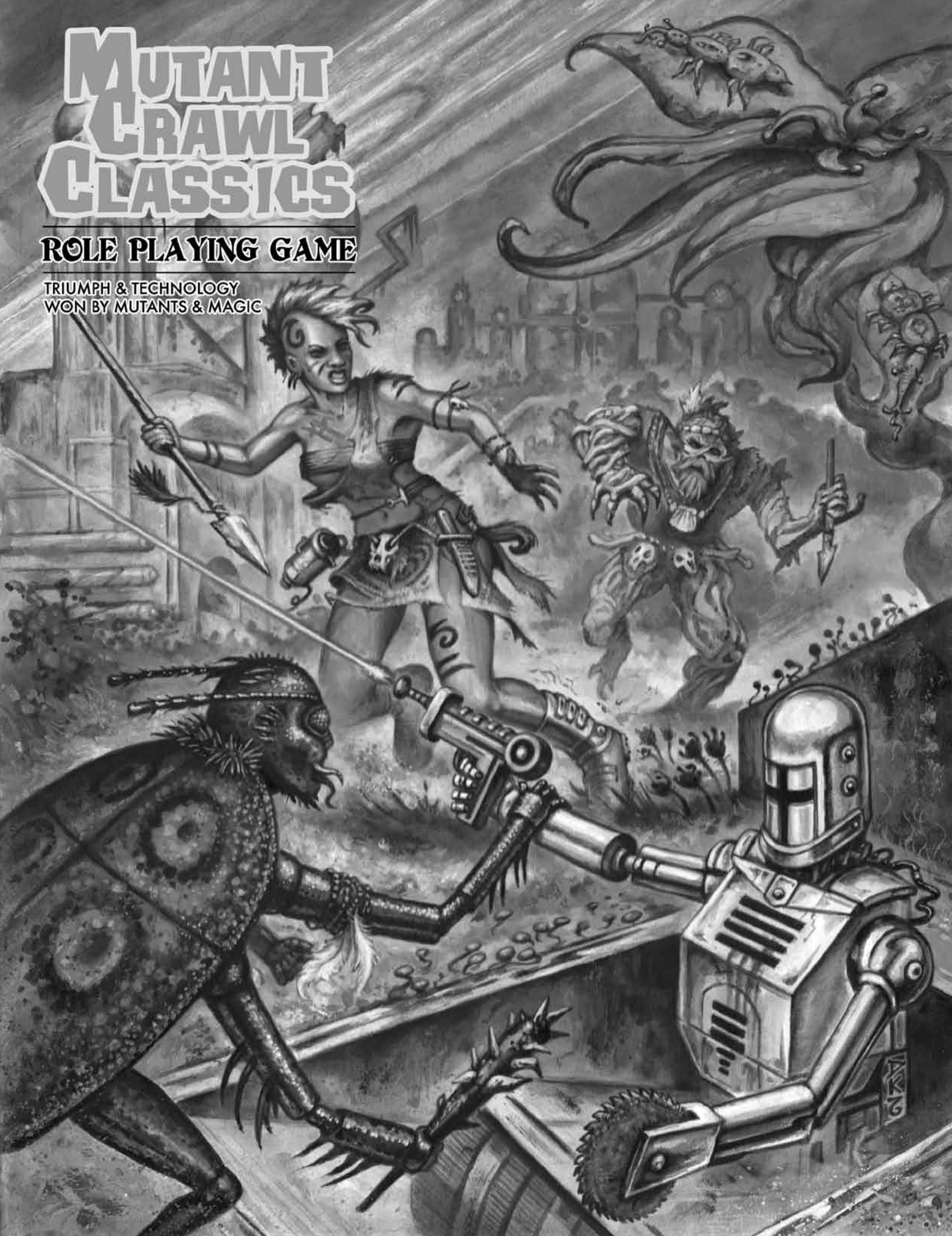


MUTANT CRAWL CLASSICS

ROLE PLAYING GAME

TRIUMPH & TECHNOLOGY
WON BY MUTANTS & MAGIC



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A special sneak preview of the upcoming RPG!

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PREFACE



elcome to my little slice of post-apocalyptic heaven. This is a preview of 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 RPG, a post-apocalyptic game penned by the inestimable James M. Ward, along with Gary Jaquet. That 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 that were lavished upon its elder fantasy sibling — say a series of hardbound volumes and a modicum of consistent creative control — 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 player character, they simply refuse to die.

So for me, the preview 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 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.

