

MUTANT CRAWL CLASSICS

ROLE PLAYING GAME

TRIUMPH & TECHNOLOGY
WON BY MUTANTS & MAGIC



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TERRA A.D.
MUTANT CRAWL CLASSICS



Sample file

MULLEN

MUTANT CRAWL CLASSICS



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COMPATIBLE WITH
**DCC
RPG**

**2nd
printing**

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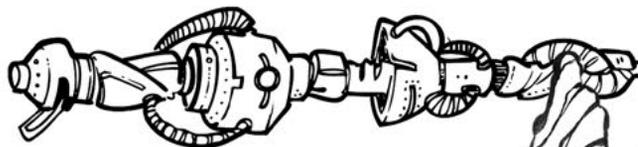
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FOREWORD

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 worshippers 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

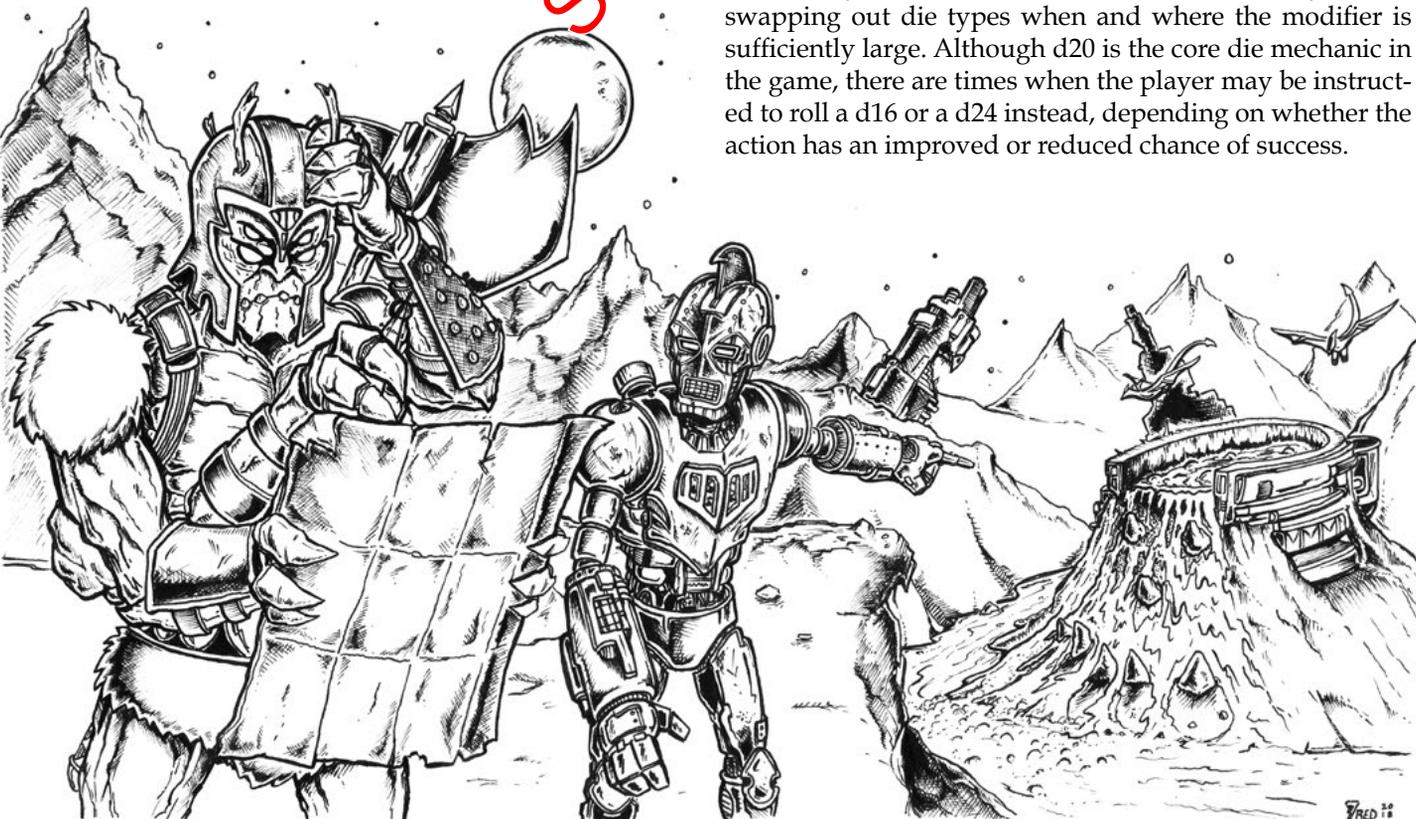


Game play in the *Mutant Crawl Classics Role Playing Game* starts at 0 level: untrained sub-adult tribesmen. Most of these characters will die while undergoing the Rite of Passage. We highly suggest each player roll up multiple 0-level characters – at least three, possibly more. Don't get attached. Characters 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-science.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.

Sample file

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.