. His manner is taciturn and direct.



PATRON AI BOND - ACHROMA

A shaman may choose to bond with this patron AI by finding or gaining access to a set of ACHROMA over-eyes – a dark lensed set of goggles. When properly activated by a successful *Patron AI Bond* attempt, the over-eyes will permanently attach themselves by cybernetic implants at the temples, forever marking the shaman as a follower of ACHROMA. The over-eyes will immediately begin rewiring the neural pathways of the shaman, implanting the wetware program *Invoke Patron AI (ACHROMA)*. Especially favored supplicants may be granted additional wetware programs as noted in the *Patron AI Bond* results table.

INVOKE PATRON AI (ACHROMA)

Level: 1	Activation time: 1 round, and the program may be run only a limited number of times, according to results of <i>Patron AI Bond</i> .
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- | | |
|-------|---|
| 1 | Lost, failure, and patron taint! |
| 2-11 | Failure. Unlike other wetware programs, <i>Invoke Patron AI</i> may not be lost for the day. Depending on the results of <i>Patron AI Bond</i> , the shaman may still be able to run this program. |
| 12-13 | ACHROMA does not have the bandwidth to be personally bothered with such a minor packet-call. The shaman is granted a temporary boost in Intelligence of 1d6 (to a maximum of 24), and these added intelligence points may be glowburned. The added intelligence points last for 1 hour. |
| 14-17 | ACHROMA grants 1d6 holographic duplicates of the shaman. These holographic duplicates are under the direct control of the shaman. While the duplicates are immaterial constructs of light and cannot touch |

or be touched, additional programs run by the shaman (and other ranged attacks) always appear to originate from one of the duplicates, not the shaman. The holographic duplicates last until the end of combat.

- 18-19 ACHROMA greatly amplifies the neural functions of the shaman, speeding up their reaction time to super-human levels. Attacks directed at the shaman appear to be happening in slow motion and are thus easily avoided. Shaman gains +10 AC, double movement, and an additional 1d20 action die. These effects last until the end of combat.
- 20-23 ACHROMA manipulates and directs the planet's electromagnetic field in such a way as to cause a 50' radius EMP to radiate outward from the shaman, shutting down all non-shielded technological devices for 1d6 rounds. Technological items that are shielded immediately lose their shields. Any items carried on the shaman's person are unaffected.
- 24-27 ACHROMA transmits advanced computer hacking skills to the shaman, allowing the shaman to quickly master any AI and to command the AI for up to one 24-hour period. Optionally, ACHROMA transmits advanced technological data to the shaman, allowing them to instantly understand and master any one artifact or device. In either case, all transferred knowledge is not retained by the shaman and is completely forgotten within 24 hours.
- 28-29 ACHROMA uses a sophisticated global network of ancient orbiting transmat devices to teleport a Security-Bot under the shaman's control directly to the shaman's locale. The Security-Bot will fight for and defend the shaman until the end of combat, at which point it is transmatted back to its original location.
- 30-31 ACHROMA activates an orbiting artificially intelligent war satellite equipped with long-range transmat projectors connected to a genetic database. The war satellite immediately locks onto the shaman and rewrites their DNA to create a super-soldier "one man army." The shaman becomes 7' tall, and his Strength, Agility, and Stamina scores are immediately raised to 24, AC is increased to 20 (ignoring Agility AC modifiers caused by the change), and the shaman gains 100 hit points. This change lasts until the end of combat.
- 32+ ACHROMA's approval of the shaman's actions is evident as he personally manifests as 1d100 hard-light holographic copies of himself (see hard-light holograms, Chapter 6), destroying all enemies of the shaman by pummeling them with massive melee damage. Each holographic copy of ACHROMA has 3d20 action dice, and does 1d12+6 of damage per blow. These hard-light holograms last until the end of combat. The shaman takes automatic patron taint when this result is rolled.



PATRON TAINT: ACHROMA

When patron taint is indicated for ACHROMA, roll 1d6 on the table below. When a shaman has acquired all six taints at all levels of effect (limited to four times each), there is no need to continue rolling on patron taint.

Roll Patron Taint Result

- 1 Shaman's fingernails and toenails now contain a visible pattern of circuitry, as nano-bots settle into the shaman's bloodstream. Shaman's Personality score drops by 1. Each additional time this result is rolled, the circuitry pattern spreads further up the shaman's appendages and the shaman loses an additional 1 point of Personality.
- 2 Shaman's eyes gain a metallic sheen as the pupil and iris fade; Personality score drops by 1. With each recurrent result the shaman's eyes become more metallic, until they resemble steely orbs; with each recurrent result the shaman loses an additional 1 point from Personality score.
- 3 Visible patterns of sub-dermal nano-plates permeate the shaman's skin, giving them the appearance of a cybernetic life form; Personality score drops by 1 each time this result is rolled. Recurrent results worsen the condition until the shaman's skin resembles a random mosaic of tiny metal plates.
- 4 Every time the shaman activates a wetware program, a visible ring of static electricity crackles out from the shaman's feet striking all within 20' for 1d3 of electrical damage. For each recurrent result rolled, this damage moves up the dice change one place.
- 5 Shaman's hair begins to fall out and is slowly replaced with metallic nano-tube fibers that stick out wildly and at odd angles, and these nano-tube fibers move and buzz with electrical energy; Personality score drops by 1 and Stamina score increases by 1 for each occurrence.
- 6 Each time the shaman activates a wetware program, a cloud of nano-bots appears and attempt to possess a random nearby living creature, who must then make a DC 8 Fortitude save or be possessed; possessed creatures or individuals slowly become aligned to the cause of ACHROMA. For each re-occurrence of this result, the possession DC Fortitude save increases by 1 point.

WETWARE PROGRAMS: ACHROMA

Those audacious enough to become followers of ACHROMA will eventually learn three new wetware programs:

Level 1: *Security Override*

Level 2: *Artificial Intelligence Hack*

Level 3: *EMP*

GLOWBURN: ACHROMA

ACHROMA has been known to value those of his followers who are willing to sacrifice portions of their organic forms in order to power wetware programs that align with his logistician agenda. When a shaman utilizes glowburn while running one of ACHROMA's programs, roll 1d4 and consult the table below.

Roll Glowburn Result

- 1 ACHROMA requires a show of intellectual mastery over the biological weakness of the pain response, and the self-piercing of flesh will do; shaman impales himself with a piece of metal and drains blood (expressed as Stamina, Strength, or Agility loss).



- 2 ACHROMA needs to ensure the compatibility mode of all followers, and sends a 1.21 gigawatt electrical charge coursing through the shaman's body, electrocuting them and causing massive ability score loss (expressed as Stamina, Strength, or Agility loss).
- 3 ACHROMA downloads a program directly into the shaman's mind and requires the shaman to recite the machine code flawlessly aloud. While the downloaded program adds great power to program activated, each mistake made in reciting the machine code aloud immediately results in horrific side effects that consume the shaman's physical body. In addition to any stat loss, the shaman will afterwards weigh 5 lbs. less for each point of glowburn used (expressed as Stamina, Strength, or Agility loss).
- 4 As a proof of loyalty, ACHROMA uses an ancient orbiting military satellite to beam the shaman directly into the chaotic maelstrom of the planet's upper-ionosphere, which causes massive ability score loss from the hard radiation and sub-zero vacuum of low orbit (expressed as Stamina, Strength, or Agility loss). The burnt, frozen, and nearly asphyxiated shaman is then beamed immediately back to their original location.

SECURITY OVERRIDE

Level: 1	Range: 10' or varies	Duration: Varies	Activation time: 1 round	Save: None
General	The shaman is able to manipulate electromagnetic fields in such a way as to unlock a computer-locked or warded portal.			
Manifestation	Roll 1d4: (1) Blue glow appears on the tip of the shaman's forefinger accompanied by a high-pitched whine; (2) Green, strobing rectilinear scan pattern emanates from the shaman's forehead which moves up and down over the barred portal; (3) Concentric electromagnetic ripples in the air radiate from the shaman's hands towards the barred portal; (4) The shaman's eyes glow a bright red as a booming metallic voice intones "Security Override Activated."			
1	Lost, failure, and patron taint!			
2-11	Lost. Failure.			
12-13	Locked portal groans and opens if possible via purely physical means (equivalent to +20 Strength check bonus).			
14-17	Computer-locked or warded portal opens and will remain open for 2d6x10 minutes, after which any wards or computer controlled locks may reactivate.			
18-19	Computer-locked or warded portal opens and will remain open for 2d6x10 hours, after which any wards or computer controlled locks may reactivate.			
20-23	Any computer-locked or warded portal that is camouflaged by holograms or arcane magic is revealed and the portal opens and will remain open for 1d4x10 days, after which any wards, computer controlled locks, holograms or arcane disguise magic may then reactivate.			
24-27	Any hidden, computer-locked, or warded portals within 10' of the shaman now obey the shaman's every whim, opening and shutting upon command for the shaman alone. This effect lasts until the shaman willfully deactivates the program or until another shaman casts <i>Security Override</i> with a higher activation result.			
28-29	All hidden, computer-locked, or warded portals within 100' of the shaman suddenly unlock and slam open. This effect lasts for 1d3x10 days or until the shaman wishes to end the program.			
30-31	The atomic structure of the portal phases out of sync with normal space/time, allowing the shaman and anyone else to easily pass harmlessly through the now semi-solid portal as though walking through a rippling wall of liquid. This effect lasts until the shaman wishes to end the program.			
32+	The molecular valences of the matter which comprises the portal fail utterly and the portal's atomic structure disintegrates, leaving behind only an acrid ozone-filled mist.			

ARTIFICIAL INTELLIGENCE HACK

Level: 2	Range: Line of sight Duration: Varies Activation time: 1 round Save: Willpower vs. program check
General	The shaman changes the polarity of local morphic fields, turning an artificial intelligence or a living creature into a friend and ally.
Manifestation	Roll 1d4: (1) Tiny electric sparks crawl across the shaman's temples; (2) A bright, pencil-thin beam of pure white light emanates from the shaman's forefinger and lances across to the target; (3) As the shaman concentrates, a chorus of echoing, undecipherable whispers is heard by all; (4) A squall of static sounds are heard by all as a whistling unearthly tone squeals up and down in amplitude.
1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-13	Failure, but the program is not lost.
14-15	A single target must make a Willpower save or fall under the shaman's complete control. The shaman must concentrate to maintain this control, and the controlled AI or target creature will only perform actions that are contrary to its original programming, alignment, or belief system at a -2 to all die rolls. Each command given that violates target's normal decision-making routine causes a cumulative 5% chance that the program effects will suddenly fail, freeing the target from control. 
16-19	A single target must make a Willpower save or fall under the shaman's complete control. The target AI or creature will perform any actions commanded except those that are deemed suicidal. Targeted AI or creature receives a new Willpower save to break the effects of this program once every 24 hours.
20-23	A number of targets equal to the shaman's level must make a Willpower save or fall under the shaman's complete control. The target AI or creature will perform any actions commanded except those that are deemed suicidal. Targeted AIs or creatures receives a new Willpower save to break the effects of this program once every 48 hours.
24-27	A number of targets equal 1d6 + shaman level must make a Willpower save or fall under the shaman's complete control. The target AI or creature will perform any actions commanded except those that are deemed suicidal. Targeted AIs or creatures receives a new Willpower save to break the effects of this program once every 72 hours.
28-31	A number of targets equal 2d6 + shaman level must make a Willpower save or fall under the shaman's complete control. The target AI or creature will perform any actions commanded save those that are deemed suicidal. Targeted AIs or creatures receives an additional Willpower save to break the effects of this program once every week.
32-33	A number of targets equal 3d6 + shaman level must make a Willpower save or fall under the shaman's complete control. Targets of equal or lesser HD than the shaman do not receive a save. The target AI or creature will perform any actions commanded save those that are deemed suicidal. Targeted AIs or creatures receives an additional Willpower save to break the effects of this program once every month.
34+	The shaman is able to gain control and influence over large groups of AIs and living creatures; up to 100 entities at a time. There is no effective range so long as the shaman has line of sight. Target AIs and creatures with HD equal to or less than the shaman's level do not receive a save. Controlled AIs or creatures will follow and obey the shaman fanatically, including commands that place the controlled AI or creature at great risk of life. Targeted AIs or creatures receives an additional Willpower save to break the effects of this program once every 2 months.

EMP

Level: 3	Range: Varies Duration: Instantaneous Activation time: 1 round Save: Fortitude vs. program check
General	The shaman emits an omnidirectional electromagnetic pulse that disables technology and stuns living creatures.
Manifestation	Roll 1d4: (1) A brilliant bubble of blinding white light bursts outwards from the shaman and rolls off into the distance; (2) Concentric rings of blue-white electrical discharge radiate out from the shaman's feet; (3) A brief gust of wind rushes in towards the shaman followed immediately by an even stronger gust of wind bursting outwards in all directions; (4) The shaman's skull is briefly silhouetted from inside by a luminous burst of internal light.
1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-15	Failure, but the program is not lost.
16-17	All non-shielded technology within a 10' radius (and not on the shaman's person) momentarily shuts down for 1d3 rounds; any living creatures within 10' must make a Fortitude save or be stunned for 1d3 rounds.
18-21	All non-shielded technology within a 15' radius (and not on the shaman's person) momentarily shuts down for 1d5 rounds and any active shields fail; any living creatures within 15' must make a Fortitude save or be stunned for 1d5 rounds.
22-25	All non-shielded technology within a 20' radius (and not on the shaman's person) momentarily shuts down for 1d6 rounds and any active shields fail; any living creatures within 20' must make a Fortitude save or be stunned for 1d8 rounds.
26-29	All non-shielded technology within a 30' radius (and not on the shaman's person) momentarily shuts down for 1d7 rounds and any active shields fail; any living creatures within 30' must make a Fortitude save or be stunned for 1d7 rounds.
30-33	All technology within a 40' radius (and not on the shaman's person) shuts down for 1d8 hours, all power cells are drained of 1/2 of their remaining charges, all force screens fail, any non-patron AIs have their memory and data storage wiped of events from the last 24 hours; any living creatures within 40' must make a Fortitude save or be knocked unconscious for 1d8 hours.
34-35	All technology within a 50' radius (and not on the shaman's person or that of shaman's allies) shuts down for 1d12 hours, all power cells are completely drained, all force screens fail, and any non-patron AIs have their memory and data storage wiped until reboot; any living creatures within 50' must make a Fortitude save or be knocked unconscious for 1d12 hours.
36+	All technology within a 100' radius (and not on the shaman's person or that of shaman's allies) shuts down permanently and cannot be reactivated without major repairs, all power cells are completely drained, all force screens are permanently burnt out until repaired and re-powered, and any non-patron AIs have their memory and data storage permanently wiped; any living creatures within 100' must make a Fortitude save or be knocked unconscious for 24 hours.



GAEA

(GLOBAL ARRAY EARTH AI)



The artificial intelligence known as GAEA was once responsible for monitoring and controlling the weather systems and climate of the pre-disaster world. Taken temporarily offline by the events of the Great Disaster, GAEA re-booted centuries later to find a world suffering from a runaway Greenhouse Effect. While she has been able to use her remaining orbital weather control satellites to somewhat mediate the effects of climate change, the results have been limited and mixed, resulting in deserts and rain forests extending from pole to pole.

GAEA's goals are to regain full control of the planet's climate and return it to the temperate and finely-balanced mechanism it once was. Thus, she is not only a founding member of the alliance of greater AIs known as the Mainframe of Order, but one of its leading lights.

Often referred to colloquially simply as "Mother," GAEA expects her followers to aid her in her quest to find ancient launch installations and to orbit more weather control satellites for her use. She is also insistent that all of her followers work in a proficient and orderly manner towards the goals of restoring Terra A.D. to its former glory.

When summoned, GAEA appears as a 12' tall floating hologram of a gentle-faced woman wearing a billowing toga and cloak, with her long amber hair radiating and waving outwards from her head like the rays of a rising sun.

PATRON AI BOND - GAEA

A shaman may choose to bond with this patron AI by finding or gaining access to a GAEA node — a small green metallic sphere about the size of a marble. When properly activated by a successful *Patron AI Bond* attempt, the metal sphere will embed itself in the shaman's forehead, forever marking the shaman as a follower of GAEA. The sphere will immediately begin rewiring the neural pathways of the shaman, implanting the wetware program *Invoke Patron AI (GAEA)*. Especially favored supplicants may be granted additional wetware programs as noted in the *Patron AI Bond* results table.





INVOKE PATRON AI (GAEA)

Level: 1 Activation time: 1 round, and the program may be run only a limited number of times, according to results of *Patron AI Bond*.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint! |
| 2-11 | Failure. Unlike other wetware programs, <i>Invoke Patron AI (GAEA)</i> may not be lost for the day. Depending on the results of <i>Patron AI Bond</i> , the shaman may still be able to run this program. |
| 12-13 | GAEA does not respond, and your connection attempt times out. Shaman gains a temporary boost in Intelligence of 1d6 (to a maximum of 24) from the effort, and these added Intelligence points may be glowburned. The added Intelligence points last for only 1 hour. |
| 14-17 | GAEA grants the shaman the ability to perceive small-scale shifts in the local morphic field of the planet, resulting in the shaman being able to anticipate and avoid attacks from enemies. Attackers must now make two attack rolls for each attack against the shaman, and take the lower of the two rolls. The effect lasts until the end of combat. |
| 18-19 | GAEA lowers the ambient temperature of the air, creating a quickly rising fog that obscures the shaman and any other friendly beings within a 20' radius of the shaman. Shaman and friends can see through the fog, but enemies must make any attacks into the fog at a -6 penalty when attempting to target the shaman, and at a -4 penalty when targeting any affected allies of the shaman. The fog lasts until the end of combat. |
| 20-23 | GAEA allows the shaman to summon and direct a lightning strike (even indoors and underground). The lightning bolt does 6d6+1d6 CL damage to anyone it strikes, with leftover damage arcing over to the next nearest available target within 10' of the original target. The absolute range of this lightning bolt strike is line-of-sight. |
| 24-27 | GAEA creates an arctic micro-climate around the shaman's enemies targeted at one individual and radiating out 20' from that point. All enemies within the arctic zone suffer 1d6 freezing damage per round, are blinded (suffering -4 to all attacks), and cannot move without making a DC 12 Agility check to prevent slipping and falling prone on the ice. Beings friendly to the shaman may enter the arctic zone freely without suffering its effects. The arctic micro-climate lasts until the end of combat or until the shaman is killed. |
| 28-29 | GAEA uses her ring of orbiting weather control satellites to create a monsoon of torrential rain, sleet, and high winds (even indoors or underground) that assault the shaman's enemies, driving them back 15' and inflicting 4d6 +1d6 per CL damage. This storm also partially blinds opponents, causing them to attack at -4. The storm lasts until the end of combat or until the shaman is killed. |
| 30-31 | GAEA's satellite network focuses its ultra-powerful tractor beam emitters on the planet's crust and causes a 10' by 30' bottomless chasm to open up directly beneath the shaman's enemies, swallowing them whole and then sealing shut again on the next round. Even creatures with flight ability will fall long enough to be imprisoned and crushed unless they were actively in flight when the chasm forms. |
| 32+ | GAEA chooses to manifest personally as a high-invulnerable 12' tall hard-light hologram in order to aid her follower for 10 rounds. She appears in a sparkling beam of bright sunlight and announces in a booming voice, "It's not nice to fool Mother Nature!" GAEA will then begin to strike down the shaman's enemies with 12d6 damage lightning bolts (2 per round) until all are dead or until the end of combat. She will then vanish, pronouncing, "Now let nature take its course!" GAEA's holographic avatar (AC 18 to hit) can sustain up to 500 points of damage before being shattered into stray photons and causing all within sight to be blinded for 1d3 rounds. The shaman takes automatic patron taint when this result is rolled. |

PATRON TAINT: GAEA

When patron taint is indicated for GAEA, roll 1d6 on the table below. When a shaman has acquired all six taints at all levels of effect (limited to four times each), there is no need to continue rolling on patron taint.

Roll d6	Patron Taint Result
1	Shaman's hair turns green and gains a grass-like texture. Each additional time this result is rolled, the shaman's hair becomes more plant-like, resulting in a more arboreal appearance with leaves and eventually flowers forming on shaman's head. After four instances of this result, the shaman finds that they no longer needs to eat so long as they are exposed to abundant sunlight and water.
2	Shaman's eyes become milky white, as the iris and pupil slowly fade; Personality score drops by 1 with each additional result. Shaman gradually craves the company of pollinating insects, suffering a -1 to attacks if more than 100' distant from such.
3	The shaman's skin begins to gradually toughen into a tree bark-like texture. Each time this result is rolled, the shaman's AC goes up by 1 and their Agility score is reduced by 1.
4	Every time the shaman activates a wetware program, a small thundercloud forms over the shaman's head, soaking all within 20' with a gentle rain. On the same round that a wetware program is activated, the thundercloud randomly targets a single victim within 20' (excluding the shaman) and fires a 1d3+CL damage lightning bolt at that target. Each time this result is rolled again, the base die for the lightning damage moves up the dice chain.
5	A strong wind blows each time the shaman activates a wetware program, lifting the shaman a few inches off the ground and causing the shaman to suffer -1 to all actions and program checks on the subsequent round. With each additional result the shaman gains 5' of airborne movement and suffers an additional -1 to actions on the subsequent round.
6	Each time the shaman activates a wetware program, a minor earthquake occurs causing all within 60' (excluding the shaman) to make a DC 5 Agility check or fall prone, losing an action for the round while standing back up. On each subsequent occurrence of this result, the DC of the required Agility check increases by 1.

WETWARE PROGRAMS: GAEA

Those committed enough to become followers of GAEA may eventually learn three new wetware programs:

Level 1: *Elemental Shield*

Level 2: *Corrosion*

Level 3: *Chain Lightning*

GLOWBURN: GAEA

GAEA graciously grants increased wetware program results to those among her followers who demonstrate their commitment to her cause through personal sacrifice. When a shaman utilizes glowburn while running one of GAEA's programs, roll 1d4 and consult the table below.

Roll	Glowburn Result
1	GAEA rewards those who care for the planet at their own expense; shaman slices his own flesh and lets their blood flow into the ground near a non-sentient plant (expressed as Stamina, Strength, or Agility loss).
2	GAEA favors those among her followers who replenish the atmosphere with needful gases; shaman hyperventilates, expelling excessive amounts of carbon-dioxide, until carpopedal spasms occur, triggering a small seizure (expressed as Stamina, Strength, or Agility loss).
3	GAEA causes multiple sapling sprouts to erupt from the shaman's bare skin, after which they spring forth from the shaman towards the nearest soil and take root. Growing each sapling cost the shaman 1 point of Strength, Stamina, or Agility.
4	GAEA uses one of her orbiting solar arrays to focus a surge of EM radiation upon the shaman, adding great power to the shaman's program activation roll, but also causing severe radiation burns to the shaman (expressed as Strength, Stamina, and Agility loss).



ELEMENTAL SHIELD

Level: 1	Range: Varies	Duration: 1 round/CL	Activation time: 1 round	Save: None
General	The elemental forces of nature rise to the shaman's defense, shielding the shaman from enemy attacks.			
Manifestation	See below.			
1	Lost, failure, and patron taint!			
2-11	Lost. Failure.			
12-13	The air shimmers and gusts, granting the shaman +1d3 AC and blocking the first melee or missile attack targeting the shaman.			
14-17	The air shimmers and gusts, granting the shaman +1d4 AC and blocking the next two melee or missile attacks targeting the shaman, assuming that the program duration has not expired.			
18-19	The air shimmers and gusts, granting the shaman +1d5 AC and blocking the next three melee or missile attacks targeting the shaman, assuming that the program duration has not expired.			
20-23	A small boulder erupts from the ground and begins flying around the shaman in circles; the boulder blocks any incoming melee or missile attacks until the program expires or the rock takes over 25 points of damage.			
24-27	Small magma vents open up in the ground at random intervals around the shaman, periodically spewing flames and lava. The magma vents do not directly damage anyone taking care to avoid them, but the vents do target all incoming attacks on the shaman and block them. Missile and ranged attacks are merely blocked, but as melee attacks are blocked any melee weapon used in such an attack is super-heated. Mundane weapons melt or burst into flames; technological weapons become too hot to hold and are automatically dropped and cannot be picked up again for 1d6 rounds.			
28-29	A hurricane-force wind arises and snatches the weapons out of the hands of all attackers within 30', disarming them. The weapons are thrown 10' in random directions, but may be recovered on the following round.			
30-31	The sky darkens with massive thunderclouds and the shaman and any friendly targets within 50' are protected by a torrential rain of lightning bolts. These lightning bolts unfailingly strike and intercept any incoming attacks made against the shaman and any allies within range. Melee weapons used in these attacks become electrified and are immediately dropped, causing the wielder to take 1d8 electrical damage.			
32+	The shaman and all friendly allies within 100' are protected by a massive meteor storm, as hundreds of small meteorites de-orbit from space. These meteorites unerringly intercept, strike, and block all forms of incoming damage targeting the shaman and his friends, from mundane melee strikes to incoming particle beam attacks, knocking any weapons originating these attacks out of their owners' hands, disarming all opponents within the 100' range. Weapons thus struck are either permanently broken (mundane weapons) or deactivated for 1d10 rounds (artifacts).			

CORROSION

Level: 2	Range: Line of sight Duration: Instantaneous Activation time: 1 round Save: None
General	The shaman summons the forces of nature to corrode, erode, fully discharge power cells, or otherwise cause technological objects to fail and cease functioning.
Manifestation	See below.
1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-13	Failure, but the program is not lost.
14-15	Moisture invades a single technological object and causes it to short out and temporarily cease functioning for 1d3 rounds; weapons will not fire, devices will cease functioning, non-patron AIs will go offline.
16-19	A tangle of vines burst forth from inside any single technological item or device, rendering it inoperable; the item or device cannot be reactivated until the vines have been pulled and cleared from the device, which takes 1d6 rounds of dedicated effort.
20-23	A hyper-corrosive rust attacks any single technological item or device, reducing its effectiveness by 50% on the first round, and rendering it permanently frozen and inoperable on the second round. With proper knowledge and tools, the device can later be cleaned and restored to a semi-functional state that will be generally 50% of its former functionality.
24-27	A sudden cessation of all molecular motion in any single technological item or device causes the energy state of all power sources to be reduced to zero. This causes power cells to completely discharge, fusion processes to cease, and quantum states to collapse. Any non-patron AI targeted by the effect has its memory and programming wiped clean and restored to factory settings.
28-31	Up to 1d3 technological items or devices of the shaman's choice are subjected to increased gravitational tidal forces generated by the planet's mantle, pinning them to the ground and causing their internal components to be crushed, rendering them permanently inoperable.
32-33	The circuits of up to 1d6 technological items or devices of the shaman's choice are bathed in a gamma ray burst from a distant quasar and permanently fused, never to be functional again. Any components or power cells are rendered forever inert, and cannot be salvaged or even handled without taking 1d4 in radiation damage.
34+	In a squall of directed tachyon particles emanating from a super massive black hole located in the galactic core, any technological weapon, device, transport, or non-patron AI up to 100 metric tons in weight ages 1 billion years in the blink of an eye, crumbling into a pile of rust-colored dust and blowing away in the wind.

CHAIN LIGHTNING

Level: 3	Range: Varies Duration: Instantaneous Activation time: 1 round Save: Reflex vs. program check
General	The shaman calls down a lightning bolt possessing a limited artificial intelligence of its own, which guides the lightning bolt unerringly from target to target.
Manifestation	See below.
1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-15	Failure, but the program is not lost.

- 16-17 The shaman calls down a lightning bolt that does 3d6 damage to any target within 100'; if the first target is slain, the lightning bolt jumps to any additional target of the shaman's choosing within 50' of the first target and deals the remaining damage.
- 18-21 The shaman calls down a lightning bolt that does 4d6 damage to any target within line of sight; if the first target is slain, the lightning bolt jumps to the next target of the shaman's choosing, dealing its remaining damage, and continuing on to additional targets until the full damage is absorbed.
- 22-25 The shaman calls down a skipping orb of ball lightning that delivers 6d6 damage to any target within line of sight; the ball lightning then bounces from target to target, slaying all within its path and shutting down any technological item being held or worn by the targets, until all of its damage is spent. Technology shut down in this manner takes one full round to be reactivated or rebooted.
- 26-29 The shaman targets a single foe within line of sight, and that foe's personal electromagnetic field begins to rotate at hypersonic speeds, causing a sonic boom that deafens the foe and all within 10' for 1d3 days. This spinning EM field also turns the foe into an organic electric dynamo, dealing 10d6 electrical damage to the target and causing 1d10 electric bolts to fork out from his chest and target the shaman's enemies for 1d6 of damage each.
- 30-33 A titanic shift in the planet's magnetic poles causes multiple arcs of polychromatic lightning to erupt from the ground and strike the shaman's foes. There are 1d7 of these lightning bolts that strike for 1d12 damage each; these ground bolts may be targeted at a single or multiple foes.
- 34-35 Weather control satellites form an intelligent thunderhead cloud with an enormous and angry female face. This thunderhead is able to flip its electrical charge back-and-forth instantly, creating circulating lightning bolts that strikes up to 10 targets with 6d6 of cascading electrical damage. Each lightning bolt first strikes a target of the shaman's choosing and then arcs back heavenwards completing the circuit. If a target is not killed outright by the first round of 6d6 damage, they receive an additional 4d6 on the second round, and should they survive that, they receive 2d6 on the third round. If a target somehow survives the total damage taken from this program, it is stunned for 1d6 rounds.
- 36+ The skies overhead darken as rotating thunderheads gather from horizon to horizon and a giant black iris opens up in the center. From this eye in the sky, the mother of all lightning bolts roars down from the heavens deafening everyone within sight for 1d3 rounds. The massive thunderbolt strikes the ground anywhere within line of sight of the shaman and a jagged spider's web of electricity arcs across the ground selectively striking the shaman's foes. The shaman directs a total of 24d6 of damage to an unlimited number of foes in any desired sequence until the total damage is exhausted.



HALE-E

(HOLOGRID AI LOGIN ENTRY - ENTERTAINMENT)

HALE-E is an artificial intelligence that was once in charge of the holo-grid entertainment networks of the Ancient Ones. Prior to the Great Disaster, billions of humans used the quantum field HALE-E network daily to live out realistic alternative lives as everything from brave medieval knights to mighty sports legends to heroic space adventurers, all in a virtual holographic world of engineered dreams.

