UNVEILED ELISIONS

#1

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Issue #1

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HORSE
SHARK

COMPATIBLE WITH
MCC RPG

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COMPATIBLE WITH
DCC RPG

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(PURE STRAIN) HUMANS
A CLASS-BUILDING FRAMEWORK FOR MCC RPG
BY JAMES A. POZENEL, JR.

Mutant Crawl Classics RPG provides four pure strain human (PSH) classes. These classes closely hew to the core archetypes in RPG character design, but may leave some players wishing for more customization – or something completely different. The system presented here allows players or judges to build their own, unique PSH post-apocalyptic survivors.

Using a point-buy system, players can either build a character from scratch using class components or choose from four basic archetypes: Soldier, Scholar, Minister, and Expert. The player uses the remaining points to purchase class features.

Every class starts with 20 points to buy class components and class features. Attack, saves, critical tables, and action dice are chosen and purchased individually. Alternately, archetypes have preassigned choices, but are not fixed in stone; they are simply a convenient starting point for further customization. Remaining points are used to pay for class features. Adjusting class components can help spend spare points or to make room for a preferred class feature. Once all the points are spent, the build is complete.

Note: Character building systems often enable optimization strategies or class-building mini-game mentalities. As with all tools, use caution when employing them.

CLASS COMPONENTS

Taken together, the class components represent the core mechanics that define player character classes in d20 RPG systems. Each MCC class needs a static hit die, as well as progressive sets of action dice, attack bonuses, save arrays, critical tables, and artifact check bonuses.

Hit Dice

Humans start with HD of d4, d6, d8, d10 or d12.

- d4 (0 points)
- d6 (1 point)
- d8 (2 points)
- d10 (3 points)
- d12 (4 points)

Action Dice

Level	Standard (0 points)	Improved (1 point)
1	1d20	1d20
2	1d20	1d20
3	1d20	1d20
4	1d20	1d20
5	1d20	1d20+1d14
6	1d20+1d14	1d20+1d16
7	1d20+1d16	2d20 (x2)
8	2d20 (x2)	2d20 (x2)
9	2d20 (x2)	2d20 (x2)
10	2d20 (x2)	2d20 (x2)

Attack Bonus

Level	Standard (0 points)	Improved (1 point)	Superior (2 points)
1	+0	+0	+1
2	+1	+1	+2
3	+1	+2	+3
4	+1	+2	+4
5	+2	+3	+5
6	+2	+4	+6
7	+3	+5	+7
8	+3	+5	+8
9	+4	+6	+9
10	+4	+7	+10

Save Arrays

Once a set of saves is purchased (Standard or Improved) the builder assigns the three arrays as they see fit to Fort, Ref, and Will.

Standard (0 points)

Level	Array 1	Array 2	Array 3
1	+0	+1	+1
2	+1	+1	+1
3	+1	+1	+2
4	+1	+2	+2
5	+1	+2	+3
6	+2	+2	+4
7	+2	+3	+4
8	+2	+3	+5
9	+3	+3	+5
10	+3	+4	+6

Improved (1 point)

Level	Array 1	Array 2	Array 3
1	+1	+1	+1
2	+1	+1	+2
3	+1	+2	+3
4	+2	+2	+4
5	+2	+3	+5
6	+2	+3	+6
7	+3	+4	+7
8	+3	+4	+8
9	+3	+4	+9
10	+4	+5	+10

Critical Table & Die

Level	I (0 points)	III (1 point)	II (2 points)	III-V (3 points)
1	1d6/I	1d8/III	1d10/II	1d12/III
2	1d6/I	1d8/III	1d12/II	1d14/III
3	1d8/I	1d10/III	1d14/II	1d16/IV
4	1d8/I	1d10/III	1d16/II	1d20/IV
5	1d10/I	1d12/III	1d20/II	1d24/V
6	1d10/I	1d12/III	1d24/II	1d30/V
7	1d12/I	1d14/III	1d30/II	1d30/V
8	2d12/I	2d14/III	1d30+2/II	2d20/V
9	2d14/I	2d16/III	1d30+4/II	2d20/V
10	2d14/I	2d16/III	1d30+6/II	2d20/V

Artifact Check

PSH characters start with a standard artifact check progression. A player class build may opt to increase their artifact check bonus by taking either the Artifact Affinity or Curator's Apprentice class features as shown below.

Level	Standard (0 points)	Artifact Affinity (2 points)	Curator's Apprentice (3 points)
1	+0	+2	+3
2	+1	+3	+4
3	+2	+4	+5
4	+3	+5	+6
5	+4	+5	+7
6	+5	+6	+8
7	+6	+7	+9
8	+7	+8	+10
9	+8	+9	+11
10	+9	+10	+12

ARCHETYPES

Archetypes are alternative starting points for class building. The class components for each archetype have been selected. However, they are not final and may be adjusted up or down as a player sees fit. Lastly, the archetypes presented have also preassigned the save arrays to Fort, Ref, and Will.

