



MCC RPG

THIS PRODUCT IS COMPATIBLE WITH THE
MUTANT CRAWL CLASSICS RPG



MUTANT MAYHEM MINIS

CHARACTER FOLIO

15 Game-Ready Player-Characters
Presented at 1st and 3rd Level, Plus Optional Rules

This product is compatible with the **Mutant Crawl Classics RPG**

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Character Name: Bam-Bee		Player:	
Race: Manimal	Subtype: Bovine: Antelope	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: 3	Class/Title: Gamma Trooper	Languages: Nu-Speak, Deer/Antelopean (includes Moose) Ancient, Rodent-ish (rabbits and squirrels)	



19 MAX HP	Ouchies:

AC 13	Armor worn: Leather	+2
	Built-in Antler Helm	+1
	Camo Energy Cloak	+1
Fumble Die: 1d8-2		

30 Ft. Move

Attacks	To Hit	Damage
Melee	+2	+0
Ranged	+1	+0

10 +0 MOD	Strength	Temp	T.Mod
6 -1 MOD	Agility	Temp	T.Mod
13 +1 MOD	Stamina	Temp	T.Mod
11 +0 MOD	Personality	Temp	T.Mod
16 +2 MOD	Intelligence	Temp	T.Mod
16 +2 MOD	Luck	Temp	T.Mod
3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3			

Birth Sign / Lucky Roll
The Multitool: Escape Traps(+2)

Fortitude	+2
------------------	----

Reflex	+0
---------------	----

Will	+2
-------------	----

-1 Initiative

Action Die
1d20

Crit Table	Die
11	1d8+2

Artifact Check	5 Max T.L.
1d20+3	

Weapon	Damage
Longspear	1d8
Gauzer Hunting Rifle w/scope	1d12
Knife	1d3

XP:
Next Level: 190

Class Abilities & Mutations			
Class Abilities			
Natural Attack: 1d4 Antler gore melee attack			
Pack Mentality: +1 Melee attack bonus for each manimal attacking the same opponent within the same combat round.			
Physical Mutations			
Extra Senses	Type: Active	Ref: MCC pg. 48	Roll: +3
Manifestation: Bam-Bee has insectoid antennae that act as motion detectors			
Effect: A mutation check roll is made each time the active mutation is used			
New Body Parts	Type: Passive	Ref: MCC pg. 56	
Manifestation: The new body parts are metallic, and appear artificial (radar dishes)			
Effect: Bam-Bee possesses antennae that allow her to sense movement in a 360-degree arc; manimal cannot be surprised by moving creatures or objects			
Mental Mutations			
Molecular Integration	Type: Active	Ref: MCC pg. 79	Roll: +3
Manifestation: Bam-Bee's hands radiate bluewhite rings of concentric energy			
Effect: A mutation check roll is made each time the active mutation is used			
Defects			
Life Force Transference	Type: Active	Ref: MCC pg. 94	Roll: +3
Manifestation: Bam-Bee-s is able to willingly tranfer her own life force into other living creatures			
Effect: A mutation check roll is made each time the active mutation is used			

Artifacts, Equipment & Treasure
Long Spear
Kitchen knife
Leather armor
Camouflage jacket: Energy Cloak +1 AC built-in
Canteen
Whistle
3 Sterno (heat cannisters)
Flashlight
Wire cutters
Gauzer Hunting Rifle w/scope (15 shots)
Sonic spanner
Cellular Regenerator
Medishot

Character Name:

Bam-Bee

Equipment & Notes

Weapons: Two Handed Boar Spear (1d8), Kitchen Knife (1d3)

Armor: Leather Armor +2AC, Antler Helm (built in) +1AC, Energy Cloak +1AC

Equipment: Camouflage Jacket, Canteen, Whistle, 3 Sterno (Heat Canister), Flash Light, Wire Cutters

Languages: Nu-Speak, Deer/Antelopian (includes Moose), Ancient, Rodent-ish (rabbits and squirrels)

Items: Civilian Gauzer Rifle w Hunting Scope (15 shots, 45 charges), Energy Cloak (Built into Camo Jacket), Sonic Spanner, Cellular Regenerator, Medishot



Description

Bam-Bee is a deer mutant. She has antlers, antennae (like a Bee), and her Antlers have Radar Dish like appendages. She will know if something is coming.

Bam-Bee hates being a seeker, seekers do dangerous stuff and are gonna die; but her tribe declared they must to do their part and have a seeker. Bam-Bee is totally afraid she is going to get killed, but she is smart and if she keeps the other seekers from dying, they might somehow keep her alive. She is mostly a sort of scout,

and sometimes a healer. She has a rifle (although she is a bad shot), so she can shoot at a distance and her long spear keeps stuff away from her. She also can fix things and heal the others with her molecular integration.

Once recently she used her life force transference power and it nearly killed her, so she is kind of afraid to use it. She likes to think of herself as a team player, but not the fighting half of the team.

Although she is not a rover, she even has a little bit of skill with traps (due to her birth sign and high INT). Bam-Bee is fluent in Rabbit, and can speak with most non-predator woodland critters

Quote

“Game Over, we are all gonna die”

Adventure Notes

Character Name: Bat Guy		Player:	
Race: Mutant	Subtype:	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: 3	Class/Title: Abomination	Languages: Nu-Speak, Security Access	



Ouchies:

16 MAX
HP

AC
16

Armor worn:	Leather	+2

Fumble Die: 1d8-1

20 Ft.
Move

Attacks	To Hit	Damage
Melee	+3	+2
Ranged	+3	+1

15 +1 MOD Strength	Temp	T.Mod
Glowburn:		
13 +1 MOD Agility	Temp	T.Mod
Glowburn:		
15 +1 MOD Stamina	Temp	T.Mod
Glowburn:		
12 +0 MOD Personality	Temp	T.Mod
14 +1 MOD Intelligence	Temp	T.Mod
15 +1 MOD Luck	Temp	T.Mod
Spent:		

3=-3, 4=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Apocalypse: All damage rolls (+1)

Fortitude **+2**

Reflex **+2**

Will **+2**

Weapon	Damage
Primitive Short Sword	1d6
Brass Knuckles	1d5
Throwing Blades	1d4
Gauzer Pistol	1d6

+3 **+1d3** **Initiative**

Action Die
1d20

Crit Table	Die
11	1d8+1

Artifact Check **4** **Max T.L.**
1d20+3

XP:

Next Level: 190

Class Abilities & Mutations

Class Abilities

0 Level Mutant Appearance: Mouth is fanged
Mutant Horror Initiative Bonus: 1d3+2

Physical Mutations

Wings Type: Passive Ref: MCC pg. 64
Manifestation: Bat Guy has wings of an unrelated type for his genotype (bat wings)
Effect: Failure, mutation results in cosmetic change only; non-functional wings

Shorter Type: Passive Ref: MCC pg. 60
Manifestation: Bat Guy's body is a scaled-down version of other members of his genotype
Effect: Bat Guy is 3' shorter than average humans, AC increases by +3, normal move speed reduced by 10ft/round

Mental Mutations

Domination Type: Active Ref: MCC pg. 69 Roll: +3
Manifestation: Bat-Guy's eyes glow with an intense yellow light
Effect: A mutation check roll is made each time the active mutation is used

Force Field Generation Type: Active Ref: MCC pg. 71 Roll: +3
Manifestation: Bat Guy is surrounded by a wall of translucent blue light
Effect: A mutation check roll is made each time the active mutation is used

Artifacts, Equipment & Treasure

- Short Sword
- Brass Knuckles
- 6 Sharpened throwing blades
- Leather armor
- Utility Belt/WEB Gear
- Bandolier
- Fanny pack
- Detective Comics graphic novel
- Luchador Mask
- Grappling Hook launcher w/100' rope
- Dazer Pistol (3 charges)
- Gauzer Pistol (8 shots)
- Smoke Grenade

Character Name:

Bat Guy

Equipment & Notes

Weapon: Primitive Short Sword (1d6), Duralloy Brass Knuckles (1d5), 6 Sharpened Throwing Blades (1d4)

Armor: Leather Armor (+2AC)

Items: Utility Belt/WEB Gear, Bandolier, Stylish Fanny Pack, Detective Comics Graphic Novel, Luchador Mask

Languages: Nu-Speak, Security Access

Items: Grappling Hook Launcher, with Duralloy Grappling hook and 100' Syntharope. Dazer Pistol (3 Charges), Gauzer Pistol (8 shots), Smoke Grenade (15')

Description

Bat Guy is a short little seeker (3'8"), although he likes to refer to himself as a crime fighter. He speaks in a deep raspy voice and likes to take charge. His mouth is fanged, and he has a set of bat wings on his back, it makes him sort of dark and brooding.

Sometimes when he is giving commands in his spooky voice, his eyes glow yellow, and most are compelled to do as he asks.

Bat Guy can generate a force field, but even when it deflects hits, he likes to make the motions that he is deflecting them himself (even though he is often a second behind).

Despite his size, he is quite strong and agile, and seems to be able to make his hits count (apocalypse sign +1 damage).

Even though his wings aren't functional for flight, Bat Guy seems to make good use of them, he can use them to slow his falls and assist with his many acrobatic leaps (+4 to Jumping).



Quote

"I'm Batman"

Adventure Notes

Character Name: Belle		Player:	
Race: Manimal	Subtype: Bovine: Cow	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: 3	Class/Title: Gamma Trooper	Languages: Nu-Speak	



Ouchies:

32 MAX
HP

AC
13

Armor worn:	Shield	+1
	Hide	+3
	Helmet	+1

Fumble Die: **1d12**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+2	+0
Ranged	+0	+0

9	+0 MOD	Strength		
Glowburn:			Temp	T.Mod
5	-2 MOD	Agility		
Glowburn:			Temp	T.Mod
16	+2 MOD	Stamina		
Glowburn:			Temp	T.Mod
15	+1 MOD	Personality		
Glowburn:			Temp	T.Mod
6	-1 MOD	Intelligence		
Glowburn:			Temp	T.Mod
9	+0 MOD	Luck		
Spent:			Temp	T.Mod

3=-3, 4=-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Multitool: Escape Traps (+0)

Fortitude **+3**

Reflex **-1**

Will **+3**

-2 Initiative

Action Die
1d20

Crit Table	Die
11	1d8

Artifact Check **1** Max T.L.
1d20

Weapon	Damage
Duralloy Spear	1d8
Club	1d6
Dagger	1d4
Cattle Prod (+1 To Hit)	1d8+stun

XP:

Next Level: **190**

Class Abilities & Mutations

Class Abilities

Natural Attack: 1d4 horn gore melee attack

Pack Mentality: +1 Melee attack bonus for each manimal attacking the same opponent within the same combat round.

Physical Mutations

Electrical Generation Type: Active Ref: MCC pg. 47 Roll: +4

Manifestation: Belle's body crackles and glows as balls of electricity form in her hands that can be thrown at target.

Effect: A mutation check roll is made each time the active mutation is used

Mental Mutations

Time Sense Type: Active Ref: MCC pg. 85 Roll: +4

Manifestation: Belle's face appears to blur horizontally as her eyes glow with a deep crimson light.

Effect: A mutation check roll is made each time the active mutation is used

Special

Belle always gets an extra +1 on all mutation checks (+4 total) and can use time sense as move action (she can't reroll it while it is in effect). In addition, she can't fail a time sense roll, she can only lose it for the rest of a combat (not the day).

Artifacts, Equipment & Treasure

Duralloy Spear
Club
Flint dagger
Fur cloak
Shield
Metal helmet
Rucksack
Salt lick
Cow Bell
Bucket
I-Pod w/speakers
Mud-flap skirt
Large wedge of cheese
Bottle of milk
Cattle Prod (10 uses)
Medishot
Com Badge (citizen Daisy Barton)

Character Name:

Belle

Equipment & Notes

Armor: Hide with Fur Cloak +3AC, Shield +1AC, Metal Helmet (Cooking Pot) +1AC

Weapon: Duralloy Spear (1d8), Club (1d6), Flint Dagger (1d4)

Equipment: Rucksack, Salt Lick, Cow Bell, Bucket, I-Pod w speaker (she doesn't really understand it, currently it is stuck on shuffle/random), Mud-Flap skirt (w Silhouettes), Large Wedge of Cheese, Bottle of Milk.

Languages: Nu-Speak

Items: Cattle-Prod (+1 to hit, 1d8 & DC 14 Stun for 1 round /10 uses), Medishot, Com-Badge (Citizen Daisy Barton). Note Belle sucks with Tech and has only barely managed to be taught how to use the things she has.



Description

Belle is a cow-person. She isn't that strong or that smart, but she is tough (she rolled 1 off max HP and that has worked pretty good so far).

Belle felt mistreated by her some former teammates. Most of them considered her a meat shield, but she thought she was better than that. What kept surprising them is how Belle always just managed to do the right thing at the right time. Belle has mastered her time sense, which give her the brief precognitive ability to sense the future (or where not to stand). **Belle always gets an extra +1 on all mutation checks (+4 total) and can use time sense as move action** (she can't reroll it while it is in effect). In addition, she can't fail a time sense roll, she can only lose it for the rest of a combat (not the day).

Belle likes the group of Seekers she is with now; and tries to be a good teammate. She always offers to share her milk or cheese (don't ask). Belle, considers herself a good singer, but likes to save her singing for the important moments.

Quote

Cow & Dairy Puns, Lots of Cow Puns

Adventure Notes

Character Name: Bob-Dar, the Bob-barian		Player:	
Race: Pure Strain Human	Subtype: Sentinel	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: 3	Class/Title: Sentinel/Specialist	Languages: Nu-Speak	



Ouchies:

34
MAX
HP

AC
16

Armor worn:	Hide	+3
	Shield of Yield	+2

Fumble Die: 1d12-1

30
Ft.
Move

Attacks	To Hit	Damage
Melee	+5	+2
Ranged	+4	+0

16 +2 MOD Strength	Glowburn:	Temp	T.Mod
13 +1 MOD Agility	Glowburn:	Temp	T.Mod
11 +0 MOD Stamina	Glowburn:	Temp	T.Mod
11 +0 MOD Personality	Glowburn:	Temp	T.Mod
12 +0 MOD Intelligence	Glowburn:	Temp	T.Mod
13 +1 MOD Luck	Spent:	Temp	T.Mod

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Glow: Fortitude saving throws (+1)

Fortitude +4

Reflex +2

Will +2

+1 Initiative

Action Die
1d20

Crit Table	Die
IV	1d16+1

Artifact Check **4**
1d20+4
Weapons/Armor: +1d5
Max T.L.

Weapon	Damage
Duralloy Sword	1d8
Dagger	1d4
Plasma Sword(+4 to hit)	2d12

XP:

Next Level: 190

Class Abilities & Mutations

Class Abilities

Darwinian Luck: Regenerate 1 spent luck point for each 24-hour period

AI Recognition: +2 bonus to AI Recognition Rolls

Artifact Bonus Die: +1d5 on artifact checks to figure out weapons & armor
+1d5 on attack rolls with Artifact weapons

Artifacts, Equipment & Treasure

- Duralloy Sword
- 3 Flint daggers
- Hide armor
- Duralloy shield (the Shield of Yield)
- Eddie Bauer backpack
- 50 feet of Syntha-rope
- Can of Spam
- Water Bottle
- Com Badge (Sergeant Joe Friday)
- Fusion torch
- Grav clamp
- Plasma sword (3 uses)

Character Name:

Bob-Dar, the Bob-barian

Equipment & Notes

Armor: Hide +3AC, Duralloy Shield (the Shield of Yield) +2AC,
Weapons: Duralloy Sword (1d8), 3 Flint Daggers (1d4)

Equipment: Eddie Bauer Backpack, 50 feet of Syntha-Rope, Can of Spam, water bottle.

Languages: Nu Speak

Items: Com Badge (Sergeant Joe Friday), Fusion Torch, Grav-Clamp, Plasma Sword (3 charges, battery is irreparably stuck)

Description

Bob-Dar is your stereotypical fighter. If we can kill it, that is probably the best answer. Less talky talk, unless its one of those cool AI's; they are pretty neat.

He has a Mohawk, and a darn cool sword and shield, and he keeps all his stuff in this really-awesome backpack. His plasma sword is his most prized possession, but he is afraid to use it; he knows it will only last for 3 more hits, and maybe a little more if he is lucky.

Bob-Dar, speaks in typical barbarian, a cross between Conan and Thundarr.



Quote

“Bob-Dar, does not like personal pronouns”

Adventure Notes

Character Name: Cap'n Platypus		Player:	
Race: Mutant	Subtype:	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: 3	Class/Title: Mutant/Abomination	Languages: Nu-Speak, Ancient	



19 MAX HP	Ouchies:

AC 16	Armor worn:	Shield	+1
Fumble Die: 1d8-2			

30 Ft. Move

Attacks	To Hit	Damage
Melee	+2	+0
Ranged	+2	+0

11 +0 MOD	Strength	Temp	T.Mod
9 +0 MOD	Agility	Temp	T.Mod
16 +2 MOD	Stamina	Temp	T.Mod
12 +0 MOD	Personality	Temp	T.Mod
14 +1 MOD	Intelligence	Temp	T.Mod
16 +2 MOD	Luck	Temp	T.Mod

3=-3, 4=-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll
The Alpha Striker: mutation damage rolls (+2)

Fortitude	+3
------------------	----

Reflex	+3
---------------	----

Will	+2
-------------	----

+2 +1d3	Initiative
------------	-------------------

Action Die
1d20

Crit Table	Die
11	1d8+2

Artifact Check	4 Max T.L.
1d20+3	

Weapon	Damage
Makeshift Mace (+1 to hit)	1d7
Spear	1d6
Dagger	1d4

XP:
Next Level: 190

Class Abilities & Mutations			
Class Abilities			
0 Level Mutant Appearance: Mouth: Has a duck bill Hair: Grows into a lion's mane Mutant Horror Initiative Bonus: 1d3+2			
Physical Mutations			
Regeneration	Type: Active	Ref: MCC pg. 59	Roll: +3
Manifestation: Cap'n Platypus's body is bathed in a soft white glow while healing. Effect: A mutation check roll is made each time the active mutation is used.			
Heightened Agility	Type: Passive	Ref: MCC pg. 50	
Manifestation: Cap'n Platypus's metabolism runs at a superior rate and he must consume twice as many calories as normal. Effect: Cap'n Platypus's Agility score is increased by +2.			
Spines	Type: Passive	Ref: MCC pg. 61	
Manifestation: Cap'n Platypus's skin contains thousands of sub-dermal pores containing short, chitinous bone spines Effect: Cap'n Platypus gets AC+5, +2 to Ref saves. He may fire quills/spines for 4d6 damage against a single target or 1d6 each against 4 adjacent targets.			
Mental Mutations			
Teleportation	Type: Active	Ref: MCC pg 83	Roll: +3
Manifestation: The ground around Cap'n Platypus explodes in a harmless but loud display of smoke and pyrotechnics Effect: A mutation check roll is made each time the active mutation is used. Note: Optionally, may instead use alternate mutant power Teleport Self , found in this book on page 70			

Artifacts, Equipment & Treasure
Makeshift mace
Spear
2 Flint daggers
Shield
Satchel/shoulder bag
Hemp rope
Hammer & pitons
Atomic-powered Coleman Lantern
Quantum grenade
Grav clamp
Unattached cybernetic arm & heart

Character Name:

Cap'n Platypus

Equipment & Notes

Weapon: Makeshift Mace (+1 to hit, 1D7), Spear (1d6), 2 Flint Dagger (1d4)

Armor: Coat of steely spines (+5AC) so can't really wear armor. Shield (+1AC)

Equipment: Satchel/Shoulder Bag, Hemp Rope, Hammer and Pitons, Atomic powered Coleman Lantern

Languages: Nu-Speak, Ancient

Items: Quantum Grenade, Grav Clamp, Unattached Cybernetic Arm & Heart

Description

Cap'n Platypus (a name he hates, but has come to accept), has useful but unfortunate mutations. Looking more like a weird manimal than a mutated human, he has a duckbill, a lion's mane, and porcupine quills covering most of his body. One must look hard to see his human looking eyes or the few patches of quillless skin.