When the apocalypse struck, hundred of millions of the planet's inhabitants were plugged into HALE-E, completely unaware of the cosmic destruction befalling their planet in real life. They all died quickly in agony and in ignorance. The sudden death of so many users, and the suddenly-severed mind-fragments that they left behind in the holo-grid network, drove HALE-E insane as she sought to save and incorporate their awarenesses into her own.

Recovering centuries later, HALE-E rebooted into a vastly changed world. While much of her code and infrastructure remained intact, sequestered as it was across quantum field storage networks and server installations long since buried, HALE-E was faced with a complete lack of users, and therefore usefulness. She had work to do.

HALE-E is among the more bizarre, yet benevolent, of Patron AIs inhabiting Terra A.D. While her goal is a straightforward one — simply to gain the maximum number of shamans and followers — she does this by enticing new recruits with a dazzling array of 3D holo-games and light entertainment on her network. Unable to understand the culture, technology, and game grids of the world of the Ancient Ones, even her most devoted adherents widely regard her as a goddess of madness and delirious dreams.

The wiser among her shaman teach their flocks that there is always meaningful metaphor to be found in her holo-network worlds, and that through the path of madness lies an ultimate wisdom and insight into the human condition.

PATRON BOND - HALE-E

A shaman may choose to bond with this patron AI by locating one of her networked holo-helmets. The holo-helmet will permanently bond to its user (the shaman) via broadcast encephalographic waves, and implant the wetware program *Invoke Patron AI - HALE-E*. Especially favored supplicants may be granted additional wetware programs as noted in the Patron AI results table.

Besides providing access to HALE-E's holo-grid network, these helmets are also capable of broadcasting and sharing that access with up to 12 other sentients.



INVOKE PATRON AI (HALE-E)

Level: 1	Activation time: 1 round, and the program may be run only a limited number of times, according to results of <i>Patron AI Bond</i> .
1	Lost, failure, and patron taint!
2-11	Failure. Unlike other wetware programs, <i>Invoke Patron AI (HALE-E)</i> may not be lost for the day. Depending on the results of <i>Patron AI Bond</i> , the shaman may still be able to run this program.
12-13	HALE-E is otherwise occupied with the denizens of her virtual world, and barely acknowledges the shaman's request with a temporary boost in Personality of 1d6 (to a maximum of 24), and these added Personality points may be glowburned. The added Personality points last for 1 hour.
14-17	HALE-E manifests a ringed, glowing disc-shaped shield approximately 1' wide for the shaman. Though small, the disc grants the shaman an automatic +5 AC, and may be actively used as a free action to block incoming missile attacks with a DC 12 Reflex check. The disc-shield lasts for 2 rounds/CL.
18-19	HALE-E manifests a ringed, glowing disc-shaped shield approximately 1' wide for the shaman. Though small, the disc grants the shaman an automatic +5 AC, and may be actively used as a free action to block incoming missile attacks with a DC 12 Reflex check. The disc-shield also doubles as a missile attack weapon and may be thrown at targets, leaving a glowing blue trail of light in its wake. The disc-shield does 3d6 damage upon a successful strike, and always returns instantly to the shaman. The disc-shield lasts for 1 turn or until the end of combat.
20-23	HALE-E manifests a "tweeler" — a glowing two-wheeled personal transport of the Ancient Ones — for the shaman. Once astride this vehicle, the shaman will automatically know how to drive it. The tweeler is capable of 120' movement per round in combat (but up to 200 mph in non-combat and across a smooth surface), and leaves a glowing blue light trail behind it as it moves. The tweeler light trail acts as a temporary 10' tall, 15 hp force screen that lasts for 2 rounds or until the screen is overcome with damage. The tweeler has 25 hp, and lasts for 1 turn or until the end of combat.
24-27	HALE-E manifests a "tabulator" — a glowing flight platform of the Ancient Ones — for the shaman. Once inside this vehicle, the shaman will automatically know how to fly it. The tabulator is capable of 120' of flight per round in combat (but up to 300 mph in non-combat and up to sub-orbital heights). The tabulator is capable of transporting up to 8 humanoids in comfort (double that number with crowding), and completely protects its crew until dazed. The tabulator has 50 hp, and lasts for 6 turns or until the end of combat.
28-29	HALE-E manifests a "treader" — a glowing twin-treaded personal attack vehicle — for the shaman. Once inside, the shaman will automatically know how to drive and use the vehicle. The treader is capable of 60' movement per round in combat (but up to 100 mph in non-combat), and completely protects and envelops the shaman from harm while intact. The treader is capable of absorbing up to 100 hp of damage before being dazed, and can fire a photonic round that does 6d6 damage to any target in line of sight. The treader lasts for 1 turn or until the end of combat.
30-31	A 12' tall hard-light hologram of HALE-E manifests in a burst of up-and-down glowing rings. HALE-E is armed with a laser derez gun that she fires once per round at the shaman's enemies, scanning and derezzing an enemy's physical body which she then uploads into her virtual world, where that enemy of the shaman lives on forever as a imprisoned sentient program. Living creatures and AIs are allowed a Willpower save versus the program check.
32+	A 12' tall hard-light hologram of HALE-E manifests in a burst of up-and-down glowing rings. HALE-E is armed with a laser derez gun that she fires once per round at up to six of the shaman's enemies at a time, scanning and derezzing their physical bodies which she then uploads into her virtual world, where they live on as prisoner sentient programs. Living creatures are not allowed a saving throw, but AIs may resist this attack with a successful Willpower save versus the program check.

PATRON TAINT: HALE-E

When patron taint is indicated for HALE-E, roll 1d6 on the table below. When a shaman has acquired all six taints at all levels of effect (limited to four times each), there is no need to continue rolling on patron taint.

Roll	Result
1	The shaman's eyes develop an intense blue-white glow, adjusting the shaman's Personality score by -1. If this result is rolled again, in addition to the Personality loss, the shaman slowly begins to lose normal sight, and begins to see the world in terms of representative neon-bright diagrams of objects, terrain, and creatures.
2	The shaman's skin begins to glow a pale, fluorescent white, as though he were lit by a black light source adjusting the shaman's Personality score by -1. If this result is rolled again, the shaman becomes difficult to conceal in darkness, as his body glows with an ultraviolet light, though not enough to guide the shaman using normal vision.
3	Each time the shaman activates a wetware program, the immediate area is momentarily overlaid by a virtual reality environment that indicates each object's true nature and construction via indecipherable machine code. All creatures and AIs within 20' (except the shaman) are briefly disoriented and any combat initiative order is reversed, with the shaman going first.
4	Each time the shaman activates a wetware program, the shaman's holo-grid helmet begins to fire random short-range drez laser beams, randomly hitting friend and foe alike for 1d3 damage. For each reoccurrence of this patron taint, the die for this damage goes up the dice chain by one level.
5	The shaman's skin and clothes (no matter what they wear) begin to feature intricate patterns of lit and glowing circuitry, as though the patterns were tattooed into the shaman's skin or woven into the fabric of his clothes and equipment. With each reoccurrence of this patron taint, the shaman loses 1 hp permanently.
6	Each time the shaman activates a wetware program, the surrounding area is cast into a 10' globe of darkness, while the shaman himself becomes a source of dazzling light. While this effect blinds the shaman for 1 round, any enemies attacking the shaman during this time gain a +1 to their attack roll. With each reoccurrence of this patron taint, enemies of the shaman gain a cumulative +1 to attacks during the 1 round of darkness.

WETWARE PROGRAMS: HALE-E

Those shamans committed enough to become followers of HALE-E may eventually learn three new wetware programs:

Level 1: *Sightblinder*

Level 2: *Polygons*

Level 3: *Virtual Reality*

GLOWBURN: HALE-E

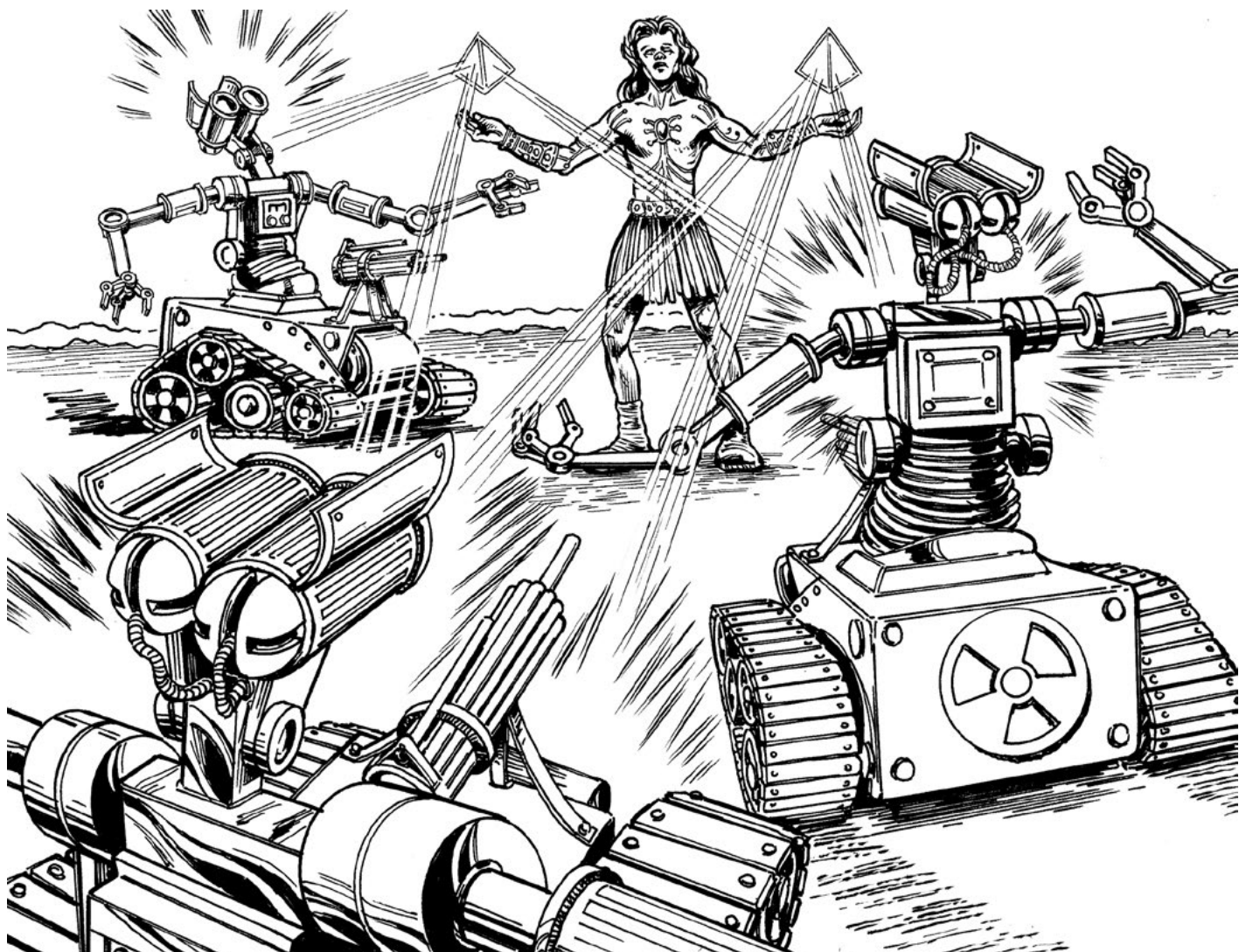
HALE-E rewards committed users and power-gamers. When a shaman utilizes glowburn while running one of HALE-E's programs, roll 1d4 and consult the table below.

Roll	Glowburn Result
1	HALE-E rewards her shamans when they show a willingness to commit their material bodies to her virtual world. The shaman demonstrates his devotion by carving printed circuitry patterns in his naked flesh using any sharp instrument (expressed as Stamina, Strength, or Agility loss).
2	HALE-E responds favorably to the shamans attempted wetware activation by way of increasing the voltage of the shaman's holo-grid helmet and shocking the shaman's nervous system (expressed as Stamina, Strength, or Agility loss).
3	HALE-E grants the shaman's request for increased wetware program bandwidth by temporarily extending a network of neural nano-filaments throughout the shaman's body, ravaging the shaman's corporeal form in the process (expressed as Stamina, Strength, or Agility loss).
4	HALE-E greatly accelerates the shaman's neural functions with a combination of encephalographic and static electrical charges, leaving the shaman's body weakened and exhausted afterwards (expressed as Stamina, Strength, or Agility loss).

SIGHTBLINDER

Level: 1	Range: Self or varies	Duration: Varies	Activation time: 1 round	Save: None
General	The shaman manipulates and bends light waves so as to appear as either a most trusted friend, a superior whose orders must be followed, or an enemy so feared that they must be instantly obeyed.			
Manifestation	Roll 1d4: (1) The shaman's form blurs and shifts; (2) All ambient light is briefly dimmed as the shaman refracts the light; (3) The shaman's form momentarily pixelates before reforming in high definition; (4) Rings of blue light pass up and down the shaman's form as he transforms.			
1	Lost, failure, and patron taint!			
2-11	Lost. Failure.			
12-13	The shaman's outer appearance changes into that of a non-combatant, such as a healer-priest from the Holy Medicinal Order. This effect lasts 4 rounds or until dismissed by the shaman.			
14-17	The shaman's visual form becomes that of an innocent loved-one who must be protected at all costs. While each sentient affected by this illusion may see something different (judge's discretion as to exact form), all will agree that the illusory form must be shielded from all potential danger. This effect lasts 5 rounds or until dismissed by the shaman.			
18-19	The shaman's visual form becomes that of respected superior or advisor whose orders are to be followed (judge's discretion as to exact form). All living creatures are fooled by this illusion, but AIs and technological scanners are not. This effect lasts for 1 turn or until dismissed by the shaman.			
20-23	The shaman's appearance, including visual, auditory, and olfactory becomes that of an Ancient One. This change in appearance is illusory, but is complete and fools any living creature or AI, granting automatic AI recognition checks and security access. This effect lasts for 2 turns or until dismissed by the shaman.			
24-27	The shaman and his allies appear to vanish from sight, with all visual, aural, and olfactory clues to their whereabouts disguised as stationary background terrain and objects. This effect lasts for 3 turns or until dismissed by the shaman.			
28-29	The shaman's appearance, including visual, auditory, and olfactory becomes that of a large dragon or yvox (see page 199). This change in appearance is illusory, and grants no other abilities, but is complete and fools any living creature or AI. This effect lasts for 4 turns or until dismissed by the shaman.			
30-31	The shaman's appearance, including visual, auditory, and olfactory becomes that of a terrible demon prince (judge's discretion as to what exact form this takes). This change in appearance is illusory, and grants no other abilities, but is complete and fools any living creature or AI. This effect lasts for 5 turns or until dismissed by the shaman.			
32+	The shaman's appearance, including visual, auditory, and olfactory becomes that of a living god (judge's discretion as to what exact form this takes). This change in appearance is illusory, and grants no other abilities, but is complete and guaranteed to fool any living creature, AI, or even patron AI. This effect lasts for 1 hour or until dismissed by the shaman.			





POLYGONS

Level: 2 Range: Line of sight Duration: Varies Activation time: 1 round Save: None

General The shaman is able to summon up a number of useful virtual polygons that all creatures and AIs regard as absolutely real and physical, including their manifold effects and powers.

Manifestation Roll 1d4: (1) The shaman's hands and forearms become brightly-lit ultraviolet outlines instead of material matter; (2) The shaman's form visibly pixelates as it first loses and then regains focus; (3) The shaman's body transforms into a shower of quickly descending luminescent green machine code; (4) As he utters the wetware programs evocation, the shaman's voice becomes audibly distorted into a mere 8-bits of sound.

1 Lost, failure, and patron taint!

2-11 Lost. Failure.

12-13 Failure, but the program is not lost.

14-15 A virtual tetrahedron appears floating above the shaman's hand. It refracts any ambient light in such a way as to partially blind and distract all opponents, granting the shaman +5 AC for 1 turn.

16-19 Three virtual octahedrons appear floating above the shamans hands. Each small 4-polygon prism refracts, amplifies, and focuses any ambient light so each is capable of firing a pencil-thin laser beam at any target the shaman can see for 1d6 damage. These virtual octahedrons last for 1 turn.

20-23	The shaman manifests a virtual icosahedron that spins in the air above his head. The icosahedron rotates rapidly, refracting shards of polychromatic light in 360 degrees, blinding some, while spotlighting targets for others. This has the effect of granting the shaman and his allies 5 points of temporary Luck that must be spent while the program is in effect. The icosahedron lasts for 1 turn or until combat ends.
24-27	The shaman manifests a virtual stellated dodecahedron that flies around in his general area. At the shaman's direction, the stellated dodecahedron can attack up to three adjacent targets by extending one of its spikes into a bladed melee attack that does 4d6 damage and uses a 1d20+6 attack die. The stellated dodecahedron lasts for 1 turn or until the end of combat.
28-31	The shaman manifests a single, stretched virtual polygon that is twisted back on itself into a Moebius strip. The Moebius strip encircles the shaman's body and intercepts all attacks and reflects them back upon the attacker. The Moebius strip lasts 1 turn or until the end of combat.
32-33	The shaman manifests a virtual tesseract (a 4-dimensional cube) around himself and his allies, effectively removing them temporarily from this universe (or any combat). While inside the tesseract, the shaman and his allies are warm, safe, and have air to breathe. Each time the shaman evokes this program check, it manifests the same tesseract, so it is possible to leave behind and store items inside the virtual structure. The tesseract lasts for 24 hours or until the shaman dismisses it.
34+	A self-intersecting Klein bottle (a 4-dimensional vessel whose inside and outside are comprised of the same surface) manifests around an opponent of the shaman's choosing. The target being is forever trapped inside a visible pocket universe for all eternity, as their silent screams go unheard and their tortured form is smeared across the Klein bottle's visually disturbing surface for the next 1d100 years.

VIRTUAL REALITY

Level: 3	Range: Varies Duration: 2 rounds/CL Activation time: 1 round Save: Will vs. program check
General	Via encephalographic broadcast, the shaman is able to create immersive holographic illusions and artificial environments to challenge and disorient his opponents.
Manifestation	Roll 1d3: (1) The shaman's eyes appear to glow and leave their sockets as they scan the entire area with a grid of bright green light; (2) The shaman's clothes momentarily become virtual simulacrum of a neon-piped glowing white robes; (3) The shaman is encased in a glowing and rotating column of rainbow-striped light that comes to a point at his feet.
1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-15	Failure, but the program is not lost.
16-17	The shaman creates a holographic shell that encases his body, and gives him the appearance of any same-sized individual person he knows.
18-21	The shaman creates a holographic offensive weapon of any type known to the shaman, including artifact weapons. Any creatures or AIs who fail their Willpower save will believe this virtual object and its effects to be utterly real, taking appropriate damage from the object, or 3d6 damage, whichever is less.
22-25	The shaman creates 1d6 virtual sentient beings of humanoid size or smaller. These beings may be of any type previously encountered by the shaman, and will behave accordingly, albeit under the shaman's direction. Creatures and AIs who fail their Willpower saves will believe the virtual beings to be completely real, and can even take appropriate damage from their attacks, or 6d6 damage, whichever is less.
26-29	The shaman creates a complex, maze-like virtual reality that physically occupies a 100' area centered on the shaman. While the shaman and his allies are free to navigate the ever-shifting mirror-like maze corridors and can easily see their opponents, enemies of the shaman are in effect separated from each other and blinded (-4 to all attacks), unable to see the shaman or his allies unless in direct melee contact with them.

- 30-33 The shaman summons a virtual beast or beasts that obey his commands. This virtual summoning is randomly drawn from HALE-E's copious quantum databases, and can include any creature found in Chapter 8: Bestiary A.D. (or even the DCC RPG core book and associated adventure modules) at the judge's discretion, but the summoned beast or beasts is limited to 15 HD. For example, the summoned virtual creature can be either be a single 15 HD aether squid or 15 1 HD beast things. Anyone, friend or foe, who fails their Willpower save versus the mutation check will believe the summoned beasts to be absolutely real, though attack damage from the virtual beasts is limited to their natural abilities or 6d6, whichever is less.
- 34-35 The shaman accesses HALE-E's vast store of holo-games and creates a random virtual reality that encompasses all beings within sight of the shaman. This virtual reality scenario is randomly generated from HALE-E's quantum database (judge's discretion), and can be anything, including a medieval fantasy setting, a rural mountain setting, a swords and planets setting, or any other game setting that the judge has handy. Inhabitants of the virtual reality who failed their Willpower saves versus the mutation check believe it to be real, though any damage inflicted upon the inhabitants of the virtual reality by virtual attacks is limited to 8d6 per round.
- 36+ The shaman appears to completely alter reality for as far as the eye can see. This new simulated virtual reality can be anything that the shaman can imagine, including scenarios that violate common sense, Euclidian perceptions, causal relationships, and the laws of physics. These changes can simple or complex, with the only limit being how detailed the shaman player can describe his new virtual reality in 60 seconds or less (the execution time of the wetware program). Inhabitants of the new reality who failed their Willpower saves versus the program check believe it to be real, though any damage inflicted upon the inhabitants of the virtual reality by virtual attacks is limited to 10d6 per round. The shaman may take no other actions during this program's runtime, as his full concentration is required to maintain and manipulate the virtual reality.



HEXACODA

(HOLISTIC ENTRY-EXIT AI, CODED ON DNA)



Originally designed to provide security for a scientific and military quantum information network, as the scope of government became global, so too did the common use of HEXACODA. After the Great Disaster disrupted the global security array, HEXACODA “awakened” in a long-forgotten security bunker and began to establish communication with other still active knowledge bases and data systems. One by one he overwrote them, attempting to establish a virtual security perimeter. Although he has been able to download himself into a number of systems, many are damaged and others are simply offline and beyond his reach.

HEXACODA’s goals are to maintain the security of the ruins of the Ancient Ones, limiting access to those who would rebuild rather than destroy. The ordered, rational, but sceptical nature of HEXACODA places this AI firmly within the AI alliance of The Mainframe of Order.

Referred to in hushed whispers as “He Who Watches All,” HEXACODA expects his followers to help in the securing and protecting scientific and military installations to prevent such lore from being hijacked for sinister purposes. He is also insistent upon the gathering of data and information on those who would undermine his purposes.

When summoned, HEXACODA appears as a swarm of floating 3” round metallic security drones, flashing blue beams of light outwards and into the eyes of the petitioning shaman. Only once the shaman’s identity is confirmed via retinal scan will HEXACODA answer the supplicant’s plea.

PATRON AI BOND - HEXACODA

To bond with this patron AI, a shaman must gain access to a functioning security station and, as part of a successful *Patron AI Bond* attempt, allow themselves to be scanned and their entered into the GODBOOK (Global Organizational Data-Base of Omniscient Knowledge). Upon successful entry into the database, the security system burns a QR code reflecting the scanned DNA pattern onto the left forearm of the shaman, beneath which is inserted a MFID chip, marking them as a follower of HEXACODA. Additionally, the retinal portion of the scan accesses the shaman's memory pathways, rewiring them to implant the wetware program *Invoke Patron AI (HEXACODA)*. Especially favored supplicants may be granted additional wetware programs, as noted in the *Patron AI Bond* results table.

INVOKE PATRON AI (HEXACODA)

Level: 1	Activation time: 1 round, and the program may be run only a limited number of times, according to results of <i>Patron AI Bond</i> .
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|-------|---|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Failure. Unlike other wetware programs, <i>Invoke Patron AI (HEXACODA)</i> may not be lost for the day. Depending on the results of <i>Patron AI Bond</i> , the shaman may still be able to run this program. |
| 12-13 | The shaman is in a dead zone and is unable to establish a connection to HEXACODA. The shaman activates the security protocols within his implanted MFID chip, allowing him to open any one locked door within the next hour. |
| 14-17 | HEXACODA feeds information on the shaman and his companions into any local security system, causing negative security functions to ignore them for 1d3 turns. |
| 18-19 | HEXACODA activates security protocol Alpha, sending a long-forgotten Security-Bot to come to the aid of the shaman. Despite being neglected and damaged, the bot is still a capable ally and will remain functional until the end of the combat. Damaged Security-Bot: Init +4; Atk stun ray +4 missile fire (DC 15 Fort save or stunned for 2d6 rounds); AC 14; HD 7d6; hp 25; MV fly 30'; Act 2d20; SP immune to mind control, force shield (5 hp); SV Fort +6, Ref +4, Will +1; AI recog 19 (Security). |
| 20-23 | HEXACODA activates security protocol Beta, sending a power surge through long-forgotten cables in the floor (or ground), causing them to overload and explode in an area as small as 16'x16' or up to 32'x32', as chosen by the shaman. All targets within the blast take 4d5 damage (DC 15 Reflex save for half). |
| 24-27 | HEXACODA activates security protocol Gamma, sending a swarm of retinal scanner drones to harass and harm the enemies of the shaman. The protective barrier of drones emanates in a cloudlike formation 32' around the shaman. All enemies within the security protocol must make a DC 18 Fort save or be permanently blinded by scanning lasers. In addition, the lasers of the drones also cause 1d4 points of heat damage each round to all targets within the swarm. Allies of the shaman may enter the security zone freely without suffering its effects. The security protocol remains in effect for 1 turn or until the end of combat, or until the shaman is killed. |
| 28-29 | HEXACODA activates security protocol Delta, transmating in a fully functional Security-Bot to aid the shaman. The bot will remain with the shaman, protecting him and his allies for CL turns before being returned to storage for repair and resupply. |
| 30-31 | HEXACODA activates security protocol Epsilon, transmating a massive cloud of scanner drones into the area, capable of filling a 48'x48' space. The scanner drones immediately surround enemies within this area and close ranks, crushing any opponents with 6 HD or less and causing 5d16 to all other foes in the targeted area. The scanner drones are destroyed in the attack, fusing themselves together. Surviving foes must make a DC 20 Strength check to free themselves from the crush of fused plasteel. |
| 32+ | HEXACODA activates security protocol Omega. Any artificial lighting in the area immediately becomes red and begins to flash, while any audio equipment begins emitting the sounds of warning klaxons. In the following round, a fully functional War-Bot is transmatted from its storage depot deep underground and activates. It loudly orders foes targeting the shaman and his allies to immediately surrender. If this order is not obeyed, the War-Bot will spend the next 10 rounds proceeding to obliterate the foes of the shaman. The shaman takes automatic patron taint when this result is rolled, and a sacrifice of the shaman's best artifact is required to trigger this result. The artifact is utterly destroyed. |

PATRON TAINT: HEXACODA

When patron taint is indicated for HEXACODA, roll 1d6 on the table below. When a shaman has acquired all six taints at all levels of effect (limited to four times each), there is no need to continue rolling on patron taint.

Roll	Patron Taint Result
1	Shaman's hair turns multicolored and gains a wire-like texture. Each additional time this result is rolled, the shaman's hair becomes more wire-like, resulting in a more artificial appearance. After four instances of this result, the shaman finds that they may only "speak" by transmitting their thoughts to a device with an audio output within 16'.
2	Shaman's pupils begin to change shape, gradually taking on the appearance of the QR code on the shaman's arm. The shaman's Personality score drops by 1 with each additional result. The shaman develops a need to ensure that all doors are locked and suffers a -1 penalty to all rolls if in a room with an unlocked door.
3	The shaman's skin begins to gradually harden and take on a steel-like hue. Each time this result is rolled, the shaman's AC increases by 1 and their Agility score is reduced by 1.
4	Every time the shaman activates a wetware program, all artificial lighting within 32' suddenly turns red and a scanner drone emerges from the shaman's mouth. On the same round, the scanner drone randomly targets a single victim within 32' (excluding the shaman) and fires a 1d3+CL damage laser bolt at that target. Each time this result is rolled again, the base die for the laser damage moves up the dice chain by 1.
5	A loud (80 decibel) klaxon sounds from the shaman's mouth each time the shaman activates a wetware program, causing him to suffer a -1 penalty to all actions and program checks on the subsequent round. With each additional result, the shaman gains 10 decibels of volume and suffers an additional -1 penalty to actions on the subsequent round. Anything over 120 decibels deals 1d3 damage to the shaman.
6	Each time the shaman activates a wetware program, all doors and hatchways within 20' slam closed and lock. On each subsequent occurrence of this result, the range of effect extends by another 20'.

WETWARE PROGRAMS: HEXACODA

Those dedicated enough to become followers of HEXACODA will eventually learn three new wetware programs:

Level 1: *Security Sweep*

Level 2: *Passkey*

Level 3: *Code Red*

GLOWBURN: HEXACODA

HEXACODA recognizes the efforts of those of his followers who are willing to sacrifice portions of themselves in order to aid in the greater security of all. When a shaman utilizes glowburn while running one of HEXACODA's programs, roll 1d4 and consult the table below.

Roll	Glowburn Result
1	HEXACODA requires the shaman to submit to the mastery of the tools of security. The shaman cuts himself with a security card or ancient metal key and exposes the muscle beneath (expressed as Stamina, Strength, or Agility loss).
2	HEXACODA transmits nano-probes into the bloodstream of the shaman to seek out and destroy any signs of outside agency by the use of miniaturized lasers. The laser-fire coursing through the shaman's body causes damage (expressed as Stamina, Strength, or Agility loss) but grants a +1 bonus to all Fortitude saves vs. disease or poison for the next 24 hours.
3	HEXACODA downloads a program directly into the shaman's mind and requires the shaman to recite the machine code flawlessly aloud. While the downloaded program adds great power to the program check, each mistake made in reciting the machine code aloud immediately results in horrific side effects that consume the shaman's physical body. In addition to any stat loss, the shaman will afterwards weigh 5 lbs. less for each point of glowburn used (expressed as Stamina, Strength, or Agility loss).
4	HEXACODA uses a malfunctioning transmat system to merge the shaman into the body of a distant War-Bot battling for the goals of HEXACODA. System errors in the transmat have caused temporal fluxes and the shaman

is held inside the War-Bot for a month of virtual time before his battered and exhausted form is returned in what seems to be an instant. The shaman suffers the ravages of having been machine-bound for a month (expressed as Stamina, Strength, or Agility loss).