Each of the following archetypes curate a traditional core class in RPGs (thief, cleric, wizard, and fighter). The Expert, Minister, Scholar, and Soldier mirror the four pure strain human (PSH) classes presented in the MCC RPG rulebook.

It should be noted that these archetypes do not include artifact check bonuses beyond standard. Class features improve that aspect of MCC characters.

Expert

- HD: d6
- Attack: Improved
- Saves: Improved
- Action Dice: Improved
- Critical Table/Die: II
- Build Points Remaining: 14 points

Level	Attack	Crit Table / Die	Action Dice	Ref	Fort	Will
1	+0	1d10/II	1d20	+1	+1	+1
2	+1	1d12/II	1d20	+2	+1	+1
3	+2	1d14/II	1d20	+3	+1	+2
4	+2	1d16/II	1d20	+4	+2	+2
5	+3	1d20/II	1d20+1d14	+5	+2	+3
6	+4	1d24/II	1d20+1d16	+6	+2	+3
7	+5	1d30/II	2d20 (x2)	+7	+3	+4
8	+5	1d30+2/II	2d20 (x2)	+8	+3	+4
9	+6	1d30+4/II	2d20 (x2)	+9	+3	+4
10	+7	1d30+6/II	2d20 (x2)	+10	+4	+5

Minister

- HD: d8
- Attack: Improved
- Saves: Standard
- Action Dice: Standard
- Critical Table/Die: III
- Build Points Remaining: 16 points

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

Scholar

- HD: d4
- Attack: Standard
- Saves: Standard
- Action Dice: Improved
- Critical Table/Die: I
- Build Points Remaining: 19 points

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

Soldier

- HD: d12
- Attack: Superior
- Saves: Improved
- Action Dice: Improved
- Critical Table/Die: III-V
- Build Points Remaining: 9 points

Level	Attack	Crit Table / Die	Action Dice	Ref	Fort	Will
1	+1	1d12/III	1d20	+1	+1	+1
2	+2	1d14/III	1d20	+1	+2	+1
3	+3	1d16/IV	1d20	+2	+3	+1
4	+4	1d20/IV	1d20	+2	+4	+2
5	+5	1d24/V	1d20+1d14	+3	+5	+2
6	+6	1d30/V	1d20+1d16	+3	+6	+2
7	+7	1d30/V	2d20 (x2)	+4	+7	+3
8	+8	2d20/V	2d20 (x2)	+4	+8	+3
9	+9	2d20/V	2d20 (x2)	+4	+9	+3
10	+10	2d20/V	2d20 (x2)	+5	+10	+4

CLASS FEATURES

Feature Name	Cost
AI Recognition	0 points
Minor Darwinian Luck	1 point
Radiation Resistant	1 point
Specific Artifact Affinity	1 point
Specific Luck Bonus	1 point
Artifact Affinity	2 points
Darwinian Luck	2 points
Fearless	2 points
Mountaineer	2 points
Sage	2 points
Stalker	2 points
Stealth	2 points
Animal Empathy	3 points
Berserker	3 points
Curator's Apprentice	3 points
Excellent Outdoorsman	3 points
Forest Fighter	3 points
Healer	3 points
Improved Darwinian Luck	3 points
Mechanically Inclined	3 points
Speech of the Ancients	3 points
Survivor	3 points
Criminal Arts	4 points
Curator's Ward	4 points
Premonitions	4 points
Shield Bash	4 points
Two-weapon Fighting	4 points
Combat Specialist	6 points
Naturopathy	7 points
Artifact Die	10 points
Programmer	14 points
Improved Artifact Die	15 points

Descriptions

AI Recognition (0 points): All pure strain humans have a natural, in-born +2 bonus to AI recognition rolls.

Animal Empathy (3 points): The PC has a gift for interacting with mundane and mutated creatures. The PC may use one of their action dice to command, woo or frighten animals, adding their level and Personality modifier. The hit dice of animals affected equal the PC's level + Personality modifier. Friendly targets are likely to comply easily, while hostile or suspicious targets receive a Will save with a DC equal to the PC's animal empathy check result.

Artifact Affinity (2 points): The PC's artifact check bonus progression is now as detailed in the corresponding column of the Artifact Check table above.