On the plus side he has pretty good mutations, his quills are deadly accurate, and he can recover from most wounds with his regeneration. He can also teleport,

which why he carries the rope/pitons: sometimes it is to help others get up, and sometimes it is because his teleport is on the fritz and he needs to get down.

Despite everything CP has the heart of hero; and has decided to make the best of things. He takes his unfortunate appearance in stride, and routinely makes bad puns at his own expense.

He is kind of afraid of radiation because he is sure that his next mutation will likely make him even that much less human, no matter how useful claws or wings might be.

He once defeated a cyborg and salvaged an arm and a heart. He contemplates the arm (because it is more human) but believes such an act might be selfish and he should save it; he is uncertain what to do with the heart.



Quote

"Why didn't you tell me to Duck?" (Tends to speak like a hero.)

Adventure Notes

Character Name: Dhar-Ryl		Player:	
Race: Pure Strain Human	Subtype: Rover	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: 3	Class/Title: Rover/Pathfinder	Languages: Nu-Speak, Security Access	



Ouchies:

15 MAX
HP

AC
17

Armor worn:	Hide	+3
	Holo Cloak (if active)	+1

Fumble Die: **1d12-2**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+3	+1
Ranged	+5	+0

13 +1 MOD Strength	Glowburn:	Temp	T.Mod
16 +2 MOD Agility	Glowburn:	Temp	T.Mod
12 +0 MOD Stamina	Glowburn:	Temp	T.Mod
11 +0 MOD Personality		Temp	T.Mod
11 +0 MOD Intelligence		Temp	T.Mod
17 +2 MOD Luck	Spent:	Temp	T.Mod

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Bunker: Armor class (+2)

Fortitude **+3**

Reflex **+3**

Will **+2**

Weapon	Damage
Crossbow(+1 to hit)	1d8
Hand Axe	1d6
Dagger	1d4
Mazer pistol	1-3d6

+2 Initiative

Action Die

1d20

Crit Table	Die
11	1d14+2

Artifact Check **3** Max T.L.

1d20+4

XP:

Next Level: **190**

Class Abilities & Mutations

Class Abilities

Darwinian Luck: Regenerate 2 spent luck points for each 24-hour period

AI Recognition: +2 bonus to AI Recognition Rolls

Rover Infiltration: +5 on checks vs artifact doors and security systems
+5 Stealth/Remain Hidden checks

Artifacts, Equipment & Treasure

Hide overalls with leather jacket

Modern crossbow

Hand axe

2 Flint daggers

Back pack

50 feet Syntha-rope

Grappling hook

Flashlight

Duct tape

Flint & steel

20 bolts

Metal flask

Sonic Spanner

Mazer pistol (9 charges)

C-Cell

Holo-Cloak (30 min. left)

Medishot

50 feet of Carbon nano-cord

Character Name:

Dhar-Ryl

Equipment & Notes

Armor: Hide Overalls, with leather jacket +3 AC, Holo-Cloak +1AC (if active)

Weapons: Modern Crossbow (+1 to hit 1d8), Hand Axe (1d6), 2 Flint Dagger (1d4)

Equipment: Back Pack, Syntha-Rope, Grappling Hook, Flash Light, Duct Tape, Flint & Steel, 20 Bolts. Metal Flask

Languages: Nu Speak, Security Access

Items: Sonic Spanner, Mazer Pistol (9 charges), C-Cell, Holo-Cloak (maybe 30 minutes duration left), Medishot, 50 feet of Carbon Nano Cord

Description

Dar-Ryl is just a good old boy, with a heart of gold. He is super capable and has a number of useful skills (including distilling moonshine). He is the heart of the team, and the glue that binds everyone together.

He likes using his crossbow (even though it takes a move action to load it), but if the chips are down he just as happy to blast away with his Mazer Pistol. His Flashlight is duct taped under his Crossbow, for easy of carrying.

He is super excited by his newest acquisition, the Holo-Cloak, but its control settings are a little messed up. It takes a DC 10 INT check to activate in combat, and sometimes requires similar adjustments while in operation (like when he gets hit or the environment shifts). He knows the holo-cloak battery is running low and hopes it does not run low at a crucial time.

He speaks with a slight southern accent.



Quote

“I’m better on my own. I’ll be back before dark.”

Adventure Notes

Character Name: Dok-Tor Zayiss		Player:	
Race: Manimal	Subtype: Orangutan	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: 3	Class/Title: Gamma Trooper	Languages: Nu-Speak, Orangu-Twang, Techno-gibberish (not a real language)	



21 MAX HP	Ouchies:

AC 15	Armor worn:	Hide	+3
		Fancy Headgear	+1
		Labcoat	+1
Fumble Die: 1d12-1			

60 Ft. Move

Attacks	To Hit	Damage
Melee	+3	+1
Ranged	+2	+1

14 +1 MOD Strength	Glowburn:	Temp	T.Mod
19 +0 MOD Agility	Glowburn:	Temp	T.Mod
16 +2 MOD Stamina	Glowburn:	Temp	T.Mod
17 +2 MOD Personality	Glowburn:	Temp	T.Mod
7 -1 MOD Intelligence	Glowburn:	Temp	T.Mod
13 +1 MOD Luck	Spent:	Temp	T.Mod
3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3			

Birth Sign / Lucky Roll
Revelation: Missile damage rolls (+1)

Fortitude	+3
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Reflex	+1
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Will	+4
------	----

+0 Initiative

Action Die
1d20

Crit Table	Die
11	1d8+1

Artifact Check	1 Max T.L.
1d20+1	

Weapon	Damage
Force Baton (+2 to hit)	2d8
Makeshift Axe	1d8
Pizza Cutter	1d5
Flint Dagger	1d4

XP:
Next Level: 190

Class Abilities & Mutations			
Class Abilities			
Natural Attack: 1d4 slam/bite melee attack			
Pack Mentality: +1 Melee attack bonus for each manimal attacking the same opponent within the same combat round.			
Physical Mutations			
Plasticity	Type: Passive	Ref: MCC pg. 57	
Manifestation: Dok-Tor Zayiss's body is supple and rubbery.			
Effect: Dok-Tor Zayiss is able to extend arms and legs 30' and may engage in melee at that range; gains additional 30' to movement; gains -1d3 to blunt force damage			
Mental Mutations			
Force Field Generation	Type: Active	Ref: MCC pg. 71	Roll: +3
Manifestation: Dok-Tor Zayiss generates a force field that is completely invisible.			
Effect: A mutation check roll is made each time the active mutation is used			

Artifacts, Equipment & Treasure
Makeshift axe
Flint dagger
Pizza cutter
Fancy headgear
Labcoat
Satchel/shoulder bag
Sharpie
Pad of post-it notes
Small ball of Flubber
Splice Girls t-shirt
Dazer pistol (7 charges)
Force baton (6 charges)
C-Cell
Grav Clamp
Com Badge (Jane Jetson)

Character Name:

Dok-Tor Zayiss

Equipment & Notes

Weapons: Makeshift Axe (1d8), Flint Dagger (1d4)

Armor: Hide +3AC, Fancy Headgear +1AC, Surprisingly Resilient Lab Coat (+1AC)

Items: Satchel/Shoulder Bag, Lab Coat, Duralloy Pizza Cutter, Sharpie, Pad of Post-It Notes, Small Ball of Flubber, Spice Girl T-Shirt (too small).

Languages: Nu-Speak, Orangu-twang, Techno Gibberish (not a real language)

Items: Dazer Pistol (7 Charges), Force Baton (6 charges), C-Cell, Grav-Clamp, Com-Badge (Jane Jetson)

Description

Dok-Tor Zayiss is a stretchy orangutan with a lab coat, or an *orangu-twang*, as he likes to refer to himself. He is also a distinguished scientist and a blithering idiot.

Dok-Tor likes to consider himself a man of science; unfortunately he is not that smart...but that does not stop him from trying. At any moment he tries to quantify things with techno gibberish and makes up words as he goes along.

His elasticity and forcefield give him excellent survivability, especially considering his curiosity sometimes gets him in trouble.



Quote

“**Dok-Tor** is not some *mere title* that can be **earned** by study and proven application of knowledge. It is my **NAME**. Being a genius is at the very core of who I am.”

Adventure Notes

Character Name: Flower		Player:	
Race: Pure Strain Human	Subtype: Shaman	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: 3	Class/Title: Shaman	Languages: Nu-Speak, Ancient, Security Access	
Sentient Flowering Plants, Pollinating Insects w/language			



Ouchies:

13 MAX
HP

AC
14

Armor worn: Leather	+2
Bark Skin (Patron Taint)	+2

Fumble Die: 1d8-1

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+1	+0
Ranged	+1	+0

10 +0 MOD Strength	Temp	T.Mod
Glowburn:		
10 +0 MOD Agility	Temp	T.Mod
Glowburn:		
10 +0 MOD Stamina	Temp	T.Mod
Glowburn:		
13 +1 MOD Personality	Temp	T.Mod
16 +2 MOD Intelligence	Temp	T.Mod
14 +1 MOD Luck	Temp	T.Mod
Spent:		

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Millsteed: Mounted attack rolls (+1)

Fortitude **+1**

Reflex **+1**

Will **+3**

+0 Initiative

Action Die
1d20

Crit Table	Die
1	1d8+1

Artifact Check **5** Max T.L.
1d20+7

Weapon	Damage
Spear	1d6
Dagger	1d4

XP:

Next Level: 190

Class Abilities & Mutations

Class Abilities

Darwinian Luck: Regenerate 1 spent luck point for each 7-day period

AI Recognition: +2 bonus to AI Recognition Rolls

Artifact Check Bonus: +5 on artifact checks

Patron AI: GAEA **Max Wetware Level:** 2

Patron AI Bond: Can invoke Patron or Wetware 3X/day at +1

Wetware Programs

Invoke Patron AI -GAEA Check: +6 Ref: MCC pg. 213
Effect: A check is rolled each time this shaman power is used

Elemental Shield Check: +6 Ref: MCC pg. 215
Manifestation: Elemental forces of nature rise up to Flower's defense, shielding her from enemy attacks
Effect: A check is rolled each time this shaman power is used

Corrosion Check: +6 Ref: MCC pg. 216
Manifestation: Flower summons the forces of nature to corrode, erode, fully discharge power cells, or otherwise cause technological objects to fail and cease functioning
Effect: a check is rolled each time this shaman power is used

Artifacts, Equipment & Treasure

- Leather armor
- Stone spear
- Flint dagger
- Leather rucksack
- Flint and steel
- Chia Pet (Bob Ross) w/17 bags of seed
- 2 Stim shots
- Sonic spanner

Character Name:

Flower

Equipment & Notes

Armor: Leather Armor, Has +2 AC and -2 DEX from Patron Taint

Weapons: Stone Spear (1d6), Flint Dagger (1d4)

Equipment: Leather Rucksack, Flint and Steel, Bob Ross Chia Pet w 17 bags of seed

Languages: Nu Speak, Programmer, Security Access, Sentient Flowering Plants, Pollinating Insects w language

Items: Stim Shot x2, Sonic Spanner

Description

Flower is an attractive human female. Socially she is the quiet one, always more interested in nature and her surroundings than the people she is with.

On her forehead is implant link with GAEA, a simple green bead. GAEA is the patron AI of environment and weather (including weather satellites).

Sadly, Flower sees less of the magic of nature and instead senses too much random data. Due to patron taint she has taken on several plantlike qualities. Her hair has a green grassy texture, occasionally sprouting a stray dandelion. Her skin has a barky texture in places and her eyes are milky and slightly faded. She always seems to be surrounded by bees and butterflies, and takes a -1 penalty to attack if none are nearby.

When she uses Glowburn, plants start to spring up around her. If she is using her Chia Pet while using Glowburn she gets 1 free point. She believes the joyful 'BobRoss' depicted on her Chia Pet must have been the first shaman of GAEA.

Speaks a little like a valley girl, but not so much that we need to kill the player.



Quote

"Wow, these plants are wonderful; too bad the nitrogen concentration in the soil is 2 off optimal."
"Did anyone just feel that shift in barometric pressure?"

Adventure Notes

Character Name: Gut-Face		Player:	
Race: Mutant	Subtype:	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: 3	Class/Title: Mutant/Abomination	Languages: Nu-Speak, Sentient Crustacean-ish	



Ouchies:

12 MAX
HP

Armor worn:

Makeshift Hide	+4
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AC 15

Fumble Die: **1d12**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+4	+2
Ranged	+3	+0

17 +2 MOD Strength	Glowburn:	Temp	T.Mod
14 +1 MOD Agility	Glowburn:	Temp	T.Mod
9 +0 MOD Stamina	Glowburn:	Temp	T.Mod
12 +0 MOD Personality		Temp	T.Mod
15 +1 MOD Intelligence		Temp	T.Mod
12 +0 MOD Luck	Spent:	Temp	T.Mod

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Bunker: Armor Class (+0)

Fortitude **+1**

Reflex **+2**

Will **+2**

Weapon	Damage
Javelin	1d6
Primitive Short Sword	1d6
Dagger	1d4
Gauzer Pistol	1d6

+3 **+1d3** **Initiative**

Action Die

1d20 + 1d16

Crit Table

11

Die

1d8

Artifact Check

1d20+3

5 Max T.L.

XP:

Next Level: 190

Class Abilities & Mutations

Class Abilities

0 Level Mutant Appearance: Mouth - located in belly

Mutant Horror Initiative Bonus: 1d3+2

Physical Mutations

New Body Parts Type: Passive Ref: MCC pg. 56

Manifestation: The new body parts are skeletal or chitinous

Effect: A long prehensile tail that acts as an extra arm; Gut-Face gains an additional d16 Action Die for melee and missile attacks only; +1 agility

Mental Mutations

Force Field Generation Type: Active Ref: MCC pg. 71 Roll: +3

Manifestation: Gut-Face generates a force screen that causes the air to ripple in a wavy pattern and hums noticeably

Effect: A mutation check roll is made each time the active mutation is used

Artifacts, Equipment & Treasure

- Primitive short sword
- 5 Javelins
- 2 Flint daggers
- Makeshift Hide armor
- Rucksack
- Leather sack
- Flint & steel
- Whetstone
- 4 Torches
- Small Sears' Craftsman Toolkit
- Fuzzy slippers
- Gauzer pistol (8 shots)
- Gauzer grenade (15', 3d6)

Character Name:

Gut-Face

Equipment & Notes

Weapon: Primitive Short Sword (1d6), 5 Javelins (1d6), 2 Flint Dagger (1d4)

Armor: Makeshift Hide, with various steel bits and a large Grilled Chest Plate (+4AC)

Equipment: Rucksack, Leather Sack, Flint & Steel, Whetstone, 4 Torches, Small Sear's Craftsman Toolkit, Fuzzy Slippers

Languages: Nu-Speak, Sentient Crustacean-ish

Items: Gauzer Pistol (8 shots), Gauzer Grenade (15', 3d6)

Description

Gut Face, had the unfortunate cosmetic mutation of a giant mouth in his belly, and something resembling a chitinous scorpion tail that has a good manipulator appendage. His tail and few parts of his body are covered in chitin, and he has an odd overall look.

His main Mutant Power is force field, which is helpful for staying alive. His mutant tail seems to fight on its own, and that combined with his above average strength make him a tough opponent. He likes his javelins because he can alternate between throwing and thrusting; and tends to keep his other hand free for grabbing stuff or handing weapons off to his other hands.

Gut Face wears fairly heavy armor and has upgraded a set of hide with many metal rivets and plates; but is most impressed by the steel grill that goes over his torso/mouth.



Quote

None, but when Gut-Face speaks, his words are a bit garbled and he often adds a short 'a' sound at the end of most words (like Mush Mouth from Fat Albert).