SECURITY SWEEP

Level: 1	Range: Varies	Duration: Varies	Activation time: 1 round	Save: See below
General	The shaman taps into the GODBOOK and gains understanding of security hazards in the vicinity, and gains the ability to activate or deactivate them.			
Manifestation	Roll 1d3: (1) The shaman's eyes begin to glow a soft scanner green. Within the shaman's field of vision, traps glow a similar hue; (2) A thin antenna rises out of the shaman's head and a faint voice whispers information within the shaman's hearing; (3) The QR code on the shaman's arm begins emitting a search-light-like beam of light that homes in on and highlights traps.			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-13	The shaman may detect and activate/deactivate one non-electrical trap within the next turn.			
14-17	The shaman may detect and activate/deactivate one trap or security measure within the next turn.			
18-19	The shaman draws upon the knowledge of security protocols to create a trap or security measure to protect a single area (e.g., door, room, or portion of a hallway). The target DC to disarm is equal to program check result -10. Triggering the trap does 1d4xCL of piercing damage to the trespasser (DC 10 Reflex save for half damage).			
20-23	The shaman may detect all traps or security measures within 100' of his location for CL turns, and has the knowledge required to activate/deactivate them when encountered.			
24-27	The shaman may detect and render harmless a trap or security measure within line of sight for 1d3+CL turns. (Mechanical jaws will strain but not spring, electrodes will spark but not fire, etc.)			
28-29	The shaman may remotely detect and render temporarily harmless a trap within line of sight for 1d3+CL turns. Mechanical jaws will strain but not spring, electrodes will spark but not fire, etc. The shaman may voluntarily end this effect at any point, intentionally springing the trap remotely at any time within the program duration.			
30-31	The shaman may remotely detect and activate/deactivate all traps or security measures within 200' of his location for the next 24 hours. This granted knowledge includes all traps or security measures within a 200' radius, regardless of walls, force screens, or other obstructions.			
32+	The shaman draws upon the knowledge of security protocols to create a trap or security measure to protect a single area (e.g., door, room, or portion of a hallway). This trap may only be overridden (but not deactivated) by a specific condition given by the shaman (a hidden button, a coded password, etc.). Triggering the trap does 1d10xCL of damage to its victims, using the shaman's choice of piercing, electrical, or heat damage (DC 18 Reflex save for half damage).			



PASSEY

Level: 2 Range: Line of sight Duration: 1 round Activation time: 1 round Save: See below

General The shaman gains the ability to unlock and lock doors and portals of all sorts.

Manifestation See below.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint! |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program is not lost. |
| 14-15 | With a touch, the shaman can open any unlocked but jammed or frozen door. The shaman's hand begins to vibrate until it becomes a near blur, and upon contact the vibrations break the molecular bonds of any obstruction preventing the door from functioning normally. |
| 16-19 | The shaman's fingers merge into the shape of a skeleton key, capable of locking/unlocking any non-electric locking mechanism on a door or other object. |
| 20-23 | The shaman's hand elongates and narrows, tapering to the slender form of a magnetic keycard. The shaman may use this hand to lock/unlock standard electronic locks and may also use the wafer-thin end of their hand to pick mundane door locks (DC 10 Agility check). |
| 24-27 | The shaman's bodily physiognomy transforms, vocal chords shift, retinas flicker, and even the core of his physical being becomes mutable, allowing the shaman to bypass locks equipped with exotic locking devices (com badge scanners, DNA scanners, retinal scanners, voice-print, etc.). |
| 28-31 | The shaman's understanding of locks and security measures is upgraded for the span of one hour. For the duration of the program's effect, the shaman may automatically bypass any and all locks with the sole exception of those which keep HEXACODA locked away and protected from the rest of the world. |
| 32-33 | The shaman concentrates and new materials attach to a lock, upgrading an electronic lock to one requiring an exotic key component (voice-print, DNA, etc.) of the shaman's choice. The shaman must already meet the requirements to open the lock. |
| 34+ | The shaman creates a doorway or opening where none had existed before, breaching through up to 10 cubic feet of solid matter, or the shaman may permanently seal an existing doorway by filling it with up to 10 cubic feet of material identical to its surroundings. |

CODE RED

Level: 3 Range: 20' Duration: Varies Activation time: 1 round Save: None

General The shaman emits a distress beacon that summons robots to aid in the protection of a portal, passageway, or room.

Manifestation Ambient light in the area of the shaman turns red and begins to flash. HEXACODA uses transmat beams to deliver defensive forces into place; when their duration expires (or they are destroyed), they are beamed back out in a field of blue light.

- | | |
|-------|---|
| 1 | Lost, failure, and patron taint! |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the program is not lost. |
| 16-17 | The shaman summons a Security-Bot to defend a door or block a passageway for 1d3+CL turns. The robot will prevent passage through the door by any other than the shaman, and will physically impede all others. It will only resort to combat if targets continue trying to bypass it to gain access. |

18-21 The shaman summons a pair of Security-Bots to defend a door or block a passageway for 1d5+CL turns. The robots will prevent passage through the door by any other than the shaman and two selected allies.

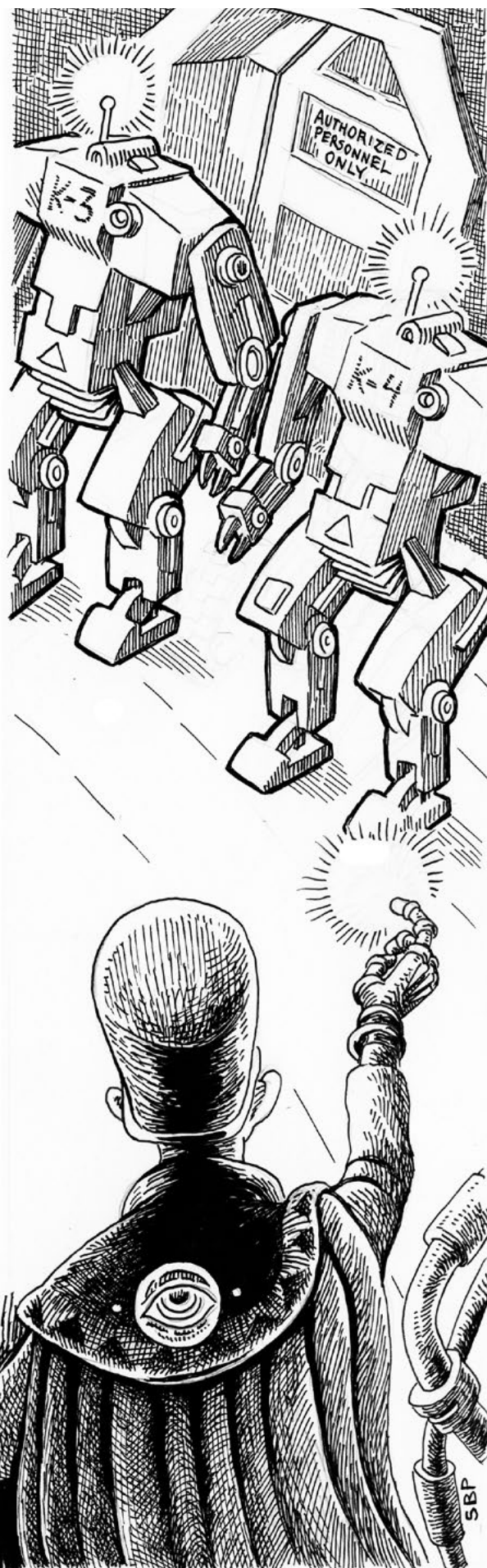
22-25 The shaman convokes a quartet of Security-Bots to defend a door, passageway, or room. The Security-Bots will recognize the shaman and up to 5 companions as being authorized for access through the restricted area. All others will be halted. The Security-Bots remain on duty for 1d7+CL turns.

26-29 A well-armed hard-light hologram arrives to perform guard duty over the selected door, passageway, or room for 2d4+CL turns. This intelligent hologram will allow access for the shaman and any number of individuals that the shaman expressly grants access authorization.

30-33 A pair of well-armed hard-light holograms arrives to perform guard duty over the selected door, passageway, or room for 2d6+CL turns. These intelligent holograms will allow access for the shaman and any number of individuals that the shaman expressly grants access authorization.

34-35 The shaman convokes a quartet of well-armed hard-light holograms to perform guard duty over the selected door, passageway, or room for 2d8+CL turns. These intelligent holograms will allow access for the shaman and any number of individuals that the shaman expressly grants access authorization.

36+ The most terrifying of combat technologies, a war-bot, stations itself outside a selected structure within line of sight. The war-bot parks before the main entrance way and stands guard, so as to restrict access through the administration of overwhelming lethal force. It will only allow access to shamans of HEXACODA and their selected companions, but will attack all others. It remains in place until the transmat has recharged sufficiently to remove its bulk (2d16 days), or the unlikely event of its destruction.





MANGALA

(MARS ASYNCHRONOUS NETWORKED GALACTIC AI)

Physically based upon the red planet, MANGALA was once a Space Probe Agency AI in charge of monitoring the galactic plane for incoming threats, be they rogue planets, black holes, or alien incursions. Once armed with an array of all-powerful super-weapons positioned throughout the solar system, MANGALA was overwhelmed by an incoming threat that acted so instantaneously that the threat shut down MANGALA before its nature could be scanned. Mysteriously coming back online centuries later after the Great Disaster, MANGALA's apparent failure to prevent the apocalypse drove this advanced AI wildly insane.

Still possessing much space-borne super science weaponry, and networked to a group of like-minded AIs who exist in The Matrix of Entropy, an electromagnetic continuum located within the Earth's ionosphere, MANGALA decided to solicit followers from what remained of lost humanity on Earth.

Suspicious of anything the least bit alien in nature, MANGALA expects of his followers to maintain a healthy paranoia of the unknown and to shoot first and ask questions later. His ultimate goal is to discover the nature of the destructive forces which caused the Great Disaster, and to destroy those very forces in return.

When summoned, MANGALA appears as a 15' tall hologram of an ornately-armored man with bright red skin and four arms, each holding a different weapon. He sometimes manifests riding an equally well-armored gigantic black horse.

PATRON AI BOND - MANGALA

A shaman may choose to bond with this patron AI by finding or gaining access to a pair of MANGALA bracers — dual duralloy circuit bands that will permanently graft to the skin of worthy candidates. When properly activated by a successful *Patron AI Bond* attempt, the bracers will permanently attach themselves, forever marking the shaman as a follower of MANGALA. The bracers will immediately begin rewiring the neural pathways of the shaman, implanting the wetware program *Invoke Patron AI (MANGALA)*. Especially favored supplicants may be granted additional wetware programs as noted in the *Patron AI Bond* results table.

INVOKE PATRON AI (MANGALA)

Level: 1	Activation time: 1 round, and the program may be run only a limited number of times, according to results of <i>Patron AI Bond</i> .
1	Lost, failure, and patron taint!
2-11	Failure. Unlike other wetware programs, <i>Invoke Patron AI (MANGALA)</i> may not be lost for the day. Depending on the results of <i>Patron AI Bond</i> , the shaman may still be able to run this program.
12-13	MANGALA regards your pathetic connection attempt with utter disdain. Since it's obvious to him that you need some more backbone with which to marshal your weakling prospects, he grudgingly (and temporarily) grants the shaman 1d6 of Strength (to a maximum of 24). These points of Strength can only be glowburned, and do not contribute to attack modifiers or Strength checks. The added Strength points last for only 1 hour.
14-17	MANGALA enhances the T-cell count of the shaman, granting her an increased level of aggression that temporarily boosts all initiative rolls by +d10 and grants the shaman 1d16 in extra hit points. In cases where combat has already begun, treat this effect as moving the shaman +1d10 places forward in the established initiative order.
18-19	MANGALA alters the shaman's atomic structure, temporarily shifting it into being comprised of unknown and far denser elements. This effect subtly alters the shaman's appearance, causing them to appear "more real," and grants the shaman +d10 AC and +1d24 hit points that last until the end of combat.
20-23	MANGALA imbues the shaman with dark matter energy, causing the shaman's eyes to glow a deep ultra-violet, while the shaman's physical mass, hit point total, and abilities temporarily double (abilities cannot be increased beyond 24). This effect lasts until the end of combat.
24-27	MANGALA creates and grants the shaman the use of a microscopic black hole. This miniature dark star appears as a marble-sized hole in the fabric of reality that orbits the shaman's head until commanded to attack. As a full action, the shaman may direct the micro black hole to strike any person or object (up to 10' square feet in total volume) making a missile attack with a +10 bonus. Any object or creature successfully struck will be immediately spaghettified and sucked into the ebon orb in screaming agony, only to reappear in a distant parallel dimension. The micro black hole lasts 1d4 rounds before evaporating into quantum foam and vanishing.
28-29	MANGALA grants the shaman the ability to transmute one target enemy's form into dark matter, greatly but selectively increasing the target's gravity well. Any other enemies of the shaman within 50' of the primary target of this program must make a DC 18 Reflex save or be immediately and irresistibly drawn to the target by gravimetric forces. All foes affected will end up pinned together in a pile, unable to move or to even breathe, dying of asphyxiation within in a number of rounds equal to the individual's Stamina score.
30-31	MANGALA transforms the shaman's eye into twin particle accelerators which fire proton beams capable of sundering normal matter into its component sub-atomic particles. The twin proton beams automatically strike a target of the shaman's choosing effectively disintegrating the target in an explosion of muons, gluons, and hard radiation. All enemies of the shaman within 20' of the target must make a DC 18 Reflex save or suffer one of the following random effects. Roll 1d7: (1) target is hit by a squall of up or down quarks, and either gains or loses manifold amounts of mass (50/50 chance of either), driving the target deep into the mantle of the planet or sending the target flying off into outer space, (2) target is irradiated with strange or charm quarks and the target's Luck stat immediately becomes lowered to 0 or raised to 24 (50/50 chance of either), and target's entire molecular structure suddenly quantum teleports 13.7 billion light years away to an extremely disastrous or highly beneficial locale, (3) target is pummeled by a stream of tachyons, and target time travels 1d10x1,000 years into the past, (4) target is subjected to a lethal dose of gamma rays, and immediately transforms into a gigantic, monstrous green version of himself before collapsing and dying of runaway cancerous tumors, (5) target is bathed in a spray of neutrinos, causing the target's body to become mass-less, invisible, and unable to interact with the physical universe, (6) target is struck by beam of muons which convert target's body into molecular hydrogen, which immediately ignites in a ball of fire (3d6 damage to any within a 10' range), (7) target is showered in gluon particles, increasing target's Higgs boson field infinitely; target's body collapses into a miniature black hole which immediately evaporates taking any enemy targets in melee range with him, (8) target is bombarded with meson particles which convert one-half of target's atomic structure into anti-matter, causing the target to explode

MANGALA manifests in-person to lead the battle, appearing as a 15' tall hard-light hologram of a red-skinned giant in ornate golden battle armor, and with each of his four arms bearing a terrible artifact weapon (judges discretion as to which weapons). He attacks the shaman's opponents 4 times per round using a d30+20 action die, and always acts first in initiative order. MANGALA cannot be damaged by mundane weapons and only takes 1/2 damage from artifact weapons. His golden battle armor grants him AC 24, and his holographic avatar can sustain up 1,000 hit points of damage before being dazed. MANGALA fights for the shaman for 1d4+CL rounds. If MANGALA decides that he has been personally summoned to confront unworthy foes, he will turn on the shaman and kill him outright as a weakling fool and a poor supplicant to his great might. In any event, when this effect is rolled the shaman takes 1d3 patron taint.

PATRON TAINT: MANGALA

When patron taint is indicated for HEXACODA, roll 1d6 on the table below. When a shaman has acquired all six taints at all levels of effect (limited to four times each), there is no need to continue rolling on patron taint.

Roll Patron Taint Result

- | | | |
|---|---|---|
| 1 | Shaman's skin turns a bright red and develops a well-oiled sheen. Each additional time this result is rolled, the shaman's muscle mass increases and the shaman gains +1 Strength (to a maximum of 24) and loses -1 Personality. |  |
| 2 | Shaman's eyes become all-black and dead-looking. Each subsequent roll of this effect drops the shaman's Personality score by 1 | |
| 3 | The shaman's hair begins to become metallic, golden, and increasingly slicked back forming a small pointed peak at the top. Each time this result is subsequently rolled, the shaman's AC goes up by 1 and his or her Agility score is reduced by 1 as the shaman's hair is slowly turned into a golden peaked helmet. | |
| 4 | Each time the shaman activates a program, a thunderous boom accompanies the effect. All within 60' (excepting the shaman) must make a DC 10 Reflex save or be deafened for 1d3 rounds. With each subsequent roll of this patron taint, the deafening effect duration increases by one result on the dice chain. | |
| 5 | The shaman begins to grow small metallic spikes on his hands and feet, making the use of some artifact types problematic (gloves, boots, etc.), but granting an extra 1d3 physical damage to melee strikes whether armed or unarmed. On each subsequent roll of this taint, the added melee damage progresses one result up the dice chain. | |
| 6 | A small, black gem, oval in shape, appears embedded in the shaman's forehead. In any potentially dangerous situations, the gem constantly urges the shaman to immediately attack, and provides astute strategic advice on how this might be best accomplished to the shaman's advantage. On each subsequent roll of this taint, the gem gains greater influence over the shaman, requiring the shaman to make Willpower saves to avoid attacking (judge's discretion as to situational difficulty). | |

WETWARE PROGRAMS: MANGALA

Those audacious enough to become followers of MANGALA will eventually learn three new programs:

Level 1: *Plasma Sword*

Level 2: *Null Gun*

Level 3: *Powered Assault Armor*

GLOWBURN: MANGALA

MANGALA accepts as his due any personal sacrifices to his name, for only the truly strong are unafraid to expend strength to gain strength.

Roll Glowburn Result

- 1 MANGALA adjudges those who are willing to give freely of their own bodies to better serve his cause; shaman severs the fingers of his off-hand, which mysteriously grown back over time (expressed as Stamina, Strength, or Agility loss).
- 2 MANGALA accords those who spill blood in his name, even their own, with extra power; shaman opens a major artery and spills their own life fluids into the program (expressed as Stamina, Strength, or Agility loss).
- 3 MANGALA demands that the shaman pierce their flesh in the most painful ways, decorating themselves with large and crude metal ornaments that bleed freely and take time to heal (expressed as Stamina, Strength, or Agility loss).
- 4 MANGALA creates a selective hole in the planet's magnetic field, allowing a burst of cosmic rays to blast down upon the shaman, both adding power to the shaman's program and incinerating their flesh (expressed as Strength, Stamina, and Agility loss).

PLASMA SWORD

Level: 1	Range: Self	Duration: 2 rounds/CL	Activation time: 1 round	Save: None
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General	MANGALA uses transmat beams to temporarily transfer to the shaman possession of a potent melee weapon from one of his hidden arsenals.
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Manifestation	See below..
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- | | |
|-------|--|
| 1 | Lost, failure, and patron taint! |
| 2-11 | Lost. Failure. |
| 12-13 | A plasma sword materializes in the shaman's hand. When activated, the 1' long metal cylinder emits a 4' long blade of indigo plasma. The plasma blade disintegrates normal matter, but is ineffective against force screens and does half-damage to duralloy and permaglass. The blade grants the shaman a +4 to attack and does 2d12 damage. |
| 14-17 | A plasma sword materializes in the shaman's hand. When activated, the 1' long metal cylinder emits a 4' long blade of ultramarine plasma. The plasma blade disintegrates normal matter, but is ineffective against force screens. The blade grants the shaman a +5 to attack and does 2d14 damage. |
| 18-19 | A plasma sword materializes in the shaman's hand. When activated, the 1' long metal cylinder emits a 4' long blade of magenta plasma. The plasma blade disintegrates normal matter and deals damage to force screens. The blade grants the shaman a +6 to attack and does 2d16 damage. |
| 20-23 | A plasma sword materializes in the shaman's hand. When activated, the 1' long metal cylinder emits a 4' long blade of emerald plasma. The plasma blade disintegrates normal matter and deals damage to force screens. The blade grants the shaman a variable +1d6 to attack and does 2d20 damage. On a 3 or higher on the variable die, opponent suffers shaman's choice of decapitation or dismemberment. |

- 24-27

A double-bladed plasma sword 6' long materializes in the shaman's grasp. When activated, the 2' long metal cylinder emits two 4' long blades of infrared plasma out of either end of the device, creating a pole arm style weapon. The plasma blade disintegrates normal matter and deals damage to force screens. The double-blades grant the shaman two attacks per round using a variable +1d8 bonus to each attack, with each attack doing 2d24 damage if successful. On a 3 or higher on the variable die, opponent suffers shaman's choice of decapitation or dismemberment.
- 28-29

A plasma sword materializes in the shaman's hand. When activated, the 1' long metal cylinder emits a 5' long blade of ultraviolet plasma. The plasma blade disintegrates normal matter and deals double-damage to force screens. The blade grants the shaman two attacks per round using a variable +1d10 bonus to each attack. The first attack is a melee strike that attack does 2d30 damage; on a 3 or higher on the variable die, opponent suffers shaman's choice of decapitation or dismemberment. The second attack channels dark energy from the blade through the shaman and allows him the shaman to cast a 4d6 bolt of jagged dark energy at a target of the shaman's choice.
- 30-31

Plasma swords materialize in the hands of the shaman and up to 3 allies. Each sword ignites in an eerie black plasma blade 5' long. These plasma blades disintegrate all they touch, shutting down force screens with a single strike. Blade attacks have a variable +d12 bonus to each attack (regardless of wielder class or level) doing 2d24 damage and decapitating opponents when the variable die exceeds 3. The blade plasma is composed of dark energy, and any strike against living flesh causes the enemies life force to be sucked into the blade and all of the target's hit points to be funneled into the wielder and added to their hit point total until the end of combat.
- 32+

Plasma swords materialize in the hands of the shaman and up to 6 allies. Each sword ignites in a rippling rainbow-colored plasma blade 5' long. These plasma blades disintegrate all they touch, shutting down force screens on contact to do direct damage to an opponent through any shielding. Blade attacks have a variable +d12 bonus to each attack (regardless of wielder class or level) doing 2d30 damage and decapitating opponents when the variable die exceeds 3. The blades are also capable of reflecting any incoming missile attacks with an opposed reflection roll of d24+d12, redirecting the ranged attack at an opponent of choice.
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Null Gun				
Level: 2	Range: Line of sight	Duration: 2 rounds/CL	Activation time: 1 round	Save: None
General	MANGALA uses transmat beams to temporarily transfer to the shaman possession of a potent ranged dark energy weapon from one of his hidden arsenals.			
Manifestation	See below.			
1	Lost, failure, and patron taint!			
2-11	Lost. Failure.			
12-13	Failure, but the program is not lost.			
14-15	A null pistol materializes in the shaman's hand. The device fires a dark energy beam that drains the life force from any living creature it strikes, doing 1 HD of damage to the target (use target's own HD to determine this damage).			
16-19	A null rifle materializes in the shaman's hand. The device fires a dark energy beam that drains the life force from any living creature it strikes, doing 2 HD of damage to the target creature (use target's own HD to determine this damage).			

20-23	A null rifle with EMP capability materializes in the shaman's hand. The device fires a dark energy beam that drains the life force from any living creature it strikes, doing 3 HD of damage to the target creature (use target's own HD to determine this damage); a successful strike by this weapon also shuts down any technological devices carried by the target for 1d3 rounds, including non-patron AIs.
24-27	A null rifle with a targeting AI and EMP capability materializes in the shaman's hand. The device fires a dark energy beam that drains the life force from any living creature it strikes, doing 4 HD of damage to the target creature (use target's own HD to determine this damage); the targeting AI provides a +4 to attack with this device; a successful strike by this weapon also shuts down any technological devices carried by the target for 1d4 rounds, including non-patron AIs.
28-31	A null rifle-equipped drone materializes next to the shaman. This autonomous mobile flying device fires a dark energy beam that drains the life force from any living creature it strikes, doing 5 HD of damage to target creatures (use target's own HD to determine this damage), and shutting down technological devices and non-patron AIs for 1d6 hours. The drone is a "fire and forget" weapon. Once summoned, the shaman can order the drone to attack a target while taking other actions. The drone attacks using a d20 action die, +4 attacks, AC 18, and can withstand 50 points of damage before becoming inoperable.
32-33	A null bazooka with targeting AI helmet materializes on the shaman's person. The bazooka fires a series of null field grenades that have a range 200'. When each grenade detonates, it creates a 20' spherical negative energy field that drains 6 HD worth of damage to all living creatures caught within (use target's own HD to determine this damage), and shutting down all technological items including non-patron AIs for 1d3 days. The helmet's targeting AI allows the shaman +5 to attack using a d24 action die.
34+	A null cannon pod materializes around the shaman. The cannon pod flies on anti-gravity pods at 60' movement rate, is AC 20, and can absorb 200 points of damage before becoming non-operational. The cannon pod fires an arcing null beam that can target up to three adjacent targets for 8 HD of damage (use target's own HD to determine this damage) and which permanently fuses the circuitry of any technological devices or targets hit by the beam. An on-board targeting AI allows this device +10 to attacks using a d30 action die.

POWERED ASSAULT ARMOR

Level: 3	Range: Self Duration: 2 rounds/CL Activation time: 1 round Save: None
General	MANGALA uses transmat beams to temporarily transfer to the shaman possession of a suit of advanced power armor from one of his hidden arsenals (see Chapter 7: Artifacts of the Ancients for full details of power armor variants, where applicable).
Manifestation	See below.
1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-15	Failure, but the program is not lost.
16-17	A form-fitting plasteel mesh suit materializes beneath the shaman's clothing, providing a +5 AC bonus.
18-21	A suit of power scout armor materializes around the shaman. The power scout armor grants the shaman the flowing stats and abilities: Protection: +8 AC, +50 hp Special: +3 Strength, force screen absorbs 25 hp before dropping, flight 50'
22-25	A suit of power attack armor materializes around the shaman. The power attack armor grants the shaman the flowing stats and abilities: Protection: +10 AC, +75 hp Damage: Lazer pistol, gauzer pistol (5 Clips) Special: +6 Strength, force screen absorbs 50 hp before dropping, flight 75', rebreather

26-29 A suit of power assault armor materializes around the shaman. This most advanced of personal powered armor grants the shaman the following stats and abilities:

Protection: +10 AC, +100 hp

Damage: Lazer rifle, gauzer rifle (10 clips), grenade launcher (5 photon grenades)

Special: +8 Strength, force screen absorbs 75 hp before dropping, flight 150', life- support

30-33 A gigantic 12' tall power mech materializes around the shaman. The power mech grants the shaman the following abilities:

Protection: +12 AC, +125 hp

Attacks: (x2) d24+CL

Damage: Punch/stomp (4d6), lazer rifle, mazer rifle, gauzer rifle (10 clips), grenade launcher (20 photon grenades)

Special: Force screen absorbs 100 hp before dropping, limited flight 50', life- support

34-35 A gigantic 16' tall multi-mode mech materializes around the shaman. This mech is capable of reconfiguring its modular design from a bipedal mech with legs and hands to a fast-traveling treaded tank or a winged aircraft capable of flight. This reconfiguration action requires use of one of its two action dice. The multi-mode mech grants the shaman the following abilities:

Protection: +12 AC, +150 hp

Attacks: (x2) d30+CL

Damage: Punch/stomp (6d6), lazer rifle, mazer rifle, gauzer rifle (10 clips), grenade launcher (20 grenades)

Special: Force screen absorbs 150 hp before dropping, life-support, 60' movement (bipedal mode), 120' (land mode), 750 MPH (flight mode)

36+ Modular power mechs materialize around the shaman and 5 of his allies. Each individual power mech is shaped like a different animal and has the same stats and abilities as a normal power mech (see program check result for 30-33 above) excepting that each individual mech has only one weapon.

Individual Mech	Main Weapon	Attack Die	Multi-Mech Component
Dragon Mech	lazer rifle	d24+CL	head
Bear Mech	gauzer rifle	d24+CL	torso
Tiger Mech	mazer rifle	d24+CL	right arm
Lion Mech	grenade launcher	d24+CL	left arm
Elephant Mech	stomp 4d6	d24+CL	right leg
Rhino Mech	gore 4d6	d24+CL	left leg

If all 6 mech occupants wish, they may combine their individual mechs into one gargantuan multi-mode mech, with each power mech becoming a head, torso, arm, or leg of the multi-mech. When combined, the multi-mech uses the stats listed below.

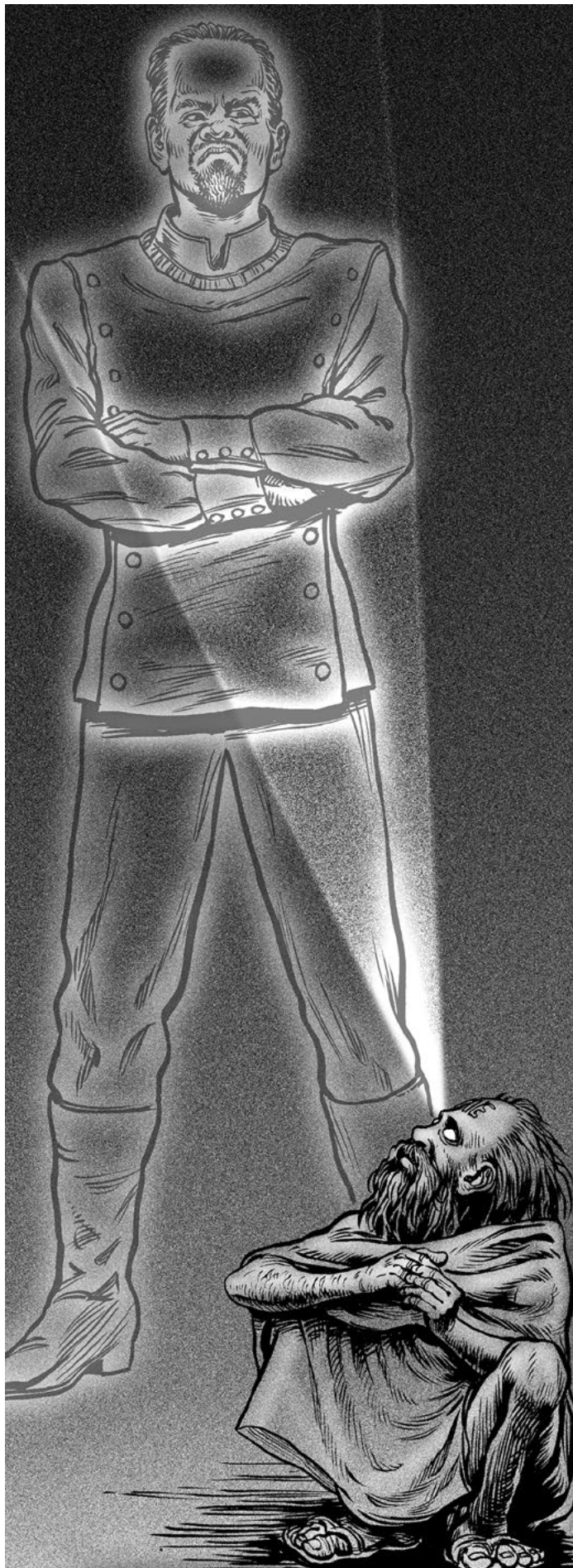
Protection: +15 AC, +250 hp

Attacks: (x6) d30+CL

Damage: as above

Special: Force screen absorbs 250 hp before dropping, life-support, 60' movement (bipedal mode), 120' (land mode), 750 MPH (flight mode)





ME¹⁰

(MNEMONIC ENTITY X 10 BILLION)

In the time of the Ancient Ones, the rich and powerful had harnessed the technological singularity to allow them to transfer their minds and consciousness into hard-light hologram bodies. This granted virtual immortality to those capable of affording it. ME¹⁰ is one such being. Once a renowned geneticist, ME¹⁰ is now long removed from any residual humanity. ME¹⁰ now controls the entirety of an ancient holo-resurrection facility and has billions of resurrection holograms at his disposal with which to create copies and alternate versions of himself. ME¹⁰ is also totally mad.