As you will discover in the next few pages, not only is the Mutant Crawl Classics RPG 100% compatible with the Dungeon Crawl Classics 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
Gen Con 2015

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 an advanced 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 the 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 Roleplaying 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 role playing 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 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 Mutant species of mankind meanwhile evolved along an opposite path, never breeding true to form even within small tribal gene pools. A mutant is always born with at least one notable cosmetic mutation, and upon reaching post-adolescence, mutants will typically manifest a diverse set of un-

predictable additional mutations, making them among the most bizarre and horrific of all Terra A.D. creatures.

No existing sentient species or culture on Terra A.D. has managed to rise above the Neolithic stage of civilization. Stone tools and a tribal hunter-gatherer society dominate, with even rudimentary agriculture being a very rare occurrence. Metallurgy and even writing are unknown to most sentients.

THE ANCIENT ONES

It is generally accepted among the denizens of Terra A.D. that there once existed a legendary race of an 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 knowledge 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 mysteri-

ous. 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 Ancients 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 (PSH), Mutants, Manimals, and Plan-tients. These groups are dominant only 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, but no society.

There are also a few among these sentient species that have joined together in secret societies called Arcane Alignments. Often being comprised primarily of those rare individuals who plunder and master the artifacts of the Ancient Ones as an avocation, members of Arcane 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 highly dangerous and wildly 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).

FROM CHAPTER 1: CHARACTER CREATION

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 Level-0 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 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).

ABILITIES

Roll 3d6 in order for the following abilities: Strength (STR), Agility (AGIL), Stamina (STA), Personality (PERS), Intelligence (INT), 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.

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 level-0, possibly resulting in a negative hit point total during character creation. Treat this character as having been stillborn, and roll up a new level-0 character.

It is also possible for a level-0 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!

Table 1-1: Ability Score Modifiers			
Ability	Modifier	Artifact Checks	Maximum Tech Level (by INT)
3	-3	none	none
4	-2	-2	1
5	-2	-2	1
6	-1	-1	1
7	-1	-1	1
8	-1	+0	2
9	none	+0	2
10	none	+0	3
11	none	+0	3
12	none	+0	4
13	+1	+0	4
14	+1	+1	4
15	+1	+1	5
16	+2	+1	5
17	+2	+2	5
18	+3	+3	6
19	+4	+4	6
20	+5	+4	6
21	+5	+4	6
22	+6	+5	6
23	+6	+5	6
24	+7	+6	6

LEVEL-0 CHARACTER PROFESSIONS

In the Neolithic societies of Terra A.D. there are only two possible level-0 professions – Hunters and Gatherers. Additional beginning equipment is rolled after determining profession.

Table 1-2: Profession		
Roll d100	Profession	Starting Equipment
1-50	Hunter	Wood spear (damage: 1d5)
51-100	Gatherer	Large leather sack

BIRTH SIGN OR LUCKY ROLL

Each character rolls his or her 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/Lucky Roll
1	Nuclear Winter: All attack rolls
2	The Roxen: All melee attack rolls
3	The Triffid: Missile 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 level-0 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: Will saving throws
23	The Bunker: Armor Class
24	The CPU: Initiative
25	The Ecobot: Hit points (applies at all levels)
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)

Table 1-4: Additional Beginning Equipment

d100	Result	Dam- age / 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 stone-tipped 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	1d4	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 weeks worth)		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 (lode-stone)		30
82-85	Paints and dyes		15
86-89	Bag of sea shells		25
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)		200

GENOTYPES

Roll on the genotype table to determine character genotype. Level-0 Mutants, Manimals, and Plantients begin the game with only cosmetic mutations (see below). Additional mutations for these classes manifest at level 1, and are rolled for separately at that time.

Table 1-5: Character Genotype

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

* Only one PSH class is presented in this preview.

** Not presented in this preview.

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.
12-13	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.
14-16	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.
17-19	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 lumps.
25-27	Body: Roll 1d6 (1) has a tail; (2) has 1d6 arms, round up to even number; (3) has 1d6 legs, round up to even number; (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.

ALIGNMENTS IN MCC RPG



he 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 6: Archaic Alignments.

Wetware Programs and Spells in MCC RPG

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 differing perspectives. 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 identical in the presentation and particular effects.

For more on the AI wetware programs available to Shamans, see Chapter 9: Patron AIs.

FROM CHAPTER 2: CHARACTER CLASSES CHOOSING A CLASS



n 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 level-0 hunter-gatherer to adventurer means specializing in one of four separate character classes.