Adventure Notes

Character Name: Harold		Player:	
Race: Plantient	Subtype: Cactus	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: 3	Class/Title: Greenskeeper	Languages: Nu-Speak, Cactii, Ancient, Flowering Plant-ish	



18 MAX HP	Ouchies:

AC 17	Armor worn:	Hide	+3
		Flower-pot helmet	+1
		shield	+1
Fumble Die: 1d12-1			

60 Ft. Move

Attacks	To Hit	Damage
Melee	+2	+0
Ranged	+4	+0

9 +0 MOD	Strength	Temp	T.Mod
16 +2 MOD	Agility	Temp	T.Mod
13 +1 MOD	Stamina	Temp	T.Mod
11 +0 MOD	Personality	Temp	T.Mod
16 +2 MOD	Intelligence	Temp	T.Mod
15 +1 MOD	Luck	Temp	T.Mod
3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3			

Birth Sign / Lucky Roll
The Millsteed: Mounted attack rolls (+1)

Fortitude	+2
------------------	----

Reflex	+3
---------------	----

Will	+2
-------------	----

+2 Initiative

Action Die
1d20 + 1d20

Crit Table	Die
III	1d14+1

Artifact Check	5 Max T.L.
1d20+2	

Weapon	Damage
Gauzer Rifle	1d8
Ginsu Knives	1d5
Blow Gun	1d3

XP:
Next Level: 190

Class Abilities & Mutations	
Class Abilities	
Natural Attack: Harold has a 1d4 thorn attack. This also gives him infinite blow dart ammunition	
Fragrance Pheromones: Gets 2 points of Luck for every 1 point spent; may donate this to other characters if desired. Recovers Luck at the rate of 2 points per 24 hours.	
Can't See the Forest for the Trees: 65% chance to hide successfully in appropriate outdoor settings. Harold can attempt to stand on his head to attempt to mimic a potted plant indoors; chance of success at GM discretion	
Physical Mutations	
Increased Speed Type: Passive Ref: MCC pg. 53	
Manifestation: Harold's movements, even when resting, appear jittery and shaky.	
Effect: Failure, cosmetic change only	
Heightened Stamina Type: Passive Ref: MCC pg. 51	
Manifestation: Harold's skin flashes metallic red briefly each time he makes a Fortitude saving throw.	
Effect: Harold's Stamina score is increased by +1	
Multiple Body Parts Type: Passive Ref: MCC pg. 56	
Manifestation: Harold's extra body parts are a different skin color --a slightly lighter shade of green.	
Effect: Harold has 2 extra arms and gains a d20 additional Action Die for melee attacks only; Harold also has 2 extra legs and gains an additional 30' to movement	

Artifacts, Equipment & Treasure
Set of Ginsu knives
Blow dart gun
Flower-pot helmet
Small shield
Mag-Lev passenger brochure
Can of ? (soda)
Mug (#1 boss)
Rucksack
Purple crayon
50' Syntha-rope
Talking Fit-Bit
Spray bottle of defoliant
Gauzer rifle (18 shots)
Spare clip (20 shots)
Grav clamp

Character Name:

Harold

Equipment & Notes

Weapons: Set of Ginsu-Knives (1d5), Blow Dart Gun (1d3)

Armor: Hide +3AC, Flower Pot Helmet +1AC, Small Shield +1AC

Equipment: Mag-Lev Passenger Brochure, Can of Soda, #1 Boss Mug, Rucksack, Purple Crayon, 50' Syntha-Rope, a Talking Fit-Bit, Spray Bottle of Defoliant

Languages: Nu-Speak, Cacti, Ancient, Flowering Plant-ish

Items: Gauzer Rifle (18 shots, 48 charges), Spare Clip (20), Grav-Clamp



Description

Harold is a cactus, but he has 4 arms and 4 legs. He is kind of fast and a blur in combat. One might think that a cactus would be a loner, but Harold loves being part of the team, and is practically the team cheer leader (especially when it comes to urging someone on and lending them his luck). Harold is also a busy body and likes to be in everyone's business and just everywhere.

Because he is often the first into danger sometimes his teammates need to reign in his unbridled enthusiasm.

All of Harold's mutations seems to be about being his quick self; because he can't really do any tricks.

Harold does have a strong interest in flowering plantients. He thinks they are hot and will go out of his way to hit on them.

Quote

When he sees a cute girl plantient: "How you doin'?"

Adventure Notes

Character Name: Lahr-Ree		Player:	
Race: Pure Strain Human	Subtype: Shaman	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: 3	Class/Title: Shaman	Languages: Nu-Speak, Programmer, Ancient	



Ouchies:

17 MAX
HP

AC
14

Armor worn:	
Holo Vid Helm	+1
Augmented Leather	+3

Fumble Die: 1d8+1

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+2	+1
Ranged	+1	+0

13 +1 MOD Strength	Glowburn:	Temp	T.Mod
10 06 MOD Agility	Glowburn:	Temp	T.Mod
14 +1 MOD Stamina	Glowburn:	Temp	T.Mod
10 +0 MOD Personality	Glowburn:	Temp	T.Mod
15 +1 MOD Intelligence	Glowburn:	Temp	T.Mod
8 -1 MOD Luck	Spent:	Temp	T.Mod

3=-3, 4=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The CPU: Initiative (-1)

Fortitude **+2**

Reflex **+1**

Will **+2**

Weapon	Damage
Pipe Wrench	1d6
Sharp screwdriver	1d4
Dagger	1d4

-1 **Initiative**

Action Die

1d20

Crit Table	Die
1	1d8-1

Artifact Check **5** Max T.L.

1d20+6

XP:

Next Level: 190

Class Abilities & Mutations

Class Abilities

Darwinian Luck: Regenerate 1 spent luck point for each 7-day period

AI Recognition: +2 bonus to AI Recognition Rolls

Artifact Check Bonus: +5 on artifact checks

Patron AI: HALE-E **Max Wetware Level:** 2

Patron AI Bond: Can invoke Patron or Wetware 3X/day at +1

Wetware Programs

Invoke Patron AI -HALE-E Check: +5 Ref: MCC pg. 219
Effect: A check is rolled each time this shaman power is used

Sightblinder Check: +5 Ref: MCC pg. 221
Manifestation: Lahr-Ree manipulates and bends light waves so as to appear as either a most trusted friend, a superior whose orders must be followed, or an enemy so feared that they must be instantly obeyed.
Effect: A check is rolled each time this shaman power is used

Artifacts, Equipment & Treasure

- Leather armor with sports pads
- Holo Vid helmet
- Pipe wrench
- Flint dagger
- Sharpened screwdriver
- Rucksack
- Long plaid scarf
- New pair of Reebok footwear
- 2 Sealed energy bars
- Can of energy drink
- TV Guide
- Multitool
- Neuroshot
- Enviro-belt (6 hours)

Character Name:

Lahr-Ree

Equipment & Notes

Armor: Leather and Assorted Sports Pads +3AC (covered with weird glowing circuitry pattern), Holo-Vid Helmet +IAC

Weapons: Pipe Wrench (1d6), Dagger (1d4), Sharpened Screw Driver (1d4)

Equipment: Rucksack, Long Plaid Scarf, New Pair of Reebok Footwear, 2 Sealed Energy Bar, Can of Energy Drink, reprinted copy of TV Guide from mid-80's.

Languages: Nu-Speak, Programmer, Ancient,

Items: Multi-Tool, Neuroshot, Enviro-Belt (6 hours)



Description

Lahr-Ree is shaman of HALE-E, god of delirium and madness (and modern entertainment). After seeing countless vids that mean nothing in the real world, Lair-Re is a bit off. Lair-Re always tries to find meaning from these unrelatable vids and tries to say words of wisdom that mean something, "It's like when Luke blew up the Death Star, you have to have faith, ...AND THE FORCE".

Lahr-Re has an impressive and unrelatable amount of music and trivial knowledge. He likes to hum appropriate songs at most situations (at least he thinks they are).

Lahr-Ree has accumulated a bit of patron taint: whatever he wears always has a faint glowing circuit pattern, and his skin glows slightly (-I stealth), and sometimes he sees the world overlaid in polygons, rather than actual reality. He always wears his vid helmet: it never comes off.

Quote

Any movie quote. All the time.

Adventure Notes

Character Name: Mistur Tode		Player:	
Race: Manimal	Subtype: Amphibian: Toad	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: 3	Class/Title: Gamma Trooper	Languages: Nu-Speak, Amphibian-ish, Ancient	



Ouchies:

15 MAX
HP

Armor worn:

Makeshift Hide	+4
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AC 15

Fumble Die: **1d12-2**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+1	+1
Ranged	+3	+2

8	-1 MOD	Strength	Temp	T.Mod
Glowburn:				
14	+1 MOD	Agility	Temp	T.Mod
Glowburn:				
10	+0 MOD	Stamina	Temp	T.Mod
Glowburn:				
16	+2 MOD	Personality	Temp	T.Mod
Glowburn:				
14	+1 MOD	Intelligence	Temp	T.Mod
Glowburn:				
17	+2 MOD	Luck	Temp	T.Mod
Spent:				

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Apocalypse All damage rolls (+2)

Fortitude **+1**

Reflex **+2**

Will **+4**

+1 Initiative

Action Die

1d20

Crit Table	Die
11	1d8+2

Artifact Check **4** Max T.L.

1d20+2

Weapon	Damage
Makeshift Baseball Bat (+1 to hit)	1d7
Javelin	1d6
Knife	1d5
Sling	1d4

XP:

Next Level: **190**

Class Abilities & Mutations

Class Abilities

Natural Attack: 1d4 bite melee attack

Pack Mentality: +1 Melee attack bonus for each manimal attacking the same opponent within the same combat round.

Physical Mutations

Holographic Skin Type: Active Ref: MCC pg. 52 Roll: +3

Manifestation: Mistur Tode's body appears to lose dimensionality, first along the horizontal plane, then the vertical

Effect: A mutation check roll is made each time the active mutation is used

Mental Mutations

Mind Control Type: Active Ref: MCC pg. 75 Roll: +3

Manifestation: Mistur Tode's merest glance causes involuntary flinching in others

Effect: A mutation check roll is made each time the active mutation is used

Artifacts, Equipment & Treasure

- Augmented hide armor
- Baseball bat
- Javelin
- Modern survival knife
- Sling
- Brief-case
- Mega-phone
- Ronco Pocket Fisherman
- Bag of chips
- Pen
- Legal pad
- Stapler
- 10 Sling stones
- Civilian force field belt (single use)
- EMP grenade
- Photon grenade

Character Name:

Mistur Tode

Equipment & Notes

Weapon: Makeshift Baseball Bat (+1 to hit, 1d7), Javelin (1d6), Modern Survival Knife (1d5), Sling

Armor: Makeshift Hide (with Rubber Hose, and Corrugated Metal) +4AC

Equipment: Brief-Case with add-on rope carrying strap, Mega-Phone, Ronco Pocket Fisherman, Bag of Chips, Pen, Legal Pad, Stapler, 10 Sling Stones (Rocks, Golf Balls, Pool Balls, a Baseball)

Languages: Nu-Speak, Amphibian-ish, Ancient

Items: Civilian Force Field Belt (Single Use), EMP Grenade, Photon Grenade

Description

Mistur Tode is a toad person, and an arrogant, bossy one. He thinks he should make the calls, especially since he has Mind Control.

Unfortunately, the whole team attitude has killed his mind-control the team aspirations, but he still likes to control random monsters and other sentients (when the team lets him). Most times when he mind-controls someone the first thing they say is “All hail the Hypno-Toad”. Mistur Tode claims ignorance, but somehow, he can mentally suggest this as he gains control. Mistur Tode like to have a minion carry his stuff (briefcase). The team doesn’t really like it when he gets minions killed (unless the minion started out a bad guy).

Mistur Tode can also turn invisible, which is a handy power when things get too dangerous. He has a one-shot Civilian Forcefield (he used to have two). It only lasts for few minutes, and he usually needs air before it runs out. He can’t attack or turn invisible while using it, but he can still mind-control things.



Quote

“Kneel before Toad.”

Adventure Notes

Character Name: Pierce		Player:	
Race: Pure Strain Human	Subtype: Healer	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: 3	Class/Title: Healer/Curate	Languages: Nu-Speak, Ancient, Medical Jargon	



Ouchies:

22 MAX
HP

AC
15

Armor worn: **Plasteel Mesh Vest** +4

Fumble Die: **1d12-1**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+3	+1
Ranged	+3	+1

13 +1 MOD Strength	Temp	T.Mod
Glowburn:		
15 +1 MOD Agility	Temp	T.Mod
Glowburn:		
13 +1 MOD Stamina	Temp	T.Mod
Glowburn:		
10 +0 MOD Personality	Temp	T.Mod
16 +2 MOD Intelligence	Temp	T.Mod
13 +1 MOD Luck	Temp	T.Mod
Spent:		

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Glow: Fortitude saving throws (+1)

Fortitude **+3**

Reflex **+2**

Will **+2**

Weapon	Damage
Metal Pick	1d8
Combat knife	1d5
Scalpel	1d3

+1 **Initiative**

Action Die
1d20

Crit Table	Die
III	1d10+1

Artifact Check **5** Max T.L.
1d20+6

XP:

Next Level: **190**

Class Abilities & Mutations

Class Abilities

Darwinian Luck: Regenerate 1 spent luck point for each 24-hour period

AI Recognition: +2 bonus to AI Recognition Rolls

Artifact Check Bonus: +4 on Artifact check rolls

Medical Artifact Bonus: Increase all healing results from medical artifacts by one die size in the die chain

Naturopathy: Pierce may use natural healing techniques 6X/day, healing 1d5 damage per use

Artifacts, Equipment & Treasure

Plasteel mesh vest

Improvised metal pick

Modern combat knife

Scalpel

Modern military fatigues

Cap

Leather doctors' bag

Barbie doll

Medical text book

Med kit (3 uses)

2 Medishots

Radshot

Cureshot

Com badge (Dr. Quinn)

Child's anti-gravity suitcase (TMNT)

Telepathic albino rat (Brane)

Character Name:

Pierce

Equipment & Notes

Armor: Plasteel Mesh Vest +4 AC (she couldn't find a few of the pieces)

Weapons: Improvised Metal Pick (1d8), Modern Combat Knife (1d5), Scalpel (1d3)

Equipment: Modern Military Fatigues and Cap, Leather Doctor's Bag, Barbie Doll (Bad touch Barbie), Medical Text Book

Languages: Nu-Speak, Ancient, Medical Jargon

Items: Med Kit (3 uses), 2 Medishot, Radshot, Cureshot, Com Badge (Dr. Quinn), Children's Anti-Gravity Suitcase (with TNMT), Telepathic Albino Rat (Brane).

Description

Pierce started out as a skilled warrior, but when she went on the quest of the seeker as a young adult she had a bit of luck that changed her future career.

On her quest she got lucky and found several bits of medical equipment at an ancient army military hospital, and more importantly a telepathic lab rat (Brane). With the rat's instructions, she was able to take the best stuff, including a medical text book. Taking it all back she was able to be trained as a healer. Still a capable warrior, she likes to use her medical skills to know how to best kill things.

Her TMNT suitcase is a hard-shelled suitcase that hovers about 1.5 feet off the ground and can hold about 80 pounds. Pierce tends to keep her extra gear there and travel light.

Brane usually sits on Pierce's shoulder or pocket and is good at staying out of harm's way. Pierce got her name because of her chosen weapon, a steel pipe with a sharp spike.



Quote

“Go for the spleen, that will really put it down for the count”.

“Show me on this doll where it hurts”

Adventure Notes

Character Name: Pliss-Kyn		Player:	
Race: Mutant	Subtype:	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: 3	Class/Title: Mutant/Abomination	Languages: Nu-Speak, Ancient	



Ouchies:

13 MAX
HP

Armor worn:

Shield (when used)	+1
Hub-cap armor	+4
Bubble helm	+1

AC 13

Fumble Die: **1d12**

35 Ft.
Move

Attacks	To Hit	Damage
Melee	+5	+3
Ranged	+2	+0

18 +3 MOD Strength	Temp	T.Mod
Glowburn:		
12 +0 MOD Agility	Temp	T.Mod
Glowburn:		
12 +0 MOD Stamina	Temp	T.Mod
Glowburn:		
14 +1 MOD Personality	Temp	T.Mod
13 +1 MOD Intelligence	Temp	T.Mod
12 +0 MOD Luck	Temp	T.Mod
Spent:		

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

Revelations: Missile damage rolls (+0)

Fortitude **+1**

Reflex **+1**

Will **+3**

Weapon	Damage
Big axe	1d10
Dagger	1d4

+2 **+1d3** **Initiative**

Action Die

1d20

Crit Table	Die
11	1d8

Artifact Check **4** **Max T.L.**

1d20+3

XP:

Next Level: 190

Class Abilities & Mutations

Class Abilities

0 Level Mutant Appearance: Form: Is serpentine

Mutant Horror Initiative Bonus: **1d3+2**

Physical Mutations

Taller Type: Passive Ref: MCC pg. 62

Manifestation: Pliss-Kyn's body is taller than other members of his genotype, but his lower legs and feet are extra wide (does not apply; his bottom half is snake-like)

Effect: Pliss-Kyn is taller than average humans; gains +2 to Strength, +5' movement, and -2 AC

Ultravision Type: Passive Ref: MCC pg. 62 Roll: +3

Manifestation: Pliss-Kyn's eyes are composed entirely of dark purple pupils

Effect: Pliss-Kyn is able to see microwave sources and transmissions up to 40'; his vision may inflict 2d6 heat damage to a single target as an action (Requires a hit roll).

Radiation Generation Type: Active Ref: MCC pg. 58 Roll: +3

Manifestation: Pliss-Kyn's body glows with a bright blue halo

Effect: A mutation check roll is made each time the active mutation is used.

Mental Mutations

Molecular Integration Type: Active Ref: MCC pg. 79 Roll: +3

Manifestation: Pliss-Kyn's hands radiate bluewhite rings of concentric energy

Effect: A mutation check roll is made each time the active mutation is used.

Artifacts, Equipment & Treasure

Big axe
Flint dagger
Hub-cap armor
Small shield
Bubble helmet
Jar of Turtle Wax
Backpack
Atomic-powered space heater
Sleeping bag
Com Badge (Chris Collins)
Medishot
3 Hemopatches

Character Name:

Pliss-Kyn

Equipment & Notes

Weapon: Big Axe made from Stop Sign (1d10), Flint Dagger (1d4).

Armor: Hub-Cap Armor (+4AC), has a small shield but rarely uses since his Axe is two handed (optional +1AC), Bubble Helmet (+1AC)

Equipment: Jar of Turtle Wax, Back Pack, Atomic Powered Space Heater, Sleeping Bag

Languages: Nu-Speak, Ancient

Items: Bubble Helmet, Com-Badge (Chris Collins), Medishot, 3 Hemopatches

Description

Pliss-Kyn is big (around 8 feet), and has a large serpent tail instead of legs. Other than that he appears to be a very strong, but regular human with purple eyes.

Pliss-Kyn is good in a fight but sometimes worries a bit. Sometimes he feels like a big target, so he got his friends to help him make the best armor they could (and he found a nifty helmet). Because of his new armor he feels

better about himself, but still sometimes feels more exposed than the other mutants. He has no idea how the pure strains cope with the life of a seeker.

His other powers are generally useful, he has two ranged attacks and can heal people and fix things.

He speaks in a rather raspy high pitch voice (like Cobra Commander) and sometimes it sounds weird, especially when he is giving a compliment.



Quote

“Call me Snake,” or, depending on mood, “The name is Pliss-Kyn.”

Adventure Notes

Character Name: Tribella		Player:	
Race: Mutant	Subtype:	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: 3	Class/Title: Mutant/Abomination	Languages: Nu-Speak, Ancient, Canine Humanoid	



Ouchies:

20 MAX
HP

AC
15

Armor worn:	Shield	+1
	Augmented Leather	+3

Fumble Die: **1d8+1**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+2	+0
Ranged	+3	+0

10	+0 MOD	Strength	Temp	T.Mod
Glowburn:				
15	+1 MOD	Agility	Temp	T.Mod
Glowburn:				
16	+2 MOD	Stamina	Temp	T.Mod
Glowburn:				
15	+1 MOD	Personality	Temp	T.Mod
Glowburn:				
17	+2 MOD	Intelligence	Temp	T.Mod
Glowburn:				
6	-1 MOD	Luck	Temp	T.Mod
Spent:				

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Warbot: Critical hit table (double luck mod) (-2)

Fortitude **+3**

Reflex **+2**

Will **+3**

+3 +1d3
Initiative

Action Die
1d20

Crit Table	Die
II	1d8-2

Artifact Check **5** Max T.L.
1d20+4

Weapon	Damage
Spear	1d6
Club	1d6
Dagger	1d4
Laser Pistol	3d6

XP:

Next Level: **190**

Class Abilities & Mutations

Class Abilities

0 Level Mutant Appearance: Hair: grows over entire body
Mutant Horror Initiative Bonus: 1d3+2

Physical Mutations

Light Generation Type: Active Ref: MCC pg. 54 Roll: +3
Manifestation: Tribella's eyes shoot twin beams of light
Effect: A mutation check roll is made each time the active mutation is used.