Artifact Die (10 points): The PC gains an added advantage when mastering and using a specified class of artifacts. At each level, PC adds an extra "artifact die" to their artifact checks when examining a specified class of artifacts. The die applies to all artifact rolls (attack rolls with weapons, amount healed, etc.). The artifact die starts at 1d2 at 1st level. Each level advance increases the artifact die rolled by +1d. Select from the following categories (or roll 1d5): (1) arms and armor; (2) medical equipment; (3) miscellaneous; (4) power sources; (5) vehicles.

Berserker (3 points): The PC can go into a wild frenzy for a number of rounds equal to twice his level each day. These frenzied rounds don't need to be consecutive, but the PC must make a DC 10 Will save to end his berserker state pre-maturely. If the saving throw fails, the character continues to frenzy on subsequent rounds until he either makes his Will save or he hits his daily berserker round limit. He may attempt the Will save at the end of each round. During this berserk rage, the PC gains +2 to attack rolls, damage rolls, and saving throws against fear. While in a rage, the PC cannot perform combat artifact checks.

Combat Specialist (6 points): The PC receives a bonus to attack while using ranged or melee weapons. Choose one category of weapons at selection; this class feature may only be selected once. At levels 1-3 the bonus is +1, at levels 4-7 the bonus is +2, at levels 8-10 the bonus is +3.

Criminal Arts (4 points): The PC chooses three thief skills from the following options: sneak silently, hide in shadows, pick pocket, climb sheer surfaces, pick lock, find trap, disable trap, forge document, disguise self, read languages, and handle poison. Skills progress with each level gained as per a neutrally-aligned thief. For each skill's specific use, see the DCC RPG rulebook (pp. 34-36).

If Criminal Arts is taken three times, the character learns all the thief skills above and may use Luck as a thief. PC *does not* regenerate Luck without taking a Darwinian Luck class feature.

Curator's Apprentice (3 points): The PC's artifact check bonus progression is now as detailed in the corresponding column of the Artifact Check table above.

Curator's Ward (4 points): The PC has been exposed to higher technology inside the Curator's monasteries and schools during their upbringing. The PC's starting tech level is one higher than that of his home location (maximum TL is 3).

Darwinian Luck (2 points): The PC regenerates spent Luck at the rate of 1 point for each 24-hour period.

Excellent Outdoorsman (3 points): The PC gains a +1d bonus when attempting to hunt, track, construct shelters, or otherwise live for extended periods in the outdoors. When in his native environment, the bonus increases to +2d.

Fearless (2 points): The PC is so inured to facing death that he is no longer affected by mundane fear. He is immune to any fear-inducting effect caused by a natural source. The PC gains a +1d bonus when making saving throws against technological fear-causing effects.

Forest Fighter (3 points): The PC learned the arts of combat in dense woodlands and how to use the terrain to his advantage. He gains a +2 bonus to attack rolls and AC when fighting in a forested environment.

Healer (3 points): The PC has been trained in the healing arts. Anyone he treats gains the benefit of his training, herbal lore, etc., resulting in increased restored health. The PC's Intelligence modifier or class level (whichever is greater) is added to the number of hit points the treated individual gains when recuperating. Healers using medical artifacts are able to use such devices with increased results, operating at +1d bonus. Also, if attending to a poisoned creature within three rounds of exposure, another saving throw may be made to reduce or negate the effects of the poison. Lastly, creatures suffering from a disease recover faster with the PC's assistance. Any patient afflicted by a mundane disease can make a new saving throw each day they are treated by the healer. On a successful save, the disease goes into remission and the creature is restored to full health in 1d3 days.

Improved Artifact Die (15 points): As per the Artifact Die class feature in this article, but it applies to *all* artifacts.

Improved Darwinian Luck (3 points): The PC regenerates 2 points of spent Luck in a 24-hour period.

Mechanically Inclined (3 points): The PC is adept at repairing machines. He enjoys a +1d bonus whenever assessing or repairing damaged systems and machines. He receives a +2d bonus whenever he is working at his tech level or lower. The PC receives a +1d bonus when disabling traps.

Minor Darwinian Luck (1 point): The PC regenerates spent Luck at the rate of 1 point per 7-day period.

Mountaineer (2 points): The PC is adept at scaling rocky cliffs, perilous mountains, and snowy peaks. He enjoys a +1d bonus whenever climbing mountains, cliffs, or other natural vertical surfaces. If the PC possesses the climb sheer surfaces skill, this class feature also imparts a +1d bonus to that skill.

Naturopathy (7 points): As per the healer's class feature of the same name in the MCC RPG rulebook (p. 30).

Premonitions (4 points): The PC gains an inkling of danger to come. When making Luck checks to avoid surprise, the PC rolls twice, taking the better of the two results. The PC may also experience the occasional omen of future events or prophetic dream at the judge's discretion.