Two sample classes are presented below.

SHAMAN

Pure Strain Humans of high intelligence and with a spiritual bent often become Shamans. Shamans specialize in ancient lore and knowledge, particularly focusing upon legend and myth associated with those demi-god 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 channel-





ing 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 rolls (see Table 2-3).

Choosing an AI Patron: At 1st level, a Shaman selects an AI patron to serve. This patron will grant the Shaman access to wetware programs of terrible power, including the programs *patron AI bond* and *invoke patron AI*.

Darwinian Luck: All Pure Strain Humans (including Shamans) regenerate spent Luck at the rate of 1 point of Luck for each 24 hour 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 *The Clan of Cog* or *The Curators* archaic alignments.

Table 2-3: Shaman (Pure Strain Human)

Level	Attack	Crit Die / Table	Action Dice	Reflex	Fort	Will	Artifact Bonus	Max Wetware Level
1	+0	1d6/I	1d20	+1	+0	+1	+3	1
2	+1	1d6/I	1d20	+1	+0	+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+1d20	+3	+2	+4	+9	4
8	+3	1d12/I	1d20+1d20	+3	+2	+5	+10	4
9	+4	1d14/I	1d20+1d20	+3	+3	+5	+11	5
10	+4	1d14/I	1d20+1d20+1d14	+4	+3	+6	+12	5

MUTANT

Mutants are either the most cursed, or the most blessed, of all the children descended from the Ancients 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 cosmetic 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).

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 2-9).

Reverse Evolution: Should a Mutant ever lose all of his 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 rolls (see Table 3-2).

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 2-9: Mutant

Level	Attack	Crit Die / Table*	Action Dice	Reflex	Fort	Will	Artifact Bonus	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+1
5	+3	1d10/II	1d20+1d14	+2	+2	+3	+4	1d4+2
6	+3	1d12/II	1d20+1d16	+2	+2	+3	+5	1d5+1
7	+4	1d12/II	1d20+1d20	+3	+3	+4	+6	1d5+2
8	+4	2d14/II	1d20+1d20	+3	+3	+4	+7	1d6+1
9	+5	2d14/II	1d20+1d20	+3	+3	+4	+8	1d6+2
10	+5	2d16/II	1d20+1d20	+4	+4	+5	+9	1d8+2

FROM CHAPTER 3: MUTATIONS



In the post apocalyptic epoch of the 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 physical and mental mutations there are also two sub-categories: **active** and **passive**.

THE DIFFERENCE BETWEEN 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.

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 level-0 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 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, 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.

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. 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 Fortitude 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 following chart.

Table 3-1: Radburn Results (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	—

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 level to that die roll. For example, a level-1 Mutant would roll 1d20 (action die) + 1 (genotype 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 level-1, 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.

PHYSICAL MUTATIONS

Two physical mutations are included in this preview. Roll a d6 to determine a random mutation: (1-3) New Body Parts, (4-6) Radiation Generation.

New Body Parts

Range: N/A Duration: Permanent Saving Throw: None

General (Passive) 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 a random 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 AGIL.

18-19 The mutant possesses gills and may breathe underwater.

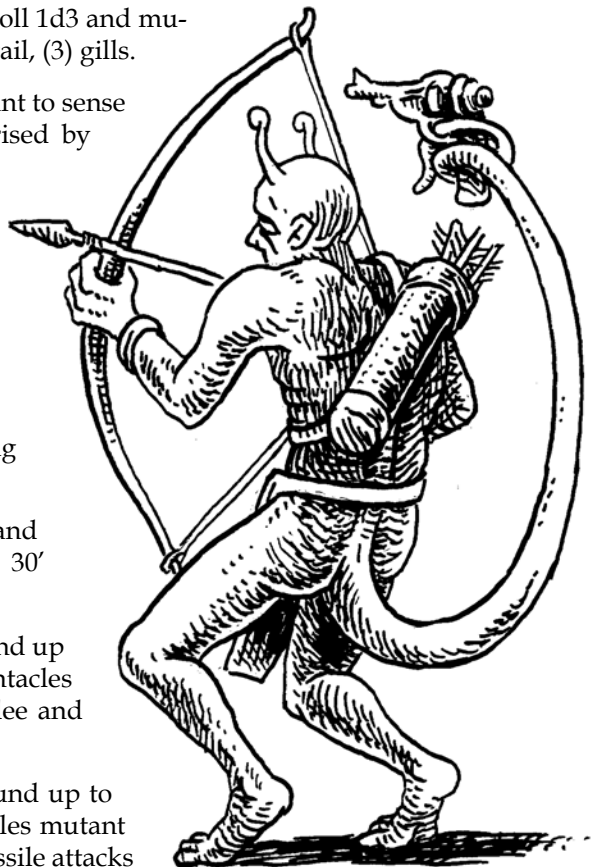
20-23 The mutant possesses wings; mutant gains 30' flying movement.