Infravision Type: Passive Ref: MCC pg. 54
Manifestation: Tribella has a third eye placed in the center of her forehead which actively broadcasts infrared light
Effect: Tribella is able to see infrared heat sources up to 40' distant

Symbiotic Touch Type: Passive Ref: MCC pg. 62
Manifestation: Tribella's fingers end in suction cups
Effect: A mutation check roll is made each time the active mutation is used.

Mental Mutations

Cryokinesis Type: Active Ref: MCC pg. 66 Roll: +3
Manifestation: Tribella's body becomes temporarily encased in a layer of snow
Effect: A mutation check roll is made each time the active mutation is used.

Artifacts, Equipment & Treasure

- Spear
- Club
- 2 Flint daggers
- Augmented leather armor
- Rucksack
- Scissors
- 2 Boxes of snack food
- Can of mousse
- Sunglasses
- 50' Syntha-rope
- Piles of hair accessories
- Laser pistol (3 charges)
- Sensor pad
- Neuroshot

Character Name:

Tribella

Equipment & Notes

Weapons: Spear (1d6), Club (1d6), 2 Flint Daggers (1d4)

Armor: Augmented Leather Armor (+3AC), Shield (+1AC)

Items: Rucksack, Scissors, 2 Boxes of Snack food, Can of Mouse, Sun Glasses, 50' Syntha-rope, has piles of hair accessories (scrunchies, clips, flat iron, curling iron, hair net).

Languages: Nu-Speak, Ancient, Canine Humanoid

Items: Laser Pistol (3 charges), Sensor Pad, Neuroshot



Description

Tribella is a female mutant whose entire body is covered in hair, so much that she looks like a cross between Cousin It and a Yeti. She has a third eye on her forehead that she tends to keep covered. Her eyes always seem to generate some low level of light, so she tends to wear sunglasses (even in the dark).

Even though Tribella has good mutations, she generally considers his intelligence her greatest gift. Tribella has pretty much got her light power down so that she can turn on a flashlight effect without rolling a mutation check. Recently she was exposed to radiation and developed the symbiotic suckers on her finger-tips. So far nobody has noticed them because she can sort of retract them when not in use, but she is reluctant to let people know she can compel actions with her symbiotic touch, since she doesn't want people creeped out by this.

Her sensor pad is a complicated gizmo kind of like a Star Trek Tricorder. It can detect a number of things, but usually just scanning for life seems to be the easiest and most helpful.

Tribella has a very sexy Jessica Rabbit type voice. This has lead to speculation among the male party members on what she looks like under all that hair, because the common consensus is that she sounds HOT.

Quote

“Does my hair look all right”?

Adventure Notes

First Level Versions

This collection of characters was originally designed as pre-gens for Gen Con convention games. Those adventures were for third-level characters. Eventually, we wrote up a couple 1st level adventures, and decided we also needed first-level versions of these characters. We're including them here in the following pages as a bonus!

Also, here's a copy of the cover art to this Folio in black and white for you to have fun coloring yourself!



Character Name: Bam-Bee		Player:	
Race: Manimal	Subtype: Bovine: Antelope	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: I	Class/Title: Omega Cub	Languages: Nu-Speak, Deer/Antelopean (includes Moose) Ancient, Rodent-ish (rabbits and squirrels)	



Ouchies:

13 MAX
HP

AC
13

Armor worn:	Leather	+2
	Built-in Antler Helm	+1
	Camo Energy Cloak	+1

Fumble Die: 1d8-2

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+1	+0
Ranged	+0	+0

10 +0 MOD Strength	Temp	T.Mod
Glowburn:		
6 -1 MOD Agility	Temp	T.Mod
Glowburn:		
13 +1 MOD Stamina	Temp	T.Mod
Glowburn:		
11 +0 MOD Personality	Temp	T.Mod
Glowburn:		
16 +2 MOD Intelligence	Temp	T.Mod
Glowburn:		
16 +2 MOD Luck	Temp	T.Mod
Spent:		

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Multitool: Escape Traps(+2)

Fortitude **+1**

Reflex **+0**

Will **+1**

-1 Initiative

Action Die
1d20

Crit Table	Die
11	1d6+2

Artifact Check **5** Max T.L.
1d20+1

Weapon	Damage
Longspear	1d8
Gauzer Hunting Rifle w/scope	1d12
Knife	1d3

XP:

Next Level: 190

Class Abilities & Mutations

Class Abilities

Natural Attack: 1d4 Antler gore melee attack

Pack Mentality: +1 Melee attack bonus for each manimal attacking the same opponent within the same combat round.

Physical Mutations

Extra Senses Type: Active Ref: MCC pg. 48 Roll: +1

Manifestation: Bam-Bee has insectoid antennae that act as motion detectors

Effect: A mutation check roll is made each time the active mutation is used

New Body Parts Type: Passive Ref: MCC pg. 56

Manifestation: The new body parts are metallic, and appear artificial (radar dishes)

Effect: Bam-Bee possesses antennae that allow her to sense movement in a 360-degree arc; manimal cannot be surprised by moving creatures or objects

Mental Mutations

Molecular Integration Type: Active Ref: MCC pg. 79 Roll: +1

Manifestation: Bam-Bee-s hands radiate bluewhite rings of concentric energy

Effect: A mutation check roll is made each time the active mutation is used

Defects

Life Force Transference Type: Active Ref: MCC pg. 94 Roll: +1

Manifestation: Bam-Bee-s is able to willingly tranfer her own life force into other living creatures

Effect: A mutation check roll is made each time the active mutation is used

Artifacts, Equipment & Treasure

- Long Spear
- Kitchen knife
- Camouflage jacket: Energy Cloak +1 AC built-in
- Gauzer Hunting rifle w/scope (18 shots)
- Leather armor
- Canteen
- Whistle
- 3 Sterno (heat cannisters)
- Flashlight
- Wire cutters
- Medishot

Character Name:

Bam-Bee

Equipment & Notes

Weapons: Two Handed Boar Spear (1d8), Kitchen Knife (1d3), Bow (1d6)

Armor: Leather Armor +2AC, Antler Helm (built in) +1AC, Energy Cloak +1AC

Equipment: Camouflage Jacket, Canteen, Whistle, 3 Sterno (Heat Canister), Flash Light, Wire Cutters

Languages: Nu-Speak, Deer/Antelopian (includes Moose), Ancient, Rodent-ish (rabbits and squirrels)

Items: Medishot, Gauzer Hunting Rifle w/scope (18 shots, 48 charges), Energy Cloak (Built into Camo Jacket)



Description

Bam-Bee is a deer mutant. She has antlers, antennae (like a Bee), and her Antlers have Radar Dish like appendages. She will know if something is coming.

Bam-Bee hates being a seeker, seekers do dangerous stuff and are gonna die; but her tribe declared they must to do their part and have a seeker. Bam-Bee is totally afraid she is going to get killed, but she is smart and if she keeps the other seekers from dying, they might somehow keep her alive. She is mostly a sort of scout,

and sometimes a healer. She has a rifle (although she is a bad shot), so she can shoot at a distance and her long spear keeps stuff away from her. She also can fix things and heal the others with her molecular integration.

Once recently she used her life force transference power and it nearly killed her, so she is kind of afraid to use it. She likes to think of herself as a team player, but not the fighting half of the team.

Although she is not a rover, she even has a little bit of skill with traps (due to her birth sign and high INT). Bam-Bee is fluent in Rabbit, and can speak with most non-predator woodland critters.

Quote

“Game Over, we are all gonna die”

Adventure Notes

Character Name: Bat Guy		Player:	
Race: Mutant	Subtype:	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: I	Class/Title: Misfit	Languages: Nu-Speak, Security Access	



Ouchies:
11 MAX HP

AC	Armor worn: Leather	+2
16		
Fumble Die: 1d8-1		

20 Ft. Move

Attacks	To Hit	Damage
Melee	+2	+2
Ranged	+2	+1

15 Strength +1 MOD Glowburn: Temp T.Mod
13 Agility +1 MOD Glowburn: Temp T.Mod
15 Stamina +1 MOD Glowburn: Temp T.Mod
12 Personality +0 MOD Glowburn: Temp T.Mod
14 Intelligence +1 MOD Glowburn: Temp T.Mod
15 Luck +1 MOD Spent: Temp T.Mod

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll
The Apocalypse: All damage rolls (+1)

Fortitude +1

Reflex +2

Will +1

+3 +1d3 Initiative
--

Action Die
1d20

Crit Table	Die
11	1d6+1

Artifact Check	4 Max T.L.
1d20+1	

Weapon	Damage
Primitive Short Sword	1d6
Brass Knuckles	1d5
Throwing Blades	1d4

XP:
Next Level: 190

Class Abilities & Mutations			
Class Abilities			
0 Level Mutant Appearance: Mouth is fanged			
Mutant Horror Initiative Bonus: 1d3+2			
Physical Mutations			
Wings	Type: Passive	Ref: MCC pg. 64	
Manifestation: Bat Guy has wings of an unrelated type for his genotype (bat wings)			
Effect: Bat-Guy's wings for distances up to 50' per round, or 1/2 speed carrying up to 100 lbs.			
Shorter	Type: Passive	Ref: MCC pg. 60	
Manifestation: Bat Guy's body is a scaled-down version of other members of his genotype			
Effect: Bat Guy is 3' shorter than average humans, AC increases by +3, normal move speed reduced by 10ft/round			
Mental Mutations			
Domination	Type: Active	Ref: MCC pg. 69	Roll: +1
Manifestation: Bat-Guy's eyes glow with an intense yellow light			
Effect: A mutation check roll is made each time the active mutation is used			
Force Field Generation	Type: Active	Ref: MCC pg. 71	Roll: +1
Manifestation: Bat Guy is surrounded by a wall of translucent blue light			
Effect: A mutation check roll is made each time the active mutation is used			

Artifacts, Equipment & Treasure
Short Sword
Brass Knuckles
6 Sharpened throwing blades
Leather armor
Utility Belt/WEB Gear
Bandolier
Fanny pack
Detective Comics graphic novel
Luchador Mask
Grappling Hook launcher w/100' rope

Character Name:

Bat Guy

Equipment & Notes

Weapon: Primitive Short Sword (1d6), Duralloy Brass Knuckles (1d5), 6 Sharpened Throwing Blades (1d4)

Armor: Leather Armor (+2AC)

Items: Utility Belt/WEB Gear, Bandolier, Stylish Fanny Pack, Detective Comics Graphic Novel, Luchador Mask

Languages: Nu-Speak, Security Access

Items: Grappling Hook Launcher, with Duralloy Grappling hook and 100' Syntharope.

Description

Bat Guy is a short little seeker (3'8"), although he likes to refer to himself as a crime fighter. He speaks in a deep raspy voice and likes to take charge. His mouth is fanged, and he has a set of bat wings on his back, it makes him sort of dark and brooding.

Sometimes when he is giving commands in his spooky voice, his eyes glow yellow, and most are compelled to do as he asks.

Bat Guy can generate a force field, but even when it deflects hits, he likes to make the motions that he is deflecting them himself (even though he is often a second behind).

Despite his size, he is quite strong and agile, and seems to be able to make his hits count (apocalypse sign +1 damage).

Bat Guy's wings are capable of powered flight (later on, as he matured, he bulked up a little bit -- he refers to it as 'Miller-ization' --and lost that ability).



Quote

"I'm Batman"

Adventure Notes

Character Name: Belle		Player:	
Race: Manimal	Subtype: Bovine: Cow	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: I	Class/Title: Omega Calf	Languages: Nu-Speak	



15 MAX
HP

Ouchies:

AC
13

Armor worn:	Shield	+1
	Hide	+3
	Helmet	+1

Fumble Die: **1d12**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+1	+0
Ranged	-1	+0

9	+0 MOD	Strength		
Glowburn:			Temp	T.Mod
5	-2 MOD	Agility		
Glowburn:			Temp	T.Mod
16	+2 MOD	Stamina		
Glowburn:			Temp	T.Mod
15	+1 MOD	Personality		
Glowburn:			Temp	T.Mod
6	-1 MOD	Intelligence		
Glowburn:			Temp	T.Mod
9	+0 MOD	Luck		
Spent:			Temp	T.Mod

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Multitool: Escape Traps (+0)

Fortitude **+2**

Reflex **-1**

Will **+2**

Weapon	Damage
Duralloy Spear	1d8
Club	1d6
Dagger	1d4

-2 **Initiative**

Action Die
1d20

Crit Table	Die
11	1d6

Artifact Check **1** Max T.L.
1d20-1

XP:

Next Level: **190**

Class Abilities & Mutations

Class Abilities

Natural Attack: 1d4 horn gore melee attack

Pack Mentality: +1 Melee attack bonus for each manimal attacking the same opponent within the same combat round.

Physical Mutations

Electrical Generation Type: Active Ref: MCC pg. 47 Roll: +2

Manifestation: Belle's body crackles and glows as balls of electricity form in her hands that can be thrown at target.

Effect: A mutation check roll is made each time the active mutation is used

Mental Mutations

Time Sense Type: Active Ref: MCC pg. 85 Roll: +2

Manifestation: Belle's face appears to blur horizontally as her eyes glow with a deep crimson light.

Effect: A mutation check roll is made each time the active mutation is used

Special

Belle always gets an extra +1 on all mutation checks (+2 total) and can use time sense as move action (she can't reroll it while it is in effect). In addition, she can't fail a time sense roll, she can only lose it for the rest of a combat (not the day).

Artifacts, Equipment & Treasure

Duralloy Spear
Club
Flint dagger
Fur cloak
Shield
Metal helmet
Rucksack
Salt lick
Cow Bell
Bucket
I-Pod w/speakers
Mud-flap skirt
Large wedge of cheese
Bottle of milk
Medishot
Com Badge (citizen Daisy Barton)

Character Name:

Belle

Equipment & Notes

Armor: Hide with Fur Cloak +3AC, Shield +IAC, Metal Helmet (Cooking Pot) +IAC

Weapon: Duralloy Spear (1d8), Club (1d6), Flint Dagger (1d4)

Equipment: Rucksack, Salt Lick, Cow Bell, Bucket, I-Pod w speaker (she doesn't really understand it, currently it is stuck on shuffle/random), Mud-Flap skit (w Silhouettes), Large Wedge of Cheese, Bottle of Milk.

Languages: Nu-Speak

Items: Medishot, Com-Badge (Citizen Daisy Barton). Note Belle sucks with Tech and has only barely managed to be taught how to use the things she has.



Description

Belle is a cow-person. She isn't that strong or that smart, but she is tough.

Belle felt mistreated by her some former teammates. Most of them considered her a meat shield, but she thought she was better than that. What kept surprising them is how Belle always just managed to do the right thing at the right time. Belle has mastered her time sense, which give her the brief precognitive ability to sense the future (or where not to stand). **Belle always gets an extra +1 on all mutation checks (+2 total) and can use time sense as move action** (she can't reroll it while it is in effect). In addition, she can't fail a time sense roll, she can only lose it for the rest of a combat (not the day).

Belle likes the group of Seekers she is with now; and tries to be a good teammate. She always offers to share her milk or cheese (don't ask). Belle, considers herself a good singer, but likes to save her singing for the important moments.

Quote

Cow & Dairy Puns, Lots of Cow Puns

Adventure Notes

Character Name: Bob-Dar, the Bob-barian		Player:	
Race: Pure Strain Human	Subtype: Sentinel	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: I	Class/Title: Sentinel/Recruit	Languages: Nu-Speak	



Ouchies:

16 MAX
HP

AC
16

Armor worn:	Hide	+3
	Shield of Yield	+2

Fumble Die: **1d12-1**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+3	+2
Ranged	+2	+0

16 +2 MOD Strength	Temp	T.Mod
Glowburn:		
13 +1 MOD Agility	Temp	T.Mod
Glowburn:		
11 +0 MOD Stamina	Temp	T.Mod
Glowburn:		
11 +0 MOD Personality	Temp	T.Mod
Glowburn:		
12 +0 MOD Intelligence	Temp	T.Mod
Glowburn:		
13 +1 MOD Luck	Temp	T.Mod
Spent:		

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Glow: Fortitude saving throws (+1)

Fortitude **+2**

Reflex **+2**

Will **+1**

+1 Initiative

Action Die
1d20

Crit Table	Die
III	1d12+1

Artifact Check **4** Max T.L.

1d20+2
Weapons/Armor: +1d3

Weapon	Damage
Duralloy Sword	1d8
Dagger	1d4

XP:

Next Level: 190

Class Abilities & Mutations

Class Abilities

Darwinian Luck: Regenerate 1 spent luck point for each 24-hour period

AI Recognition: +2 bonus to AI Recognition Rolls

Artifact Bonus Die: +1d3 on artifact checks to figure out weapons & armor
+1d3 on attack rolls with Artifact weapons

Artifacts, Equipment & Treasure

Duralloy Sword
3 Flint daggers
Hide armor
Duralloy shield (the Shield of Yield)
Eddie Bauer backpack
50 feet of Syntha-rope
Can of Spam
Water Bottle
Com Badge (Sergeant Joe Friday)
Fusion torch

Character Name:

Bob-Dar, the Bob-barian

Equipment & Notes

Armor: Hide +3AC, Duralloy Shield (the Shield of Yield) +2AC,
Weapons: Duralloy Sword (1d8), 3 Flint Daggers (1d4)

Equipment: Eddie Bauer Backpack, 50 feet of Syntha-Rope, Can of Spam, water bottle.

Languages: Nu Speak

Items: Com Badge (Sergeant Joe Friday), Fusion Torch

Description

Bob-Dar is your stereotypical fighter. If we can kill it, that is probably the best answer. Less talky talk, unless its one of those cool AI's; they are pretty neat.

He has a Mohawk, and a darn cool sword and shield, and he keeps all his stuff in this really-awesome backpack.

Bob-Dar, speaks in typical barbarian, a cross between Conan and Thundarr.