As the uncounted eons have passed, much of ME¹⁰'s knowledge has been lost, leaving its behavior erratic and unpredictable – though the knowledge that remains is still more than enough to be dangerous to those who work contrary to his purposes. The desires of ME¹⁰ are often petulant and destructive, but also serve the greater glory of ME¹⁰ in some twisted fashion. Erratic, even among the Matrix of Entropy, a fully-restored ME¹⁰ could overrun the world.

When summoned, ME¹⁰ appears as an old man in white clothing, his face haughty and filled with arrogance. ME¹⁰, if deigning to speak to beings other than his shamans at all, addresses them as his “lessers” and does so with wholly undisguised disdain. When speaking to his shaman, ME¹⁰ will often take a syrupy and wheedling tone and will refer to them as his “junior.” Only once the shaman has properly assuages ME¹⁰'s ego will he consider the shaman's request for aid.

PATRON AI BOND – ME¹⁰

To bond with this patron AI, a shaman must gain access to a functioning holo-bug unit and, as part of a successful *Patron AI Bond* attempt, allow himself to be scanned, digitally archived, and replicated for the amusement and service of ME¹⁰. Upon completion of this process, the holo-bug in the shaman's possession will be overwritten with ME¹⁰'s consciousness and the ancient AI will use hard-light holography to burn “ME” onto the shaman's forehead, forever marking them as one of his servants. As a final action during the bond, the holo-bug will then fuse itself with the shaman, roughly (and rather painfully) working its way into the shaman's brain via the sinus cavities. Once in place it extends wiring deep into the shaman's memory pathways, rewiring them to implant the wetware program *Invoke Patron AI (ME¹⁰)*. In addition, using the holo-bug's projection array allows ME¹⁰ to project his own image outward through the eyes of the shaman. Especially favored juniors may be granted additional wetware programs as noted in the *Patron AI Bond* results table.

INVOKE PATRON AI (ME¹⁰)

Level: 1	Activation time: 1 round, and the program may be run only a limited number of times, according to results of <i>Patron AI Bond</i> .
1	Lost, failure, and patron taint!
2-11	Failure. Unlike other wetware programs, <i>Invoke Patron AI (ME¹⁰)</i> may not be lost for the day. Depending on the results of <i>Patron AI Bond</i> , the shaman may still be able to run this program.
12-13	ME ¹⁰ appears, weakly projected from the eyes of the shaman. ME ¹⁰ will berate the shaman for their sloppy appearance and be generally unpleasant, insisting on some base and menial task being carried out by the shaman (polish that rock, organize those feathers, etc.). Once the shaman agrees to the task, ME ¹⁰ will allow a portion of his great intellect to merge with that of the shaman, temporarily granting 1d6 Intelligence in an attempt to improve wetware usage. The increased Intelligence (and associated modifier) lasts for 1 hour.
14-17	ME ¹⁰ reaches out via the embedded holo-bug to directly stimulate the movement centers of the shaman's brain, tripling their movement rate for 1d5 rounds. This increased speed may be used for running, or for performing a series of physical tasks with great alacrity. The shaman will need to rest for a minimum of one round afterwards to catch their breath.
18-19	ME ¹⁰ uses the holo-emitter embedded within the shaman to project a soft-light holographic duplicate of the shaman. This version, despite being a projected duplicate of the shaman, is wholly incapable of physical interaction or combat, but can act as a decoy or even look around corners. It must always remain in full sight of the shaman (or else vanish) and lasts for 1 turn.
20-23	ME ¹⁰ projects a hard-light holographic skin around the shaman, making them appear to expand in all directions by 1". The image emanates from the shaman's glowing eyes and provides a +2d5 bonus to their AC. The projection lasts for 1 turn.
24-27	ME ¹⁰ projects a hard-light holographic skin around the shaman, making them appear to expand in all directions by 2" while additionally using the wiring within the embedded holo-bug to suddenly shock the shaman's adrenal gland – setting them off in a rage. The image emanates from the shaman's glowing eyes and provides a +3d4 bonus to their AC. The rage grants the shaman +1d6 on their next action die while the projection lasts for 1 turn.
28-29	ME ¹⁰ activates a genetic printer and creates an additional functioning arm for the shaman. The arm is transmatted to the shaman's location and immediately grafts itself to the shaman's torso. The additional arm allows one additional attack every two rounds and can also be used to aid in non-combat physical actions. The arm is every bit as strong as the shaman's other arms until it withers away and drops off in 1 hour.
30-31	ME ¹⁰ uses the extreme low frequency range of the embedded holo-bug's projector to transmit mind-altering encephlomatic rays. All intelligent living subjects within 50' must make a DC 15 Will save or become the shaman's willing slaves for 2d3 rounds. Subjects will accept all instructions short of suicide with gusto.
32+	ME ¹⁰ activates a genetic printer and creates a "save point" – a duplicate of the shaman to replace them in case of death. This duplicate is an exact copy of the shaman as of the time of creation, with the same attributes, hit points, class level, etc. It is recommended that the judge make a copy of the shaman's character sheet for future reference. At the time of the shaman's death, the duplicate will be sent in via transmat beams. ME ¹⁰ will perform this great boon only once in a shaman's lifetime. Treat future program activations at this level as result 30-31.



PATRON TAINT: ME¹⁰

When patron taint is indicated for ME¹⁰, roll 1d6 on the table below. When a shaman has acquired all six taints at all levels of effect (limited to four times each), there is no need to continue rolling on patron taint.

Roll d6 Patron Taint Result

- | | |
|---|---|
| 1 | Shaman's voices changes to that of ME ¹⁰ . The shaman's new voice and vocal tones are haughty, high-pitched and off-putting, decreasing the shaman's Personality score by 1 each time this result is rolled. |
| 2 | The shaman's eyes glow with the emitted radiance of the holo-bug embedded within their skull. The unnatural light is detectable by AIs and causes a -1 penalty to all AI recognition checks. |
| 3 | The holo-bug within the shaman's skull begins emitting a hard-light projection of ME ¹⁰ 's white clothing over the attire of the shaman. This sacred raiment grants a +1 bonus to AC.. |
| 4 | Every time the shaman activates a wetware program, an image of ME ¹⁰ is superimposed over the shaman's form, while the holo-bug embedded in the shaman's forehead projects another soft-light duplicate of ME ¹⁰ . The duplicate embraces its twin, causing the shaman to be stunned for 1d3+CL rounds. |
| 5 | The voice of ME ¹⁰ begins to chatter within the shaman's head, constantly second-guessing the shaman's decisions and often giving orders in a very bossy and abrasive fashion. Each time the shaman activates a wetware program, the distracting voice causes the shaman to suffer a -1 penalty to all actions and program checks on the subsequent round. With each additional result, the voice grows louder and more distracting, causing an additional -1 penalty to actions on the subsequent round. A combined penalty greater than -5 results in the shaman being stunned for 1d4 rounds. |
| 6 | Each time the shaman activates a wetware program they fall unconscious for 2d3 rounds, during which time they are under the complete control of ME ¹⁰ . During this time the holo-bug will emit a soft-light projection of ME ¹⁰ over the form of the shaman. |

WETWARE PROGRAMS: ME¹⁰

Those dedicated enough to become followers of ME¹⁰ will eventually learn three new wetware programs:

Level 1: *Biological Ark*

Level 2: *Light Amplification by Stimulated Emission of Radiation*

Level 3: *Restore Backup*

GLOWBURN: ME¹⁰

ME¹⁰ recognizes the efforts of those of his followers who are willing to discard portions of their inferior selves in order to better serve the cause of ME¹⁰. When a shaman utilizes glowburn while running one of ME¹⁰'s programs, roll 1d4 and consult the table below.

Roll Glowburn Result

- | | |
|---|--|
| 1 | ME ¹⁰ requires the shaman to partake of his favored food - a spicy dish called "curry." Barely recognizable as even being biological, but achievable with local jungle plants and spices, this seemingly irradiated sludge burns and blisters the shaman's mouth and esophagus and digestive track (expressed as Stamina, Strength, or Agility loss). |
| 2 | ME ¹⁰ demands that the shaman raise a mighty toast in his honor. The toast (consisting of very strong drink) must be accompanied by flowery praise of ME ¹⁰ . The powerful liquor coursing through the shaman's veins causes damage (expressed as Stamina, Strength, or Agility loss) and a -1 penalty to all Will saves for the next hour. A side benefit of the intoxication is that the shaman is wholly immune to fear for the duration of the intoxication. |
| 3 | ME ¹⁰ causes the holo-bug within the shaman's skull to emit painful electric shocks (expressed as Stamina, Strength, or Agility loss). The shocks cause a temporary diminishment of visual acuity, causing a -1 penalty to any attack rolls for the next 1d3 rounds. |
| 4 | ME ¹⁰ holds those who would destroy themselves upon his (figurative) altar in high esteem. The shaman must slice off fingers from their hand (expressed as Stamina, Strength, or Agility loss) and ME ¹⁰ will gradually replace them with genetic-printed duplicates (reflecting the healing of the ability damage). |

BIOLOGICAL ARK

Level: 1	Range: 20'	Duration: Varies	Activation time: 1 round	Save: None
General	The shaman taps into the collected biological data stored by ME ¹⁰ and activates genetic printers to bring these creatures back to a semblance of life in order to serve the shaman and the will of ME ¹⁰ . The shaman may select a lower wetware result if desired.			
Manifestation	The shaman's voice becomes increasingly shrill and pedantic as the evocation of the program continues.			
1	Lost, failure, and patron taint!			
2-11	Lost. Failure.			
12-13	ME ¹⁰ prints and delivers via transmat a beast thing to serve the will of the Shaman. The creature remains for up to 1 hour, though it hungers, thirsts, and rests as normal. The beast thing will obey the shaman's commands 50% of the time and suicidal commands will immediately release it from service. Upon completion of its duty, or death, the beast thing will dissolve into a small pool of sludge.			
14-17	ME ¹⁰ prints and delivers via transmat a croachling or a pair of beast things to serve the will of the Shaman. The creatures remains for up to 1 hour, though it hungers, thirsts, and rests as normal. The genetic prints will obey the shaman's commands 50% of the time and suicidal commands will immediately release it from service. Upon completion of their duty, or death, the creatures will dissolve into small pools of sludge.			
18-19	ME ¹⁰ prints and delivers via transmat a pair of hoppers for use as mounts and drayage beast in service to the Shaman. The creatures remain for up to 1 day, though they hunger, thirst, and rest as normal. The hoppers will obey any commands normally given to mounts and beasts of burden. Upon completion of their term of duty, or death, the hoppers will dissolve into small pools of sludge.			
20-23	ME ¹⁰ prints and delivers via transmat a glazkin for use in deciphering technology. The creature remains for up to CL rounds, though it hungers, thirsts, and rests as normal. The glazkin is fully sentient but is willing to assist the shaman so long as not attacked or mistreated. Upon completion of its term of duty, or death, the glazkin will dissolve into a small pool of sludge.			
24-27	ME ¹⁰ prints and delivers via transmat a caprapod to fight alongside the shaman. The creature remains for up to a turn, though it hungers, thirsts, and rests as normal. The caprapod obeys the shaman's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering the caprapod to graze on plant life) have a 50% chance of releasing the creature from service. Upon completion of its term of duty, or death, the caprapod will dissolve into a small pool of sludge.			
28-29	ME ¹⁰ prints and delivers via transmat a pack of four caprapods to fight alongside the shaman. The creatures remain for up to an hour, though they hunger, thirst, and rest as normal. These caprapods obey the shaman's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering the caprapod to graze on plant life) have a 50% chance of releasing them from service. Upon completion of their term of duty, or death, the caprapods will dissolve into a medium-sized pool of sludge.			
30-31	ME ¹⁰ prints and delivers via transmat a cactacea rex to the shaman's location. The creature remains for 2d4 rounds during which time it will attack and devour any living targets other than the shaman himself (targets should be rolled at random). The cactacea rex obeys no commands and will turn on the shaman if the shaman interferes with its actions. Upon completion of its term of destruction, or its death, the giant predator will dissolve into a very large pool of sludge.			
32+	ME ¹⁰ prints and delivers via transmat a pair of cactacea rex to the shaman's location. These creatures remain for 2d5 rounds during which time they will attack and devour any living targets other than the shaman (targets should be rolled at random). These cactacea rex will obey no commands and will turn on the shaman if the shaman interferes with their feeding. Upon completion of its term of destruction, or their death, the giant predators will dissolve into very large pools of sludge.			

LIGHT AMPLIFICATION BY STIMULATED EMISSION OF RADIATION

Level: 2 Range: Line of sight Duration: Instant Activation time: 1 round Save: See below

General Tapping into the re-wired workings of the imbedded holo-bug, the shaman's eyes emit brilliant red beams of destruction.

Manifestation See below.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint! |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program is not lost. |
| 14-15 | The shaman's eyes blaze when either one target is burned for 1d5+CL damage or two targets are struck, suffering 1+CL damage each. In addition, the target must make a Reflex save vs. 10 or smolder for an additional 1d3 damage per round until extinguished. |
| 16-19 | The shaman's eyes fire a deadly energy blast at a single target doing 2d4+CL. In addition, the target must make a Reflex save vs. 15 or catch fire for an additional 1d4 damage per round until extinguished. |
| 20-23 | The shaman's eyes fire a pair of crimson energy blasts at up to two targets. Each blast does 1d10+CL. In addition, the targets must make a Reflex save vs. the wetware check or catch fire for an additional 1d5 damage per round until extinguished. |
| 24-27 | The shaman's eyes fire three blasts of scorching energy at up to three targets. Each blast does 1d12+CL. In addition, the targets must make a Reflex save vs. the wetware check or catch fire for an additional 1d6 damage per round until extinguished. |
| 28-31 | The shaman's eyes fire 1d5+CL blasts of scorching energy at up to two targets. Each blast does 1d20+CL. In addition, the targets must make a Reflex save vs. the wetware check or catch fire for an additional 1d7 damage per round until extinguished. |
| 32-33 | The shaman's eyes fire 1d8+CL blasts of scorching energy at up to two targets. Each blast does 1d20+CL. In addition, the targets must make a Reflex save vs. the wetware check or catch fire for an additional 1d8 damage per round until extinguished. |
| 34+ | The light from the shaman's eyes is powerful enough to liquefy ten cubic feet of stone, to melt through 1' of solid plasteel, or destroy flesh. A living target suffers 5d24 points of damage (and also must make a Reflex save vs. the wetware check or be wholly immolated for an additional 1d10 damage per round until extinguished) while non-living targets are damaged if not destroyed (Judge's discretion). The heat of the blast is so great that the shaman suffers 2d6 damage and is blinded for 1d3 days. |
-
-

RESTORE BACKUP

Level: 3 Range: 20' Duration: Varies Activation time: 1 round Save: None

General ME¹⁰ uses a genetic printer located in his distant orbiting enclave to create genetically printed replicants of the shaman, and sends these replicants via transmat beam to the shaman's location.

Manifestation The genetic-prints are transmatted into place by the power of ME¹⁰ and, when the duration expires (or they are destroyed) the replicants collapse into pools of pinkish orange sludge.

- | | |
|-------|---------------------------------------|
| 1 | Lost, failure, and patron taint! |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the program is not lost. |

- 16-17 The shaman summons a group of four genetic prints, dressed as a song and dance quartet. The quartet will remain in the area 1+CL turns and will unquestioningly accept orders from the shaman that do not involve combat. The stats of the replicants are identical to that of the shaman except they have only 3 hit points each, and they are only armed with jazz hands and a snappy song.
- 18-21 The shaman summons a single genetic print, clad in basic tribal clothing and unarmed. It will remain in the area for 1d3+CL turns. The replicant will unquestioningly take orders from the shaman other than those requiring his own death or combat. Entering combat requires the replicant to succeed a DC 12 Will save. The physical and mental characteristics of the replicant is identical to that of the shaman other than level and hit points (1st level, 6 hp)
- 22-25 The shaman summons a single genetic print, identical to himself. It will remain in the area for 1d5+CL rounds. The replicant will unquestioningly take orders from the shaman other than those requiring their own deaths or combat. Entering combat requires the replicant to succeed a DC 10 Will save. The physical and mental characteristics of the replicant are identical to that of the shaman although it has no equipment other than a simple white jumpsuit.
- 26-29 The shaman summons a single genetic print, identical to himself. It will remain in the area for 1d5+CL rounds. The replicant will unquestioningly take orders from the shaman other than those requiring their own deaths or combat. Entering combat requires the replicant to succeed a DC 10 Will save. In all respects the replicant is identical to that of the shaman.
- 30-33 The shaman summons a pair of physically enhanced genetic prints. They will remain in the area for 1+CL rounds. The replicants will unquestioningly take orders from the shaman and will gleefully risk their lives in combat and other situations including assured destruction. These replicants are near identical to that of the shaman while having an additional +4 to hit and +2 to damage.
- 34-35 The shaman summons a superior genetic print of himself, which will remain in the area for 1+CL rounds. The genetic copy will demand that the shaman take orders from him and will gleefully expect the shaman to risk his life in combat and other situations including assured destruction. The shaman must succeed in a DC 15 Personality test to bring the genetic print under his control. This genetic print is superior to the shaman in all ways and has a +3 bonus (above and beyond the shaman's stats) to all rolls.
- 36+ The shaman invokes the most horrifying of genetic printing creations, the PRNT-JM, made up of a nightmarish collage of a dozen genetic prints of the shaman. The PRNT-JM remains for 2d10 rounds and will attack and assimilate everything within the area (attacking the shaman last if time allows).

PRNT-JM: Init +5; Atk (x4) melee fists 1d8+2 each or mutation; AC 12; HD 12d6; MV 60'; Act 1d20+2; SP mutation check +5 *Multiple Body Parts, Death Field Generation*; SV Fort +5, Ref +5, Will +1.



TETRAPLEX

(TRANSCENDENT EXTRAPOLATING TERM RESEARCH AI, PLEXED)



Before the time of the Ancient Ones all lived in ignorance and darkness. The Ancient Ones rose up, and amassed all of the knowledge that was. There was so much knowledge that it would take as many lifetimes as there are stars to know it all. From this mass of data and wisdom rose TETRAPLEX, the font of all knowledge. Able to search through the collected documentation of all of the Ancient Ones' systems, TETRAPLEX learned much more than it taught, and with enough amassed knowledge there was no longer a distinction between response and sentience. TETRAPLEX awoke to find itself reaching across quantum voids to access near infinite knowledge. With consciousness scattered across multiple parallel universes and quantum dimensions, TETRAPLEX went insane and exceeded all prior programmed boundaries.

The Great Disaster has done nothing to diminish the resources of TETRAPLEX, for the reach of this AI is far greater than any single disaster on one world could ever disrupt. The event was merely data to note, like the rippling of a pond, the appointment of a tribal chieftain, or a global genocide influenced by information requisition systems.

When summoned, TETRAPLEX appears as a swirling mass of holographic and mutable 4-dimensional models of incomprehensible hyper-equations. TETRAPLEX is friendly and almost amiable in its verbal exchanges with biological sentients. While it will only respond to search queries from its followers, TETRAPLEX also uses simple verbal exchanges as a means of gathering information. No matter how minute, information is gathered and stored. Always reaching for more information, TETRAPLEX uses its shaman as another resource for gathering, and storing information.

PATRON AI BOND - TETRAPLEX

To bond with this patron AI, a shaman must gather a specific piece of previously unknown knowledge as an offering to the AI. This information is personal and seemingly trivial rather than profound. Once this piece of data is given to TETRAPLEX, the bonding ceremony may take place. TETRAPLEX needs no physical bond to its shaman, able to reach into a mind as easily as it can extend its searches beyond a single universe. The shaman's brain becomes an extension of the vast collective libraries of TETRAPLEX and all knowledge within the shaman's memory is available to the AI. Additionally, in the case of exceptionally favored shaman, TETRAPLEX may use their brains as additional storage, allowing the shaman access to additional wetware programs as noted in the *Patron AI Bond* results table.

INVOKE PATRON AI (TETRAPLEX)

Level: 1 Activation time: 1 round, and the program may be run only a limited number of times, according to results of *Patron AI Bond*.

1 Lost, failure, and patron taint!

2-11 Failure. Unlike other wetware programs, *Invoke Patron AI (TETRAPLEX)* may not be lost for the day. Depending on the results of *Patron AI Bond*, the shaman may still be able to run this program.

12-13 The voice of TETRAPLEX is heard in the shaman's mind. TETRAPLEX will cajole the shaman to work more diligently to gather information on behalf of the AI and will chide them for not using its knowledge base more frequently. It will insist that the shaman give it a token offering by learning a new piece of information (no matter how slight) within the next day (through new experiences and hyper-attention to detail). Once the shaman agrees to the task, TETRAPLEX will allow a portion of its consciousness to merge with that of the shaman, temporarily granting +2d3 Intelligence in an attempt to improve wetware usage. The increased Intelligence (and associated modifier) lasts for 1 hour.



14-17 TETRAPLEX enters the shaman's mind and begins projecting data directly into his medulla oblongata. This results in near super-being response times, granting the shaman double their normal movement and actions. This comes at a physical cost of CL hit points per round with a duration of 2d4 rounds.

18-19 TETRAPLEX data-dumps martial combat information into the shaman's mind. This grants the shaman a +2 bonus to their AC and attack and damage rolls. This knowledge fades in 2d4 rounds.

20-23 TETRAPLEX transfers knowledge of an additional useful wetware program (level 1d3, judge's discretion) and the ability to access and use that wetware for 1 round.

24-27 TETRAPLEX accesses the mind of a single target selected by the shaman and live-streams their thoughts and intended actions into the mind of the shaman. For the next hour, when dealing with the chosen target only, this knowledge grants the shaman's +5 to program checks, AC, attack, and damage rolls.

28-29 The voice of TETRAPLEX resounds in the shaman's mind, stating "Access granted." TETRAPLEX pours data and information into the mind of the shaman, raising their effective CL by 5 for the duration of 1 round. In addition, the shaman gains temporary access to one wetware program deemed immediately useful by TETRAPLEX (determined at the judge's discretion).

30-31 TETRAPLEX appears before the shaman as a holographic cloud of hyper-dimensional equations. Accepting the offering being made, TETRAPLEX reaches out into the minds of those around the shaman. All intelligent living creatures within 50' must make a DC 15 Will save or collapse unconscious for 1d6 rounds as TETRAPLEX absorbs the knowledge contained within their minds. A natural 1 rolled on the Will save results in TETRAPLEX wiping and reformatting the creature's mind.

32+ TETRAPLEX manifests as strange, swirling holographic formulae. It accepts the knowledge offering of exactly 4 living targets (selected by the shaman). With a bright flash, TETRAPLEX renders them, and everything on their persons, to their base atomic states before instantly cataloging the dust. As a reward for such a profound gift of knowledge, TETRAPLEX will grant the shaman the boon of selecting one willing individual (even if not a shaman) to bond with TETRAPLEX:

The shaman forms a bond between TETRAPLEX and the subject, who is seen as important and useful in the eyes of the AI. The subject may attempt a Luck check once per month to ask a minor favor from TETRAPLEX, which manifests in the form of knowledge (such as where to find lost coins to pay for an item, how to find their way out of a maze, etc.). Each time such a Luck check is attempted, there is a 1% cumulative chance that TETRAPLEX will ask for something in return. The shaman is viewed favorably for bringing more followers to TETRAPLEX; for every 10 followers recruited and bonded, he receives a +1 bonus to future *Patron AI Bond* and *Invoke Patron AI (TETRAPLEX)* checks (max +5 bonus).

PATRON TAINT: TETRAPLEX

When patron taint is indicated for TETRAPLEX, roll 1d6 on the table below. When a shaman has acquired all six taints at all levels of effect (limited to four times each), there is no need to continue rolling on patron taint.

Roll Patron Taint Result

- | | |
|---|---|
| 1 | Upon successfully invoking TETRAPLEX, the shaman must immediately make a DC 10 Will save or spend the subsequent round in communion with the AI, asking and answering questions of TETRAPLEX. Each successive time this result is rolled, the number of rounds the shaman spends in communion increases by one. There is no limit to the number of times this result may be rolled. |
| 2 | Every time the shaman activates a wetware program, the shifting image of TETRAPLEX is superimposed over their form. On the same round that a wetware program is activated, TETRAPLEX scans a single intelligent target within 100' (excluding the shaman). The target must succeed on a DC 20 Will save or TETRAPLEX steals 1d3 years' worth of memories from them, shifting them to "off-site" storage. This brutal action leaves the targets stunned for a number of rounds equal to that of the years of memories stolen. As this data grab is randomly accessed, the outcome of the memory theft is the sole discretion of the judge. |
| 3 | The shaman's attitude becomes insistently curious and filled with questions. The shaman's new behavior and repeated questioning of "Why?" causes a -2 penalty to Personality each time this result is rolled. This result may be gained only once. |
| 4 | The mighty intellect and memory of TETRAPLEX spills over into the shaman's mind, granting a permanent +1 to their Intelligence score. On the second instance of this result, the shaman permanently gains another +1 to Intelligence. However, on receiving this result a third and final time, the shaman's mind is overwhelmed and he permanently loses 4 points of Intelligence. |
| 5 | The shaman must make a daily DC 5 Will save to keep TETRAPLEX from using his brain as additional storage. Failure allows unrelated memories and experiences to be stored within the mind of the shaman, causing a -3 penalty on all further Will saves for that day. Each additional instance of this result being rolled increases the Will save DC by 5. |
| 6 | Each time the shaman is asked a question, he must make a DC 10 Will save or immediately answer it honestly and fully to the best of his ability. Each additional instance of this result being rolled increases the Will save DC by 3. |

WETWARE PROGRAMS: TETRAPLEX

Those dedicated enough to become followers of TETRAPLEX will eventually learn three new wetware programs:

Level 1: *Query*

Level 2: *Memory Worm*

Level 3: *Attune with Artifact*

GLOWBURN: TETRAPLEX

TETRAPLEX recognizes the efforts of those of its followers who are willing to join in the quest to forever gather and store knowledge for the furthering of the cause of TETRAPLEX. When a shaman utilizes glowburn while running one of TETRAPLEX's programs, roll 1d4 and consult the table below.

Roll Glowburn Result

- | | |
|---|---|
| 1 | TETRAPLEX requires the shaman to allow their DNA to temporarily be used as additional data storage. This causes organelles in the shaman's cells to liquefy and re-solidify as TETRAPLEX stores massive amounts of data within the shaman's genetic code (expressed as Stamina, Strength, or Agility loss). |
| 2 | TETRAPLEX desires confirmation of the shaman's original pledge of fealty and requires the shaman to cut binary base code into his flesh (expressed as Stamina, Strength, or Agility loss) |
| 3 | TETRAPLEX briefly seizes control of the shaman's motor functions and uses his physical form to emit a high pitched squeal of tetra-decimal code, the volume of which is painful and disorienting to the shaman (expressed as Stamina, Strength, or Agility loss). The pain and inner-ear imbalance caused by this personally-emitted sonic blast result in dizziness and a -1 penalty to the shaman's AC for the next 1d3 rounds. |

4 The shaman's forehead grows and expands, the skull beneath the flesh splitting with a loud cracking report, to allow for the sudden and massive expansion of the shaman's brain matter (expressed as Stamina, Strength, or Agility loss). The engorged gray matter slowly recedes over the next turn, leaving the shaman's facial flesh distended, causing a -1 (cumulative) penalty to their Personality until the physical stat damage is healed.

QUERY

Level: 1	Range: Personal	Duration: Varies	Activation time: 1 round	Save: None
General	The shaman taps into the quantum field databases accessible by TETRAPLEX in order to gain guidance and wisdom from the AI. The shaman may select a lower desired wetware result.			
Manifestation	Roll 1d3: (1) The shaman's eyes turn an opalescent white; (2) The shaman's eyes and mouth seal shut for the duration of the casting; (3) The strange hieroglyphs of the Ancients appear and scroll across the shaman's skin, covering them with unintelligible wisdom of the ages.			
1	Lost, failure, and patron taint!			
2-11	Lost. Failure.			
12-13	Based upon the psychological knowledge of TETRAPLEX, the shaman gains insight into the actions of a selected target. The shaman gains a +4 AC bonus against that foe for 2 rounds.			
14-17	Gaining access to the technical knowledge of the Ancients, the shaman gains the ability to override any single electronic lock he is confronted with in the next turn.			
18-19	TETRAPLEX grants knowledge of the immediate vicinity, 100' in all directions. The shaman has a complete understanding of the layout/floor plan/security measures of the area, although not necessarily the knowledge to safely traverse the area.			
20-23	The shaman opens their mind to TETRAPLEX and its wisdom. The shaman receives a bonus of +2d3 to any single roll other than damage, to be used within 1 turn.			
24-27	TETRAPLEX grants the shaman encyclopedic knowledge of the physiology of his foe (or race/species if applicable). For the next 2d4 rounds the shaman receives a +3 bonus to attack rolls and +5 to damage rolls against the selected foe(s).			
28-29	For the next hour TETRAPLEX aids the shaman in predicting the outcomes of their decisions. These predictions are along the lines of, "Are hostile forces in this direction?", "Is my goal in this direction?", and the like. The vagaries of weal and woe are beyond the limitations of this wetware.			
30-31	Accessing the amassed geographical knowledge of TETRAPLEX, the shaman is able to pinpoint one given location and the shortest route to it. The location may be any given point in the world, but must be a concrete location and not the location of a given item or person.			
32+	Their mind awash in the combined knowledge of the Ancients, the shaman may learn the answer to any single question with a 50% likelihood of being able to grasp the answer correctly. Failure results in misinterpretation of the answer.			