Programmer (14 points): As per the shaman's wetware & patron AIs detailed throughout the MCC RPG rulebook.

Radiation Resistant (1 point): The PC receives a +1 bonus to all attempts to all saves vs radioactivity-based damage or effects, including resisting mutation. This feature can be taken no more than 4 times for a cumulative bonus.

Sage (2 points): The PC is a student of the Ancient Ones and has limited knowledge about a discipline of their sciences, learning, or technology. The player must select a specific knowledge or science. The PC may roll a d24 when making a skill check to recall useful information pertaining to his selected discipline. The character also receives a +1 bonus to any other relevant rolls (artifact checks, difficulty checks, etc.) where his learning may aid in a successful outcome.

Shield Bash (4 points): As per the dwarf's class feature, sword and board, in the DCC RPG rulebook (p. 52).

Specific Artifact Affinity (1 point): The PC receives a +1 bonus to artifact checks involving a specific class of artifacts. Select from the following or roll 1d5: (1) arms and armor; (2) medical equipment; (3) miscellaneous; (4) power sources; (5) vehicles. This feature can be taken no more than 2 times for a cumulative bonus in a given class of artifacts.

Specific Luck Bonus (1 point): The PC's Luck modifier is applied in various circumstances. Examples include activating a specific program, or using a specific class feature that does not skill-based.

Speech of the Ancients (3 points): The PC has studied the behaviors and language of the Ancients or has an unbroken line of descent. He enjoys a +1d bonus when making AI Recognition checks. Additionally, if the PC hears the words of the Ancients, he receives a +2 bonus to any rolls or, per judge discretion, has a chance to understand the gist of a phrase.

Stalker (2 points): The PC is adept at moving through ruins, badlands, and other forms of devastation wrought by the apocalypse. The PC is astute and observant when it comes to ruined structures. Stalkers receive a +4 bonus to detect secret and/or concealed doors or identify structural dangers. Moreover, when simply passing within 10 feet of a dangerous structure, stalkers are entitled to a check to detect it.

Stealth (2 points): As per the halfling's class feature of the same name in the DCC RPG rulebook (p. 60).

Survivor (3 points): The PC has endured harsh conditions, toughening him against adversity. He receives a permanent +1 bonus to all Fort saves and begins play with an additional 1d3 hit points. In addition, he can "bleed out" when reduced to zero hit points for one more round than typical for his level. Thus a 3rd-level PC with this class feature could be saved if he is healed within 4 rounds.

Two-weapon Fighting (4 points): As per the halfling's class feature of the same name in the DCC RPG rulebook (p. 60).

CLASS WORKSHEET

COMPONENTS

Choose each component of the class independently.

HIT DICE

Die	Cost
d4	0
d6	1
d8	2
d10	3
d12	4

CRIT TABLE

Table	Cost
Table I	0
Table III	1
Table II	2
Tables III-V	3

ATTACK

Progression	Cost
Standard	0
Improved	1
Superior	2

ACTION DIE

Progression	Cost
Standard	0
Improved	1

SAVES

Array	Cost
Standard	0
Improved	1

ARCHETYPES

Choose a pre-planned, named archetype. You are free to change the components of the archetype as you see fit.

EXPERT

HD: d6
Attack Progression: Improved
Action Dice: Improved
Saves: Improved
Crits: Table II
Artifact Check: Standard

Cost: 6

MINISTER

HD: d8
Attack Progression: Improved
Action Dice: Standard
Saves: Standard
Crits: Table III
Artifact Check: Standard

Cost: 4

SCHOLAR

HD: d4
Attack Progression: Standard
Action Dice: Improved
Saves: Standard
Crits: Table I
Artifact Check: Standard

Cost: 1

SOLDIER

HD: d12
Attack Progression: Superior
Action Dice: Improved
Saves: Improved
Crits: Table III-V
Artifact Check: Standard

Cost: 11

CLASS NAME: _____

DESCRIPTION

HIT DICE: _____ Cost: _____

Level	Atk	Crit Table/ Die	Action Dice	Fort	Ref	Will	Artifact Check
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
Cost	_____	_____	_____		_____		

CLASS FEATURES

Feature Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CLASS NAME: Gear Head

DESCRIPTION

Pretty good in a fight; at home tinkering and figuring out how to fix things. Looking for a sweet set of wheels to drive out of the Forbidden Zone!