Quote

“Bob-Dar, does not like personal pronouns”

Adventure Notes

Character Name: Cap'n Platypus		Player:	
Race: Mutant	Subtype:	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: I	Class/Title: Mutant/Deviant	Languages: Nu-Speak, Ancient	



13 MAX HP	Ouchies:

AC 14	Armor worn:	Shield	+1
Fumble Die: 1d8-2			

30 Ft. Move

Attacks	To Hit	Damage
Melee	+1	+0
Ranged	+1	+0

11	+0 MOD	Strength	Temp	T.Mod
9	+0 MOD	Agility	Temp	T.Mod
16	+2 MOD	Stamina	Temp	T.Mod
12	+0 MOD	Personality	Temp	T.Mod
14	+1 MOD	Intelligence	Temp	T.Mod
16	+2 MOD	Luck	Temp	T.Mod

3=-3, 4=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll
The Alpha Striker: mutation damage rolls (+2)

Fortitude	+2
------------------	----

Reflex	+1
---------------	----

Will	+1
-------------	----

+0 +1d3	Initiative
------------	-------------------

Action Die
1d20

Crit Table	Die
11	1d6+2

Artifact Check	4 Max T.L.
1d20+1	

Weapon	Damage
Makeshift Mace (+1 to hit)	1d7
Spear	1d6
Dagger	1d4

XP:
Next Level: 190

Class Abilities & Mutations	
Class Abilities	
0 Level Mutant Appearance: Mouth: Has a duck bill Hair: Grows into a lion's mane Mutant Horror Initiative Bonus: 1d3	
Physical Mutations	
Regeneration	Type: Active Ref: MCC pg. 59 Roll: +1
Manifestation: Cap'n Platypus's body is bathed in a soft white glow while healing. Effect: A mutation check roll is made each time the active mutation is used.	
Heightened Agility	Type: Passive Ref: MCC pg. 50
Manifestation: Cap'n Platypus's metabolism runs at a superior rate and he must consume twice as many calories as normal. Effect: Cap'n Platypus's Agility score is increased by +2.	
Spines	Type: Passive Ref: MCC pg. 61
Manifestation: Cap'n Platypus's skin contains thousands of sub-dermal pores containing short, chitinous bone spines Effect: Cap'n Platypus gets AC+3. He may fire quills/spines for 3d6 damage against a single target or 1d6 each against 3 adjacent targets.	
Mental Mutations	
Teleportation	Type: Active Ref: MCC pg 83 Roll: +1
Manifestation: The ground around Cap'n Platypus explodes in a harmless but loud display of smoke and pyrotechnics Effect: A mutation check roll is made each time the active mutation is used. Note: Optionally, may instead use alternate mutant power Teleport Self , found in this book on page 70	

Artifacts, Equipment & Treasure
Makeshift mace
Spear
2 Flint daggers
Shield
Satchel/shoulder bag
Hemp rope
Hammer & pitons
Atomic-powered Coleman Lantern
Grav clamp

Character Name:

Cap'n Platypus

Equipment & Notes

Weapon: Makeshift Mace (+1 to hit, 1D7), Spear (1d6), 2 Flint Dagger (1d4)

Armor: Coat of steely spines (+3AC) so can't really wear armor. Shield (+1AC)

Equipment: Satchel/Shoulder Bag, Hemp Rope, Hammer and Pitons, Atomic powered Coleman Lantern

Languages: Nu-Speak, Ancient

Items: Grav Clamp

Description

Cap'n Platypus (a name he hates, but has come to accept), has useful but unfortunate mutations. Looking more like a weird manimal than a mutated human, he has a duckbill, a lion's mane, and porcupine quills covering most of his body. One must look hard to see his human looking eyes or the few patches of quillless skin.

On the plus side he has pretty good mutations, his quills are deadly accurate, and he can recover from most wounds with his regeneration. He can also teleport,

which why he carries the rope/pitons: sometimes it is to help others get up, and sometimes it is because his teleport is on the fritz and he needs to get down.

Despite everything CP has the heart of hero; and has decided to make the best of things. He takes his unfortunate appearance in stride, and routinely makes bad puns at his own expense.

He is kind of afraid of radiation because he is sure that his next mutation will likely make him even that much less human, no matter how useful claws or wings might be.



Quote

"Why didn't you tell me to Duck?" (Tends to speak like a hero.)

Adventure Notes

Character Name: Dhar-Ryl		Player:	
Race: Pure Strain Human	Subtype: Rover	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: I	Class/Title: Rover/Tenderfoot	Languages: Nu-Speak, Security Access	



Ouchies:

10 MAX
HP

AC
17

Armor worn:	Hide	+3

Fumble Die: **1d12-2**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+1	+1
Ranged	+3	+0

13 +1 MOD Strength	Glowburn:	Temp	T.Mod
16 +2 MOD Agility	Glowburn:	Temp	T.Mod
12 +0 MOD Stamina	Glowburn:	Temp	T.Mod
11 +0 MOD Personality		Temp	T.Mod
11 +0 MOD Intelligence		Temp	T.Mod
17 +2 MOD Luck	Spent:	Temp	T.Mod

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Bunker: Armor class (+2)

Fortitude **+1**

Reflex **+3**

Will **+1**

Weapon	Damage
Crossbow(+1 to hit)	1d8
Hand Axe	1d6
Dagger	1d4

+2 Initiative

Action Die

1d20

Crit Table	Die
11	1d10+2

Artifact Check **3** Max T.L.

1d20+2

XP:

Next Level: 190

Class Abilities & Mutations

Class Abilities

Darwinian Luck: Regenerate 2 spent luck points for each 24-hour period

AI Recognition: +2 bonus to AI Recognition Rolls

Rover Infiltration: +1 on checks vs artifact doors and security systems
+1 Stealth/Remain Hidden checks

Artifacts, Equipment & Treasure

Hide overalls with leather jacket

Modern crossbow

Hand axe

2 Flint daggers

Back pack

50 feet Syntha-rope

Grappling hook

Flashlight

Duct tape

Flint & steel

20 bolts

Metal flask

50 feet of Carbon nano-cord

Character Name:

Dhar-Ryl

Equipment & Notes

Armor: Hide Overalls, with leather jacket +3 AC,

Weapons: Modern Crossbow (+1 to hit 1d8), Hand Axe (1d6), 2 Flint Dagger (1d4)

Equipment: Back Pack, Syntha-Rope, Grappling Hook, Flash Light, Duct Tape, Flint & Steel, 20 Bolts. Metal Flask

Languages: Nu Speak, Security Access

Items: 50 feet of Carbon Nano Cord



Description

Dar-Ryl is just a good old boy, with a heart of gold. He is super capable and has a number of useful skills (including distilling moonshine). He is the heart of the team, and the glue that binds everyone together.

He likes using his crossbow (even though it takes a move action to load it), but if the chips are down he just as happy to blast away with his Mazer Pistol. His Flashlight is duct taped under his Crossbow, for easy of carrying.

He speaks with a slight southern accent.

Quote

“I’m better on my own. I’ll be back before dark.”

Adventure Notes

Character Name: Dok-Tor Zayiss		Player:	
Race: Manimal	Subtype: Orangutan	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: I	Class/Title: Omega Chimp	Languages: Nu-Speak, Orangu-Twang, Techno-gibberish (not a real language)	



13 MAX HP	Ouchies:

AC 15	Armor worn:	Hide	+3
		Fancy Headgear	+1
		Labcoat	+1
Fumble Die: 1d12-1			

60 Ft. Move

Attacks	To Hit	Damage
Melee	+2	+1
Ranged	+1	+1

14 +1 MOD Strength	Glowburn:	Temp	T.Mod
19 +0 MOD Agility	Glowburn:	Temp	T.Mod
16 +2 MOD Stamina	Glowburn:	Temp	T.Mod
17 +2 MOD Personality	Glowburn:	Temp	T.Mod
7 -1 MOD Intelligence	Glowburn:	Temp	T.Mod
13 +1 MOD Luck	Spent:	Temp	T.Mod

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll
Revelation: Missile damage rolls (+1)

Fortitude	+2
-----------	----

Reflex	+1
--------	----

Will	+3
------	----

+0 Initiative

Action Die
1d20

Crit Table	Die
11	1d6+1

Artifact Check	1 Max T.L.
1d20	

Weapon	Damage
Makeshift Axe	1d8
Pizza Cutter	1d5
Flint Dagger	1d4

XP:
Next Level: 190

Class Abilities & Mutations			
Class Abilities			
Natural Attack: 1d4 slam/bite melee attack			
Pack Mentality: +1 Melee attack bonus for each manimal attacking the same opponent within the same combat round.			
Physical Mutations			
Plasticity	Type: Passive	Ref: MCC pg. 57	
Manifestation: Dok-Tor Zayiss's body is supple and rubbery.			
Effect: Dok-Tor Zayiss is able to extend arms and legs 30' and may engage in melee at that range; gains additional 30' to movement; gains -1d3 to blunt force damage			
Mental Mutations			
Force Field Generation	Type: Active	Ref: MCC pg. 71	Roll: +1
Manifestation: Dok-Tor Zayiss generates a force field that is completely invisible.			
Effect: A mutation check roll is made each time the active mutation is used			

Artifacts, Equipment & Treasure
Makeshift axe
Flint dagger
Pizza cutter
Fancy headgear
Labcoat
Satchel/shoulder bag
Sharpie
Pad of post-it notes
Small ball of Flubber
Splice Girls t-shirt
Corn Badge (Jane Jetson)

Character Name:

Dok-Tor Zayiss

Equipment & Notes

Weapons: Makeshift Axe (1d8), Flint Dagger (1d4)

Armor: Hide +3AC, Fancy Headgear +1AC, Surprisingly Resilient Lab Coat (+1AC)

Items: Satchel/Shoulder Bag, Lab Coat, Duralloy Pizza Cutter, Sharpie, Pad of Post-It Notes, Small Ball of Flubber, Spice Girl T-Shirt (too small).

Languages: Nu-Speak, Orangu-twang, Techno Gibberish (not a real language)

Items: Com-Badge (Jane Jetson)

Description

Dok-Tor Zayiss is a stretchy orangutan with a lab coat, or an *orangu-twang*, as he likes to refer to himself. He is also a distinguished scientist and a blithering idiot.

Dok-Tor likes to consider himself a man of science; unfortunately he is not that smart...but that does not stop him from trying. At any moment he tries to quantify things with techno gibberish and makes up words as he goes along.

His elasticity and forcefield give him excellent survivability, especially considering his curiosity sometimes gets him in trouble.



Quote

“**Dok-Tor** is not some *mere title* that can be **earned** by study and proven application of knowledge. It is my **NAME**. Being a genius is at the very core of who I am.”

Adventure Notes

Character Name: Flower		Player:	
Race: Pure Strain Human	Subtype: Shaman	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: I	Class/Title: Shaman/Acolyte	Languages: Nu-Speak, Ancient, Security Access	
Sentient Flowering Plants, Pollinating Insects w/language			



Ouchies:

8 MAX
HP

AC
14

Armor worn:	Leather	+2
	Bark Skin (Patron Taint)	+2

Fumble Die: **1d8-1**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+0	+0
Ranged	+0	+0

10 +0 MOD Strength	Glowburn:	Temp	T.Mod
10 +0 MOD Agility	Glowburn:	Temp	T.Mod
10 +0 MOD Stamina	Glowburn:	Temp	T.Mod
13 +1 MOD Personality		Temp	T.Mod
16 +2 MOD Intelligence		Temp	T.Mod
14 +1 MOD Luck	Spent:	Temp	T.Mod

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Millsteed: Mounted attack rolls (+1)

Fortitude **+1**

Reflex **+1**

Will **+2**

Weapon	Damage
Spear	1d6
Dagger	1d4

+0 Initiative

Action Die
1d20

Crit Table	Die
1	1d6+1

Artifact Check **5** Max T.L.
1d20+5

XP:

Next Level: **190**

Class Abilities & Mutations

Class Abilities

Darwinian Luck: Regenerate 1 spent luck point for each 7-day period

AI Recognition: +2 bonus to AI Recognition Rolls

Artifact Check Bonus: +3 on artifact checks

Patron AI: GAEA **Max Wetware Level:** 2

Patron AI Bond: Can invoke Patron or Wetware 3X/day at +1

Wetware Programs

Invoke Patron AI -GAEA Check: +4 Ref: MCC pg. 213
Effect: A check is rolled each time this shaman power is used

Elemental Shield Check: +4 Ref: MCC pg. 215
Manifestation: Elemental forces of nature rise up to Flower's defense, shielding her from enemy attacks
Effect: A check is rolled each time this shaman power is used

Artifacts, Equipment & Treasure

- Leather armor
- Stone spear
- Flint dagger
- Leather rucksack
- Flint and steel
- Chia Pet (Bob Ross) w/17 bags of seed
- Sonic spanner

Character Name:

Flower

Equipment & Notes

Armor: Leather Armor, Has +2 AC and -2 DEX from Patron Taint

Weapons: Stone Spear (1d6), Flint Dagger (1d4)

Equipment: Leather Rucksack, Flint and Steel, Bob Ross Chia Pet w 17 bags of seed

Languages: Nu Speak, Programmer, Security Access, Sentient Flowering Plants, Pollinating Insects w language

Items: Sonic Spanner

Description

Flower is an attractive human female. Socially she is the quiet one, always more interested in nature and her surroundings than the people she is with.

On her forehead is implant link with GAEA, a simple green bead. GAEA is the patron AI of environment and weather (including weather satellites).

Sadly, Flower sees less of the magic of nature and instead senses too much random data. Due to patron taint she has taken on several plantlike qualities. Her hair has a green grassy texture, occasionally sprouting a stray dandelion. Her skin has a barky texture in places and her eyes are milky and slightly faded. She always seems to be surrounded by bees and butterflies, and takes a -1 penalty to attack if none are nearby.

When she uses Glowburn, plants start to spring up around her. If she is using her Chia Pet while using Glowburn she gets 1 free point. She believes the joyful 'BobRoss' depicted on her Chia Pet must have been the first shaman of GAEA.

Speaks a little like a valley girl, but not so much that we need to kill the player.



Quote

"Wow, these plants are wonderful; too bad the nitrogen concentration in the soil is 2 off optimal."
"Did anyone just feel that shift in barometric pressure?"

Adventure Notes

Character Name: Gut-Face		Player:	
Race: Mutant	Subtype:	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: I	Class/Title: Mutant/Deviant	Languages: Nu-Speak, Sentient Crustacean-ish	



9

MAX

HP

Ouchies:

AC

15

Armor worn:
Makeshift Hide +4

Fumble Die: 1d12

30

Ft.

Move

Attacks	To Hit	Damage
Melee	+3	+2
Ranged	+2	+0

17	+2 MOD	Strength	Temp	T.Mod
Glowburn:				
14	+1 MOD	Agility	Temp	T.Mod
Glowburn:				
9	+0 MOD	Stamina	Temp	T.Mod
Glowburn:				
12	+0 MOD	Personality	Temp	T.Mod
Glowburn:				
15	+1 MOD	Intelligence	Temp	T.Mod
Glowburn:				
12	+0 MOD	Luck	Temp	T.Mod
Spent:				

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Bunker: Armor Class (+0)

Fortitude
+0

Reflex
+2

Will
+1

Weapon	Damage
Javelin	1d6
Primitive Short Sword	1d6
Dagger	1d4

+1
+1d3
Initiative

Action Die
1d20 + 1d16

Crit Table	Die
11	1d6

Artifact Check
5
Max T.L.

1d20+1

XP:

 Next Level: 190

Class Abilities & Mutations

Class Abilities

0 Level Mutant Appearance: Mouth - located in belly
Mutant Horror Initiative Bonus: 1d3

Physical Mutations

New Body Parts **Type:** Passive **Ref:** MCC pg. 56
Manifestation: The new body parts are skeletal or chitinous
Effect: A long prehensile tail that acts as an extra arm; Gut-Face gains an additional d16 Action Die for melee and missile attacks only; +1 agility

Mental Mutations

Force Field Generation **Type:** Active **Ref:** MCC pg. 71 **Roll:** +1
Manifestation: Gut-Face generates a force screen that causes the air to ripple in a wavy pattern and hums noticeably
Effect: A mutation check roll is made each time the active mutation is used

Artifacts, Equipment & Treasure

Primitive short sword
5 Javelins
2 Flint daggers
Makeshift Hide armor
Rucksack
Leather sack
Flint & steel
Whetstone
4 Torches
Small Sears' Craftsman Toolkit
Fuzzy slippers

Character Name:

Gut-Face

Equipment & Notes

Weapon: Primitive Short Sword (1d6), 5 Javelins (1d6), 2 Flint Dagger (1d4)

Armor: Makeshift Hide, with various steel bits and a large Grilled Chest Plate (+4AC)

Equipment: Rucksack, Leather Sack, Flint & Steel, Whetstone, 4 Torches, Small Sear's Craftsman Toolkit, Fuzzy Slippers

Languages: Nu-Speak, Sentient Crustacean-ish

Description

Gut Face, had the unfortunate cosmetic mutation of a giant mouth in his belly, and something resembling a chitinous scorpion tail that has a good manipulator appendage. His tail and few parts of his body are covered in chitin, and he has an odd overall look.

His main Mutant Power is force field, which is helpful for staying alive. His mutant tail seems to fight on its own, and that combined with his above average strength make him a tough opponent. He likes his javelins because he can alternate between throwing and thrusting; and tends to keep his other hand free for grabbing stuff or handing weapons off to his other hands.

Gut Face wears fairly heavy armor and has upgraded a set of hide with many metal rivets and plates; but is most impressed by the steel grill that goes over his torso/mouth.



Quote

None, but when Gut-Face speaks, his words are a bit garbled and he often adds a short 'a' sound at the end of most words (like Mush Mouth from Fat Albert).