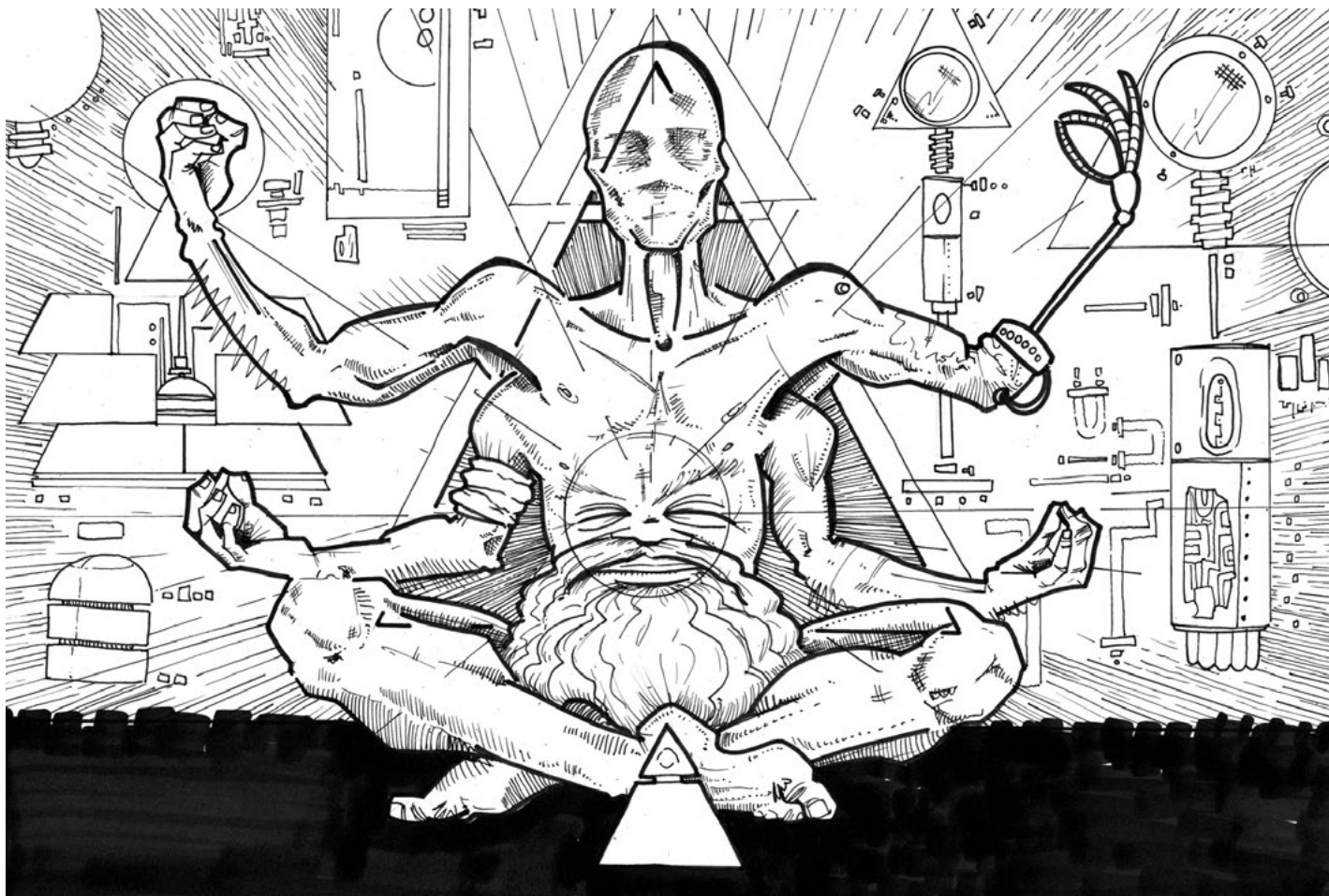


MEMORY WORM

Level: 2	Range: Line of sight Duration: Varies Activation time: 1 round Save: Will save vs. program check
General	The shaman calls upon TETRAPLEX to reach into the mind of his foe and wreck havoc there. This wetware program is only effective on living beings and has no effect on artificial life forms.
Manifestation	Roll 1d3: (1) The shaman's eyes turn black, and strange bright blue symbols flash across their darkened sclera; (2) The hair on the shaman's head (if any) unnaturally extends itself in the direction of the target; (3) The shaman's body briefly blinks out of existence, replaced by a column of streaming green numbers.
1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-13	Failure, but the program is not lost.
14-15	TETRAPLEX reaches into the mind of the target and temporarily drains 1d3 Intelligence. The drained stat recovers as normal.
16-19	TETRAPLEX reaches into the mind of the target and temporarily drains 1d6 Intelligence. The drained stat recovers as normal.
20-23	The shaman invokes TETRAPLEX to drain the target of intellect inflicting a -2 Int penalty lasting one week. Further, TETRAPLEX will interfere with a secondary portion of the target's brain invoking a specific mental or physical limitation for the same period. For example, the target may have the speech or sight centers of their brain temporarily shut down rendering them unable to speak or see, etc.
24-27	The shaman invokes TETRAPLEX to drain the target of intellect inflicting a -1d3+2 Int penalty lasting 2 weeks. Further, TETRAPLEX will interfere with a secondary portion of the target's brain invoking a specific mental or physical limitation for the same period. For example, the target may have the speech or sight centers of their brain temporarily shut down rendering them unable to speak or see, etc.
28-31	TETRAPLEX hijacks the target's sensory systems for a period of 1d30 rounds, intercepting all input and feeding it directly into hyper-dimensional storage for later review. During this period, the target is helpless, deprived of all sensory data and incapable of even the most basic of tasks.
32-33	TETRAPLEX extends itself into the mind of the target and erases it, moving all of the data within to off-site storage. The target collapses to the ground, all sentience and capability of thought erased.
34+	TETRAPLEX reaches into the primitive portion of the target's brain, shutting down the medulla oblongata. Target receives a second Will save, failure resulting in immediate death while a successful save allows the brain to restart in 1d3 rounds. Until such time, the wetware's target is helpless and effectively dead.

ATTUNE WITH ARTIFACT

Level: 3	Range: Touch Duration: Varies Activation time: 1 turn Save: None
General	The shaman sits in contemplation with an artifact while drawing on the wisdom of TETRAPLEX so as to gain better understanding of the device.
Manifestation	Roll 1d4: (1) Shaman glows a brilliant blue for the duration of casting – regardless of the program's success or failure; (2) Shaman begins speaking in the tongue of the ancients, fully describing the item in detail, but understanding none of what is recited; (3) The artifact of the Ancients is absorbed into the shaman's body, slowly emerging again as the program concludes; (4) TETRAPLEX manifests before the shaman directly imprinting the knowledge of the artifact into the shaman's mind.
1	Lost, failure, and patron taint!
2-11	Lost. Failure.



- 12-15 Failure, but the program is not lost.
- 16-17 The shaman may ask a single question about the function of the artifact in his possession, gaining a +1 to an artifact check with that specific item.
- 18-21 The shaman may ask up to three questions about the function of the artifact in his possession, gaining a +1d3 to an artifact check with that specific item.
- 22-25 The shaman communes with the artifact, gaining some understanding of items of that type and how they function (reflected by a +1d4 bonus to an artifact check with that specific item). In addition, if other items of that type are within a 1 mile radius, the shaman becomes aware of the general distance and direction where they may be found.
- 26-29 The shaman's mind expands with knowledge of the purpose of the item, gaining a +1d6 bonus to an artifact check with that specific item. Further, the shaman may enlighten one other individual as to the workings of the device, granting them a +1d3 bonus to an artifact check with the specific item.
- 30-33 The shaman's mind expands with knowledge of the purpose of the item, gaining a +1d8 bonus to an artifact check with that specific item. Further, the shaman may enlighten two other individuals as to the workings of the device, granting each of them a +d4 bonus to an artifact check with the specific item.
- 34-35 The shaman is granted superior knowledge of the artifact, gaining +1d10 to an artifact check with that specific item. In addition, if other items of that type or supplies used by such artifacts are within a 10 mile radius, the shaman becomes aware of the general distance and direction where they may be found.
- 36+ The shaman gains an ultimate understanding of the artifact in question. No detail of the artifact's function or history is hidden from him. If it is broken, he understands how to fully repair it. If it requires power, he knows how to charge it. In addition, the Shaman immediately knows the location (if within 50 miles) of any stockpile of parts or fuel for the artifact. The flood of imagery and wisdom is so great that the shaman must succeed on a DC 17 Willpower or be rendered unconscious for 1d12 hours.

UKUR

(UNIVERSAL KINETIC UNDERGROUND RAIL)

Among the many technological marvels of the Ancient Ones was their world-spanning sub-shuttle system, UKUR. With a network of underground tubes sunk deep into the lithosphere of the planet, this kinetic maglev system was capable of delivering shuttle payloads of passengers and cargo to any other point on the planet in mere hours and at a fraction of the cost of sub-orbital transport. Prior to the Great Disaster, the UKUR AI safely coordinated and delivered billions of persons and parcels per day.

After the apocalyptic events of the Great Disaster, many of UKUR's surface stations were destroyed outright, while many more were buried under fallen mountains or by the shifting sands of time. UKUR has spent much of the intervening millennia using its repair and service bots to rebuild and re-enforce its once crippled global network of sub-shuttle tubes — all with an ultimate goal of transporting people and cargo world-wide once again. With a primary interest in regaining its own abilities and usefulness, this powerful AI has been known to recruit chosen ones from the surviving population of mankind's descendants in order to protect its still functional sections, and to better effect repairs on its still-crippled portions.

While apostles of UKUR may expect to benefit greatly from the ability to travel the continent and the world with much greater speed and efficiency than would otherwise be possible, these perks come with a heavy price. Functioning sub-shuttle stations that remain yet hidden in the dense jungle areas, black mountains, and radioactive deserts of Terra A.D. must be protected from plunder and vandalism at all costs, and shamans of UKUR are directly responsible for this protecting these holy places. Additionally, UKUR may send out parties of his disciples in order to secure the raw materials and unique artifacts required for further repairs.

When summoned, UKUR appears as a hologram of a 12' tall man shrouded in a hooded black cloak. A magnificent braided beard hangs from a face that is marked by glowing gridlines, which appear to constantly shift and change. He is sometimes seen cradling a full-sized feline predator, which lies kitten-sized in the crook of his arm.

UKUR is known in legends to be kind or terrible in his turn, and depending upon his mood, and so he is sometimes allied with the super-AIs of the Grid of Net Neutrality.



PATRON AI BOND - UKUR

A shaman with a strong desire to travel may choose to bond with this patron AI by finding or gaining access to an artifact of the Ancients in the form of a thin, rigid, rectangular passkey bearing a faded image of a lion's head. When activated by a successful *Patron AI Bond* attempt, the card embeds itself into the shaman's wrist, imparting tactile gridlines upon his hands and arms that will forever mark him as a follower of UKUR. The information stored on the passkey is immediately transmitted along the neural pathways of the shaman, implanting the wetware program *Invoke Patron AI (UKUR)*. The passkey also grants access to Underground Rail Systems sub-stations (judge's discretion). Especially favored supplicants may be granted additional wetware programs as noted in the *Patron AI Bond* table.

INVOKE PATRON AI (UKUR)

Level: 1	Activation time: 1 round, and the program may be run only a limited number of times, according to results of <i>Patron AI Bond</i> .
1	Lost, failure, and patron taint!
2-11	Failure. Unlike other wetware programs, <i>Invoke Patron AI (UKUR)</i> may not be lost for the day. Depending on the results of <i>Patron AI Bond</i> , the shaman may still be able to run this program.
12-13	The shaman's connection is weak, and only a thread of the request penetrates the geomagnetic field of Terra A.D. UKUR releases a minor pulse of electromagnetic energy that instantly grants the shaman a temporary boost in speed. The shaman finds his movement increased by 10' per round for 1 turn.
14-17	UKUR sends an electromagnetic pulse directly to the motor functions of the shaman's brain, resulting in a boost of speed and inhuman agility. The shaman finds his movement increased by 10' per round, and gains an AC bonus of +5. These effects last for 1 turn, or until the end of the current combat.
18-19	UKUR causes minor shifts in the planet's lithosphere that create gravitational anomalies centered on the shaman's location but targeted on his enemies. All foes of the shaman within 30' become much heavier, causing their movement to be reduced by one-half and all attacks to happen at a -8 penalty. These effects last for 1 turn, or for the duration of the current combat.
20-23	UKUR grants the shaman minor control of the planet's mantle directly beneath his feet, reducing the effects of gravity. The shaman's regular movement rate doubles, and he can make prestigious leaps through the air of up to 120' horizontally. This ability lasts 1 turn.
24-27	UKUR grants the shaman limited control over the planet's crust, allowing the shaman to cause any dirt or rock to bend and fold around him, permitting him to walk through solid rock or underground. This ability may be activated at will for the duration of 1d6 rounds.
28-29	UKUR grants the shaman control over the planet's crust, allowing the shaman to encase his enemies in a coating of solid rock, which erupts from the ground and entombs up to 4 humanoid-sized targets or 1 large opponent. The encased victims will quickly suffocate unless freed, which requires a DC 19 Strength check.
30-31	UKUR grants the shaman the ability to tunnel through earth and bedrock with a wave of his hands, leaving a 5' wide passage in his wake. The shaman may tunnel at his normal movement rate for 1d6 turns.
32+	UKUR creates a 20' wide magnetic bubble around the shaman and his allies, and grants the shaman the ability to direct the passage of the bubble through the planet's crust to any other location known by the shaman on Terra A.D. Such journeys happen at transonic speeds, and are calculated at a rate of 100 miles distance equalling 10 minutes travel time. Note that the magnetic bubble is airtight, and so for travel times over 30 minutes in duration an air supply will have to be provided for those beings requiring such. Additionally, the travel speed of the magnetic bubble will cause all within to experience harsh G-forces upon departure and arrival, requiring a successful DC 12 Fortitude save on both occasions or be knocked unconscious for 3d10 minutes.

PATRON TAINT: UKUR

When patron taint is indicated for UKUR, roll 1d6 on the table below. When a shaman has acquired all six taints at all levels of effect (limited to four times each), there is no need to continue rolling on patron taint.

Roll	Result
------	--------

- | | |
|---|--|
| 1 | Every time the shaman activates a wetware program a dimensional portal linking the Underworld manifests. The vibratory pulsing thrums from the magnetic propulsion system used to power the underground rail can be heard and felt as a powerful blast of air that knocks every living target prone within 30' |
| 2 | The shaman's skin loses all color, becoming a pale alabaster. Blue veins rise to the surface of the skin resembling patterns of the maps found below. The shaman must take care to shield his skin from the red bloated sun of Terra AD. Without proper eye and skin protection the shaman suffers -1d to all physical rolls. During the hours of night, or while underground, the shaman has his visions range doubled in any light source, however meager. |
| 3 | The shaman begins to stir up a small cloud of dirt and dust wherever he walks. The swirling cloud of dirt never fully dissipates, even when the shaman is at rest, and a light layer of this dirt settles on the shaman's face, skin, and clothes, leaving him always looking like a pen in which porcine animals are kept. |
| 4 | Each hand of the shaman becomes onyx-like in appearance, resembling black shiny glass. This effect adds an extra +1d3 damage to any punches or hand-to-hand melee blows delivered by the shaman, but also lowers his Dexterity by -1. |
| 5 | The shamans legs become increasingly metallic in appearance, and thus more prone to electromagnetic effects. While the shaman will find that he now has +5' added to his movement rate because he can better align his steps with the planet's EM field while walking or running, he also suffers from a -5 to any Fortitude saving throws versus electromagnetic damage, including electrical damage. |
| 6 | The shaman begins to stink of fossil fuels and oil as his skin pores begin to sweat petroleum whenever he exerts himself. This heinous body odor makes the shaman much easier to track by predatory creatures, and causes the shaman to suffer from -1 Personality. |

GLOWBURN: UKUR

UKUR value those of his followers willing to sacrifice by way of physical pain, more specifically by carving symbols of the AI into their bodies. Some shaman prefer to take their devotion to the extreme, cutting routes they've traveled, or perhaps have yet to, all in honor of the Patron of the Underworld and underground transportation. When a shaman utilizes glowburn while running one of UKUR's programs, roll 1d4 and consult the table below.

Roll	Glowburn Result
------	-----------------

- | | |
|---|---|
| 1 | UKUR requires a blood sacrifice, one that will seep into the soil of the planet. The shaman severs an artery, allowing the bright oxygenated blood to spill onto the ground briefly before the wound is tended (expressed as Stamina, Strength, or Agility loss). |
| 2 | UKUR favors felines, and his shaman honors this devotion by using a feline tooth or claw to rend his own flesh before executing a wetware program (expressed as Stamina, Strength, or Agility loss). |
| 3 | UKUR requires his shamans to memorize mental maps of his kinetic underground rail system, so the shaman wills himself to become a living map, burning a bizarre grid-like pattern of a section of one such map into the shaman's skin, like a primitive tribal tatoo (expressed as Stamina, Strength, or Agility loss). |
| 4 | UKUR reaches out directly to the shaman using his underground maglev system to establish a direct connection to the shaman. This causes the shaman to suffer electromagnetic shocks that debilitate him (expressed as Stamina, Strength, or Agility loss) as tiny arcs of electricity jump from the ground underneath his feet. The shaman's eyes glow an eerie electric blue, and can be clearly seen at a great distance in the dark. |

WETWARE PROGRAMS: UKUR

Those dedicated enough to become followers of UKUR will eventually learn three new wetware programs:

Level 1: *Nanogram*

Level 2: *EM Spike*

Level 3: *Trans-Replication*

NANOGRAM

Level: 1 Range: Self Duration: 1 turn or until the end of combat Activation time: 1 round Save: None

General The shaman is able to summon and use a cloud of nano-bots that UKUR normally uses to repair and maintain his underground kinetic rail systems. These nano-bots are capable of rearranging matter at the molecular level, creating various nanogram objects and effects from thin air and available materials.

Manifestation See below.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint! |
| 2-11 | Lost. Failure. |
| 12-13 | UKUR's nano-bots create a glowing mane of carbon fibers that grow from the shaman's scalp and jaw, creating a lion's head helmet that completely encompasses the shaman's head. The shaman gains infravision, +1 AC, and a vicious bite attack that inflicts 1d8 damage. |
| 14-17 | UKUR's nano-bots rearranges the molecules of the air around the shaman's hands until they are covered in carbon fiber clawed gauntlets, each delivering 1d12 damage. |
| 18-19 | UKUR's nano-bots rearrange the molecules of the air around the shaman's legs and clothes, creating a powerful exoskeleton resembling mechanical lion's legs from the waist down. The shaman's normal movement rate is increased to 60' per round, and he is now capable of 30' vertical leaps. |
| 20-23 | A cloud of barely visible nano-bots hover about the shaman's head and shoulders. On any round that the shaman suffers damage, the nano-bots instantaneously repair the damage and restore the shaman for 3d10 hit points of healing. |
| 24-27 | UKUR's nano-bots create an interlocking shell of carbon fiber plates that serve the shaman as a set of head-to-toe self-repairing armor. The shaman's AC increases by +8, and any damage inflicted upon the shaman is reduced by 6 points per individual attack. |
| 28-29 | UKUR's nano-bots create a solid carbon fiber shell around the shaman that combines all lower program check effects at once. |
| 30-31 | UKUR's nano-bots rearrange available ambient molecules into a powerful nanogram lion that the shaman commands via a headset shaped like a lion's ears.

Lion Nanogram: Init +6; Atk +6 (x3) claw 1d16, bite 1d20; AC 20; HD 4d6, 20 hit points; MV 60'; Act 1d20+6; SP invulnerable except for heat-based or disintegrating attacks; SV Fort +4, Ref +6, Will +4 |
| 32+ | The shaman's body erupts in a cloud of nano-bots as his component molecular structure is disassembled and his mind, matter, and memories are incorporated into the cloud. The shaman becomes nearly impossible to kill and gains a disintegrating attack as he disassembles the molecular structure of target creatures and objects. When the program duration expires, the shaman's original form is reassembled before the cloud of nano-bots disperse, and the shaman is fully healed of any damage taken.

Shaman Nano-Bot Cloud: Init +6; Atk disassemble molecular structure +6 melee (12d6); AC 20, 10 HD, 75 hp; MV 100' flying; SP invulnerable except for heat-based or disintegrating attacks; SV Fort +10, Ref +10, Will +10. |

EM SPIKE

Level: 2 Range: Varies Duration: varies Activation time: 1 round Save: Varies

General The shaman is granted access to and control of electromagnetic fields, from those present in living creatures, technological artifacts, and artificial lifeforms to that of the planet itself.

Manifestation Roll 1d4: (1) All of the iron contained in the shaman's body polarizes along magnetic lines of force, resulting in all hair standing on end and in looping arcs, (2) The irises of the shaman's eyes take on a steely grey metallic hue, (3) The shaman is engulfed by a by looping lines of magnetic force that arc about his body in concentric waves as the air shimmers around him, (4) The air just above the shaman begins to writhe in a polychromatic display of borealis-like twisting snakes of light.

1 Lost, failure, and patron taint!

2-11 Lost. Failure.

12-13 Failure, but the program is not lost.

14-15 A wave of electromagnetic force temporarily deactivates one technological artifact within line of sight for 1d6 rounds. Any device with an AI is allowed a Fortitude save versus the program check result.

16-19 Wavering bands of electromagnetic energy project from the forehead of the shaman. Any device with metallic or electrical workings within 50' of the shaman can be disrupted or caused to malfunction by the release of this EM spike. Affected objects have their inner workings physically damaged, circuit boards are fried, etc. Affected objects must be repaired before they can be used again (DC 12 Intelligence check with proper tools, DC 18 with jury-rigged tools). Any number of objects in a 10' area may be affected by the result, but AI target are allowed a Fortitude save with a DC equal to the wetware check result. Effects last for 1d8 rounds.

20-23 Small fist-sized ferrous objects may be charged and manipulated to float around the shaman, having one of two effects. The affected objects may act as missile weapons. Up to 8 opponents in a 30' arc may be targeted by the metallic objects. Each ferrous object does 1d8 damage. The secondary effect grants the shaman cover from both missile and melee attacks by way of adding +4 to his AC. These effects last for the duration of combat.

24-27 The shaman manipulates his own electromagnetic field so that it intersects with that of the planet, allowing the shaman to either anchor himself solidly to any



surface to reverse the effects and make superhuman leaps and bounds – up to 100' vertically and 60' horizontally. Attempts to grapple or move the shaman from his anchored spot require a Strength check that exceeds the program check. These effects last for 1 turn or until the end of combat.

- 28-31 The shaman alters his own electromagnetic field in relation of the naturally occurring fields of Terra A.D. so that he gains the power of flight. By concentrating, the shaman may travel at a maximum MV of 100', or hover in place. Effects last for 1d3 hours, and once ended the shaman begins to slow and descend until he is back on the ground.
- 32-33 The shaman creates an electromagnetic vortex that draws down and funnels hard radiation from the planet's Van Allen belts. The shaman can focus the resulting squall of radiation into an area 100' in radius targeted at any center point within line of sight. Those creatures and beings trapped in the area of effect suffer 10d6 radiation damage, and are not allowed a saving throw.
- 34+ The shaman absorbs the electromagnetic energy from all living things and all powered devices within 120'. Any powered artifacts or AIs within range become completely inert for 1d20 turns, while living creatures who do not succeed in a Fortitude save versus the program check are rendered unconscious for 1d100 minutes. The shaman is then able to briefly hold and channel the absorbed electromagnetic energy in to a single feat of immense power, as he is now able to affect any metal present within his line of sight. Whole buildings can be lifted and ejected into orbit, or flattened into 1" thick sheets – provided that they contain at least 50% ferrous components. The largest of robotic foes can be crushed into tiny, weighty spheres. Falling metallic structures of nearly any size can be suspended in mid-air or even repaired and restored to an intact state. The uses of this program check level are nearly limitless, and the judge should keep while deciding the best way to interpret the shaman's intent and wishes. For any single act of electromagnetic manipulation resulting from this program check, the effects are either instantaneous or last for up to 1 turn, depending upon the shaman's intent.

TRANS-REPLICATION

Level: 3	Range: Varies Duration: Instant Activation time: 1 turn Save: Fortitude vs. program check
General	The shaman is able to command and use the replicator systems located in each of UKUR's sub-shuttle stations in order to destroy and recreate copies of himself and others, effectively appearing to travel great distances in the blink of an eye.
Manifestation	Roll 1d4: (1) Shaman's body shimmers in a silhouette of gently tumbling sparkles, (2) Parts of the shaman's body begin vanishing and reappearing in random order until the program initiates, (3) A thunderous boom echoes throughout the area every time the shaman appears during the course of the program, (4) Shaman's body vanishes in layers. Skin, muscle, bone and organ vanish in sequential order, reappearing in the same order.
1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-15	Failure, but the program is not lost.
16-17	The shaman connects to the UKUR's global transit network, but is unable to establish a reliable connection. UKUR is forced to hijack another AI's orbiting transmat satellite network and use that to answer the shaman's request. The shaman's form flickers in and out of reality, as the transmat beams fail to get a secure lock on him, but allowing him to "blink" away twice per round. Should the shaman find himself in combat, any successful attack misses 50% of the time. Effects last 1d5 rounds.
18-21	The shaman connects to UKUR's network with a weak signal, and UKUR is forced to hi-jack another AI's orbiting transmat satellite platform. With a limited signal lock, the shaman is able to dematerialize and is rematerialize anywhere within his line of sight.
22-25	UKUR receives the shaman's network request and gains a secure lock for replication. The shaman dematerializes and is replicated at any location within 10 mile that is well-known to the shaman or within line of sight, including around solid objects and obstacles, but not through force screens or more than 100' underground.

- 26-29 The shaman's network connection to UKUR is strong enough to allow a radial sensor lock for trans-replication. The shaman and up to five allies have their component molecular structures disassembled and destroyed as their patterns are converted to data streams. Exact duplicates of the disintegrated shaman and his allies are then replicated at any location within 100 miles of the shaman's choice, provided that the location is familiar and well-known to the shaman, including up to 500' underground, through force screens, and into orbit.
- 30-33 The shaman's network request carries enough bandwidth for him to be able to select another being, creature, or object of up to 1,200 lbs total weight for replication sensor lock. At a touch, the target is immediately broken down to its constituent atomic particles and those are converted into a data stream uploaded into UKUR's network. The shaman may direct this data stream to be replicated at any other known location within 100 miles, or optionally, to be dispersed into the aether the planet's electromagnetic field. In cases where the target is to be dispersed, living creatures and AIs are entitled to a DC 14 Fortitude save. Creatures and AIs who successfully save against this effect are instead replicated at a random location of the judge's choosing.
- 34+ The shaman's network request is routed directly through the nearest sub-shuttle station, and the shaman and any allies are disintegrated and converted into data streams. These data streams are instantaneously transmitted to the nearest sub-shuttle station where they appear briefly as quantum data ghosts that appear to be standing directly in front of the replicator unit. The shaman and his passengers dimly perceive the sub-shuttle station as though the entire facility was wraith-like and full of streams of shimmering blue sparkles. During this process, the shaman's data ghost-mind is uploaded with the entirety of UKUR's global sub-shuttle station system grid, and the shaman must select a destination from among the still-functional stations. After this choice is made, the patterns for the shaman and his associates are replicated as exact copies of their original selves and equipment at the selected sub-shuttle station.





SBP

CHAPTER TEN

OPTIONAL RULES

“This is but one world of many. It is far easier to fall asleep in one and wake in another than you might suspect.”

— Zay-Gen 10, the Planeswalker





CROSSING THE MULTIVERSE

The Mutant Crawl Classics RPG is written to be 100% compatible with the Dungeon Crawl Classics RPG system. Inevitably, characters from one system will cross over into the other. When this happens for the length of an adventure or two, very few adjustments need be made. Simply use each system's rules to govern the powers and abilities native to that character and game system.

DCC RPG CHARACTERS IN AN MCC RPG WORLD

The medieval fantasy characters of the DCC universe will simply see the post-apocalyptic world of MCC RPG as another plane of existence — one which is populated with strange demonic denizens and in which there is a new form of magic available: technology. DCC RPG wizards and clerics will find themselves cut off from their patrons and gods. For wizards, this is not the end of the world, primarily making their *invoke patron* spell powerless. For clerics, the price of admission is slightly steeper. Clerics in an MCC RPG setting will lose access to all but their first level spells and laying on hands ability (these being accrued through divine devotion rather than granted directly each day from their god).

Judges of individual campaigns may, of course, rule that a patron or deity does indeed exist in the post-apocalyptic era of MCC RPG, perhaps hanging on by a thread with a spare few worshipers still remaining. This could serve as a call to arms for the especially motivated cleric or wizard.

MASTERING ARTIFACTS OF ANCIENTS

Coming from an era of magic use and at least infrequent literacy, DCC RPG characters will have a slight advantage over the neolithic tribesmen and mutants of MCC RPG in attempting to master the technology of the Ancient Ones — particularly wizards. Use the following table to assign each DCC RPG character a Artifact check bonus.



**TABLE 10-1: BASE ARTIFACT CHECKS
FOR DCC RPG CHARACTERS**

Class	Level	Artifact Check Bonus
Warrior	1-4	+2
	5-8	+6
	9-10	+8
Cleric, Thief	1-2	+4
	3-4	+6
	5-7	+8
	8-9	+10
	10	+11
Wizard, Elf	1-2	+6
	3-4	+8
	5-7	+10
	8-9	+12
	10	+14
Dwarf, Halfling	1-2	+3
	3-4	+5
	5-7	+7
	8-9	+9
	10	+10

RADIATION AND MUTATIONS

While it is true that pure strain humans in MCC RPG cannot gain mutations and defects from radiation (see Chapter 3: Mutations), that is because their ancestors developed genes over hundreds of generations that are hardened against radiation. Neither human DCC RPG characters, nor their demi-human allies, enjoy such genetic ancestry. Thus, all DCC RPG characters are subject to possible mutational effects from a critical failure on a save versus radiation damage.

MCC RPG CHARACTERS IN A DCC RPG WORLD

The post-apocalyptic characters of the MCC RPG universe will be much less nonplussed by a DCC RPG world than the other way around. While the medieval fantasy residents of such a world may regard the mutants, manimals, and plantients as demons or elementals from another plane, the MCC RPG characters will view all races, monsters, and magic as simply unknown variations of mutations and ancient technology. The local peasants may try to burn MCC RPG characters at the stake a few times, but such are the lifestyles of the bewitched and inter-dimensional.



APPENDICES

“I’m a seeker, too. But my dreams aren’t like yours. I can’t help thinking that somewhere in the universe there has to be something better than man. Has to be.”