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.



Radiation Generation

Range: 10'/GL Duration: 1 round/GL Saving Throw: Fortitude vs. mutation check DC

General (Active) The mutant's body is capable of generating blasts of ionizing radiation.

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.

1 Failure, mutation may not be used again that day, roll a random defect.

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.

14-17 The mutant fires a radiation blast, inflicting 1d8 of radiation damage to target.




- 18-19 The mutant fires a radiation blast, inflicting 1d10 of radiation damage to target; 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; 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; the target remains irradiated for 1d8 rounds, suffering an additional 3 points of damage per round; non-PSH targets must make an additional Fort 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; targets remain irradiated for 1d8 rounds, suffering an additional 4 points of damage per round; non-PSH targets must make an additional Fort 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; targets remain irradiated for 1d6 rounds, suffering an additional 4 points of damage per round; non-PSH targets must make an additional Fort 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.

MENTAL MUTATIONS

Two mental mutations are included in this preview. Roll a d6 to determine a random mutation: (1-3) Absorption, (4-6) Mental Blast.

Absorption

- Range: 0 Duration: Permanent Saving Throw: None
- General (Passive) 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 or she is struck; (2) The mutant's complexion deepens and he or she 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, mutation may not be used again that day, roll a random defect.
- 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 1/2 damage from normal melee and missile attacks.
- 14-17 The mutant absorbs kinetic energy; takes 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 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 1HD 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 scores 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 scores 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 scores 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 scores 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.	

Mental Blast

Range: 10'/GL	Duration: Instantaneous	Saving Throw: Will vs. mutation check for 1/2 damage or effect
General (Active)	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 mutant's head.	
1	Failure, mutation may not be used again that day, roll a random defect.	
2-11	Failure, mutation may not be used again that day.	
12-13	The mutant causes 1d4 damage to a single target creature.	
14-17	The mutant causes 1d6 damage to a single target creature; creature cannot act for 1 round; target's INT is permanently reduced by -1.	



18-19	The mutant causes 2d6 damage to a single target creature; creature is stunned for 1d3 rounds; target's INT is permanently reduced -2.
20-23	The mutant causes 3d6 damage to a single target creature; creature is stunned for 1d5 rounds; target's INT is permanently reduced -3.
24-27	The mutant causes 6d6 damage to a 2 target creatures; creatures are stunned for 1d8 rounds targets' INT scores are permanently reduced -4.
28-29	The mutant shuts down the mind of up to 4 target creatures, causing them to immediately pass into deep comas.
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 0 hit points and are mindless vegetables.
32+	The mutant completely shuts down the mind of up to 8 target creatures, causing instant death.


DEFECTS

Two defect mutations are included in this preview. Roll a d6 to determine a random mutation: (1-3) Asymmetrical Body, (4-6) Death Pretense.

Asymmetrical Body

Range: N/A Duration: Permanent Saving Throw: None

General (Passive) The mutant's body plan is not symmetrical.

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.	
8-11	The mutant has one arm much larger than the other; +1 STR, -2 AGIL.	
12-15	The mutant has one leg much longer than the other; +5' movement, -2 AGIL.	
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.	
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 PERS, -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.	

Death Pretense

Range: N/A

Duration: Instantaneous

Saving Throw: Will vs. mutation effect

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

- 1 Roll this mutation check again, roll one additional random defect.
- 2-4 The mutant must make DC 17 Will save or fall into a coma for 1d10 rounds.
- 5-7 The mutant must make DC 15 Will save or fall into a coma for 1d6 rounds.
- 8-11 The mutant must make DC 12 Will save or fall into a coma for 1d3 rounds.
- 12-15 The mutant must make DC 10 Will 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 Will save or fall asleep for 1d6 rounds; mutant may be awakened by any loud noise.
- 18-19 The mutant must make DC 5 Will save or fall asleep for 1d3 rounds; mutant may be awakened by any loud noise.
- 20 The mutant involuntarily falls down and curls into a fetal position while still awake and aware for 1 round.