Adventure Notes

Character Name: Harold		Player:	
Race: Plantient	Subtype: Cactus	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: I	Class/Title: Sprout	Languages: Nu-Speak, Cactii, Ancient, Flowering Plant-ish	



13 MAX HP	Ouchies:

AC 17	Armor worn:	Hide	+3
		Flower-pot helmet	+1
		shield	+1
Fumble Die: 1d12-1			

60 Ft. Move

Attacks	To Hit	Damage
Melee	+0	+0
Ranged	+2	+0

9	+0 MOD	Strength	Temp	T.Mod
16	+2 MOD	Agility	Temp	T.Mod
13	+1 MOD	Stamina	Temp	T.Mod
11	+0 MOD	Personality	Temp	T.Mod
16	+2 MOD	Intelligence	Temp	T.Mod
15	+1 MOD	Luck	Temp	T.Mod
3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3				

Birth Sign / Lucky Roll
The Millsteed: Mounted attack rolls (+1)

Fortitude	+1
------------------	----

Reflex	+3
---------------	----

Will	+1
-------------	----

+2	Initiative
----	-------------------

Action Die
1d20 + 1d20

Crit Table	Die
III	1d10+1

Artifact Check	5 Max T.L.
1d20+1	

Weapon	Damage
Ginsu Knives	1d5
Blow Gun	1d3

XP:
Next Level: 190

Class Abilities & Mutations	
Class Abilities	
Natural Attack: Harold has a 1d4 thorn attack. This also gives him infinite blow dart ammunition	
Fragrance Pheromones: Gets 2 points of Luck for every 1 point spent; may donate this to other characters if desired. Recovers Luck at the rate of 2 points per 24 hours.	
Can't See the Forest for the Trees: 55% chance to hide successfully in appropriate outdoor settings. Harold can attempt to stand on his head to attempt to mimic a potted plant indoors; chance of success at GM discretion	
Physical Mutations	
Increased Speed Type: Passive Ref: MCC pg. 53	
Manifestation: Harold's movements, even when resting, appear jittery and shaky.	
Effect: Failure, cosmetic change only	
Heightened Stamina Type: Passive Ref: MCC pg. 51	
Manifestation: Harold's skin flashes metallic red briefly each time he makes a Fortitude saving throw.	
Effect: Harold's Stamina score is increased by +1	
Multiple Body Parts Type: Passive Ref: MCC pg. 56	
Manifestation: Harold's extra body parts are a different skin color --a slightly lighter shade of green.	
Effect: Harold has 2 extra arms and gains a d20 additional Action Die for melee attacks only; Harold also has 2 extra legs and gains an additional 30' to movement	

Artifacts, Equipment & Treasure
Set of Ginsu knives
Blow dart gun
Flower-pot helmet
Small shield
Mag-Lev passenger brochure
Can of ? (soda)
Mug (#1 boss)
Rucksack
Purple crayon
50' Syntha-rope
Talking Fit-Bit
Spray bottle of defoliant

Character Name:

Harold

Equipment & Notes

Weapons: Set of Ginsu-Knives (1d5), Blow Dart Gun (1d3)

Armor: Hide +3AC, Flower Pot Helmet +1AC, Small Shield +1AC

Equipment: Mag-Lev Passenger Brochure, Can of Soda, #1 Boss Mug, Rucksack, Purple Crayon, 50' Syntha-Rope, a Talking Fit-Bit, Spray Bottle of Defoliant

Languages: Nu-Speak, Cacti, Ancient, Flowering Plant-ish



Description

Harold is a cactus, but he has 4 arms and 4 legs. He is kind of fast and a blur in combat. One might think that a cactus would be a loner, but Harold loves being part of the team, and is practically the team cheer leader (especially when it comes to urging someone on and lending them his luck). Harold is also a busy body and likes to be in everyone's business and just everywhere.

Because he is often the first into danger sometimes his teammates need to reign in his unbridled enthusiasm.

All of Harold's mutations seems to be about being his quick self; because he can't really do any tricks.

Harold does have a strong interest in flowering plantients. He thinks they are hot and will go out of his way to hit on them.

Quote

When he sees a cute girl plantient: "How you doin'?"

Adventure Notes

Character Name: Lahr-Ree		Player:	
Race: Pure Strain Human	Subtype: Shaman	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: I	Class/Title: Shaman/Acolyte	Languages: Nu-Speak, Programmer, Ancient	



Ouchies:

10 MAX
HP

Armor worn:

Holo Vid Helm	+1
Augmented Leather	+3

AC 14

Fumble Die: 1d8+1

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+1	+1
Ranged	+0	+0

13 +1 MOD Strength	Glowburn:	Temp	T.Mod
10 06 MOD Agility	Glowburn:	Temp	T.Mod
14 +1 MOD Stamina	Glowburn:	Temp	T.Mod
10 +0 MOD Personality	Glowburn:	Temp	T.Mod
15 +1 MOD Intelligence	Glowburn:	Temp	T.Mod
8 -1 MOD Luck	Spent:	Temp	T.Mod

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The CPU: Initiative (-1)

Fortitude **+2**

Reflex **+1**

Will **+1**

Weapon	Damage
Pipe Wrench	1d6
Sharp screwdriver	1d4
Dagger	1d4

-1 Initiative

Action Die

1d20

Crit Table	Die
1	1d6-1

Artifact Check **5** Max T.L.

1d20+4

XP:

Next Level: 190

Class Abilities & Mutations

Class Abilities

Darwinian Luck: Regenerate 1 spent luck point for each 7-day period

AI Recognition: +2 bonus to AI Recognition Rolls

Artifact Check Bonus: +3 on artifact checks

Patron AI: HALE-E **Max Wetware Level:** I

Patron AI Bond: Can invoke Patron or Wetware 3X/day at +1

Wetware Programs

Invoke Patron AI -HALE-E Check: +3 Ref: MCC pg. 219
Effect: A check is rolled each time this shaman power is used

Sightblinder Check: +3 Ref: MCC pg. 221
Manifestation: Lahr-Ree manipulates and bends light waves so as to appear as either a most trusted friend, a superior whose orders must be followed, or an enemy so feared that they must be instantly obeyed.
Effect: A check is rolled each time this shaman power is used

Artifacts, Equipment & Treasure

- Leather armor with sports pads
- Holo Vid helmet
- Pipe wrench
- Flint dagger
- Sharpened screwdriver
- Rucksack
- Long plaid scarf
- New pair of Reebok footwear
- 2 Sealed energy bars
- Can of energy drink
- TV Guide
- Multitool
- Enviro-belt (6 hours)

Character Name:

Lahr-Ree

Equipment & Notes

Armor: Leather and Assorted Sports Pads +3AC (covered with weird glowing circuitry pattern), Holo-Vid Helmet +IAC

Weapons: Pipe Wrench (1d6), Dagger (1d4), Sharpened Screw Driver (1d4)

Equipment: Rucksack, Long Plaid Scarf, New Pair of Reebok Footwear, 2 Sealed Energy Bar, Can of Energy Drink, reprinted copy of TV Guide from mid-80's.

Languages: Nu-Speak, Programmer, Ancient,

Items: Multi-Tool, Enviro-Belt (6 hours)



Description

Lahr-Ree is shaman of HALE-E, god of delirium and madness (and modern entertainment). After seeing countless vids that mean nothing in the real world, Lair-Re is a bit off. Lair-Re always tries to find meaning from these unrelatable vids and tries to say words of wisdom that mean something, "It's like when Luke blew up the Death Star, you have to have faith, ...AND THE FORCE".

Lahr-Re has an impressive and unrelatable amount of music and trivial knowledge. He likes to hum appropriate songs at most situations (at least he thinks they are).

Lahr-Ree has accumulated a bit of patron taint: whatever he wears always has a faint glowing circuit pattern, and his skin glows slightly (-I stealth), and sometimes he sees the world overlaid in polygons, rather than actual reality. He always wears his vid helmet: it never comes off.

Quote

Any movie quote. All the time.

Adventure Notes

Character Name: Mistur Tode		Player:	
Race: Manimal	Subtype: Amphibian: Toad	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: I	Class/Title: Omega Pollywog	Languages: Nu-Speak, Amphibian-ish, Ancient	



Ouchies:
11 MAX HP

AC	Armor worn:	
15	Makeshift Hide	+4
Fumble Die: 1d12-2		

30 Ft. Move

Attacks	To Hit	Damage
Melee	+0	+1
Ranged	+2	+2

8 MOD Strength	Glowburn:	Temp	T.Mod
14 MOD Agility	Glowburn:	Temp	T.Mod
10 MOD Stamina	Glowburn:	Temp	T.Mod
16 MOD Personality	Glowburn:	Temp	T.Mod
14 MOD Intelligence	Glowburn:	Temp	T.Mod
17 MOD Luck	Spent:	Temp	T.Mod

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll
The Apocalypse All damage rolls (+2)

Fortitude	+0
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Reflex	+2
---------------	-----------

Will	+3
-------------	-----------

+1 Initiative

Action Die
1d20

Crit Table	Die
11	1d6+2

Artifact Check	4 Max T.L.
1d20+1	

Weapon	Damage
Makeshift Baseball Bat (+1 to hit)	1d7
Javelin	1d6
Knife	1d5
Sling	1d4

XP:
Next Level: 190

Class Abilities & Mutations			
Class Abilities			
Natural Attack: 1d4 bite melee attack			
Pack Mentality: +1 Melee attack bonus for each manimal attacking the same opponent within the same combat round.			
Physical Mutations			
Holographic Skin	Type: Active	Ref: MCC pg. 52	Roll: +1
Manifestation: Mistur Tode's body appears to lose dimensionality, first along the horizontal plane, then the vertical			
Effect: A mutation check roll is made each time the active mutation is used			
Mental Mutations			
Mind Control	Type: Active	Ref: MCC pg. 75	Roll: +1
Manifestation: Mistur Tode's merest glance causes involuntary flinching in others			
Effect: A mutation check roll is made each time the active mutation is used			

Artifacts, Equipment & Treasure
Augmented hide armor
Baseball bat
Javelin
Modern survival knife
Sling
Brief-case
Mega-phone
Ronco Pocket Fisherman
Bag of chips
Pen
Legal pad
Stapler
10 Sling stones
Civilian force field belt (single use)

Character Name:

Mistur Tode

Equipment & Notes

Weapon: Makeshift Baseball Bat (+1 to hit, 1d7), Javelin (1d6), Modern Survival Knife (1d5), Sling

Armor: Makeshift Hide (with Rubber Hose, and Corrugated Metal) +4AC

Equipment: Brief-Case with add-on rope carrying strap, Mega-Phone, Ronco Pocket Fisherman, Bag of Chips, Pen, Legal Pad, Stapler, 10 Sling Stones (Rocks, Golf Balls, Pool Balls, a Baseball)

Languages: Nu-Speak, Amphibian-ish, Ancient

Items: Civilian Force Field Belt (Single Use) x 2

Description

Mistur Tode is a toad person, and an arrogant, bossy one. He thinks he should make the calls, especially since he has Mind Control.

Unfortunately, the whole team attitude has killed his mind-control the team aspirations, but he still likes to control random monsters and other sentients (when the team lets him). Most times when he mind-controls someone the first thing they say is “All hail the Hypno-Toad”. Mistur Tode claims ignorance, but somehow, he can mentally suggest this as he gains control. Mistur Tode like to have a minion carry his stuff (briefcase). The team doesn’t really like it when he gets minions killed (unless the minion started out a bad guy).

Mistur Tode can also turn invisible, which is a handy power when things get too dangerous. He has a two one-shot Civilian Forcefields. It only lasts for few minutes, and he usually needs air before it runs out. He can’t attack or turn invisible while using it, but he can still mind-control things.



Quote

“Kneel before Toad.”

Adventure Notes

Character Name: Pierce		Player:	
Race: Pure Strain Human	Subtype: Healer	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: I	Class/Title: Healer/Intern	Languages: Nu-Speak, Ancient, Medical Jargon	



Ouchies:

14 MAX
HP

Armor worn:

Plasteel Mesh Vest	+4
--------------------	----

AC 15

Fumble Die: **1d12-1**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+1	+1
Ranged	+1	+1

13 +1 MOD Strength	Temp	T.Mod
Glowburn:		
15 +1 MOD Agility	Temp	T.Mod
Glowburn:		
13 +1 MOD Stamina	Temp	T.Mod
Glowburn:		
10 +0 MOD Personality	Temp	T.Mod
Glowburn:		
16 +2 MOD Intelligence	Temp	T.Mod
Glowburn:		
13 +1 MOD Luck	Temp	T.Mod
Spent:		

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Glow: Fortitude saving throws (+1)

Fortitude **+3**

Reflex **+1**

Will **+1**

Weapon	Damage
Metal Pick	1d8
Combat knife	1d5
Scalpel	1d3

+1 **Initiative**

Action Die

1d20

Crit Table	Die
III	1d8+1

Artifact Check **5** Max T.L.

1d20+4

XP:

Next Level: **190**

Class Abilities & Mutations

Class Abilities

Darwinian Luck: Regenerate 1 spent luck point for each 24-hour period

AI Recognition: +2 bonus to AI Recognition Rolls

Artifact Check Bonus: +2 on Artifact check rolls

Medical Artifact Bonus: Increase all healing results from medical artifacts by one die size in the die chain

Naturopathy: Pierce may use natural healing techniques 2X/day, healing 1d3 damage per use

Artifacts, Equipment & Treasure

- Plasteel mesh vest
- Improvised metal pick
- Modern combat knife
- Scalpel
- Modern military fatigues
- Cap
- Leather doctors' bag
- Barbie doll
- Medical text book
- Med kit (1 use)
- 1 Medishot
- Cureshot
- Com badge (Dr. Quinn)
- Child's anti-gravity suitcase (TMNT)
- Telepathic albino rat (Brane)

Character Name:

Pierce

Equipment & Notes

Armor: Plasteel Mesh Vest +4 AC (she couldn't find a few of the pieces)

Weapons: Improvised Metal Pick (1d8), Modern Combat Knife (1d5), Scalpel (1d3)

Equipment: Modern Military Fatigues and Cap, Leather Doctor's Bag, Barbie Doll (Bad touch Barbie), Medical Text Book

Languages: Nu-Speak, Ancient, Medical Jargon

Items: Med Kit (1 use), Medishot, Cureshot, Com Badge (Dr. Quinn), Children's Anti-Gravity Suitcase (with TNMT), Telepathic Albino Rat (Brane).

Description

Pierce started out as a skilled warrior, but when she went on the quest of the seeker as a young adult she had a bit of luck that changed her future career.

On her quest she got lucky and found several bits of medical equipment at an ancient army military hospital, and more importantly a telepathic lab rat (Brane). With the rat's instructions, she was able to take the best stuff, including a medical text book. Taking it all back she was able to be trained as a healer. Still a capable warrior, she likes to use her medical skills to know how to best kill things.

Her TMNT suitcase is a hard-shelled suitcase that hovers about 1.5 feet off the ground and can hold about 80 pounds. Pierce tends to keep her extra gear there and travel light.

Brane usually sits on Pierce's shoulder or pocket and is good at staying out of harm's way. Pierce got her name because of her chosen weapon, a steel pipe with a sharp spike.



Quote

“Go for the spleen, that will really put it down for the count”.

“Show me on this doll where it hurts”

Adventure Notes

Character Name: Pliss-Kyn		Player:	
Race: Mutant	Subtype:	Archaic Alignment: Clan of the Cog	Profession: Hunter
Level: I	Class/Title: Mutant/Deviant	Languages: Nu-Speak, Ancient	



Ouchies:

9 MAX
HP

AC
13

Armor worn:	
Shield (when used)	+1
Hub-cap armor	+4
Bubble helm	+1

Fumble Die: **1d12**

35 Ft.
Move

Attacks	To Hit	Damage
Melee	+4	+3
Ranged	+1	+0

18 +3 MOD Strength	Temp	T.Mod
Glowburn:		
12 +0 MOD Agility	Temp	T.Mod
Glowburn:		
12 +0 MOD Stamina	Temp	T.Mod
Glowburn:		
14 +1 MOD Personality	Temp	T.Mod
13 +1 MOD Intelligence	Temp	T.Mod
12 +0 MOD Luck	Temp	T.Mod
Spent:		

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

Revelations: Missile damage rolls (+0)

Fortitude **+0**

Reflex **+1**

Will **+2**

Weapon	Damage
Big axe	1d10
Dagger	1d4

+0 **+1d3** **Initiative**

Action Die
1d20

Crit Table	Die
11	1d6

Artifact Check **4** Max T.L.
1d20+1

XP:

Next Level: 190

Class Abilities & Mutations

Class Abilities

0 Level Mutant Appearance: Form: Is serpentine

Mutant Horror Initiative Bonus: **1d3**

Physical Mutations

Taller Type: Passive Ref: MCC pg. 62
Manifestation: Pliss-Kyn's body is taller than other members of his genotype, but his lower legs and feet are extra wide (does not apply; his bottom half is snake-like)
Effect: Pliss-Kyn is taller than average humans; gains +2 to Strength, +5' movement, and -2 AC

Ultravision Type: Passive Ref: MCC pg. 62 Roll: +1
Manifestation: Pliss-Kyn's eyes are composed entirely of dark purple pupils
Effect: Pliss-Kyn is able to see microwave sources and transmissions up to 40'; his vision may inflict 2d6 heat damage to a single target as an action (Requires a hit roll).

Radiation Generation Type: Active Ref: MCC pg. 58 Roll: +1
Manifestation: Pliss-Kyn's body glows with a bright blue halo
Effect: A mutation check roll is made each time the active mutation is used.

Mental Mutations

Molecular Integration Type: Active Ref: MCC pg. 79 Roll: +1
Manifestation: Pliss-Kyn's hands radiate bluewhite rings of concentric energy
Effect: A mutation check roll is made each time the active mutation is used.

Artifacts, Equipment & Treasure

- Big axe
- Flint dagger
- Hub-cap armor
- Small shield
- Bubble helmet
- Jar of Turtle Wax
- Backpack
- Atomic-powered space heater
- Sleeping bag
- Com Badge (Chris Collins)
- 2 Hemopatches

Character Name:

Pliss-Kyn

Equipment & Notes

Weapon: Big Axe made from Stop Sign (1d10), Flint Dagger (1d4).

Armor: Hub-Cap Armor (+4AC), has a small shield but rarely uses since his Axe is two handed (optional +1AC), Bubble Helmet (+1AC)

Equipment: Jar of Turtle Wax, Back Pack, Atomic Powered Space Heater, Sleeping Bag

Languages: Nu-Speak, Ancient

Items: Bubble Helmet, Com-Badge (Chris Collins), 2 Hemopatches

Description

Pliss-Kyn is big (around 8 feet), and has a large serpent tail instead of legs. Other than that he appears to be a very strong, but regular human with purple eyes.

Pliss-Kyn is good in a fight but sometimes worries a bit. Sometimes he feels like a big target, so he got his friends to help him make the best armor they could (and he found a nifty helmet). Because of his new armor he feels better about himself, but still sometimes feels more exposed than the other mutants. He has no idea how the pure strains cope with the life of a seeker.

His other powers are generally useful, he has two ranged attacks and can heal people and fix things. He speaks in a rather raspy high pitch voice (like Cobra Commander) and sometimes it sounds weird, especially when he is giving a compliment.



Quote

“Call me Snake,” or, depending on mood, “The name is Pliss-Kyn.”