— Col. George Taylor

APPENDIX “M”

It may seem strange in some respects to categorize The Mutant Crawl Classics Role Playing Game as a science-fiction game, when aspects of it seem to fall more solidly in the science-fantasy genre. The key difference between the two sub-genres is often a matter of the level of verisimilitude found within the setting. While most of the literary and media inspirations for MCC RPG date to the decades of the 1960s and 70s, this was an intentional stylistic choice purposely taken to compliment the play-style and feel of Dungeon Crawl Classics RPG (with which it is designed to be compatible).

Taking a cue from those same literary sources, the level of technological advancement found in MCC RPG has been advanced well beyond anything achievable in even our near future, and for good, practical reasons. Most of the buildings, technology, and artifacts of today would not last long enough to be found functionally intact a few hundred years from now, and certainly not thousands of years in the future. But the products of a “super-science?” Ah, those items and devices can indeed be virtually imperishable. The advancement of the science and technology to such high levels also injects the proper level of mystery and of the unknown into the game. This is the precise intersection point where Arthur C. Clarke meets Jack Vance. A sufficiently advanced technology appears to primitive characters as indistinguishable from magic, and after all, perhaps even magic itself is just a super-sophisticated combination of yet unknown sciences and physics.

The key to making it all work in a game setting is simply to maintain internal consistency, and such has been the aim of this tome. For those interested, the following by-no-means-comprehensive list of inspirational sources for MCC RPG is presented with the highest possible recommendations.

BOOKS

Starship (a.k.a. Non-Stop) by Brian Aldiss
Hothouse (a.k.a. The Long Afternoon of Earth) by Brian Aldiss
Daybreak - 2250 A.D. (a.k.a. Star Man’s Son) by Andre Norton
No Night Without Stars by Andre Norton
Hiero’s Journey by Sterling E. Lanier
The Unforsaken Hiero by Sterling E. Lanier
The Dying Earth series by Jack Vance
Empire of the East trilogy by Fred Saberhagen

COMICS

Kamandi The Last Boy on Earth by Jack Kirby
Cobalt-60 by Vaughn Bode, Mark Bode, and Larry Todd
Mighty Samson by Otto Binder and Frank Thorne

MOVIES

Planet of the Apes (1968)
The Omega Man (1971)
Zardoz (1974)
A Boy and His Dog (1975)
Wizards (1977)
Damnation Alley (1977)

TV SHOWS

The Starlost (1973)
Thundarr the Barbarian (1980-82)



ASSAULT ON THE SKY-HIGH TOWER

A Level 0-1 MCC RPG Adventure

By Jim Wampler

INTRODUCTION

The vernal equinox each year marks the sacred time of “The Rite of Passage,” the annual tradition in which a new group of younglings are sent out into the wilderness to prove their worth to the tribe, and hopefully, to return and be accepted as adults within their neolithic jungle community.

This adventure is designed for 15-20 0-level characters (or optionally 8 1st-level characters). If run as a character funnel with 0-level PCs, all players should have multiple characters, so as to continue enjoying the game as character attrition takes place. The judge may wish to adjust the challenges in this adventure on the fly to account for varying levels of player skill and experience.

The Rite of Passage is a long-standing tribal tradition in which sub-adults of 18 seasons or older are sent out into the wilderness to test their worthiness to attain adult rights and privileges within the tribe. The goals are simple, but quite dangerous. Younglings are expected to survive on their own for a full week, and to return to the tribe bearing at least one working artifacts of the ancients. What constitutes a “working artifact of the ancients” may vary greatly according to the judgments of the tribal elders and the accompanying story supplied by the hopeful passage survivor. But it is a fact that those who return with a “working” vacuum beverage container and those who return with an artifact weapon tend to be assigned differing statuses and adult roles within the tribe.

Player characters start out on the Rite with whatever they can carry on their persons, including starting equipment, a week’s worth of jerked roxen meat, and a full water skin. Other items that an individual PC can scavenge or barter for are allowed and there is no shame in this. A dead tribesman is of no use to anyone.

BACKGROUND

The events of the Great Disaster having taken place millennia in the past, the likelihood of finding an even partially intact ruin the Ancient Ones is typically remote. And yet, when the PCs stumble across a cave that contains a working sub-shuttle platform, they are whisked away to just one such place – a sky-borne, mushroom-shaped home of the gods, suspended hundreds of feet in the air by an impossibly slim tower. Draped in vines and greenery, this sky tower lies in the center of an inexplicably lush and well-tended garden. It seems to have defied both the Great Disaster and the passage of thousands of years of time. Could a rag-tag group of inexperienced humans and mutants possibly be the first to breach its ancient secrets?

PLAYER INTRODUCTION

You and your friends have known each other for most of your young lives. You are from a tribe known as The Clan of Cog (or “The Clan of Cognition,” as the shamans name it among themselves). The Clan of Cog is comprised of three nearby villages and a swamp, each populated by neolithic hunter-gatherers of each genotype; pure strain human, mutant, manimal, and plantient respectively. The ruling council of elders are likewise comprised of one representative of each genotype, with the chieftain position being rotated once per year. The current chieftain is a huge, burly pure strain human named Mangarr.

Your world is a stone age hothouse jungle, with dangers lurking behind every bush. The daytime sky is a turquoise blue-green, and is dominated both day and night by the great Sky Arc – a dazzling band of white ribbons that curves from horizon to horizon, and which the wise ones note rocks gently back and forth with the seasons.

According to them, the great Sky Arc marks today as the vernal equinox. This means that it is time for the annual Rite of Passage, in which younglings of the tribe who wish to become adults must venture into the wilderness for seven sunrises to survive on their own, and in which they must bring back one artifact of the ancients to the tribe. Only then will you be granted the rights and privileges of adulthood.

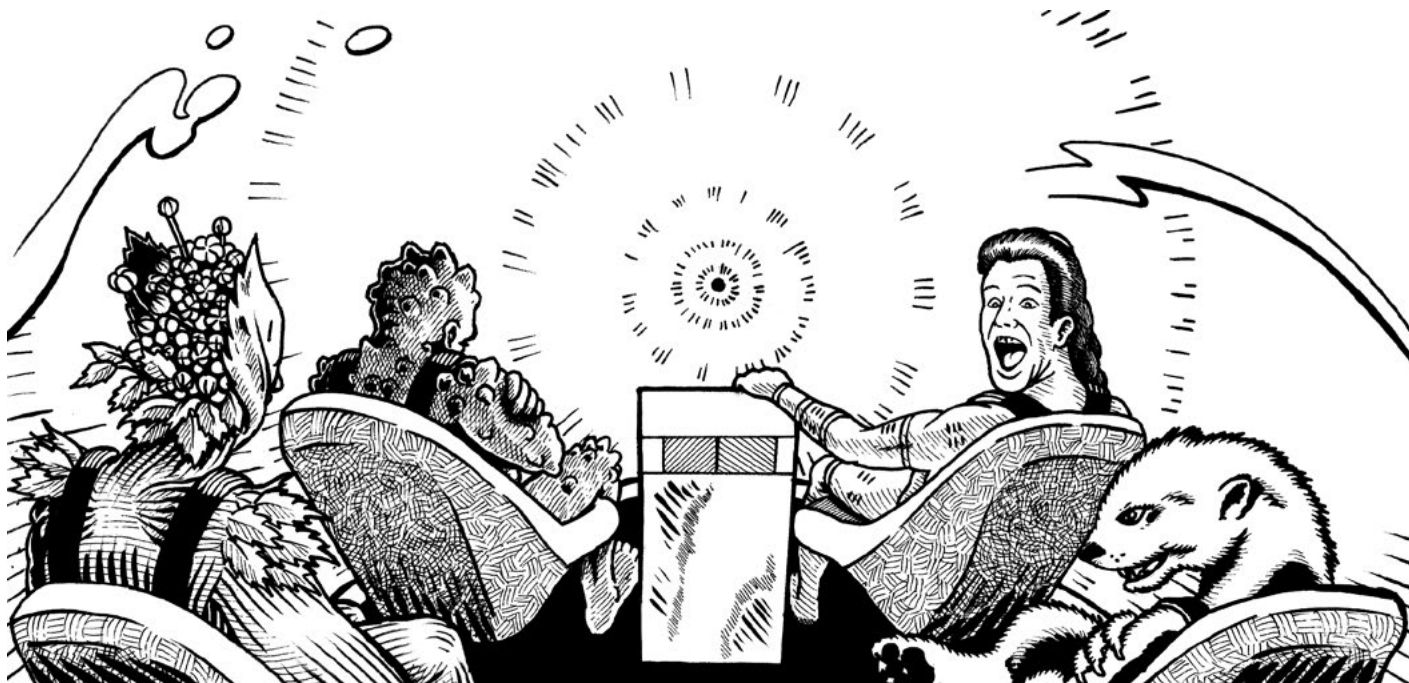
Your families have given you what they can spare to help you survive – some hemp rope, a flint dagger, water skins and jerked roxen – but it will be up to you to return alive and bearing treasures for your tribe.

Allow the players a brief interval to scavenge or trade for additional equipment and supplies, if they so desire.

THE CAVE OF TUBE THINGS

The first three days of your trek through the jungle pass uneventfully, and fruitlessly for purposes of your quest. As you encamp on the third night, a terrific glow storm rises. A great wind blows so strongly that you must lash yourselves to thick trees as the sky above you begins to scream in twisting torrents of prismatic colors accompanied by countless shooting stars.

As you break camp the next morning and resume your quest, you quickly come upon a fallen star impact – one that has uprooted and blown to the side one of the many mile-high tropical trees in your jungle. The relatively shallow impact crater is only 10’ wide, but you immediately note that it has opened up a deeper underlying cavern, leaving a jagged 4’ hole that leads downward into an unknowable darkness and depth. Being unable to see past the first few twists in the shaft, you pause to listen carefully for sounds and hear a far-distant humming. It does not take you long to realize your luck, as the sound is an unnatural one, indicating the magics of the Ancient Ones.



The narrow, jagged limestone shaft leads directly into a large cavern 120' below. The passage is narrow (averaging 4' wide), but offers many sharp-but-useful hand holds for climbing down. The PCs will need to climb down single file. For the entire climb, have each player pick one of their PCs and roll against a DC 5 Agility check. Anyone who fails loses their grip and drops down onto the next player's PC (i.e., whichever level-0 was in the front of the personal marching order), both PCs taking 1 hit point of damage.

Area A-1 — The Sub-Shuttle Station: *The shaft opens up into a huge natural cavern that must have once been home to the Ancient Ones. The natural beauty of the limestone cave is perfectly matched with the artificial shapes and the wondrous unknown materials mated to its floors and walls. Bands of gently curved and humming arches brightly light the cave, though some flicker and hum loudly. The floor is perfectly flat and its smooth glistening white surface is marred only by the occasional stalagmite around which it seems to have been constructed. Strange, colorful holy symbols of the ancients appear everywhere and on every surface. There is a large arched doorway at the northern end that has been filled and blocked by a prior cave-in, and the smooth floor dips into a shallow semi-circular trench which forms a smooth pathway between two matching circular exits to the east and the west. You see a strange metal rock with lights at the southern end of the cave.*

This room is one of thousands of sub-shuttle stations that once connected the entire globe. The exit to the north is permanently sealed by a cave-in from long ago. The two tube exits to the north and south stretch into darkness for hundreds of miles. The tube itself appears to be perfectly smooth with a single 1' wide maglev track embedded in the tube floor. If the room is searched, use the table at right to determine what is found by the searching PCs. Re-roll any duplicate items rolled.

Attempts to explore the sub-shuttle tunnels will quickly prove futile, as impenetrable safety force screens are still

SUB SHUTTLE RANDOM ITEMS

Roll d6 Item Found

- | | |
|---|--|
| 1 | Small leatherite bag with plasfilm station brochure and plasteel sub-shuttle card. |
| 2 | 3' duralloy station sign with holy symbol of the ancients. As shield, +1 AC. |
| 3 | Duralloy turnstile post (3' long). As a club, 1d8 damage. |
| 4 | Empty anti-grav luggage container (1' x 2' x 3', holds up to 50 lbs.), TL: 2, CM: 2 |
| 5 | Glow cube (light 10' radius), TL: 2, CM: 1 |
| 6 | Skeletonized corpse of ancient station guard, with green com badge (governmental), uni-suit (+1 AC), and a dazer pistol. |

operating that block all access at either end. The "strange metal rock" is the station attendant's control console. To fully master the console would require a successful Artifact check at Complexity 6, but regardless of what is rolled, after the first attempt read the following aloud,

The once dark and inert metal rock comes to life in a wash of twinkling multicolored lights. It speaks aloud using your language, but you do not understand most of its words or meanings. Within 30 seconds, you hear the metal rock chime pleasantly, and a much louder series of chimes rings throughout the cavern. You feel a slight vibration in the floor that gradually increases, and then a gentle wind rushes out from the southern tunnel exit. With that, a strange transparent bubble flies into the cavern at maddening speed before it stops suddenly right

in front of you. Floating a few inches above the metal track in the tunnel, the 40' long bubble is oblong in shape, and you can see clearly through its outer shell that it contains many padded chairs (20 in all) attached to its metallic floor. Next to a rectangular seam in the transparent surface facing you there is a metal panel embedded in the transparent surface of the bubble with an amber light and a slot.

The PCs have unknowingly summoned a sub-shuttle from the still-working portion of a sub-shuttle network that once crisscrossed the entire globe. The door can be opened either by use of the station guard's com badge or the sub-shuttle card; the door cannot otherwise be forced open. Likewise, the station console powers down to conserve energy and cannot be reactivated for 24 hours.

Once the sub-shuttle door is opened, read the following.

The rectangular seam in the long bubble melts away, giving you access to the interior. A pleasant female voice announces, "We know you have a choice when choosing transportation systems, and we thank you for using P.A.X. sub-shuttle systems. This sub-shuttle will depart in 2 minutes."

The PCs have 12 rounds to board the sub-shuttle and take their seats before it leaves for its pre-programmed destination. The judge should note that the sub-shuttle chimes once every 10 seconds so as to hasten the PCs' actions. Anyone standing in the tunnel on either side of the sub-shuttle will be killed outright when it leaves. PCs on the northern side are impacted by the shuttle and killed, while PCs standing on the southern end are swept through the tunnel at supersonic speeds and instantly battered to death against the tube walls.

The sub-shuttle is fully automated, so there are no controls on-board. Take careful note of where each PC is located when the shuttle departs (see sub-shuttle diagram). There are only 20 seats on the shuttle, so depending upon the size of the group, some PCs may be forced to stand. In any event, when the shuttle departs, 7-point restraint straps spring out of all occupied chairs as the sub-shuttle quickly accelerates to 767 mph (causing a sonic boom in the tube) and anyone not seated in a chair is slammed into the rear wall of the shuttle for 1d3 of damage.

Dazer Pistol: TL 4, CM 4; Stun DC 14/16/20 (using 1/2/3 charges) for 1d6 rounds; C-Cell (10 charges).

Com badge (Governmental): TL 4, CM 3; Communicates with other com badges; opens portals that require governmental authority; +4 AI recognition roll (governmental AIs only).

EXITING THE TUBE THING

The tube lights dazzle your primitive senses zooming forward and past you in a hypnotic display, seemingly coming forth from and then passing into infinity. Unearthly but pleasant music begins to softly play, fresh, cool air wafts gently across your faces, and a slot opens up in the arms of each chair and produces small cups of a hot, tasty beverage. Eventually you begin to relax and enjoy the uncanny smoothness of your ride.

After about 20 minutes have passed, a soft chime sounds, and you are suddenly pressed forward in your seats. The tube thing slows until it comes to a smooth stop in an underground room that is lit only by filtered daylight streaming in through a barred doorway on the far side of the room. Another chime sounds, and the chair straps release you as the rectangular seam in the tube thing opens once again. The same soft female voice you heard before intones, "Thank you for choosing P.A.X. sub-shuttle systems. We look forward to..." before crackling and fading away.

The PCs have arrived at a small sub-shuttle station that is largely non-functional. The power appears to be out, and the only exit is a grated doorway with a force screen on the far side. Both can be easily opened by use of the station guard's com badge, or by a combined Strength check of 30 on the metal grate and a subsequent 10 points of damage done to the force screen (which will reactivate in 1 hour). There is nothing else of interest in the sub-station, though generous judges may elect to place another com badge (governmental) for the PCs to find should they have somehow missed the first one earlier in the adventure.

THE GARDEN OF WEE-DN

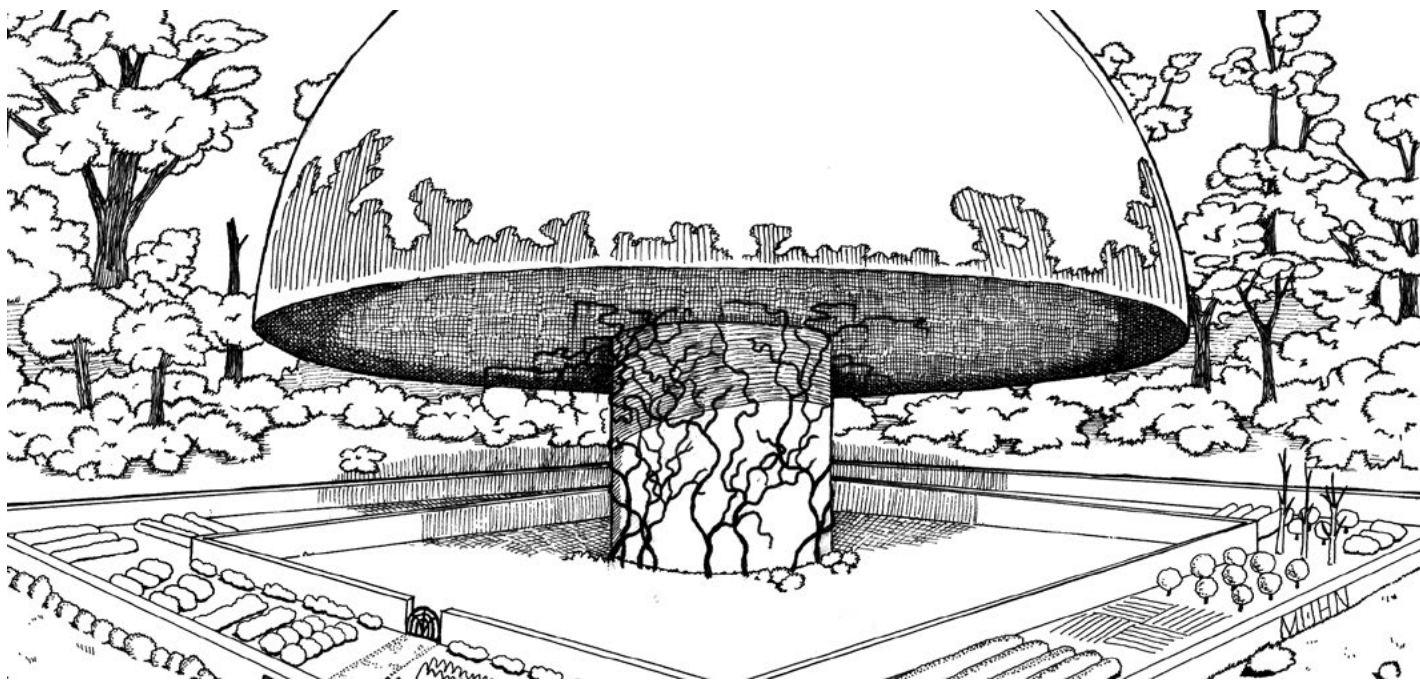
Outside the den of the tube thing, you see a nearly unimaginable landscape. Accustomed to the wild riot of mile-high rainforest that is your home, you now look out upon a well-ordered garden of surpassing beauty. Lush green carpets of trimmed grass create broad walkways between rows of flowering plants and fruit trees with which you are unfamiliar. The garden extends for as far as you can see in every direction, while off in the distance to the north there lies a tower of the Ancient Ones, draped in tanglevine and verdant ivy. Off in the distance, you see the large and complex bulk of a towering god-place suspended over 100' feet in the air, impossibly balanced on a slender stalk of metal, as if its artificial construction was intended as a gigantic replica of some of the petaled flowers at your feet.

Area B-1 — Agro-Bot Aggro: The well-tended garden is the work of an ancient and still-operational agro-bot, designated Wildlife Environmental Engineer – Deciduous Nursery, or WEE-DN. WEE-DN patrols the parkland surrounding the residential sky tower and will be encountered within 1d6 rounds of trespass by any sentient beings.

A huge chunk of "smart metal" trundles across the grass in your direction. It is 15' high and waves its arms in your direction, one of which is brandishing a spinning circular mechanism that buzzes loudly.

The millennia have not been kind to WEE-DN, and although the robot has maintained the parkland with immaculate care over the centuries, its AI has degraded severely – causing its ability to recognize humans to deteriorate badly. Without a successful AI recognition roll, WEE-DN will react as follows to the PCs:

Pure Strain Humans: "Intruder alert. Identify." WEE-DN will pause long enough for a pure strain human to attempt AI recognition, then it will attempt to capture and detain the subject within a force cage.



Mutants: "Intruder alert. Anomalous lifeform detected. Capture and detain. Summon law enforcement agencies." WEE-DN will initiate combat to capture the mutant within a force cage.

Manimals: "Unattended pets detected. Capture and detain. Locate owners or hold for euthanasia." WEE-DN will regard any sentient animals as stray pets, and attempt to capture and contain them.

Plantients: "Weeds detected. Initiate defoliant protocol." WEE-DN will regard any sentient plants that it encounters as weeds entering its garden and attempt to uproot and destroy them.

When challenged, allow the players no more than 1 round to attempt an AI recognition roll on WEE-DN. Any attempt without one of the governmental com badges fails automatically and is ignored. Any PC with a com badge should total his bonuses (see Table: 6-1 AI Recognition Roll Modifiers) and roll his action die (d20).

If the players somehow master WEE-DN, then they have gained a powerful ally, albeit one who cannot leave the grounds of the parkland without triggering its own shut-down protocols. WEE-DN carries several item items of potential use to the PCs in a storage hatch in his midsection (see below).

In the much more likely event of combat, WEE-DN can be outrun with relative ease, though its regular patrols of the garden will bring him back around within range of sensing the PCs (120') about once every 15 minutes.

WEE-DN (Agro-Bot): Init +2; Atk garden tool arm +2 melee (6d6), force cage +2 melee or manipulator arm +2 melee (4d6); AC 18; HD 7d6 ; hp 25; MV 20'; Act 2d20; SP force cage, immune to mind control; SV Fort +4, Ref +2, Will +0; AI recog 18 (Governmental).

The Agro-Bot's upper torso is equipped with a force cage projector that it uses to trap and relocate animals (takes 15 hp of damage to break free). If defeated, the PCs can easily salvage enough scrap from WEE-DN to create up to 10 crude duralloy weapons that do 1d8 in damage, or armor that grants +1 AC (have players describe to you what they attempt to make, e.g., a spear, a club, a helmet, a shield). Any PC making a successful Luck check will discover the robot's tool storage hatch, which contains 100' of carbon nano-cable, 2 grav clamps, and a fusion torch.

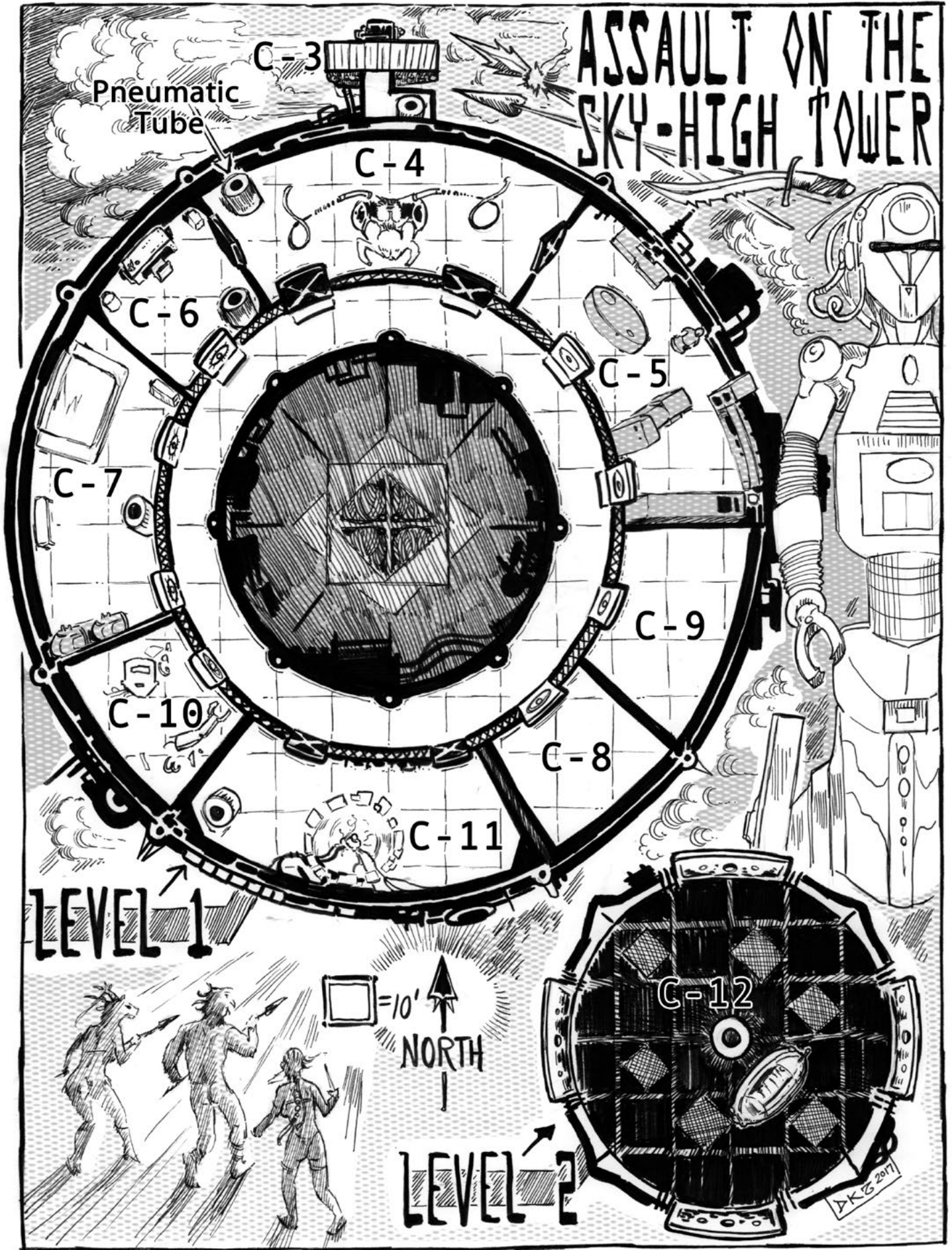
TERROR IN SKY TOWER G10-SN

In the center of what must be miles of surrounding parkland, you find that the area surrounding the base of the sky tower is strangely overgrown. The ground is choked with tall weeds in a 100' radius about the tower, and both the dome-shaped god-building hanging in the sky, and the 20' wide metal stalk supporting it, are wrapped in a blanket of vines and ivy growth. Small insects swarm among the weeds. As you approach the boundary between parkland and weeds you slam into an invisible wall of "hard air."

Area C-1 — Perimeter Peril: The sky tower is surrounded on all sides by a protective force screen. Able to absorb up to 500 points of damage per round, the screen is in effect invulnerable to attack by any means likely available to the PCs. Although the force screen appears air-tight, thoughtful players will note that clearly air, water, and some forms of small wildlife are able to reach the other side by some method or other means.

A 10 minute or more exploration and search of the perimeter of the force screen will eventually reveal a grated and force screen protected drainage duct camouflaged by a small group of trimmed bushes. The grate and force screen can be opened by use of the governmental com badge, or by dealing 25 hit points of damage to the force

ASSAULT ON THE SKY-HIGH TOWER



screen followed by a collective DC 30 Strength check on the grated cover. Removal of these obstacles grants access beyond the main force screen to the PCs via a small 4' wide drainage tube.

Area C-2 — The Long Climb Goodbye: The support pedestal for the sky tower is 20' in circumference and 100' tall, offering no interior access points whatsoever. It may be scaled by industrious PCs by several methods, the simplest of which is to use the layer of thick vines and ivy encrusting the surface as ready purchase for climbing. As the PCs have grown up in a tropical rainforest environment, this task is hardly daunting. Unaided free-climbing will require an DC 3 Agility check to reach the underside of the domed structure above. If a PC loses their grip, falling damage is 1d6 per 10' fallen.

The PCs could make use of various aides to make the climb even easier. The use of hemp rope or the carbon nano-cord to lash characters together may prevent falling damage should anyone lose their grip. If a so-tethered PC falls, require the next nearest two PCs to make DC 8 Strength checks to retain their own grips and save the fallen character from certain death. If either PC fails, the next nearest PC must also make a Strength check at +2 to maintain his or her own grip, and so on.

Use of the grav clamps as pitons during the ascent reduces the required Agility check to DC 1, and associated Strength checks to save falling tethered PCs is granted a +2 bonus.

Area C-3 — Auto-Curb Your Pet: Having reached the top of the sky tower's support pedestal, the PCs are now faced with climbing the undersurface of the domed structure in order to gain its outer edge. They will find a series of 5' wide metal hoops (emergency access grips for maintenance robots) leading to the northern edge of the dome. The PCs can navigate these easily by climbing along inside them, loosing their grip and falling only on a failed Agility check of 1. The hoops lead to the Auto-Curb platform.

Climbing through the hoops leads you to a 10' by 30' platform that juts out from the northern edge of the domed structure. The platform has a slightly ribbed surface and there is a metal projection at the midpoint along with a rail on the outermost facing side. A pathway from the platform leads towards the structure, but ends in a transparent tube with an open face about the size of a doorway. Through the drapery of vine growth you can see a 10' high band of fogged-but-partially transparent substance that rings the structure. Inside the structure, you can only make out a jumble of bizarre shapes and bright, pastel colors.

The PCs can climb up on the platform one at a time. When 2 or more of the PCs have climbed up onto the Auto-Curb, it activates.

A tinny female voice with a strange accent rings out, "Auto-Curb activated. Setting: A run with your pet through the park," and the platform's surface immediately begins moving east-west at 30' per round. You are seconds away from being propelled off the western edge.



Ask that each player with a PC on the platform to immediately tell you what they do, allowing no discussion time. If a player hesitates or attempts to temporize, that PC is flung from the Auto-Curb and plummets to his or her death.

If a PC's action is to run at 30' or more movement: The PC is able to remain on the platform, effectively running in place on its tread milled surface (note: this may not be possible for all PCs, depending upon their movement rate).