HIT DICE: d8   Cost: 2

Level	Atk	Crit Table/Die	Action Dice	Fort	Ref	Will	Artifact Check
1	+1	1d10/11	1d20	+1	+1	+1	+1
2	+2	1d12/11	1d20	+1	+2	+1	+2
3	+3	1d14/11	1d20	+2	+3	+1	+3
4	+4	1d16/11	1d20	+2	+4	+2	+4
5	+5	1d20/11	1d20+1d14	+3	+5	+2	+5
6	+6	1d24/11	1d20+1d16	+3	+6	+2	+6
7	+7	1d30/11	2d20 (x2)	+4	+7	+3	+7
8	+8	1d30+2/11	2d20 (x2)	+4	+8	+3	+8
9	+9	1d30+4/11	2d20 (x2)	+4	+9	+3	+9
10	+10	1d30+6/11	2d20 (x2)	+5	+10	+4	+10
Cost	2	2	1		1		

CLASS FEATURES

Feature Name	Cost
Artifact Affinity	2
Specific Artifact Affinity (vehicles)	1
Mechanically Inclined	3
Curator's Ward	4
Darwinian Luck	2
AI Recognition	0

CLASS NAME: Treader of the Wastes

DESCRIPTION

The people fear the poisoned cities and land of the Ancients. A treader does not fear. A wandering monk seeking knowledge amongst the desolate and dangerous ruins.

HIT DICE: d8   Cost: 2

Level	Atk	Crit Table/ Die	Action Dice	Fort	Ref	Will	Artifact Check
1	+0	1d8/III	1d20	+0	+1	+1	+3
2	+1	1d8/III	1d20	+1	+1	+1	+4
3	+2	1d10/III	1d20	+1	+1	+2	+5
4	+2	1d10/III	1d20	+1	+2	+2	+6
5	+3	1d12/III	1d20	+1	+2	+3	+7
6	+4	1d12/III	1d20+1d14	+2	+2	+4	+8
7	+5	1d14/III	1d20+1d16	+2	+3	+4	+9
8	+5	2d14/III	2d20 (x2)	+2	+3	+5	+10
9	+6	2d16/III	2d20 (x2)	+3	+3	+5	+11
10	+7	2d16/III	2d20 (x2)	+3	+4	+6	+12
Cost	1	1	0		0		

CLASS FEATURES

Feature Name	Cost
Radiation Resistant (x2)	2
Curator's Apprentice	3
Stalker	2
Healer	3
Fearless	2
Premonitions	4
AI Recognition	0

CLASS NAME: Wastelander

DESCRIPTION

Violent, rage-prone warriors of the irradiated badlands. It's best to steer clear of their sword (or anything else in their hands).

HIT DICE: d12   Cost: 4

Level	Atk	Crit Table/ Die	Action Dice	Fort	Ref	Will	Artifact Check
1	+1/+2	1d12/III	1d20	+1	+0	+1	+0
2	+2/+3	1d14/III	1d20	+1	+1	+1	+1
3	+3/+4	1d16/IV	1d20	+2	+1	+1	+2
4	+4/+6	1d20/IV	1d20	+2	+1	+2	+3
5	+5/+7	1d24/V	1d20+1d14	+3	+1	+2	+4
6	+6/+8	1d30/V	1d20+1d16	+4	+2	+2	+5
7	+7/+9	1d30/V	2d20 (x2)	+4	+2	+3	+6
8	+8/+11	2d20/V	2d20 (x2)	+5	+2	+3	+7
9	+9/+12	2d20/V	2d20 (x2)	+5	+3	+3	+8
10	+10/+13	2d20/V	2d20 (x2)	+6	+3	+4	+9
Cost	2	3	1	0			

CLASS FEATURES

Feature Name	Cost
Berserker	3
Combat Specialist (melee)	6
Radiation Resistant	1
AI Recognition	0

CLASS NAME: Artifact Sage

DESCRIPTION

Not much of a fighter, but few humans know more about the Before Times and its technology. Now if you can only get them to stop talking about the Ancients so much.

HIT DICE: d4   **Cost:** 0

Level	Atk	Crit Table/ Die	Action Dice	Fort	Ref	Will	Artifact Check
1	+0	1d6/1	1d20	+1	+0	+1	+3+1d2
2	+1	1d6/1	1d20	+1	+1	+1	+4+1d3
3	+1	1d8/1	1d20	+1	+1	+2	+5+1d4
4	+1	1d8/1	1d20	+2	+1	+2	+6+1d5
5	+2	1d10/1	1d20	+2	+1	+3	+7+1d6
6	+2	1d10/1	1d20+1d14	+2	+2	+4	+8+1d7
7	+3	1d12/1	1d20+1d16	+3	+2	+4	+9+1d8
8	+3	2d12/1	2d20 (x2)	+3	+2	+5	+10+1d10
9	+4	2d14/1	2d20 (x2)	+3	+3	+5	+11+1d12
10	+4	2d14/1	2d20 (x2)	+4	+3	+6	+12+1d14
Cost	0	0	0		0		

CLASS FEATURES

Feature Name	Cost
Improved Artifact Die	15
Curator's Apprentice	3
Sage (select discipline)	2
AI Recognition	0

MUTANT MOUNTS OF THE FAR FUTURE

BY DONN STROUD

Are you tired of hacking your way through the relentless undergrowth, slubbing your thirsty self over the endless sands, splashing through the shallows of dangerous waters, and scaling the unscalable peaks? Maybe it's time to tame a beast and take it easy for change.