FROM CHAPTER 7: ARTIFACTS OF THE ANCIENTS



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 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 gameplay.

DESCRIBING ARTIFACTS FOR 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 decided "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 following examples as a suggestive guide.

TECH LEVELS AND COMPLEXITY LEVELS

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 Levels (CL) on the other hand, represent a more specific and concrete measurement of an artifacts' inherent accessibility to the untutored user. For example, a stun grenade may only have a CL of 1 (you push a button and throw it away), whereas a dazer pistol with its multiple settings and optional power sources has a CL of 4.

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 figure out how to fire it. In order to attempt to understand and use an artifact, characters make an artifact check roll of 1d20 +INT modifier +artifact bonus -the artifact complexity level, then take total rolled and consult the table below 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 INT, finds and attempts to understand a dazer pistol. Mangarr rolls a d20, adds his INT ability mod of +2, his artifact bonus at 1st-level of +2, and subtracts the complexity level of the dazer pistol (CL 3). Mangarr rolls a 12 +2 INT, +2 artifact bonus, -3 CL = 13. 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.

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 one hand. You saw the rays of a setting sun flow from it.
Household Robot	An animated metal being shaped in the form of a man.	A chunk of moving rock roughly shaped like you and your friends.
Force Field Belt	A 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 a series of tiny rocks and gem stones buried in it. It has oddly-shaped windows made of hard air attached to it.

Should players attempt to collaborate and have multiple characters examine the same artifact, the artifact check will be that of the highest INT character +1 for each additional character with an INT 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 INT check (roll under his INT). A failure means that the character cannot learn to use that artifact for the next 24 hours. On a natural 20, the artifact breaks irreparably and inflicts damage as though the mutant had rolled a fumble on the artifact check table below.

For example, after having finally mastered the dazer pistol, Mangarr decides to instruct his comrade Canus, a manimal dog with an INT of 12, 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



Table 7-1: Artifact Checks

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; make 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; DC 10 Intelligence check to 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 attempted with correct tools and materials.
34-35	Artifact activates and its operation is precisely understood; major repairs may be attempted 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 attempted with correct tools and materials. With proper materials, parts, and tools, a duplicate artifact may be constructed.

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.

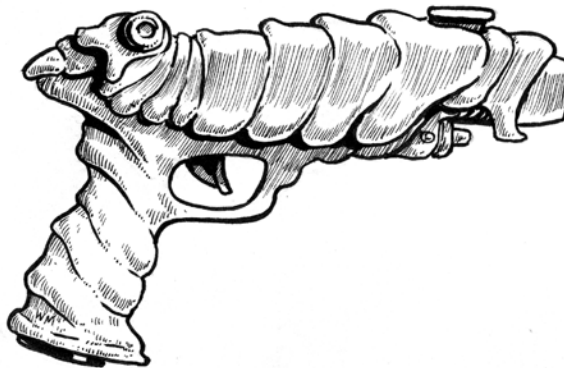
For example, the mutant Ro-Jeck is being attacked by a hard-light hologram armed with a mazer pistol. Ro-Jeck's holographic opponent rolls a 1 on his ranged attack and fumbles, dropping the mazer pistol to the floor. Ro-Jeck has never seen a mazer pistol before, but decides to scoop it up and attempt to fire it back at his opponent. Ro-Jeck grabs the mazer 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 mazer pistol is complexity 5, and Ro-Jeck rolls very well with an 18, so $18 - 5 =$ an artifact check of 13, meaning that Ro-Jeck manages to activate and fire the mazer pistol for one use, but still does not understand how it works. Fortunately for Ro-Jeck, the mazer 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 mazer pistol's operation, 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.

SAMPLE ARTIFACTS

Dazer Pistol

Tech Level: 4 **Complexity Level:** 4
Range: 50'
Damage: Stun DC 14/16/20; 1d6 rounds
Power: C-Cell (10), F-Cell (20), Q-Cell (U)

Dazer pistols fire thin pink beams of compact electro-magnetic 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.



Mazer Rifle

Tech Level: 4 **Complexity Level:** 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 two 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.

Force Baton

Tech Level: 4 **Complexity Level:** 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.

Medipac

Tech Level: 5 **Complexity Level:** 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, hand-held medical transmat device with an onboard 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.



Com-Badge

Tech Level: 4 **Complexity Level:** 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.

Gene Resequencer

Tech Level: 5 **Complexity Level:** 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 below to determine the outcome of activation by primitives (allowing normal artifact roll bonuses). NOTE: All genetic modifications have the side-effect of restoring the subject to full hit points.