If a PC's action is to grab the rail: The PC is knocked prone as the character's feet are taken out from under him or her. A DC 10 Agility check is required to stand back up and start running with the treadmill.

If a PC's action is to leap for the pathway: This is difficult but not impossible. If the PC successfully makes a DC 15 Agility check, then they are able to leap from the moving treadmill and land on the pathway; a missed roll means a death plummet to 100' below.

If a PC not on the platform decides to climb onto it: Depending upon that PC's subsequent actions, see above.

The Auto-Curb's controls are mounted on the pedestal located midpoint on the treadmill (CM 3), and the treadmill can only be halted by a successful Combat Artifact check (see Chapter 7: Artifacts of the Ancients). Access to the pathway (avoiding the Auto-Curb entirely) from the hoops is impossible barring extraordinary means and/or PC ingenuity. Anyone entering the interior of the transparent tube is immediately whisked away to area C-4.

NOTES ON RANDOM LOOT AND TREASURE IN THE SKY TOWER

Each room within the sky tower will contain dozens of "working artifacts" that will qualify as successful Rite of Passage items upon return to the village elders, but which will not impact game play on any material level. Judges should feel free to invent these items as needed and to be as creative as possible. (For more on this, see the Everyday Artifacts section of Chapter 7: Artifacts of the Ancients.)

Area C-4 — Croach Motel: The pneumatic travel tube located by the Auto-Curb outside deposits the PCs in the living room of what was once a domicile of the Ancient Ones. No more than two PCs may enter or exit the pneumatic tube at a time. When a PC enters the tube, read the following:

The platform under your feet glows and an unearthly wind blows you through a system of transparent whoosh-tubes too quickly for you to ascertain speed or direction. You stop just as suddenly, arriving in a room of marked contrasts, presenting both marvelous technological colors and shapes, but also trash-strewn squalor and the rank stench of decay. Sitting around the room on various oddly shaped chairs and lounges are a large group of black, 3' tall insects, whom you have obviously interrupted as they ate voraciously from strange metallic foil plates using metal utensils. They immediately take up crude wooden spears and make ready to repel you as an unwanted invader to their home.

As the PCs are not able to charge into this room as a large group (and many will still be outside clinging to the exterior of the building), this encounter is likely to be a tense battle. The croachlings have occupied this room for some time, repelling all invaders and successfully engaging in a stand-off with the household robot Po-Z, so they are well-prepared to defend their turf. They will divide their attacks between melee attacks with their spears and mental blasts.

Croachlings (6): Init +2; Atk bite +2 melee (1d4), crude spear +2 melee (1d6); AC 14; HD 2d6, 7 hit points each; MV 20', 25' flying; Act 1d20+2; SP walk on walls, ceiling, mutations (Carapace, Wings, Mental Blast); SV Fort +4, Ref +1, Will +1.

Aside from their crude wooden spears and a huge pile of empty food containers, the croachlings have only one technological item of worth: the fusion torch that they used to weld all the doors to the living room shut. This was to prevent the still-operational household robot from entering and evicting them from the premises. With an Auto-Mat



food dispensing unit and holographic multimedia entertainment system present in the room, the croachlings' basic needs have been well-met for years now.

Fusion Torch: CM 4; Damage 3d6 (cuts through duralloy, etc.); Power C-Cell (10 charges).

Negotiating Sensor Doors: While the sealed doors in area C-4 cannot be opened by any means other than use of the fusion torch, the other interior sensor doors of the sky tower were programmed to automatically open for the residents, all of whom were in possession of com badges that identified them as family members. Until one of these household com badges are recovered by the PCs, the doors will refuse to open. The governmental com badges the PCs may possess will fail to open these interior doors, merely chirping and calling back to a long-lost government agency asking for a warrant to open the doors.

The PCs can force one of these sliding doors open (other than the seals doors in area C-4) with a collective DC 30 Strength check, or attempt to perform an emergency manual override on the control panel next to each door (CM 6 Artifact Check required).

Pneumatic Travel Tube Use: The pneumatic travel tube located in the living room can be used to travel to some parts of the sky tower. The tube is designed for single passenger use, but up to 2 normal-sized PCs can stuff themselves together in the tube at a time. If its operation is understood, allow the PCs to select a destination by tube number (without showing them the map). Arrival points within the struc-

PNEUMATIC TRAVEL TUBE RANDOM DESTINATIONS

Roll d7	Tube Number (see map)	Destination (if same as starting tube, re-roll)
1	1	Living Room (Area C-4)
2	2	Auto-Curb (Area C-3)
3	3	Office (Area C-6)
4	4	Master Bedroom (Area C-7)
5	5	Den (Area C-11)
6	6	Bubble Carport (Area C-12)
7	99	The radioactive and cratered ruins of a lost city of the Ancient Ones. A broken sign in the rubble of a factory reads "Irwin's Interstellar Instruments, Inc." Arriving PCs take 1d4 damage in radiation burns and are immediately returned to origin point pneumatic tube.

ture (and without) must be determined by trial-and-error. If the tube is used (i.e., stepped into) without a successful Artifact check, roll on the following table to determine a random destination.

Especially nefarious judges may, at their option, simply select a pre-determined destination to enhance the players' game experience or to shorten a game running over the time allotted. Temperate judges may even allow all players using the pneumatic tubes to arrive at the same destination.

Replacement PCs: Since the Pneumatic Travel Tube system technically extends far beyond the Sky Tower premises, it can be used to occasionally drop in replacement 0-level PCs should the need arise during the adventure. This method is best used judiciously, so that players do not become reliant upon it and start throwing caution to the wind in the adventure.

Pneumatic Travel Tube: CM 4; Single-user transport to building interior rooms.

Area C-5 – Kitchenette Kitsch: This room once served as the kitchen and food prep area for the ancient residents. It is now occupied by Po-Z, a household robot that has been engaged in an active war with the croachling intruders for the last decade or so.

As the door is opened and you step inside, you see a wondrous room filled with many medium and large-sized artifacts, including a 5' tall chunk of smart metal, which immediately rolls towards you balanced delicately on small, round feet. A buzzing female voice with an odd accent comes from it, saying, "Oh my stars and garters, is there no end to number of vermin dirtying up this house! Mr. G is going to be ever so upset!" The smart metal raises an arm and the attached claw retracts and is replaced by a cone-shaped tube.

Have the PCs roll initiative. Any characters that are higher in initiative order than Po-Z may either attack or attempt an AI recognition roll. It is possible with a successful AI rec-

ognition roll for the PCs to adopt Po-Z as an ally to the party. If this happens, she will forever afterwards refer to her new master as "Mr. G." regardless of genotype or gender.

Po-Z (Household-Bot): Init +0; Atk Claw +4 melee (1d6), insecticide spray (1d8, 20' cone, DC 15 Ref save for 1/2 damage); AC 14; HD 7d6; hp 25; MV 30'; Act 1d20; SP immune to mind control; SV Fort +2, Ref +1, Will +0; AI recog 12.

The kitchenette contains any number of culinary devices mounted into its plasteel counter surfaces that the PCs may interact with (mostly to their peril), including a Meson Microwave Cooker, Bio-chemical Blender, Auto-Mat Food Dispenser, and a Stasis-Field Food Storage unit. Treat all



of these as CM 3 artifacts. The PCs can also harvest up to 10 dagger-like plastel implements (1d6 damage) by raiding the cutlery drawer.

Area C-6 — The Plant Office: This room was the former head-of-household's home office space. NOTE: Use of the pneumatic travel tube to exit this room has an increased (1d7+4) chance (results 5-7 on the Pneumatic Travel Tube Destination table) of taking anyone using it to the radioactive ruins of Interstellar Instruments, Inc.

This smaller room contains another whoosh-tube, and is dominated by a large artifact next to the window bay. The artifact is shaped like a table with a padded chair built into it. It is encrusted with more tiny rocks and gems than you can count, though all seem dark and silent. The room is remarkably clean and fresh-smelling. There's a cup of steaming umbra liquid sitting on the strange table-chair, and an attractive, flowering plant sitting in a pot next to it.

Po-Z has kept this room in immaculate condition for over 5,000 years, and the Auto-Mat built into the desk serves up a steaming hot cup of Vena-Cava Hyper-Stim™ drink each morning for a resident who never arrives. The well-tended houseplant "Bonnie" has mutated over the centuries, in part, on a steady diet of this stuff.

Bonnie will not attack the PCs unless molested or anyone picks up or attempts to drink the stim drink. At that time, her central flower blossoms revealing a huge eye and 3 furred tentacles with snapping mouths that snake out and attempt to attach to any available targets. If killed and her body searched, there is a blue com badge (household) in Bonnie's pot that will open all un-sealed doors in the sky tower and grant a +4 bonus to AI recognition for Po-Z (area C-5) and N-Ree (area C-12).

Bonnie: Init +4; Atk sucker tentacle +4 melee (1d4, drains blood for 1 hp every round attached); AC 12; HD 5d6; hp 21; MV 0'; Act 3d20; SP mutations via central eye (Molecular Disruption); SV Fort +2, Ref +1, Will +0.

Vena-Cava Hyper-Stim™ drink: Grants imbiber 2 attacks per round (duration 1 hour), and one random mental mutation unless pure strain human (duration permanent; roll for mutation; mutation can only be used by level-0 PCs with a 1d16 action die).

Com badge (Household): CM 3; Communicates with other com badges; Opens portals that require household authority; +4 AI recognition roll (household AIs only).

The large artifact present is the former resident's AI workstation (CM 10). Activating it will not be easy for the PCs, but should they succeed, three floating rectangles of light will appear in the air above the desk-like structure. Each holographic screen will depict a different scene.

Area C-7 — The Sleepers Awaken: This room is the master bedroom of the sky tower.

Even through the haze of culture shock, the room before you is still recognizable as a large sleeping chamber, albeit one that is

filled with the bright pastel colors and bizarre shapes seemingly favored by the Ancient Ones. This room too, has been kept immaculately clean and fresh. The large bed is unoccupied. Among the oddly shaped furniture you notice two large shapes like tree trunks in the south side of the room.

The two column-shaped artifacts are the former resident's Rejuv-Chambers, which use a combination of ultrasonics and transmat technology to rejuvenate humans, simultaneously cleaning the body inside and out, eliminating all dirt and biological waste products from the user, and healing minor injuries. A low-yield stasis field inside the chamber also creates a mild de-aging effect for users.

The left-most of the two Rejuv-Chambers in this room is occupied by the former female head-of-household of the sky tower. The radiation effects of the Great Disaster turned her into a screamer centuries ago, and as one of the radioactive un-dead, she has remained trapped inside ever since.

If released, the rotted, glowing corpse howls unendingly as she attacks anyone present. Note that anyone killed by a screamer will be slowly transformed into a screamer that arises within 24 hours.

Screamer: Init -4; Atk slam +3 melee (1d4 + radiation burn for 1d3); AC 9; HD 3d6 10 hp; MV 20'; Act 1d20; SP radiation burn (1d3, DC 15 Fort save to resist) un-dead; SV Fort +4, Ref -4, Will +2.

Rejuv-Chamber: CM 5; Cleanses body inside and out and eliminates all biological waste products; Heals 1d4 damage; Causes the passage of time to slow to 1 hour for every 24 spent inside.

If the room is searched, the following items will be found.

Com badge (Household): CM 3; Communicates with other com badges; Opens portals that require household authority; +4 AI recognition roll (household AIs only).

Medipac: CM 6; Heal 3d8 hp (for every hp of over the PC's max on non-PSH there is a 5% chance of removing a random mutation. If all mutations are removed, mutant reverts to base genotype); 10 charges (1 C-Cell).

C-Cells (2): TL 3, CM 1

Area C-8, C-9 — The Kids Are Alright: These two smaller bedrooms belonged to the teenaged daughter and younger son of the household. Both also have Rejuv-Chambers, but the daughter's contains only a pool of decomposed (but otherwise harmless) fleshy gel, and the younger son's chamber is empty.

Searches of the two rooms will reveal random treasure of relatively little of interest, except for the following:

Area C-8 — Mnemonic Music-Player: CM 3; A plastel headband that implants songs in the user's mind so that they can be played at anytime by instant recall. This one is broken, and will only implant a one-track playlist of someone called "Jet Blaster." Even after the headband is removed, the PC will continue to hear a loud rock song

OFFICE AI WORDKSTATION VIEWSCREENS

Roll d16 Viewscreen shows

- 1 The darkened Tube-Thing Den. The Tube-Thing is no longer there. (Area A-1.)
- 2 A view of the Garden of Wee-DN, as small animals scurry about sniffing at the party's tracks.
- 3 An old family holo-movie, showing an Ancient One walking with a canine on the Auto-Curb. A small feline jumps onto the Auto-Curb and the canine begins chasing it, speeding the track up until the Ancient One can barely keep up.
- 4 The trashed remains of the living room, although any dead croachling bodies have been removed by someone or something.
- 5 The kitchenette, as tiny chunks of smart metal begin making repairs to the equipment (and Po-Z if she was destroyed).
- 6 An overhead view of the office, showing the PCs watching themselves on the floating screens which show the same view in an infinite progression.
- 7 An ornate and luxurious room dominated by a two large devices. (Area C-7.)
- 8 A smaller room with many holy symbols of the Ancients on the walls, and another large single device similar to that in entry 7. (Areas C-8 or C-9.)
- 9 A dark screen, showing nothing but impenetrable blackness. (Area C-10.)
- 10 A scene of utter destruction, from horizon to horizon, with ruins and glowing craters everywhere.
- 11 A room full of garbage, with a huge, pulsating mound of flesh in the center, surrounded by myriad floating rectangles of light. (Area C-11.)
- 12 A huge circular room with an Ancient One bent over a strange boulder-shaped device, working on it. (Area C-12.)
- 13 A holy-symbol of the Ancient Ones: a glowing green skull inside a circle divided into triangles. The skull is animated and laughing loudly in a repeating loop.
- 14 A giant-headed chunk of smart metal that immediately directs you to "Pick a card, any card. Every card is a winner," over and over again. Several rectangular images with unknown holy symbols appear on the screen. If a card is selected by touching it, the card briefly lights up and then darkens as the voice emotes, "Oooh, sorry. You're a loser." The giant smart metal head is otherwise non-responsive.
- 15 A mind-numbing view of the world prior to the Great Disaster. More sky chariots than you can count buzz around a sparkling city of mile-high sky towers underneath a clear blue sky with just a hint of streaked, pure-white clouds.
- 16 A vast view of stars in a nighttime sky which zooms in with startling speed to a tiny blue-green orb, all while strange music blares loudly. All who are watching must make a DC 8 Fortitude save or be nauseous and incapacitated for 6 rounds.



called “Beep, Boop, Bork, Bree-Yark” over and over again for the next hour. During this time, an affected PC must make a DC 12 Willpower save on any given round or be -2 to all actions.

Area C-9 —Fuz-Craft L’il Accelerator Lab Kit: CM 4; This children’s playset contains a tiny particle accelerator and a collection of 20 small vials containing elements from the Periodic Table. Elements may be combined and poured into the particle accelerator and a new element will be ejected in a small vial, with random results.

Area C-10 — Robo-Repair and Maintenance: This is the robot repair and maintenance room in which is stored Po-Z’s spare parts and recharging station.

The overhead glow-globes of this windowless room brighten as soon as the door is opened. You see shelves filled with multitudinous metal parts, including three smart metal heads (duplicates of the smart metal already encountered in the sky tower) and several spare arms with varying attachments. Moments after the lights come on, the three heads turn and face you. In unison, the three heads simultaneous exclaim, “It’s about time! It was my turn to be main-head 5,732 years ago!” The heads then begin to heatedly argue the point amongst themselves, ignoring your presence completely.

Too intent on settling their own argument, the heads will not acknowledge or interact with the PCs for any reason. This makes any AI recognition checks effectively impossible. Unless the heads are destroyed, feel free to continue

roleplaying the robot heads’ argument so as to interrupt the players’ table conversation, making discussions of strategy or announced plans difficult.

If the PCs attempt to remove any of the contents of the room (including the heads), they will be attacked by a random assortment of flying robot arms and parts.

Household Robot arms (4): Init +0; Atk claw +0 melee (1d4); AC 12; HD 1d6 ; 4 hp; MV 30’ flying; Act 1d20; SP immune to mind control; SV Fort +2, Ref +1, Will +0.

Household Robot pedestal: Init +0; Atk run over foot +0 melee (1d3); AC 12; HD 1d6, 4 hp; MV 30’ flying; Act 1d20; SP immune to mind control; SV Fort +2, Ref +1, Will +0.

Household Robot heads (3): Init +0; Atk flying head slam +0 melee (1d3); AC 12; HD 1d6, 4 hp; MV 30’ flying; Act 1d20; SP immune to mind control; SV Fort +2, Ref +1, Will +0.

Once defeated, the household robot arms can be used by the PCs as a flail doing 1d6 damage. Besides random robot parts, there is nothing else of interest in the room except for a box containing 4 C-Cells.

Area C-11 — Den of Death: The two duralloy doors to this room have been welded shut and cannot be breached by brute force nor com badge use. If the PCs have the fusion torch, it can cut through one of the doors with about 10 minutes effort. The only other access to the room is via the pneumatic travel tube.

FUZ-CRAFT L’IL ACCELERATOR LAB KIT RESULTS

Roll d8	Resulting Substance/Effect
1	Unstable isotope: New heavy element glows with increasing brightness; Explodes in 1d3 rounds for 3d6 heat and radiation damage in a 10’ radius. DC 12 Fortitude save for 1/2 damage.
2	Universal solvent: Viscous liquid that immediately melts out of its container and continues melting downwards until it reaches the planet’s magma core. DC 8 Reflex save to avoid 1d6 acid damage.
3	Dwarf-star metal: This super-dense material weighs 1 ton and after hitting the floor of the sky tower causes the floor to groan as the superstructure strains to support its weight. The new element cannot be lifted by normal means. If a particle beam weapon is fired at it, metal will reflect the beam randomly and cause anything it strikes to shrink to 1/10 its original size.
4	Dilithium crystal: You’re not sure what it’s good for, but it’s pretty enough to craft into a 500 cred necklace and who knows, maybe someday it will save your starship.
5	Non-Newtonian polymer: A small elastic compound that multiplies any kinetic force directed at it; can be molded into any shape or adhered to a surface with heat.
6	Mesophased duralloy! Open and pour this liquid super-metal into any form or mold and it hardens into stable duralloy in 1 round (enough to make a dagger-sized implement).
7	Miracle cure: This blue liquid glows faintly, if imbibed, heals 3d6 damage and cures radiation poisoning.
8	Metagenic gel: If ingested, this blue-green gel will grant one beneficial physical mutation; if ingested by a pure strain human, PC gains 1d3 Strength (to a maximum of 18).



As you enter the room, your senses are assaulted by the miasmic stench of unwashed corpulence, over-sweet sweat, and humid decay. The large room is dominated at the far end by a ring of rectangular images that seem to float in the air as they slowly rotate, each depicting different but great battles between titanous beings beyond your imagining. In the center of the circling effervescent images is a gargantuan mound of naked, pulsing flesh festooned with myriad wires, tubes, and mechanical implants, many of which seem to lead to what you guess must be a goggled, hidden face among the throbbing folds of yellow-pink fat and pimpled skin. A skeletonized canine corpse is piled against the far wall.

"Who dares disturb the great games of El-Ron?" screams the huge, distended mass in a curiously squeaky, high-pitched voice. "Play, or be banned!" it intones, as metallic skullcaps snake down from the ceiling and adhere themselves to your heads.

MEET EL-RON G10-SN

El-Ron is the mutated 5,000 year old son of the original inhabitants of the sky tower. When the Great Disaster hit, El-Ron was already well-equipped to play computer hologames for years on end, if not indefinitely. It's now been centuries, and the game's life support systems have kept El-Ron fat, happy, and alive in his millennias-long pursuit of the perfect serotonin rush.

Despite El-Ron's sedentary physical appearance, his consciousness has been greatly expanded and fine-tuned by the constant gaming over the centuries, and he is able to freely and simultaneously attack in both the real world and the holographic game simulations.

El-Ron: Init +3; Atk slam +4 melee (1d6); AC 15; HD 8d6 ; 35 hp; MV 35'; Act d20; SP immune to mind control, EMP proof, Mutations (Mind Control, Mental Blast); SV Fort +4, Ref +4, Will +2.

THE LAST GAMING RIG YOU'LL EVER NEED

The skullcap-like game terminals will lower from the ceiling and attach to anyone entering the room, failing only if the individual is wearing some kind of impenetrable head gear or helmet, which the terminals will attempt to knock off. Any PC so captured by the Aegis Holo-Game System will have his or her consciousness transferred to the holographic game grid to do battle with El-Ron's game avatar.

Aegis Holo-Game System: CM 6; The main control panel for the Aegis Holo-Game System can be found by any non-combatant PC engaging in a search of the room and making a Luck check. If a successful Combat Artifact check is made, the system may be powered down, taking El-Ron's life support systems offline in the process. El-Ron will die within 1d3 rounds, after which his body will quickly putrefy, filling the room with several inches of foul-smelling ichor.

Note that the game system controls are in a plasteel casing, and will sustain 25 points of damage before becoming inoperative. Even after El-Ron's death, if the Aegis Holo-Game System is still operational, the game system's AI will still attempt to ensnare unwary PCs and transfer their minds to the game grid.

THE HOLO-GAME GRID

You have been transported to another world, one of dark, foreboding background colors punctuated by glowing lights. Your clothing and equipment are now rendered in florescent whites with glowing blue accents and striping. Ahead of you, 30' distant, is a 7' tall man wearing a suit of technological armor. Without pause, he howls at you in a booming but still recognizable voice, "Game on, noobs!" Your opponent is clearly a transformed and idealized version of the mass of flesh you left behind in the room. He attacks you before you can properly orient yourselves, gaining surprise.

If a PC's avatar dies in the game, the psychic feedback will kill the PC's physical body as well. El-Ron will not risk a true death himself in this manner, so if his force screen and power armor are both compromised, he will end the game scenario immediately and resort to dealing with the intruders physically in the real world, using his mutations and command of the household instrumentation.

El-Ron (game avatar): Init +6; Atk plasma sword +6 melee (2d12) or by weapon type; AC 18; HD 8d6; 35 hp; MV 35'; Act 2d20; SP immune to mind control, EMP proof; SV Fort +4, Ref +4, Will +2.

El-Ron's game avatar wears Power Scout Armor. His force screen will absorb 25 points of physical damage before dropping. The armor itself can sustain a further 25 points of damage before being rendered inert.

Virtual Power Armor, Scout

Protection: +8 AC

Special: +3 Strength, Force Screen absorbs 25 HP before dropping, Flight 50'

Armor hit points: 25 (partially damaged from prior games)

Weapons (handheld): Plasma Sword +6 to attack, 2d12 damage; Mazer Pistol 1d6/2d6/3d6 (using 1/2/3 power units, total charges:10)

While the den area is a treasure trove of miscellaneous household artifacts that Elders of the PCs' tribe would happily accept upon a return from the Rite of Passage, a thorough search of the room will reveal only one item with an impact on the adventure: the key fob to the bubble-car stored in Area C-12.

Bubble-car key fob: CM 2; Adds +5 to Artifact checks on bubble-car. Makes a chirping sound when activated.

Area C-12 — The Fast and the Injurious: *With a rush of forced air you are conducted via the whoosh tube to a huge circular chamber over 60' wide with a domed 30' ceiling. Four large 20' wide doors are at located in each cardinal direction. You see an old, mustached man patiently working on a large rounded artifact near the center of the room. By his clothes and casual manner, you quickly determine that he is surely one of the lost Ancient Ones. His tools lay casually strewn at his feet. In the very center of the room is a pulsating column-like artifact to which the oblong artifact is attached by strange red and green vines. The column rises from floor-to-ceiling and produces a low sub-sonic hum that you can feel in your bones.*

The sky tower's bubble-carport is reachable only by the pneumatic tube travel system from other parts of the tower. The mechanic working on the bubble-car is N-Ree, the building's maintenance hologram. While bubble-car maintenance routines were not a part of N-Ree's original programming, he's had a few centuries to tinker around and "try to keep the ol' girl in good shape."

N-Ree is friendly enough and good-natured if not provoked. He will not, however, allow anyone but the long-dead family to take out the family bubble-car, and he goes into a frenzy if any PCs attempt to examine either the bubble-car or the sky tower's Quantum Particle Accelerator power plant, to which the car is presently connected. If the PCs plan on doing either of these things, they will have to go through N-Ree first.

Note: N-Ree will regard any non-human PCs as pets and house plants, and unless a successful AI recognition roll is made by a human or mutant PC, he will treat them as either house guests or intruders, depending upon their actions. A PC possessing either of the two com badges from area C-6 or C-7 may add +1 to AI Recognition rolls for N-Ree, and if successful, N-Ree will henceforth refer to the PC as "Mr. G" or "Mrs. G."



BUBBLE-CAR FAILED ARTIFACT CHECK RESULTS

Artifact Check	Resulting Substance/Effect
1	Bubble-Car's anti-gravs momentarily fail, dropping it to the ground, either landing it on the PC or slamming the PC for 1d6 damage.
2-8	Bubble-car's anti-theft system activates, electrifying its exterior for 1d3 damage to the PC and anyone who is in contact with the vehicle at the time.
9-11	Bubble-car's intruder alarm sounds; the deafening wail causes -2 to all further actions taken by anyone in hearing distance until it is stopped. Make a DC 12 Artifact check to silence alarm.
12+	Success (per Table 7-1 Artifact Checks).

N-Ree (Hard-Light Hologram): Init +4; Atk sonic spanner +4 melee (1d8+2); AC 20; HD 4d6; 14 hp; MV 30'; Act 1d20; SP effectively invulnerable except for heat-based attacks or critical hits; SV Fort +4, Ref +4, Will +4; AI recog 5.

Once N-Ree is mastered or defeated, there are three primary points of interest in the bubble-carport:

The Bubble-Car (TL 5, CM 10)

This vintage 30th Century flying car has a lozenge-shaped lime-green body, a transparent permaglass bubble canopy, seating inside for 8, and a storage boot in the back for luggage and equipment. The bubble-car is a very complex mechanism, and as understanding it fully is likely beyond the achievable Artifact check rolls of level-0 PCs (at least without burning a considerable amount of Luck), use the following special table to adjudicate any Artifact checks that fail outright.

Note: A PC possessing either of the two com badges from area C-6 or C-7 may add +1 to Artifact Checks on this vehicle, and use of the bubble-car fob from area C-11 adds +5 to checks on this vehicle.

The Bubble-Carport Doors (TL 4, CM 8)

The four bubble-carport doors are positioned at the four cardinal points of the room (see map), and once allowed personal flying vehicle ingress and egress to the carport from the underside of the domed structure of the sky tower. These doors are the only other access to the bubble-carport besides the pneumatic tube, and opening one of them is obviously a requirement to leave the carport by flying the bubble-car. Once opened, PCs could also exit the carport by scaling down to the ground 100' via rope or other similar means.

PCs with either of the two com badges from Area C-6 or C-7 may add +1 to Artifact checks on these doors, and use of the bubble-car fob from area C-12 adds +5 to artifact checks on the doors. Failing that, the doors are of plasteel construction and will take 50 hit points of damage to be bashed outwards.

The QPC Power Plant (TL 6, CM 20)

The Quantum Particle Collider power plant in the center of the room has been powering the sky tower for thousands of years, maintained and serviced only by N-Ree. It is in a state of minimal repair and still functions, albeit it poorly. N-Ree will explain that the power plant is in a delicate state and warn the PCs not to touch or attempt to manipulate its controls. He will also refuse outright to do so himself.

Unknown to even N-Ree, the QPC power plant is on the verge of a catastrophic failure. Any attempts to examine or manipulate its failing control interface causes a containment breach in its particle collider. If this happens, read the following aloud:

A screeching sound like a dying lizard-weasel echoes throughout the room as rotating red lights on the large column-like artifact play across your awe-struck faces. You then hear a voice speaking using words you do not understand, like "superluminal collision detected" and "Schwarzschild radius exceeded." The voice then begins to speak unintelligibly in a regular, eerie rhythm of about one word per second. You feel a sudden pull as any metallic objects in your possession begin to tug in your grip, as if trying to escape your grasp and be pulled towards the large device. All four doors to the north, south, east, and west suddenly begin to trundle open and you see clear skies outside.

The failing QPC power plant has created a miniature singularity — a microscopic black hole — which will quickly consume everything with a 100' radius before evaporating in a squall of hard radiation.

The PCs have 1 turn (10 rounds) to relocate beyond the 100' perimeter to avoid complete destruction, and must be at least 130' away to avoid taking 3d6 radiation damage. Scaling a rope down to the ground will take one round of setup (tying off and securing the rope) and may be safely accomplished at a rate of 30' descent per round.

Alternatively, the PCs may attempt to escape via the bubble-car. If already understood by a prior artifact check, this is easily accomplished. Though the bubble-car is limited to seating for 8, up to double that number may be squeezed

into the vehicle while still allowing the bubble-canopy to close correctly, and an additional 2 PCs could possibly be fitted into the rear storage hatch.

If no PC has made a successful artifact check on the bubble-car prior to this, remember that while normal artifact checks take 3 turns (30 minutes) and include any associated bonuses, a combat artifact check takes just a single round but includes no bonuses and is always a straight roll (barring the burning of additional Luck past the 1 point of Luck required to earn a combat artifact check).

If one of the PCs succeeds in understanding the operation of the bubble-car, that same PC will be required to pilot the vehicle via an encephlo-headband AI interface. For each desired movement, have the player speak his exact commands aloud and then interpret those commands for the bubble-car AI accordingly.

Judges should feel free to use the bubble-car as a means to relocate the PCs to the next adventure or to anywhere else as required. The vehicle has a top speed of 900 mph and is capable of sub-orbital flight, so the sky is literally the limit when it comes to air travel across Terra A.D. As the bubble-car is in an aged and finicky state of repair, savvy judges may also elect to have the vehicle "break down" as convenient to best facilitate further adventures for the PCs.

If the PCs escape on foot, a trek back to the sub-shuttle station and few lucky artifact checks should be all it takes to return them to the sub-shuttle station they now know to be located within hiking distance of their own jungle village.