Mount Taming Table

You see the beast up ahead and you swear you've heard a rumor on how to tame it. Roll a 1d8 and consult the table.

d8	Result
1	Conquest by subdual damage. Fight it (but not with anything sharp or pointed).
2	Taming by a nice rub or scratch. Where? Roll 1d4: (1) Forehead; (2) Behind the ears; (3) Belly; (4) Back. Agility Check to reach and deliver the taming touch before it shies away.
3	Looking into eyes and singing a calming tune. DC 5 performance/singing skill check.
4	Giving a gift of food. Make a Luck Check to see if it's in a backpack.
5	Scenting yourself with a certain odor/pheromone. Where do you get that? Roll 1d4: (1) Clay; (2) Flowers; (3) Plant sap (4) Some other animal's fur. Luck Check to find it nearby.
6	Jump on and stay on for 1d3+1 rounds. (DC 10 Reflex save each round)
7	Intimidating with display of aggression. Roll under the average of PC's Strength and Personality.
8	Getting low on ground and appearing submissive.

Did it work? Well, it was a rumor told around the village watering hole by Ol' Wassname. Make a Luck check to see if it was correct. If it's not, consult the Taming Failure Reaction table below.

Taming Failure Reaction

Roll 1d8 adjusted by the PC's Luck modifier and the creature's temperament modifier.

d8	Reaction
0 or less	Stampede! Hope it's not in your direction.
1	Beast attacks.
2	Alpha-male has his eye on you. -2 on subsequent taming checks.
3-4	Beast runs away.
5+	Beast is alert but seems calm.

Give it another try? DC 12 skill check to remember another rumor or maybe get out of range of this large animal you just annoyed.
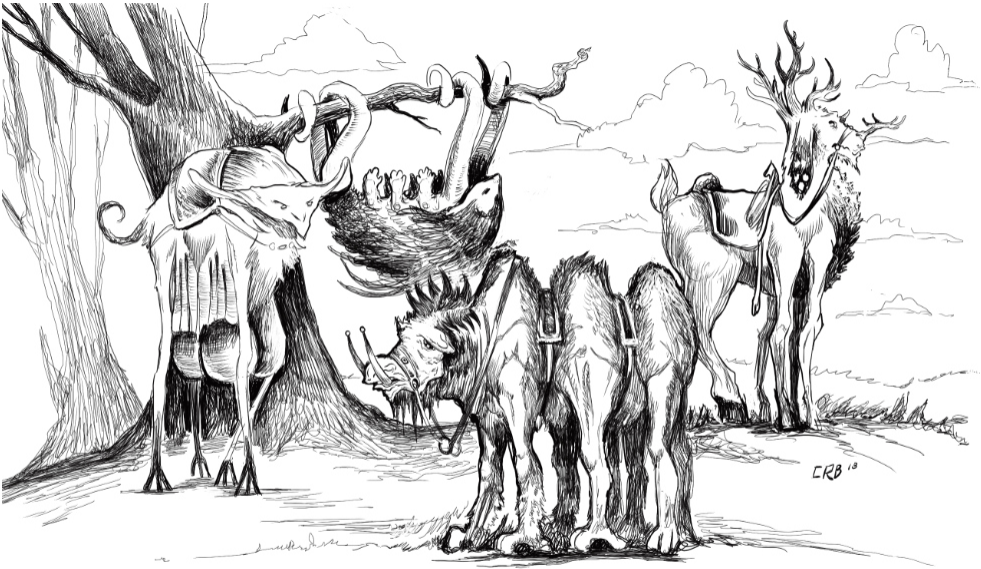
Prongelk

Init +4; Atk antler bash +3 melee (1d8) or back leg kick (1d10); AC 13; HD 4d6; MV 50'; Act 1d20; SV Fort +1, Ref +3, Will +0; AL N. **Taming Temperament:** +2

Prongelks are herbivores, fairly calm, and make great mounts. They stand from 4.5 to 6 ft tall with males being larger. Both sexes have a series of antlers and spikes growing from their entire neck, head, and nose. Long drooping ears can sometimes give them a comical appearance. Their short haired hide can be a range of colors from white, tan, brown, black, and a striping or mottling of all those colors. The strangest thing about Prongelks is their five legs. Four legs extrude from the chest region, all very muscular and functional, and their back legs have fused together into one providing an extra burst (+30 ft MV for 1d6 turns) of jumping speed when required.

