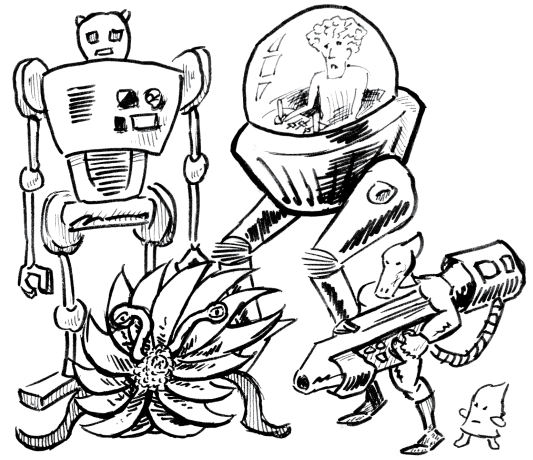


Monster Extractor IV: ALIENS & MANUFACTURED BEINGS

for The Dungeon Crawl Classics Role Playing Game

This generator is designed to help spark your brain when you need something from far, far away or which was cobbled together in a basement, but can't shape the clay from the final frontier of your creative centers. Running through the charts will give you a set of stats and some alien artifacts to play with... Then you'll need to look at everything you've rolled and program this thing to probe – but you may well start to have sub-dimensional ideas along the way, and that's exactly the point of the Extractor: to help you find fun ideas when the electric Jacob's Ladder in your head falters.

HOW TO START • If you already have an idea for some aspect of your monster, don't bother to roll that part • If an idea for the creature strikes you along the way, allow that idea to influence remaining results • Avoid re-rolling anything during the process – instead, tinker at the end, justifying the oddities and going beyond the obvious.



BASELINE STATS: AC: 8+1d10 • HD: 1) d6, 2) d8, 3) d10, 4) d14 • # of HD: 1d8 • Initiative: 1d10 minus 6 • Atk Bonus: +2d4 -1

SAVES: Split a 1d20 roll in one of three ways...

ALIGNMENT: Roll 1d20: 1-4) Chaotic, 5-7) Lawful, 8-20) Neutral

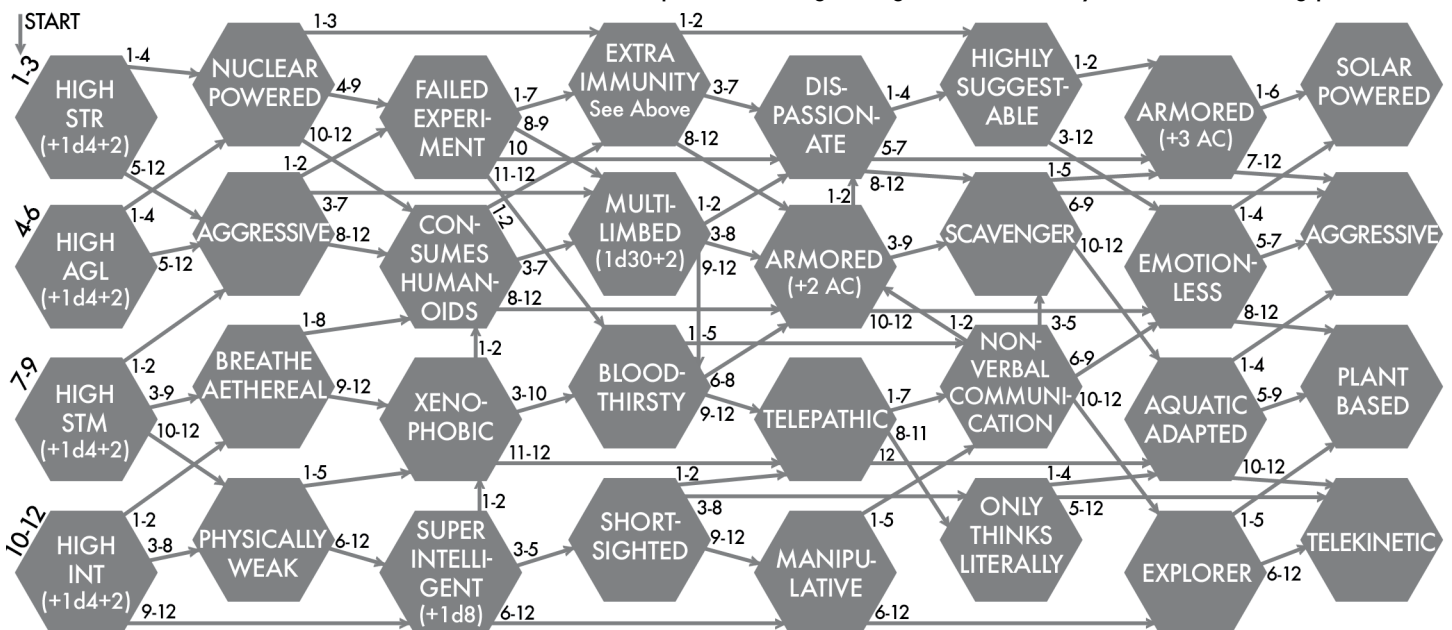
Aliens: 1) 3/4ths goes to Will, 2) Half goes to Fort, 3) Half goes to Ref – Divide the rest equally.