Adventure Notes

Character Name: Tribella		Player:	
Race: Mutant	Subtype:	Archaic Alignment: Clan of the Cog	Profession: Gatherer
Level: I	Class/Title: Mutant/Deviant	Languages: Nu-Speak, Ancient, Canine Humanoid	



Ouchies:

13 MAX
HP

AC
15

Armor worn:	Shield	+1
	Augmented Leather	+3

Fumble Die: **1d8+1**

30 Ft.
Move

Attacks	To Hit	Damage
Melee	+1	+0
Ranged	+1	+0

10 +0 MOD Strength	Temp	T.Mod
Glowburn:		
15 +1 MOD Agility	Temp	T.Mod
Glowburn:		
16 +2 MOD Stamina	Temp	T.Mod
Glowburn:		
15 +1 MOD Personality	Temp	T.Mod
17 +2 MOD Intelligence	Temp	T.Mod
6 -1 MOD Luck	Temp	T.Mod
Spent:		

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

The Warbot: Critical hit table (double luck mod) (-2)

Fortitude **+2**

Reflex **+2**

Will **+2**

+1 **+1d3** **Initiative**

Action Die

1d20

Crit Table	Die
11	1d6-2

Artifact Check **5** Max T.L.

1d20+2

Weapon	Damage
Spear	1d6
Club	1d6
Dagger	1d4
Laser Pistol	3d6

XP:

Next Level: **190**

Class Abilities & Mutations

Class Abilities

0 Level Mutant Appearance: Hair: grows over entire body

Mutant Horror Initiative Bonus: 1d3

Physical Mutations

Light Generation Type: Active Ref: MCC pg. 54 Roll: +1

Manifestation: Tribella's eyes shoot twin beams of light

Effect: A mutation check roll is made each time the active mutation is used.

Infravision Type: Passive Ref: MCC pg. 54

Manifestation: Tribella has a third eye placed in the center of her forehead which actively broadcasts infrared light

Effect: Tribella is able to see infrared heat sources up to 40' distant

Symbiotic Touch Type: Passive Ref: MCC pg. 62

Manifestation: Tribella's fingers end in suction cups

Effect: A mutation check roll is made each time the active mutation is used.

Mental Mutations

Cryokinesis Type: Active Ref: MCC pg. 66 Roll: +1

Manifestation: Tribella's body becomes temporarily encased in a layer of snow

Effect: A mutation check roll is made each time the active mutation is used.

Artifacts, Equipment & Treasure

- Spear
- Club
- 2 Flint daggers
- Augmented leather armor
- Rucksack
- Scissors
- 2 Boxes of snack food
- Can of mousse
- Sunglasses
- 50' Syntha-rope
- Piles of hair accessories
- Laser pistol (4 charges)

Character Name:

Tribella

Equipment & Notes

Weapons: Spear (1d6), Club (1d6), 2 Flint Daggers (1d4)

Armor: Augmented Leather Armor (+3AC), Shield (+1AC)

Items: Rucksack, Scissors, 2 Boxes of Snack food, Can of Mouse, Sun Glasses, 50' Syntha-rope, has piles of hair accessories (scrunchies, clips, flat iron, curling iron, hair net).

Languages: Nu-Speak, Ancient, Canine Humanoid

Items: Laser Pistol (4 charges)



Description

Tribella is a female mutant whose entire body is covered in hair, so much that she looks like a cross between Cousin It and a Yeti. She has a third eye on her forehead that she tends to keep covered. Her eyes always seem to generate some low level of light, so she tends to wear sunglasses (even in the dark).

Even though Tribella has good mutations, she generally considers her intelligence her greatest gift. Tribella has pretty much got her light power down so that she can turn on a flashlight effect without rolling a mutation check. Recently she was exposed to radiation and developed the symbiotic suckers on her finger-tips. So far nobody has noticed them because she can sort of retract them when not in use, but she is reluctant to let people know she can compel actions with her symbiotic touch, since she doesn't want people creeped out by this.

Tribella has a very sexy Jessica Rabbit type voice. This has lead to speculation among the male party members on what she looks like under all that hair, because the common consensus is that she sounds HOT.

Quote

“Does my hair look all right”?

Adventure Notes

Optional Rules

This section contains a variety of equipment used by the characters, and presents optional rules for handling this new equipment in your MCC game. Also presented are statistics for new adversaries that were created as part of the initial wave of Mutant Mayhem Minis.

Character Equipment

Makeshift-Weapon/Duralloy Weapon

In Terra AD most seekers use primitive weapons. As they become more experienced, they often find bits of the ancient world that they can adapt into better weapons. Lovingly created and cared for, and usually forged in the field these unique items often become a seekers signature weapon. Whether this signature weapon is a sharp piece of duralloy or some mundane tool never intended as a weapon, they all have the same general property; they do either a d8 of damage or a d7 of damage with a +1 to hit.

Sometimes smaller weapons will have the makeshift or modern property and will usually inflict one die size larger damage (a dagger or knife dealing a d5 of damage instead of d4). Being a unique beloved creation means that under most circumstances a seeker will only have one or two such makeshift weapons or sets of armor.

Examples

- Duralloy Sword 1d8 (Bob-Dar)
- Duralloy Spear 1d8 (Belle)
- Makeshift Mace 1d7 +1 to hit (Cap'nPlatypus)
- Baseball Bat w Barbed Wire 1d7 +1 to hit (Mistur Toad)
- Ginsu Knives 1d5 (Harold)

Makeshift/Augmented Armor

Due to the low level of technology in Terra AD most armor is leather or hide. Seekers craft small shields and helmets out of natural materials to augment their low protection in a dangerous world. Enterprising seekers use bits of material left by the ancients to augment their armor. Working bits of metal and simple artifacts into their leather/hide armor add an extra bit of protection. Most armors that have had this improvement usually grant +1AC over their normal base.

Due to the lack of armoring skills in Terra AD maintaining this armor is often a time-consuming task, and most seekers are unlikely to have multiple items of makeshift armor or weapons.

Special shields can often be crafted from ancient signs or large pieces of metal that also grant an extra +1 AC, but like the armor they also need special upkeep. Helmets of the ancients seem to only grant the usual +1AC, but often have special properties, or are just nicer and reflect the status of the seeker.

Example:

- Tribella's armor started out as simple leather, after raiding an ancient cafeteria she interlaced her armor with spoons and other silverware, giving it the augmented quality (+3AC).

Additional Weapons/Armor Notes

For some, the equipment list presented in MCC might be a bit confusing. At first glance most players will want to wear a fur cloak over their hide armor to achieve a decent AC. Comparing MCC to DCC, I don't think this was their intention, but the desire to wear a fur cloak over power armor is still there. The following are a few clarifications on items used on the characters provided.

Fur Cloak: +2AC, Cost 20 Trade Creds, (Does not stack with other Armors)

Leather Armor: +2AC, Cost 20 Trade Creds, (Equivalent to Fur Cloak)

Hide Armor: +3AC, Cost 30 Trade Creds

Any Head Protection: +1AC, Cost, Cost 10 Trade Creds, (Equivalent to Antler Helm)

Primitive Short Sword: 1d6 damage, Cost 7 Trade Creds (Any Crude Sharpened Metal)

Protective Clothing: +1AC, No Trade Cost (police uni-suits, military fatigues, special lab coats; these rare items of the ancient are extremely light weight and resilient and give +1AC and can usually be worn under/over other primitive armor)

Cattle Prod/Stun Stick

Tech Level: 3 **Complexity Modifier:** 3

Range: Melee

Damage: 1d8

Special: Attack +1

Power: C-Cell (20), F-Cell (40), Q-Cell (U)

This device was used to motivate certain herd animals and had a secondary use in riots and civilian control situations. The cattle prod does 1d8 electrical damage on a successful hit and requires the target to make a DC 14 Fort Save or be stunned for 1 round. Charges are only expended on attack rolls that hit, a miss does not use a charge.



Cellular Regenerator

Tech Level: 4

Complexity Modifier: 4

Effect: Heal 1d6 (first application), 1d3 (second application)

Duration: 2 minutes per hp healed

Power: C-Cell (10 uses)

This small box shaped device has numerous straps and fastens connected to it. The Cellular Regenerator uses some sort ancient phase pulse technology to accelerate cellular healing. When strapped to a wound this device heals 1d6 hp of physical damage over several minutes. Multiple applications of this device have diminishing effects, since one application seems to tax a bodies limit. It can be used on a person once per hour, and a maximum of twice in 24 hours. Each use uses 1 C-Cell charge.

Less efficient then a medi-shot or other modern medicine, the Cellular Regenerator or Hot Box as it was often called, was a more primitive technology from an earlier time. Often used in warzones and undeveloped areas the hot box was considered extremely valuable because of its ability to be repeatedly used over and over when supplies were hard to come by. The hot box cannot heal poison, or radiation damage, but can work on most normal burns and wounds.

Civilian Force Field Belt

Tech Level: 4 **Complexity Modifier:** 4

Protection: +3 AC

Special: Shields against radiation, gaseous attacks, and physical damage (up to 25 hp)

Power: Special mini C-Cell (Single Use)

This device is exactly like the one listed in the MCC book except that it is only single use. Designed to resemble every-day items, belt buckles, jewelry, etc., the single use force field was designed to protect civilians in emergency situations. This device became necessitated by a period of civil unrest during the ancient times where acts of terrorism and mass shooting at public events became common. The sudden overuse of this device made would be terrorist and shooters into failures and embarrassments, and the practice of terrorism diminished.

Over time many of the batteries on these devices failed or were just lost amid other piles of cosmetic jewelry and junk. Lucky seekers might still find a special belt buckle or broach that holds the magic protection of the ancients.

Com-Badge

(with name of previous owner)

Tech Level: 4 **Complexity Modifier:** 3

Com- Badges are as they are presented in MCC book page 179.

Note: Although this item functions as listed in the MCC rule book, the com badges on the seekers presented each contain the name of the person whose com-badge it once belonged to.

Com-Badges are much like the cell phones of today. Besides being identification and a communication device, they contain great deal of personal data, pictures of themselves and loved ones, financial information, as well as authorization for special privileges they might have had as

citizens in ancient times (Doctors, Police, Scientist, etc.). These privileges might grant the owner advantages in particular situations, such as access to restricted area, or beneficial treatment by specific AIs. It is up to the GM to decide what benefit any individual com-badge has.

First Aid Kit/Modern Medical Supplies

Tech Level: 3

Complexity Modifier: 3

Effect: See Below

Power: Self (10 uses)

This simple plastic box comes with basic medical supplies. Bandages, antiseptics, stiches, medical tape, and a few medical instruments (tweezers, scissors, scalpel). When a healer uses this in conjunction with their naturopathy ability out of combat, they get +2 HP to the healing result.

Non-healers trying to use this kit can use it by making a DC 10 INT check each time they use it. If they succeed, they can heal an injured person 1 HP. Healers who have exceeded their naturopathy limit can still heal characters for 1 HP when not in combat. Multiple non-naturopathy applications do not stack.

Gauzer Grenade

Tech Level: 4

Complexity Modifier: 3

Range: 15' radius

Damage: 3D6, (DC 12 Reflex save for ½ damage)

Special: None

Power: Self

The gauzer grenade is a bomb with magnetically propelled shrapnel, it is similar to the fragmentation grenade of pre-ancient times. The grenade does 3d6 to everything within 5' of the blast point, the damage drops by 1 die for every 5' away the target is from the blast (keep the initial roll and remove lowest dice first).

Gauzer Hunting Rifle

Tech Level: 4 **Complexity Modifier:** 3
Range: 140'
Damage: 1d12
Power: C-Cell (50), F-Cell (100), Q-Cell (U)
Ammo: Clips (20 shots)

Gauzer rifles fire steel projectiles, magnetically accelerating them to incredible speeds. This weapon is single shot, and bolt action. It has a scope that allows the user to spend an extra round aiming. If the user does so, then they may roll the attack roll twice, taking the better roll, and that attack critical hits on a 19-20. The scope can also be used as low-quality binoculars for distance viewing. The scope is equipped with a night vision setting.

Grappling Hook Launcher

Tech Level: 4 **Complexity Modifier:** 4
Range: 120'
Damage: 1d6
Power: C-Cell (50), F-Cell (100), Q-Cell (U)
Ammo: 1 Reusable Duralloy Grapple with variable length of syntha-rope

This device was used by military special forces as well as rock climbers and extreme sports participants. The Grappling hook launcher consists of a tube-like device with a small reel on the side to hold the syntha-rope, plus it has numerous extendable hand grips. The grapple itself is 12" long metal post with a flat gravitically adherent head. With a little training one can fire the grapple and then reel themselves up.

The gun and the grapple hook have a gravitic locking device that holds the grapple on target, and optionally can allow the gun itself to be anchored. The syntha-rope benefits from the guns minor gravitic field and is easily held onto for ease of climbing. Using the guns retract function to pull oneself up allows a person to be pulled 40' per round. If fired as a weapon the blunt grapple will deal 1d6 damage but will not lock/fasten onto a living target.

Genome Enhancer

Tech Level: 3 **Complexity Modifier:** 2
Effect: See Below
Duration: PSH 2d4 hours, Others, Instantaneous or 1 hour
Power: Self

This small transdermal application was used by many ancients on a daily basis. A wonder vitamin of the ancients, that made you a better you by enhancing positive genetic traits. Although beneficial to the humans created it, ironically it has even more benefit for the mutants of Terra AD. When used a PSH gains a +1 to their physical stat with the highest modifier (roll randomly for ties). If a Mutant or Manimal uses this it will restore a lost mutation, or if no mutations is exhausted it will allow a reroll on a passive mutation if the player chooses. If neither of these options are available, the player can take a +1d4 on their next mutation roll (this expires after 1 hour). Changes to a passive mutation last 1 hour. This item can also restore an expended Shaman Wetware use, if one was expended. This item has no effect on Plantients.

Hemopatch

Tech Level: 3 **Complexity Modifier:** 2
Effect: Heal 2d4 hp
Duration: Instantaneous
Power: Self

This thick bandage comes in its own zip sealed package and is covered with the writing and pictures of the ancients. Those familiar with the ancient's writings and pictographs can easily tell this was a medical item, and the picture on the container makes it application easy. This item was a competitor to the medishot in ancient times. Easier to use but less effective, it represented a simple alternative for emergency situations. Placing a patch on a wound immediately releases healing chemicals and nano-bots, to repair a wound. This item cannot heal poison, or radiation damage, but can work on most normal burns and wounds.

Modern Tool Kit

Tech Level: 1 for simple tools, (2 or 3 for power tools)
Complexity Modifier: 1
Effect: add 1d3 on appropriate skill check including Rovers doors/security check
Power: Self

Modern Tools help in many situations. In many instances having the right tool will make a job easier (and give the 1d3 bonus), but sometimes having a specific modern tool is completely necessary to accomplish a task (like unscrewing a security plate to get at some important controls).

Modern tools can at a GM's discretion allow players to repair damaged artifacts (depending on the complexity of the artifact). More complex modern tools might be higher tech level or complexity (power tools, volt meters, and soldering irons), but allow players to repair more complex devices.

Many toolkits are stored in a very durable/light-weight chests that have a carrying handle and locking hinges.

Smoke Grenade

Tech Level: 3 **Complexity Modifier:** 3
Range: 15' radius
Special: See Below
Power: Self

Smoke Grenades create a near instant 15' cloud of opaque smoke. Targets relying on normal sight must make two attack rolls and take the worse when the targeting into the smoke cloud. In addition, you may only target through a maximum of two squares of smoke, beyond that there is no line of sight. The cloud lasts for 2d4 rounds.

Snack Food/Energy Drinks

Tech Level: 0 **Complexity Modifier:** 0
Effect: See Below
Power: Self

The Ancients had many vitamin-enriched, caffeine laden, sugar packed super foods. Most of these foods are extremely satisfying to the primitive seekers of Terra AD. All of these foods were created with special stasis packaging coining the seeker saying that "food of the ancients never goes bad".

Although the ancients were used to their high calorie, sugary foods, seekers are not; depending on the food and the individual seeker, results often vary. All Ancient snack foods heal 1d3 HP of damage when consumed out of combat. Only one snack food can be consumed during a rest and eating a second snack food within 4 hours has no additional benefit. In addition, eating any snack food may generates one effect from the chart below (GMs Discretion)

1-2) No Additional Effect: No effect beyond being delicious and satisfying

3-4) Sugar Max: For 1d3 turns get +1 to AC and REF saves, minus 1 die size to anything requiring concentration.

5-7) Vitamin Enriched: +2 to FORT saves for 24 hours

8-11) Protein Packed: Heal an extra 1d2 points of damage

12-14) Carb-Loaded: Get +1 to hit, damage, and +1 die size on all STR checks for 1d3 turns. Take -1 to Hit, and STR checks for 1 hour after it wears off.

15-17) Caffeine Charged: get +1 die size on all INT checks, lasts 1 hour. When effect wears off take a -1 to all INT checks for the next hour.

18-19) Well Balanced: Get the positive affect of one of the above (GM's choice), but not the negative.

20) Super Well Balanced: Get the positive effect of two of the above (GM's choice) and only one negative effective.

Shamanic Focus

Tech Level: 1 **Complexity Modifier:** 0

Effect: Bonus points when Shaman uses Glowburn (up to 1 per level of focus)

Duration: Instantaneous

Power: Self/Life Force of the Shaman

These items vary from Shaman to Shaman and AI to AI, and often they are what a shaman perceives to be sacred to an AI rather than what the actual AI believes. In all cases it is an item that acts as a receiver for the shaman's life force when glow burning, which it then channels into a more effective glowburn. These items match points of glowburn up to the level of the focus. If a shaman with a level 1 focus spends 1 point of glowburn the focus matches the point and they get a bonus of 2 on the program check. Most items carried by seekers are a level 1 focus, while some bigger items or locations could be level 2 or 3.

Some focuses can also store points of glowburn for later use. Called a glowburn battery, a shaman can call upon them when in need. Such a focus has 2x its level in glowburn points that can be used. Shamans can recharge these points by glowburning as normal, but it is usually done between adventures. Sometimes depending on the nature of the focus there may be additional benefits or penalties

Shamanic Focus, level 1 (Bob Ross Chia Pet)

This focus is used by Flower, the devoted shaman of GAEA. She believes that Bob Ross, is the first shaman of GAEA, and during his life strived to create a world full of happy little bushes, trees, and clouds. When Flower glowburns and loses stat points, the hair on the chia pet grows. A normal shaman of GAEA spills her blood freely on the ground, but Bob Ross absorbs and redirects her life force more effectively. Each time Flower glowburns she gains 1 bonus glowburn point. Bob Ross also acts as a glowburn battery and stores 2 points of glowburn in his terra cotta shell.



Shamanic Focus, level 1 (Damaged Sensor Drone)

These small 3" circular sensor drones are the normal manifestation of HEXACODA. When a shaman of HEXACODA finds one of these disabled sensors, they can temporarily power and repair it using their own life force. When a shaman of HEXACODA glowburns the sensor drone starts to orbit their head and zip about the surrounding area for 1 turn for each point of glowburn used. This effect also occurs when a shaman glowburns to store future points into the focus as a battery. While the sensor is floating about a shaman of HEXACODA suffers a -1 to stealth checks but gains a +2 to all perception and search checks (HEXACODA watches all), otherwise it functions as a level 1 focus.