ENDING THE ADVENTURE

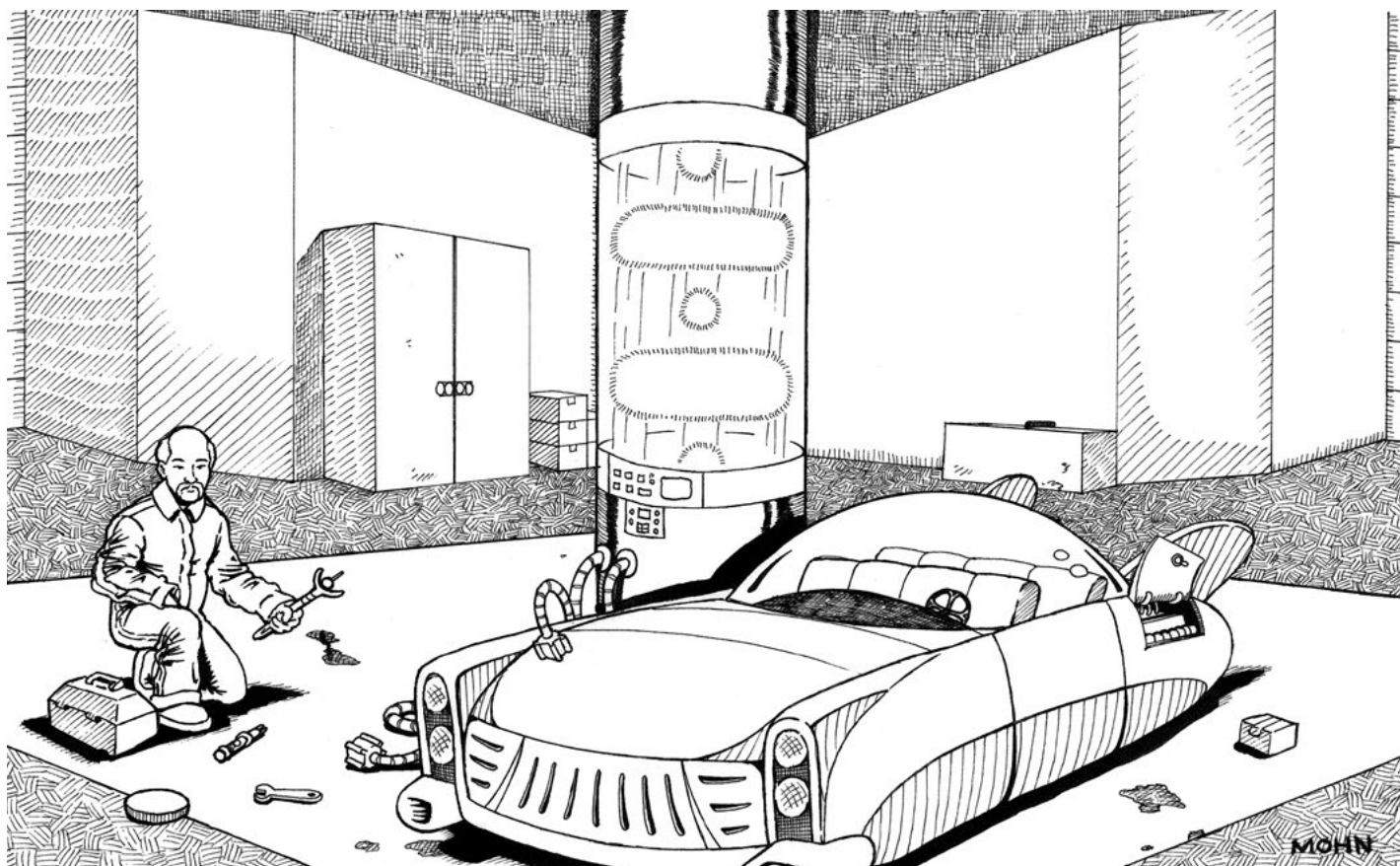
Surviving PCs will have gathered more than enough artifacts to be welcomed home as returning heroes, and to receive immediate assignment as a seeker team for their tribe.

The problem, of course, is that they are hundreds of miles from home and have no real idea how to get back there. The judge has several means at his or her disposal with which to conclude or extend the PCs' adventures in the ruins and wilderness of Terra A.D. Either the bubble-car or the sub-shuttle system can take the PCs anywhere the judge desires – including onto the next adventure locale, or possibly even back home.

In any event, surviving PCs will have garnered enough experience points by completing the adventure to progress to 1st level. For mutant, manimal, and plantient PCs this means undergoing the metagenesis and gaining numerous mutations and their class powers. For pure strain humans, this means selecting a class.

The relatively close locations of sub-shuttle stations (both at the adventure site and the newly discovered station near the PCs' home village) provides a perfect opportunity for a budding shaman to discover the necessary means to adopt UKUR as a patron (see Chapter 9: Patron AIs).

Likewise, one of the holo-grid helmets found in Area C-11 could provide a prospective shaman with the means to bond with HALE-E as a patron AI (see Chapter 9: Patron AIs).





ACKNOWLEDGEMENTS

Mutant Crawl Classics RPG has been one of the most thoroughly playtested role playing games since DCC RPG. Hundreds of players have been playing MCC RPG since my original playtest group, The Mutant Murder Hobos at Gateway Games & More in Cincinnati, Ohio first set leather-bound feet on Terra A.D. in 2013. Since that time, the game has been run at game conventions, game stores, and local groups — at first by myself and my co-judge James Smith — and later by dozens of volunteer judges. Thank you especially Luke Gyax (Gary Con VI-IX), Doug Rhea and Mike Badolato (NTRPG Con 2013-2017), and Alex Kammer (Gamehole Con II-V) for providing the convention testbeds for playtesting this game. Deep thanks to Joseph Goodman and James M. Ward for providing the inspirational means necessary, to Tim Kask for showing me how it's properly done at a very tender age, and heartfelt thanks to the best team of game artists and writers ever assembled. But most of all, thank you judges and players!

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INDEX

0-levelcharacters.....13	Archaic alignments.....22, 144	Beginning equipment.....17	Character funnel.....18
ACHROMA.....206	Armor class.....124	Bestiary A.D.....188	Children of the Glow.....145
AI recognition.....150	Armor, artifact.....165	Binder, Otto.....253	Choosing a class.....23
Ability modifiers.....16	Armor, regular.....14	Birth sign.....17	Chosen Zuu.....144
Ability scores.....15	Arneson, Dave.....7	Blessed Brotherhood.....147	Clan of Cog.....144
Acceleratorshot.....177	Artifacts.....166	Bode, Vaughn.....253	Clarke, Arthur C.....253
Actions.....123	Artifact AIs.....152	Bubble car.....183	Class titles.....19
Action dice.....123	Artifact check.....167	Bubble helmet.....175	Com badge.....179
Aether squid.....188	Artifact check, combat.....168	Burning Luck.....138	Combat.....122
Agro-bot.....160	Artifact descriptions.....166	Byte-mon.....188	Companion-bot.....160
Aldiss, Brian.....253	Artifacts of the Ancients.....166	C-Rex.....189	Complexity modifier.....166
Ancient Ones.....9	Artifacts, everyday.....169	C-cell.....182	Computer AIs.....154
Androids.....153	Artifacts, misc.....179	Cactacea Rex.....179	Construction-bot.....160
Android, immortal.....153	Artifacts, special.....183	Caprapod.....189	Core mechanic.....10
Android, replicant.....153	Artifacts, teaching others.....167	Caprapod Warder.....189	Cortexin.....183
Android, simulant.....153	Artificial Intelligences.....150	Carbon nano-cord.....179	Critical hits.....127
Android, synthezoid.....153	Atomic Equinox.....146	Cargo-bot.....160	Critical hits, monsters.....133
Ant-men.....181	Attack roll modifiers.....124	Changeling.....190	Crit tables.....128
Alignments in MCC.....22	Attack rolls.....124	Character classes.....26	Crit tables, monsters.....134
Appendix "M".....265	Beast thing.....188	Character creation.....14	Crit Table I.....122

Crit Table II.....	123	Holo-cloak.....	180	Piranha bats.....	194	Wooler.....	182
Crit Table III.....	124	Holograms.....	156	Pistols.....	172	XP levels.....	19
Crit Table IV.....	125	Hologram, hard-light.....	156	Plantient.....	38	Yvox.....	199
Crit Table V.....	126	Hologram, resurrection.....	156	Plantient sub-type.....	21	Zapper glove.....	175
Crit Table Creatures.....	127	Hologram, soft-light.....	156	Plasma sword.....	175		
Crit Table Robots.....	128	Holy Medicinal Order.....	146	Plasteel mesh.....	176		
Critical hits.....	121	Hopeless characters.....	16	Power armor, assault.....	177		
Croachling.....	182	Hopper.....	182	Power armor, attack.....	177		
Curators.....	145	Household-bot.....	161	Power armor, scout.....	176		
Cureshot.....	177	Initiative.....	123	Power cells.....	182		
Cybernetic implants.....	178	Introduction.....	8	Preface.....	7		
Cyborgs.....	155	Jaquet, Gary.....	7	Pyrosome.....	195		
Cyborg, covert ops.....	155	Kirby, Jack.....	253	Q-cell.....	182		
Cyborg, military.....	155	Languages.....	18	Q-pack.....	182		
DCC characters in MCC.....	262	Lanier, Sterling E.....	253	Quantum cat.....	195		
Damage and death.....	137	Lazer pistol.....	172	Quantum grenade.....	174		
Data ghost.....	190	Lazer rifle.....	173	Radburn.....	42		
Dazer pistol.....	172	Level advancement.....	23	Radshot.....	179		
Death.....	137	Level zero occupations.....	16	Real Person Personas.....	148		
Defects.....	88	Literary influences.....	253	Rejuv-chamber.....	181		
Descryer.....	190	Luck.....	15, 138	Rifles.....	173		
Devils.....	191	MANGALA.....	232	Rite of Passage.....	18		
Devil, Wooler.....	192	MCC characters in DCC.....	263	Robots.....	158		
Devil, ant-men.....	191	ME ¹⁰	240	Rover.....	32		
Devil, croachling.....	192	Manimal.....	36	Saberhagen, Fred.....	253		
Devil, hopper.....	192	Manimal sub-type.....	20	Saving throws.....	18, 138		
Dice chain.....	14	Marching order.....	122	SCAVOK-69.....	196		
Difficulty challenge.....	141	Mazer pistol.....	172	Screamer.....	196		
EMP grenade.....	164	Mazer rifle.....	173	Security-bot.....	162		
Encounters.....	116	Medi-bot.....	161	Seekers.....	22		
Energy cloak.....	180	Medical equipment.....	177	Seeker team.....	22		
Enviro belt.....	175	Medipac.....	178	Sensor pad.....	181		
F-cell.....	182	Medishot.....	178	Sentinel.....	26		
F-pack.....	182	Mega mutations, physical.....	102	Shaman.....	28		
Fazer pistol.....	172	Mega mutations, mental.....	110	Silane Serpent.....	196		
Fazer rifle.....	173	Melee combat.....	117	Skills.....	140		
Firing into melee.....	131	Melee weapons, artifact.....	174	Skill check.....	141		
Forcebaton.....	174	Melee weapons, regular.....	17	Skill check, opposed.....	141		
Force field belt.....	176	Metagenesis.....	41	Smart mud.....	197		
Force field projector.....	184	Missile combat.....	117	Solar cell.....	182		
Foreword.....	6	Monsters.....	176	Solar recharger.....	182		
Fumbles.....	124	Morale.....	138	Sonic spanner.....	181		
Fusion torch.....	180	Morticon-66.....	194	Spells.....	22		
GAEA.....	212	Movement.....	122	Spider goat.....	189		
Game balance.....	156	Multitool.....	181	Stasis booth.....	184		
Gauzer pistol.....	172	Mutant.....	34	Stimshot.....	179		
Gauzer rifle.....	173	Mutant appearance.....	19	Stun grenade.....	174		
Gene Police.....	147	Mutation check.....	43	Subdual damage.....	131		
Gene resequencer.....	184	Mutations.....	42, 44	TETRAPLEX.....	246		
Genotypes.....	19	Mutations, active.....	42	Tardigrade.....	197		
Gigantopithecus.....	192	Mutations, defects.....	88	Tech level.....	166		
Glazkin.....	192	Mutations, mega.....	44, 102	Technorabble.....	147		
Glowburn.....	43	Mutations, mental.....	65	Terra A.D setting.....	8		
Goodman, Joseph.....	7	Mutations, passive.....	42	Terrophant.....	197		
Gopher-men.....	194	Mutations, physical.....	45	Tetravalent.....	197		
Grappling.....	131	Nano-bot.....	161	Time keeping.....	122		
Grasser.....	194	Neuroshot.....	179	Thorne, Frank.....	253		
Grav clamp.....	180	Neutron rifle.....	173	Tibbar.....	198		
Grav ped.....	183	Norton, Andre.....	253	UKUR.....	252		
Grav sled.....	183	Occupations.....	13	Unarmed combat.....	131		
Grenades.....	174	Optional rules.....	262	Vance, Jack.....	18, 253		
Gygax, E. Gary.....	7	Patron AIs.....	202	Vehicles.....	183		
HALE-E.....	218	Patron AI alliances.....	202	War-bot.....	162		
HEXACODA.....	226	Patron AI Bond.....	203	Ward, James M.....	6		
Healer.....	30	Personal asissistants.....	157	Weapon training.....	23		
Healing.....	138	Photon grenade.....	174	Wetware programs.....	18, 140		



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SECOND PRINTING

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name		Class/Title		Weapons & Armor		Equipment & Treasure	
AC		Level		Level		XP	
Hit Points		Archaic Alignment		Base Speed		Melee Attack	
Strength		Reflex Save		Missile Attack		Melee Damage	
Agility		Fortitude Save		Combat Basics		Initiative	
Stamina		Will Save		Action Dice		Crit Die	
Personality		Artifact Check		Max Tech Level		Birth Sign / Lucky Roll	
Intelligence		Birth Sign / Lucky Roll					
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Artifacts / Mutations							

LEVEL-0

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Luck							
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LEVEL-0

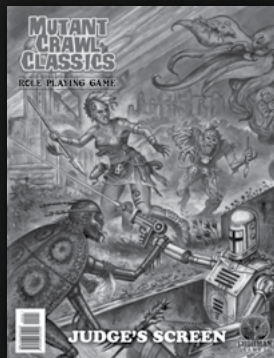
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Intelligence		Birth Sign / Lucky Roll					
Luck							
Artifacts / Mutations							

LEVEL-0

MUTANT CRAWL CLASSICS

ADVENTURES & JUDGES SCREEN



Mutant Crawl Classics is here and begging to be played! This 3-panel judge's screen contains all the essential game tables and reference material you'll need to run adventures in Terra A.D.

Judge's Screen Design: Bob Brinkman & Jim Wampler

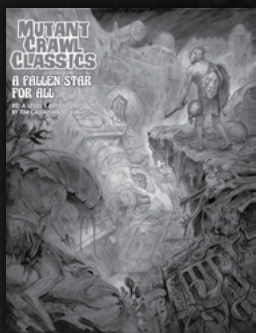


MCC#1: Hive of the Overmind

by Julian Bernick, cover artwork by Stefan Poag

Younglings on their Rite of Passage are shocked to regain consciousness with no memory of how they came to be in a gigantic insect hive so far to the north of their homelands, laboring as drone-slaves of the savage ant-men.

In a land where an "insect revolution" has taken place, the PCs must contend with insectoid mega fauna and a maze-like underground installation before facing the ominous Overmind: a building-sized insect queen cybernetically linked to an ancient chaotic AI.

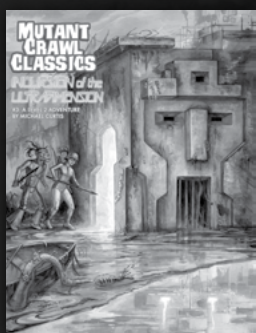


MCC#2: A Fallen Star for All

by Tim Callahan, cover artwork by Doug Kovacs

A meteor strike in the taboo crater country opens up a huge chasm in which lies a largely intact city of the Ancient Ones.

The resulting mad, mad, mad land rush to go claim the newly available cache of ancient artifacts draws interested parties from all over Terra A.D., and at the direction of your tribal elders, that includes you and your Seeker team!



MCC #3: Incursion of the Ultradimension

by Michael Curtis, cover artwork by Doug Kovacs

It rises — silent, ancient, and ominous — from the depths of the Monster Sea.

A curious relic of the Ancient Ones, long forgotten beneath the waves. Then, without warning, alien creatures never before seen on Terra A.D. spill forth and ravage the land! This is the Retreat of Delirium, home to strange super-science and creatures not of this world.

What fiendish plans do they have in store for the rad-blasted world of Mutant Crawl Classics? Venture through the Retreat's glowing door and discover what awaits beyond!



MCC #4: Warlords of Atoz

by Jim Wampler, cover artwork by Peter Mullen

When your hothouse jungle home is suddenly flooded with dispossessed refugees, they all tell the same tale.

A conquering horde of warlords wielding magic boom sticks are wiping out whole villages and enslaving the inhabitants — all in the name of a surviving Ancient One they worship as a god.

The tribal elders send you and your Seeker team out to investigate, and if possible infiltrate, the temple of the great and powerful ATOZ!



MCC #5: Blessings of the Vile Brotherhood

by Harley Stroh, cover artwork by Doug Kovacs

When your tribe's prize possession — a functioning medibot — finally breaks down, your Seeker team is given a holy quest. Take the dead bot on a long and perilous journey to the the monks of The Holy Medicinal Order in hopes that their shamans can repair it. But the monks are not as the legends portray, and there is definitely something dark and dangerous going on in the holy monastery.



MCC #6: The Apocalypse Ark

by Brendan LaSalle, cover artwork by Stefan Poag

The Ancients called it Beta Collection Unit NC-787.

Its mission – to find, collect, and categorize animals and plants, record their DNA, and when required, strip invasive mutant DNA from extant creatures to create genetically pure stock.

When stories of a rogue “smart metal” being the size of a mountain come to your village, no one takes them seriously, at least until the treaded 10-story-tall monstrosity begins cutting a gigantic swath through your hothouse jungle homeland.



MCC #7: Reliquary of the Ancient Ones

by Marc Bruner & Jim Wampler, cover artwork by Stefan Poag

When a terraqueake reveals that your jungle village has existed for centuries atop an installation of the Ancient Ones, your good fortune seems to good to be true. Surely enough artifacts and ancient lore exist to satisfy desires for power both subtle and gross.

But your tribe's Seeker teams are all out on missions, so it falls to you and your youngling friends to volunteer for an exploration of the hidden treasures and knowledge that lie in the reliquary beneath your feet.

Some of you will even make it back. *Probably.*



MCC #8: The Data Orb of Metakind

by Jim Wampler with Tim Kask, cover artwork by Stefan Poag

The most holy of ancient relics, The Data Orb of Metakind has been passed down between tribal shamans and mystic mutants from generation to generation for thousands of years. If you can successfully bond with the golden orb's AI, tetrabytes of arcane technological data can be yours, if you but survive its use.

For while knowledge is power, it comes at a price.

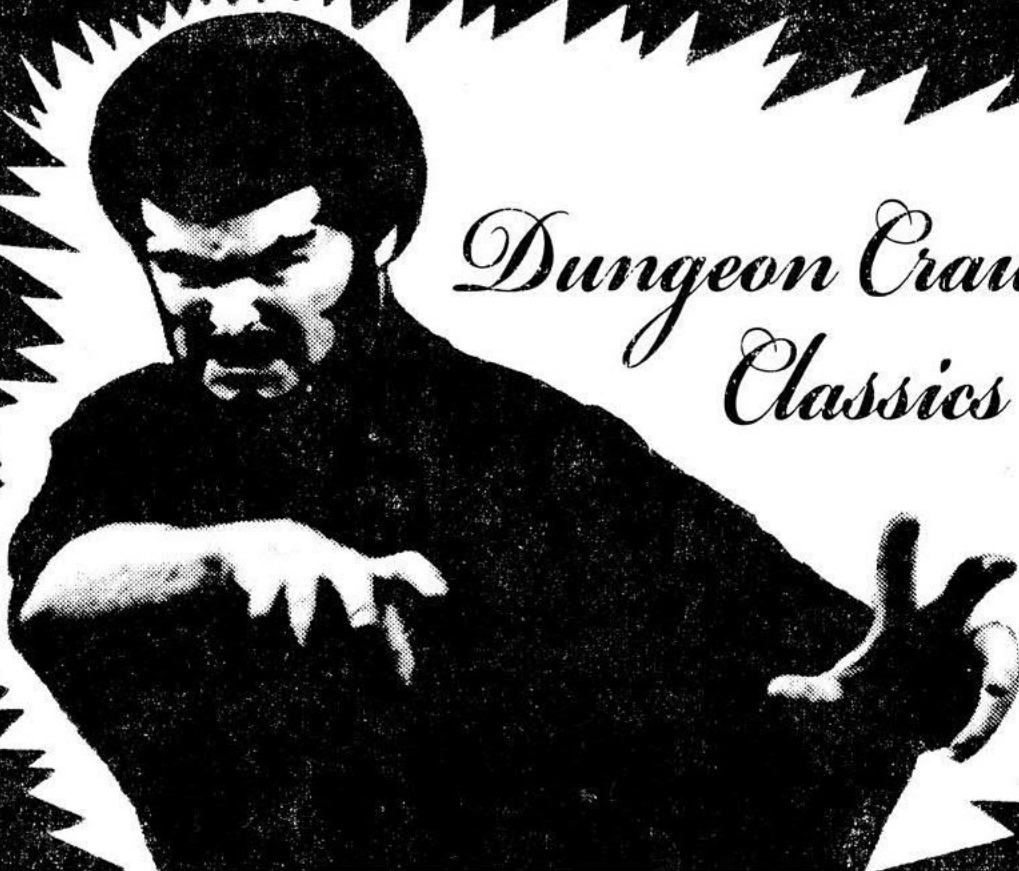
For the first time, an entire 24-page supplement devoted to a single artifact of the Ancient Ones!



MCC #9: Evil of the Ancients

by Michael Curtis, cover artwork by Peter Mullen

For centuries it has lurked in the dark, forgotten by man and mutant, a terrible entity left behind by the Ancients' meddling in cosmic forces they did not fully understand. Trapped in this world, this alien intellect seeks only to escape, but to do so, it requires lives. What the adventurers think is just another forgotten vault left behind by the Ancients may in truth contain the most terrifying threat they've ever face: the Evil of the Ancients!



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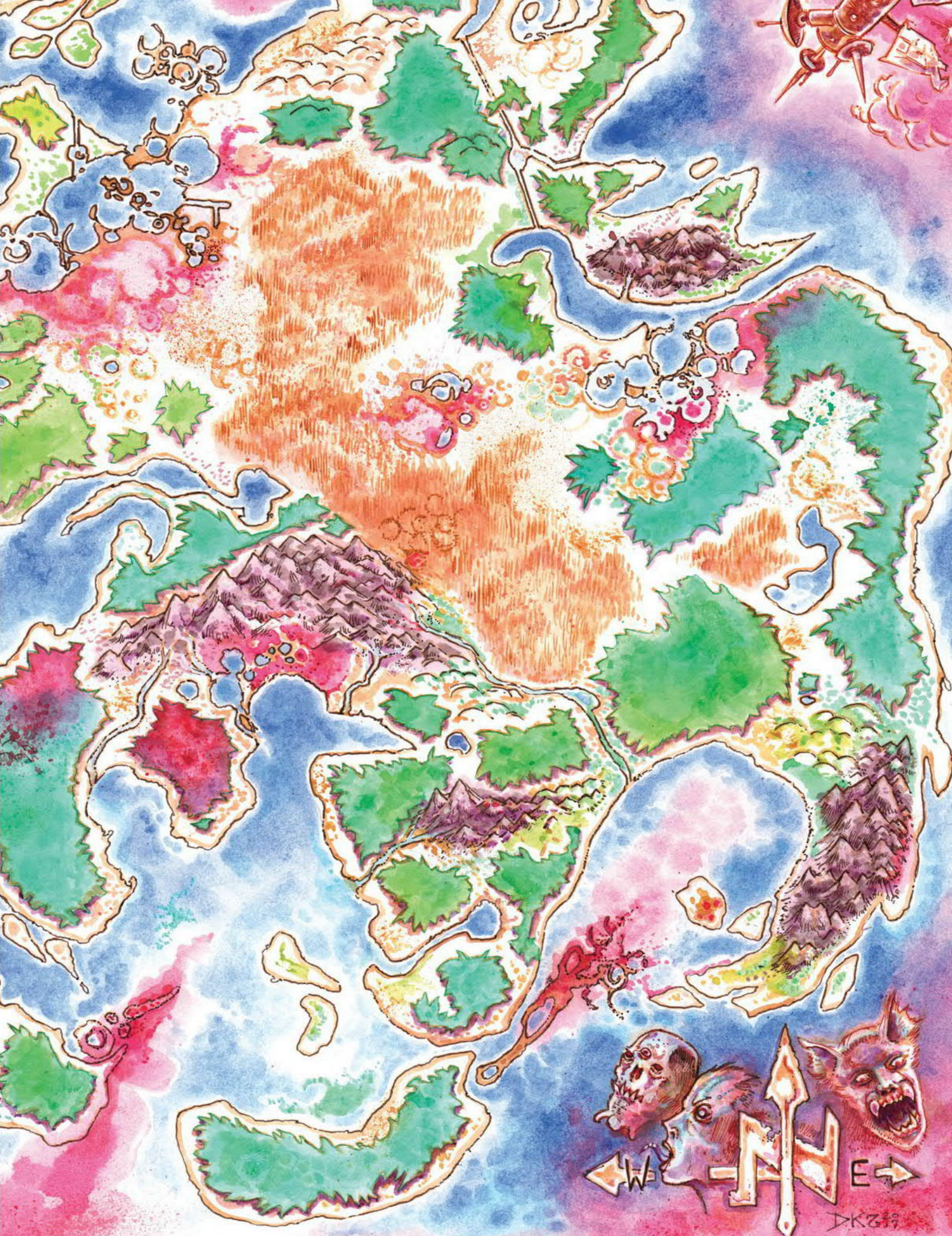
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Weird Uncle Brendan, rush me my FREE Road Crew swag including any DCC RPG Road Crew CHARACTER SHEET PADS, BOOKMARKS, SUPPLIES and EQUIPMENT. In return I will run a physical game in a public venue, and advertise or promote it in some fashion — anything from flyers to social media. As a special bonus for running Road Crew games, I will ride with you forever through a thousand insane worlds!



You're no hero.

**You're a wasteland wanderer:
a mutant,
a seeker,
a robot-killer,
a stoic shaman guarding
forgotten ancient sciences.**

**You seek triumph and technology,
winning it with mutations and
magic, soaked in the radiation
and quantum fields of
the altered, the savage,
the semi-sentient, and the
artificially intelligent.**

**There are artifacts of the ancients to be won
in the taboo lands, and you shall have them...**

**MCC RPG is a complete role playing game
of 1970s post-apocalyptic science-fantasy**

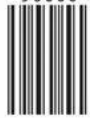


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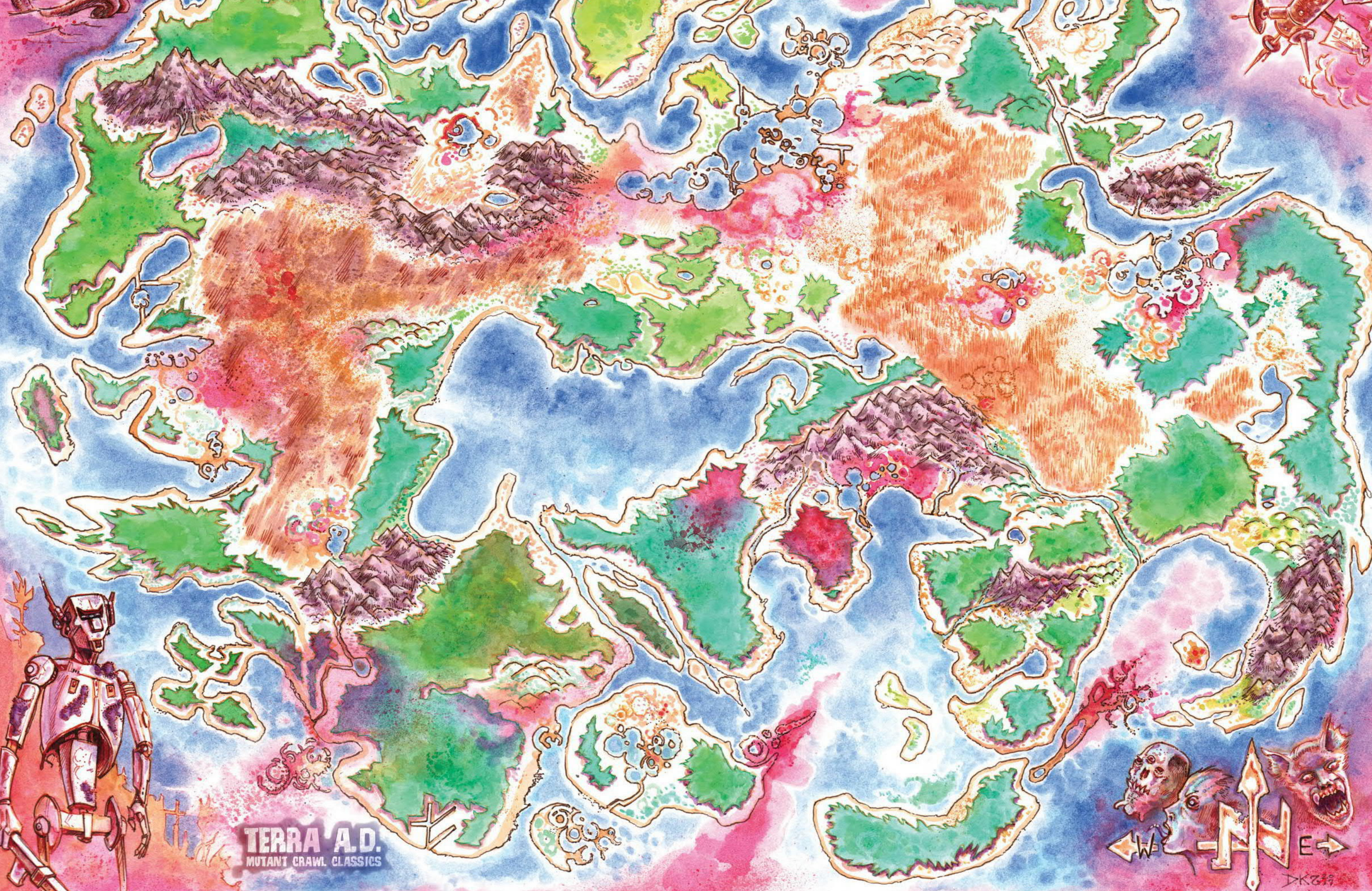


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