Stiltbat

Init +1; Atk kick +1 melee (1d6); AC 11; HD 5d6+3; MV 50'; Act 2d20; SP Sonar scream; SV Fort +2, Ref +1, Will +2; AL N. **Taming Temperament:** +3.

Sonar Scream: 4x a day a Stiltbat can use their scream as a defensive measure. Anyone within 300 yards must cover their ears (hence dropping weapons and shields) or take 1d4 hp damage and be deafened for 1d4 hours from the sonic attack.

Stiltbats make their home in the hot, overgrown jungles of future. Wings have become a hindrance in the lush undergrowth, but they are able to glide on leathery flaps of loose skin that is kept bunched up between their long and hind legs when not needed.

Stiltbats store water in large marsupial-like sacks which hang from their bellies. They lure prey by creating a mud puddle underneath its body, then uses its long, sticky tongue to catch insects as they hover above the mud. Unlike most bats, stiltbats have large eyes, small ears, but have held onto the ability to produce very high pitched noise which is used for defense.

If a rider accustoms themselves to the fast, jilting pace, stlitbats can be ridden easily as it propels itself through the undergrowth. Stiltbats can grow to be 12 ft tall but most average around 6-9 ft.

Camelepede

Init +2; Atk bite +3 melee (1d8) or spit +1 ranged (temporary blindness); AC 13; HD 2d8+1d8 for each leg segment; MV 40'; Act 1d20'; SV Fort +3, Ref +1, Will +2; AL N. **Taming Temperament:** -1.

An elongated camelid with 3-8 pairs of legs and a fatty hump atop each shoulder. Incisor teeth in the bottom jaw have extended into tusks which are used for digging up tubers and uncovering underground water. Camelepedes have large eyes with big flaps of skin that fold over the eyes to protect them during glowstorms. Each hump is capable of producing a single offspring or another pair of legs that slowly grows and eventually emerges to help propel the long, segmented mammal along the irradiated sands.

Swaysloth

Init +3; Atk tentacle whip +3 ranged (30 ft.) and melee (1d8+constrict); AC 14; HD 4d10; MV 25', 40' brachiating; Act 1d20; SP constricting (1d6 per round); SV Fort +2, Ref +2, Will +1; AL N. **Taming Temperament:** +1.

Swaysloths are rather immobile when grounded. A pair of thick prehensile tails extending from base of spine and a matching pair of hairy tentacles emerging from each shoulder let the Swaysloth move through the canopy with a graceful speed matched only by the flying inhabitants. They do possess grasping, vestigial legs close to the body which are used to hold onto offspring or riders. Swaysloth bodies are usually close to 10ft long when fully grown but their tentacles can grow to three times that length. Dense, green hair covers their bodies while a soft brown fur grows down the length of their tentacles and tails making them expertly camouflaged in their lofty home.

CRAFTED WEAPONS OF THE POST-APOCALYPSE

BY DONN STROUD

Clever adventurers can create makeshift maces, flails, warhammers, swords, and spears from the scavenged metals left by the Ancients. While the futuristic metals of the post apocalypse are not easily smithed using Stone or Bronze Age tech, there are many artifacts of the Ancients capable of cutting and joining parts to create improvised weapons. Torsion hammers, plasma cutters, and many other tools are hoarded and used to great effect by the bladesmiths of the wastelands to create weapons out of the advanced metal alloys of the Ancients.

Alloys of the Ancients

A.D. Vernacular	Description
Flyer Metal	Light weight aluminum alloy used in flying vehicles, spacecraft, and satellites. May use Agility for attack modifier.
Glow Metal	Alloy glows slightly in darkness. Sheds 10 ft. radius; for color roll 1d4: (1) soft white; (2) light blue; (3) fluorescent green; (4) glowing yellow.
Glass Metal	Hard as metal but transparent.
Hard Metal	Steel alloy, high in carbon and other elements. Very strong metal used in armored vehicles.
Flow Metal	Perhaps alien in origin, this material appears to be liquid metal. A DC 15 Personality check allows the wielder to liquify the metal and shape it into a weapon, crowbar, shield, etc.

Improvised Weapons in Game

Apply the Attack Bonus to the attack rolls, and the weapon's damage increases by the noted die step from the damage listed in either DCC RPG or MCC RPG.

If any weapon break result is rolled on the fumble tables of MCC RPG, the improvised weapon can escape damage by rolling over the material's Break DC.