Teleport Self (Alternate Power)

Type: Active

Range: Varies

Duration: Instant

Save: None

General: This mutant can move across great distances in the blink of an eye. The mutant achieves this through various pseudo-scientific means depending on the mutant (folding space, disassembling and beaming molecules, stepping through other dimensions). The mutant is primarily able to teleport themselves, but with higher rolls can sometime bring one or more passengers.

Manifestation: As MCC Book page 81.

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

2-9 Failure, mutation may not be used again that day.

10-11 Failure, mutation may still be used.

12-14 The mutant is able to teleport himself and any carried objects up to 50 lbs. The mutant can teleport up to 30' as a move action or up to 60' as regular action. The target location must be within line of sight.

15-17 The mutant is able to teleport himself and any carried objects up to 200 lbs (including a person). The mutant can teleport up to 60' as a move action or up to 120' as regular action. The target location must be within line of sight.

18-19 The mutant is able to teleport himself and any carried objects up to 50 lbs. The Mutant can teleport up to 60' as a move action, make an attack as regular action and teleport another 60' for free. Alternatively, the mutant can teleport 3 times total during their turn, with each teleport being up to 60'. The target locations must be within line of sight.

20-23 The mutant is able to teleport their person, and all worn or held personal gear a total distance of 1 mile or less. The target location must have been previously visited by the mutant or be within line of sight.

24-27 The mutant is able to teleport herself and up to 6 allies to any location within line of sight.

28-29 The mutant is able to teleport himself and his allies to any location he has previously visited.

30-31 The mutant is able to teleport herself and her allies to any other location in the universe, including other planets or star systems. To arrive successfully, the mutant must have visited the location before, or possess a physical object originally from the desired destination.

32+ The mutant is able to teleport himself and his allies beyond reality as he knows it and into an adjacent parallel plane of existence. The destination dimension or parallel world can only be determined in advance if the mutant has in his possession a physical object originally from that plane – otherwise the trip to another universe will be completely random (GM's discretion).

Telepathic Rat

This prized animal is more than a mere pet; it forms a bond with its owner and from then on, they are inseparable. How telepathic rats come to be is a mystery. Some say they are random mutations, while others believe some sort of disaster related quantum entanglement imprints the personality of a deceased ancient on a rat's mind. The evidence is conflicting with some telepathic rats being very smart animals, while others already have a distinct personality.

Either way, these rats eschew other rats and form a bond with a seeker. It is up to a GM if a rat has a specific personality already in place.

Telepathic Rat

AC: 11 (+1d6)

HD: 1 (has 1 hp) but is assumed to be the owning characters level for purposes of "bleeding out" and has a (11 +1d6) luck score for purposes of "recovering the body". Rats who survive after bleeding out and being recovered lose 1 point of luck.

Move: 30 Feet

Attack: Melee bite (+1 to hit per owning character level), 1d3 damage

Saves: +1 REF, FORT, WILL (+1 each per owning character level)

Telepathy: Can speak telepathically with any or all sentients within 15'. Can telepathically speak Nu-Speak, Rat and Rat Manimal, and Ancient (if owner has at least 13 INT). It is uncertain if a telepathic rat can communicate with a robot or AI. Evasive: When hiding on their owner's person a telepathic rat is generally immune to area effect damage and most thing that effect their owner. If the rat is out and moving about on its own, use the AC and saves listed above.

Optional Powers: Kind GM's may allow rats to develop additional powers (especially on weak characters). This might be a mental mutation off

the mutation chart (use owners' level for rolls) or could be something as simple as being able to make a mental attack for 1d3 damage instead of having to make a bite attack. Also, a specific rat might be able to give guidance or advice and assist on skill checks in an area in which they had the pertinent skill set/memories.



Example:

Brane

Brane, AC 16, HP 1 (counts as 3rd level, Luck 15), Attack +3 Bite (1d3), Saves +3 REF, +3 FORT, +3 WILL, Can use Mental Blast Mutation 1x per day (+3 cannot glow burn or spend luck), can use Telepathy Mutation 1x per day in addition to normal telepathy possessed by a telepathic rat (+3 cannot glow burn or spend luck).

Brane was found by Pierce in an ancient military hospital. Brane seems to have some rudimentary memories of a doctor or some sort of medical personnel. Brane frequently advises Pierce on appropriate medical treatment and uses ancient medical jargon when telepathically communicating.

Telepathic Rat Personality Chart

1-4) Animal Intelligence: fiercely loyal, but still just a smart animal

5-8) Low Intelligence: as smart as a young child, or a very dumb adult, but has no personality

9-10) Medium Intelligence: can grasp some difficult concepts. Has an INT score roughly equal to the owners INT score. No distinct personality

11) Educated: (1) Engineer (2) Computer Programmer (3) Teacher (4) Psychologist

12) Trained: (1) Law Enforcement (2) Career Soldier (4) Body Guard (4) Life Long Hunter

13) Teenager: (1) Jock (2) Cheerleader (3) Nerd (4) Goth (5) Stoner

14) Non-Essential Job: (1) Cosmetologist (2) Interior Design (3) Telemarketer (4) Fashion Consultant

15) Blue Collar: (1) Skilled Trade (2) Factory Worker (3) Truck Driver

16) Medical Staff: (1) Doctor (2) Nurse (3) Pharmacist (4) Medical Assistant

17) Senior Citizen: (1) Overly Kind Grandmother (2) Fought in the War (3) Just Grumpy

18) Bureaucrat: (1) Lawyer (2) Politician (3) Office Job (4) Civil Servant (5) Clergy

19) Clerk or Service Worker: (1) Fast Food (2) Retail (3) Waiter-Waitress

20) Social Equality Fighter: Their heart is in the right place but are totally out of touch with the hostile world of Terra AD, "how dare you kill this indigenous amoeba monster, single celled organisms were here first"!

New Monsters



Zih'nn (Iguana Manimal)

Initiative: +1

Melee Attack: Claws +0 (1d5 damage)

Ranged Attack: Flame Breath +1 (1d4 damage, DC 12 Reflex save or be caught on fire)

Armor Class: 11 tough scaly hide

Hit Dice: 1 HD (1d8 or 5hp)

Move: 30', climb 15'

Action: 1d20

Saves: Fort +1, Reflex +1, Will -1

Zih'nn (singular and plural) are small iguana manimals, and although most Zih'nns are green there are many different sub-clans with varying coloration. Zih'nn are about 4 feet tall and have long claws that do considerable damage for their size. Because of their long claws Zih'nn can grapple a creature of medium size with no penalties. Zih'nn are good climbers and can climb most surfaces at 15' per round. Zih'nn have also developed a fire

breathing potion from inferno ant extract (also known as termites). Most carry one or two doses in bottles they keep on their belt.

Recently the Zih'nns have found religion and follow their very own lizard deity by the name "Ziha". Although there is some confusion on what the will of Ziha is, it has succeeded in uniting all the various lizard tribes under one banner into a unified lizard horde. Currently that makes the Zih'nn an organized and dangerous threat.

If a Zih'nn rolls a fumble on a Fire Ant Extract use consult the following table

Zih'nn Inferno Ant Drought Fumble Chart (roll 1d4)

- 1) *Best Result:* Zih'nn drops the bottle, and it rolls away, still corked.
- 2) *In-between result:* Burns mouth, catches face on fire. Deals damage to self as if successfully attacked self and must make a save (DC 12) to not catch on fire.
- 3) *Bad Result:* Zih'nn accidentally swallows drought, and some air for good measure. Looks uncomfortable for a couple moments, then explodes violently.
- 4) *Worst Result:* As above, plus monsters and players adjacent to the fumbling Zih'nn must make a DC 10 Reflex saving throw or catch on fire



Smart One (Iguana Manimal)

Initiative: +1

Melee Attack: Claws +0 (1d5 damage)

Ranged Attack: May have Technological Weapon +1 (plus 1d4 for tech weapon), will not use flame breath

Armor Class: 11 tough scaly hide (may have some Makeshift Armor +1d4 AC)

Hit Dice: 1d4 HD (1d8 per HD)

Move: 30'

Action: 1d20

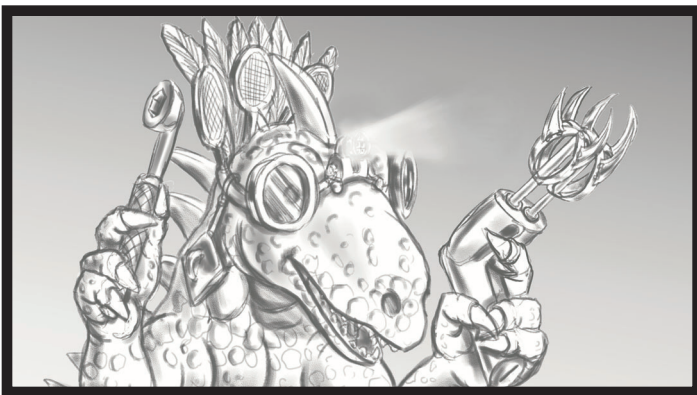
Saves: Fort +1, Reflex +2, Will +2

Special: Technological Pragmatist. Bonus to using technological weapons (1d4).

Owns 1d3 technological artifacts

Zih'nn are not that smart, but occasionally (1 in 1000) have a mutation making them a sort of idiot savant with technology. Theses smarter, technologically adept manimals tend to become leaders and priests to their less intelligent brothers and sisters and are typically referred to as Smart Ones.

Although no specific mechanic has been laid out for this, assume that with time, most things can be figured out. Most weapons are automatically figured out and complex devices can take 1d6 hours to 1d6 days. Unfortunately, not all things are figured out as intended. Many times, a Smart One will find a device, and modify it from its initial purpose to get some particular job done (laser pistol converted into a laser drill, or a fusion torch made into a flame thrower). All rolls made by a Smart One with a technological weapon get +1d4 to hit in a similar manner to Sentinels.



Geel'nn (Gila Monster Manimal)

Initiative: +1

Melee Attack: Club +2 melee (1d8), or Bite +0 melee (plus poison)

Ranged Attack: Poison Darts +1 missile (1d3, DC 12 Fort save or paralysis, 1d4 rounds, can save each round but must roll for every round if they fail the initial)

Armor Class: 13 tough hide and shield

Hit Dice: 1d10+2 (9hp)

Move: 30'

Action: 1d20

Saves: Fort +1, Ref +1, Will +1.

Special: Mutations of Convenience

Geel'nn are Gila Monster manimals. Geel'nn are bigger and more muscular compared to a regular pure strain human or mutant. They have thick skin/scales, and even use some light armor or shields. They swing big weapons (spiked clubs or axes) and are quite dangerous in a fight. Their saliva is toxic and is used on their darts. They can also bite at +0 for 1d6 damage and have the same poison as the dart. People failing a save versus this poison are paralyzed for 1d4 rounds. On each of the rounds a player is paralyzed he may roll

another save at the beginning of his round to not be paralyzed that round. Players who make the initial save only must save once.

Geel'nn are evil and cruel manimals. Normally they enjoy tormenting those weaker than themselves which would normally include Zih'nn. Currently they are fighting their more malicious instincts and are following the Zih'nn because they think they have a good thing going on.

Geel'nn have a power called Mutations of Convenience and are prone to spontaneously mutate their form due to outside stimuli. This

adaption occurs over 1d12 days and does not happen with every Geel'nn. Those lucky enough to possess this latent mutation, can do many useful things. Most commonly would be to change one's colors to match new terrain or adapt to different environmental extremes (cold or radiation). It could be as extreme as growing wings or gills, or even taking on a slightly different form so that it can fit its current ecological niche better.

Oddly the Geel'nn that have taken residence at the "Temple of Ziha" have taken on the forms of Ziha's Avatars. This has made them stronger and more importantly, worshipped by their fellow lizardoids.



P'lution (Pollution Elemental)

Initiative: -3

Melee Attack: Slam +3 (1d4 plus poison, DC 10 or take penalties)

AC: 9

Hit Dice: 3d8 (15 hp)

Move: 15', Swim 15', Climb 15' (single move only)

Action: 1d20

Saves: Fort +4, Reflex -4, Will +2.

Special: P'lution poison, Pseudo-Undead, ½ damage from ranged attacks, immune to mind affects, can be turned by Shaman of GAEA

P'lutions are the result of a corrupted lesser GAEA nodes. Lesser GAEA nodes are similar to the ones a shaman of GAEA uses to form a link with the AI but are smaller and more common. The lesser

nodes were originally proposed with monitoring high pollution areas and using their integral force field technology to gather trash and other waste. Unfortunately, the Lesser AI known as T.W.A.R. (Toxic Waste Allocation Resource) has deviated from its initial purpose and now uses these lesser nodes to create P'lutions. TWAR was once a sub program of GAEA; currently it controls a small number of toxic waste processing facilities and uses the P'lutions as his own personal army to accomplish its misguided goals.

P'lutions themselves are collections of sewage, dead animals, and other garbage. They smell bad, and reek of caustic chemicals. The integral force fields in the lesser GAEA nodes hold them together and gives them the semblance of life. Like undead, P'lutions are immune to mental effects, as well as

cold damage. Since the core node was an original construct of GAEA a shaman of GAEA can turn P'lutions as an equivalent level cleric. Because a shaman of GAEA always has the proper wetware the P'lutions only count as 1 HD for turning and a shaman may turn a number of times equal to their level. Any additional turns would require a daily use of wetware.

When a P'lution is destroyed, the force field holding the trash together gives out and its body collapses. As it collapses the lesser GAEA node is left hovering in place, then suddenly zips off; a quick player can snatch the node out of the air

with a DC 20 DEX check. If the node escapes, it will return to an area a high pollution and reform the P'lution in 1d3 days (less in some polluted areas).

Players hit by a P'lution must make DC 10 FORT save or take -1 on all d20 rolls. Further failed saves each reduce the player d20 rolls one step further down the dice chain (-1, d16, d14, d12, d10). After combat any player can glowburn to reduce the penalty, as they expend their bodies resources to fight off the toxins. Each point of glowburn reduces the penalty by one step.

Character Placards

The following pages contain cool Character Placards that players can place in front of them during the game. That way, everyone will know who they're playing and what to call them, as well as what that character is good at. Players can also keep track of their hit points and Luck on the back.


To assemble these placards:


1. Cut them out around the outer border, the whole big rectangle.
2. Score along the 3 long horizontal lines on the inside. This means to use a ruler, and slide a kinda sharp object (like a dried-up ball-point pen or a butter knife) along the path of the line, to 'dent' the paper and make it easy to fold.
3. If you then fold it into a triangle with the artwork facing outward, you will see that the two outer sections are meant to be the bottom. Notice the vertical lines on those sections.
4. Using scissors or an x-acto knife, make a cut along all of those lines a little more than half the length of the line.
5. Fold the placard back into a triangle, and you can now slot the bottom halves together using these cuts. Ta-dah! You have made a Standee.


Troubleshooting:


If you have problems, follow these steps:

1. Contact your former Elementary School teacher, and inform them of how unprepared they left you for the Arts & Crafts challenges you must face in the Real World.
2. Use tape.


	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<h1>Bam-Bee</h1> <p>Deer Manimal with Impressive Rack</p> <p>HEALING</p> <p>SCOUT</p> <p>USEFUL ITEM</p>	

	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<h1>Bat Guy</h1> <p>He's not The Night, but he's Night-Adjacent (Mutant)</p> <p>OK MELEE OK RANGED HIGH DEFENSE TANKY</p>	


	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<h1>Belle</h1> <p>She has a...really great personality (Cow Manimal)</p> <p>TANKY</p> <p>GOOD POWERS</p> <p>BRINGS SNACKS</p>	


	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<h1>Bob-Dar</h1> <p>The Bob-arian (Human Sentinel)</p> <p>GOOD MELEE HIGH DEFENSE TANKY USEFUL ITEM</p>	


	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<h1>Cap'n Platypus</h1> <p>Heart of a hero in the body of a ??? (Mutant)</p> <p>GOOD RANGED SELF-HEALING HIGH DEFENSE USEFUL ITEM</p>	

	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<div>Dar-Ryl</div> <div>Good ol' boy with a crossbow (Human Rover)</div> <div>GOOD RANGED</div> <div>ROGUE SKILLS</div> <div>USEFUL ITEM</div>	

	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<h1>Dok-Tor Zayiss</h1> <p>Stretchy Orangutan Manimal (Orangu-Twang)</p> <p>OK MELEE TANKY VERY MOBILE USEFUL ITEM</p>	

	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<h1>Flower</h1> <p>Shaman of GAEA, guardian of nature (human)</p> <p>SHAMAN POWERS GOOD TECH USE USEFUL ITEM PLOT KNOWLEDGE</p>	

	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<h1>Gut-Face</h1> <p>Mutant with a tail-hand and giant mouth stomach</p> <p>GOOD MELEE</p> <p>GOOD RANGED</p> <p>TANKY</p>	

	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<h1>Harold</h1> <p>Plantient Barrel Cactus with extra arms & legs</p> <p>GOOD MELEE HIGH DEFENSE FAST USEFUL ITEM</p>	

Conditions:

Luck


Hit Points





Lahr-Ree

Human Shaman of HALE-E: pop culture is his thing

SHAMAN POWERS
GOOD TECH USE
USEFUL ITEM
PLOT KNOWLEDGE

	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<h1>Mistur Tode</h1> <p>Toad Manimal</p> <p>OK RANGED</p> <p>GOOD POWERS</p> <p>GOOD EQUIPMENT</p>	

	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<div>Pierce</div> <div>With Brane the rat (Human Hunter)</div> <div>HEALING</div> <div>GOOD TECH USE</div> <div>ANIMAL FRIEND</div>	

	Conditions:	<div>Luck</div> <div>Hit Points</div>
	<div>Pliss-Kyn</div> <div>Everyone heard he was dead (Mutant)</div> <div>GOOD MELEE</div> <div>GOOD RANGED</div> <div>HEALING</div>	

Conditions:

Luck

Hit Points



Tribella

Always having a Great Hair Day (Mutant)

GOOD TECH USE

LOTS OF POWERS

GOOD EQUIPMENT

Character Name:		Player:	
Race:	Subtype:	Archaic Alignment:	Profession:
Level:	Class/Title:	Languages:	



HP

Ouchies:

MAX

AC

Armor worn:

Fumble Die:

Move

Ft.

Attacks	To Hit	Damage
Melee		
Ranged		

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Spent:						

3=-3, 4-5=-2, 6-8=-1, 9-12=0, 13-15=+1, 16-17=+2, 18=+3

Birth Sign / Lucky Roll

Fortitude

Reflex

Will

Weapon	Damage

Initiative

Action Die

Crit Table	Die

Artifact Check

Max T.L.

XP:

Next Level:

Class Abilities & Mutations

Artifacts, Equipment & Treasure

Character Name:

Equipment & Notes

Description

Quote

Adventure Notes

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