Manufactured Beings: Immune to Will-targeting effects – 1) Split between Ref & Fort, 2) 2/3rds goes to Fort, 3) 2/3rds goes to Ref

For the following elements, roll 1d5, doubling the result if you are extracting an Alien. Make a new roll for each column.

	PRIMARY PURPOSE	MENTAL TRAIT / ATTITUDE	OUTWARD APPEARANCE	TYPICAL WEAPONRY <small>with suggested damage & range</small>	MOVE TYPE	ACTION DIE / BASE MOVE	WEAKNESS or IMMUNITY (50/50)
1	Labor	Orig. Program Only	Human/Demi-	Fists & Feet (1d4 or 1d6)	Trundles	1d20 / 20	Magic
2	Thought	Faulty Memory	Flowing Sculpture	Standard Weapon Equiv.	Slides	1d20 / 30	Accute Sound or Light
3	Defense	Re-Programmable	Industrial Device	Pressurized Air (1d6, 30')	Walks	1d20 / 45	Love
4	Service	Inquisitive	Animal-ish	Beams of Light (1d8, 50')	Crawls	2d20 / 40	Acid or Irony
5	Companion	Photographic Memory	Stack of Boxes	Plasma Arc (1d10, 20')	Hovers	2d20 / 30	Cold or Electricity
6	Combat	Voracious	Vegetable	Standard Weapon Equiv.	Teleports	1d24 / 35	Germs or Air
8	Transformation	Controlling	Human/Demi-	Bio-Weaponry (1d12, 60')	Walks	1d20 / 60	Fire
10	Conquest	Protective	Distorted Human	Thought (1d8, line of sight)	Hovers	3d16 / 40	Water, or a State of

DEFINING QUALITIES & BEHAVIOR: Roll 1d12 to start, then proceed rolling through the chart until you reach an ending point.



POST-ROLLING TINKERING

- Nothing this size could ever address all potential possibilities. Adjust results as needed to be useful/memorable.
- Don't necessarily strengthen a weakness – try adding more strength elsewhere instead.
- If the monster seems too weak to be a threat, have 2 or more show up.
- The Extractor works best for low- to mid-levels. You may need to further enhance monsters for high-level play.

COMPATIBLE WITH
**DCC
RPG**

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NAME: _____

Primary Purpose or Goal _____

Init _____ AC _____ HD _____ hp _____

MV Type: _____ Speed: _____

Fort + _____ Ref + _____ Will + _____ AL _____

Attacks _____ Action Die _____

Traits, Qualities, & Behavior

sketch

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