Use the base weapon cost (from MCC RPG or DCC RPG) and adjust by the value multiplier.

Crafting shields with these alloys will improve AC at the same rate as the Attack Bonus.

A.D. Vernacular	Alloy	Attack Bonus	Damage	Break DC	Value
Flyer Metal	Triduralumin	+2	+1d	13	10x
Glow Metal	Phosphorium	+1	+1d	15	10x
Glass Metal	Silicaferonium	+1	+1d	18	10x
Hard Metal	Kobalbarium	+2	+2d	10	100x
Flow Metal	Ulenirexium	+2	+2d	N/A	1000x

State of Improvised Weapons

If a PC crafted the weapon, roll a 1d20 and add either their Agility or Intelligence modifier. For found weapons, roll 1d10 adding the PCs Luck modifier.

Found Result	Crafted Result	Description	Effect
1 or less	11 or less	Falling apart (reroll to repair)	-3 attack & damage
2	12-13	Dull (reroll to sharpen)	-2 damage
3	14-15	Needs new pommel wrap (reroll to repair)	-1 attack
4	16	Heavy and unbalanced	-1 attack
5	17	Ugly but serviceable	none
6-7	18-20	Hefty and thick	none
8	21-22	Well balanced	+1 attack
9	23	Graceful and seamless	+1 attack & damage
10+	24+	Exquisite craftsmanship	+1 attack & damage

Discovering the Metallurgy of the Ancients

Questing for knowledge of ancient metallurgic techniques occupies many a young smith's dreams. These secrets, along with the necessary equipment, forge, fuel source, and tools allow PCs to create superior weapons to the improvised versions. If these tools are found before acquiring the proper metallurgical knowledge, an Artifact Check must be attempted (Tech Level: 5 Complexity Modifier: 6) before attempting to create a weapon. If that knowledge has already been learned (the information should be challenging to find and recover), then no artifact check is required when using the forging equipment.

When attempting to craft a new weapon using the alloys of the Ancients, roll a 1d20 and add the PC's Agility or Intelligence modifier, and their artifact check bonus *or* class level and consult the following table.

Crafted Result	Description	Effect
18-20	Doesn't hold an edge	-3 to damage
21-22	Brittle	Can break
23-24	Off Balance	-2 attack
25-26	Hefty and thick	none
27-28	Well balanced	+1 attack
29-30	Exquisite craftsmanship	+1 attack & damage
31+	Legendary	+2 attack & damage

These superior weapons use stats from the Improvised Weapons Table but won't break when fumbled (except for the brittle roll above).

EPOCHS OF TECHNOLOGY

BY JAMES A. POZENEL, JR.

What was the state of the Ancients' technological prowess? What TL should you assign for a device? MCC RPG rulebook gives a handful of examples. Use the table to quantify mankind's technological achievements as Technology Levels. Societies (alive or dead) may range one step up or down in any specific discipline from their baseline technology level.

Tech Level	Description
0	**Neolithic** (stone-napping, tools & weapons using natural or found resources)
1	**Pre-Industrial Age** (farming, metallurgy, mining, writing, military, simple machines, boats)
2	**Industrial Age** (complex machines, steam power, simple electrical applications, firearms)
3	**Modern Age** (electronics, automobiles, radio/telephone/tv/internet, powered flight, space exploration, simple robots/drones, nuclear power)
4	**Future Age** (electromagnetic weaponry, functional AIs, psyche preservation, holographic worlds, complex robotics, intrasolar space travel, manned extrasolar space exploration, limited genetic tailoring, cloning, broadcast power, rudimentary terraforming, rudimentary psionics)
5	**Miracle Age** (particle weaponry, gravitics, faster than light travel, highly capable AIs, AI controlled tools, cybernetics, solid hard light holographic worlds, molecular stasis, lifespan extension, full genetic manipulation, manufactured androids, molecular teleportation, interstellar space travel, advanced terraforming, psionics and rudimentary psionic-tech)
6	**Demiurgic Age** (biological androids, biological immortality, time travel, hyper-advanced AIs, wormhole creation manipulation, wide spread psionics and psionic-tech, galactic exploration and travel, instantaneous matter creation and organization)
7	**Extraterrestrial/Extra-dimensional** (esoteric and alien technologies often representing unknown scientific principles and/or control mechanisms)

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UNVEILED ELISIONS

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Create the human classes that will survive and thrive in your post-apocalypse game.

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Ride in style across the ruined landscapes of Terra AD. Tables to tame four new beasts of burden.

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Grab a piece of metal of the Ancients and start swinging. Rules for improvised and crafted weapons.

TECHNOLOGY LEVELS
A brief guide to technology levels with lists of advancements.