Gene Resequencer Results	
d20	Effect
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 original form and genotype.
21+	Character is genetically modified into a superior being. Character gains +1d6 INT (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).

FROM CHAPTER 8: BESTIARY A.D.

AIR SQUID

Air Squid: Init +5; Atk spiked tentacles +5 melee (1d8 constriction), bite + 5 melee (1d20 swallow whole if damage total exceeds victim hp); AC 17; HD 20d6; MV 150' flying; Act 2d24; SP holographic skin; SV Fort +4, Ref +4, Will +2.

The air 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.



Both the adult and larval form of woolers are quite furry, and their wool is sometimes harvested by the extra-daring for cloaks which will grant the wearer a +4 to Fortitude saves versus radiation.

CROACHLING

Croachling: Init +2; Atk bite +2 melee (1d4), crude spear +4 (1d5); AC 14; HD 2d6; MV 20', 25' flying; Act 1d20; SP walk on walls, ceiling; SV Fort +4, Ref +1, Will +1; Mutations: *Carapace, Wings, Mental Blast*.

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.

DEVILS

"Devil" is a collective term that refers generally to any of a species of gigantic 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 quite rare. Notable exceptions to this rule who have established viable breeding populations in the jungles and savannas of Terra A.D. include:

DEVIL - WOOLER

(Devil) Wooler: Init +1; Atk +1 radiation blast (2d6 +1), cocoon spin (DC 15 entangle); 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.

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 (stun for 1d6 rounds) +4; 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 stun damage to a biological being.

HOLOGRAM, HARD LIGHT

Hologram, Hard Light: Init +4; Atk 1d8 melee 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.

SCREAMER

Screamer: Init -4; Atk +1 melee (1d4 + 1d3 DC 15 radiation burn); AC 9; HD 3d6; MV 20'; Act 1d20; SP undead; 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.



FROM CHAPTER 9: PATRON AIS

GAINING A PATRON AI



hen a Pure Strain Human reaches 1st-level and selects the Shaman character class, that character must decide which Patron AI he wishes 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 his or her results.

PATRON AI BOND

Level: 1 Range: Self Duration: Lifetime Activation Time: 1 week + quests as ordered Saving Throw: 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 his or her 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 this 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 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 Shaman can activate this program once per day in place of running <i>Invoke Patron AI</i> . Each time the Shaman activates this patron program or <i>Invoke Patron AI</i> , 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 <i>Invoke Patron AI</i> 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 <i>Invoke Patron AI</i> . Each time the Shaman activates this wetware program or <i>Invoke Patron AI</i> , 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 <i>Invoke Patron AI</i> 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 <i>two</i> 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 <i>Invoke Patron AI</i> . Each time the Shaman activates either of these patron programs or <i>Invoke Patron AI</i> , the Shaman is indebted to this patron AI, who will call in the debt at some point.

GAEA

(GLOBAL ARRAY EARTH AI)



he 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 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)

Invoke Patron AI (GAEA) check results:

Level 1 (GAEA)	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</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 per GL 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 GL 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 nigh-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 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 hologramatic avatar (AC 18) 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

Roll d6	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 even flowers forming on Shaman's head. After four instances of this result, the Shaman finds that he or she 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 his or her 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+GL 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 Reflex save 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 Reflex save 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 casting one of GAEA's programs, roll 1d4 and consult the table below.

Roll d4	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 check, but also causing severe radiation burns to the Shaman (expressed as Strength, Stamina, and Agility loss).

Elemental Shield

Level: 1 (GAEA) Range: Varies Duration: 1 round/GL Activation Time: 1 round Saving Throw: 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 duration 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 superheated. 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 deorbit 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 (GAEA) Range: Line of sight Duration: Instant Activation Time: 1 round Saving Throw: 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 program is not lost.

14-17 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.

18-19 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.

28-29 Up to 1d3 technological items or devices of the Shaman's choice are subjected to increased gravitational tidal forces generating by the planet's mantle, pinning them to the ground and causing their internal components to be crushed, rendering them permanently inoperable.

30-31 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.

32+ 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 (GAEA)	Range: Varies	Duration: Instant	Activation Time: 1 round	Saving Throw: 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.			
12-13	Failure, but the program is not lost.			
14-17	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.			
18-19	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.			
20-23	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.			
24-27	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.			
28-29	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.			
30-31	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.			
32+	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.			