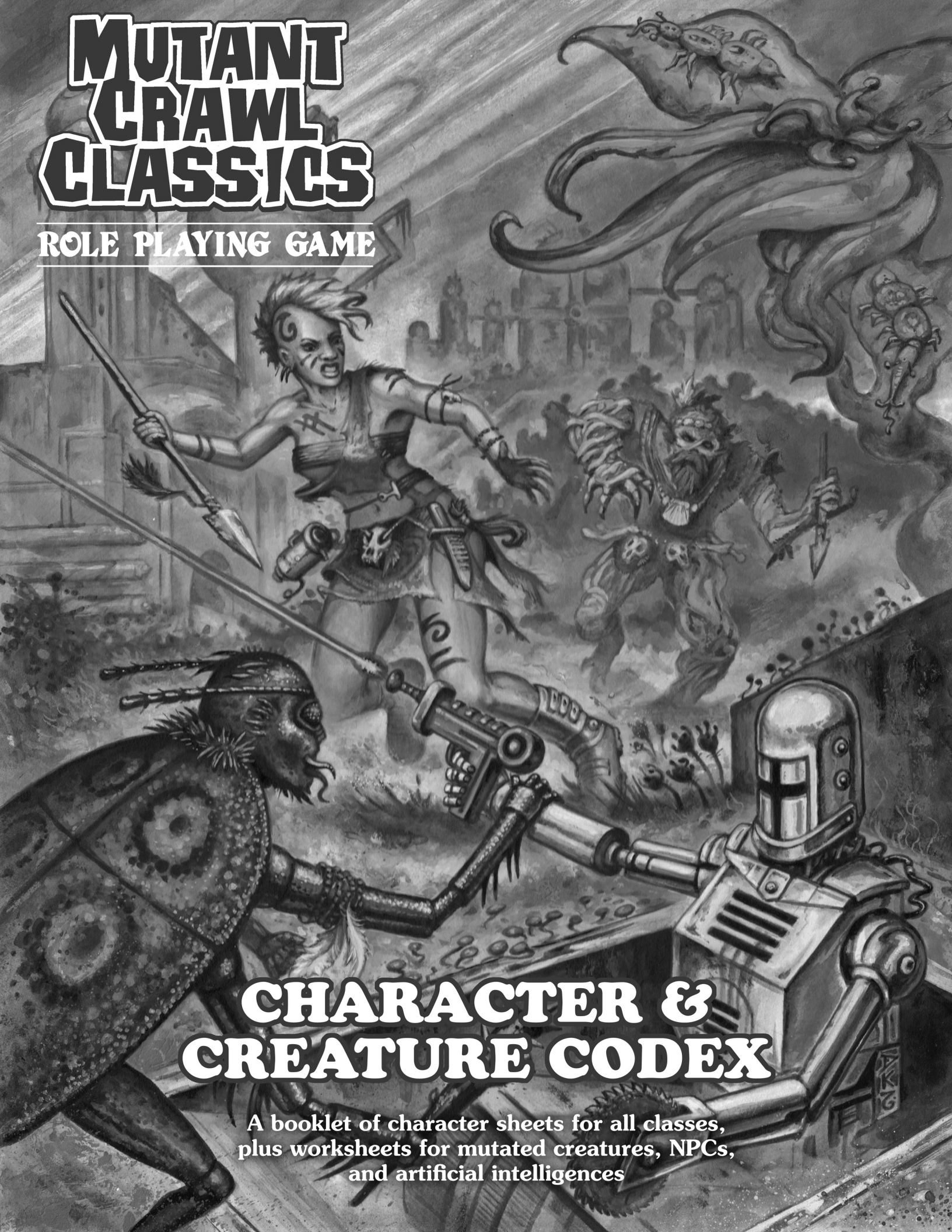
MUTANT CRAWL CLASSICS

ROLE PLAYING GAME



CHARACTER & CREATURE CODEX

A booklet of character sheets for all classes, plus worksheets for mutated creatures, NPCs, and artificial intelligences

INSTRUCTIONS FOR USING THIS BOOKLET

Photocopy the pages of this booklet as many times as you need to create a stack of character sheets and worksheets. Any color of paper will do, but you can't go wrong with canary-yellow or goldenrod for an added old school vibe.

Now get your Mutant Crawl Classics RPG core book handy, and you're all set to go.

PLAYER CHARACTERS

For 0-level PCs, use the level-0 character sheet in this book. Since many 0-level PCs will not survive their initial character funnel adventure, you'll want to print a big stack of these character sheets.

Start by rolling 3d6 in order for the character's abilities, roll 1d4 for hit points, then make any ability score modifier adjustments. Then roll up the character's profession, birth sign, genotype, some beginning equipment, and you're all done.

For explicit details on character generation, see character generation rules in MCC RPG, page 12.

When generating higher level PCs with classes and class abilities, follow the same process and then go to the character class rules in MCC RPG. Using the individual class tables and rules, you can determine the attack bonuses, crit dice and crit tables, action dice, saving throw bonuses, artifact check bonuses, and class powers by specific level.

For more on classes and their powers and abilities, see Chapter 2: Character Classes in MCC RPG, page 20.

NPCs

A non-player character sheet is provided in this book for the judge's use, and it also doubles as a generic character sheet. To generate run-of-the mill tribal NPCs, use the same process as for level-0 and class-level player characters.

When generating NPCs for your MCC campaign world, bear in mind that, by and large, your players are unlikely to encounter anyone among the unwashed, huddled masses of Terra A.D. who is much over 3rd or 4th level. The vast majority of tribal members will be 1st level characters, with higher-level NPCs always being assigned to a seeker team, militia force, or similar vital function. In extremely rare cases, the tribal elders, chieftains, or the leader of a seeker team may be 5th level.

VILLAINOUS NPCS

The process of generating adversarial NPCs to pit against your players takes an entirely different tact than normal NPCs. In these special cases, the normal character generation process as outlined above is used only as a general guideline. Simply put, the villains in an MCC RPG adventure are not required to operate by the same rules as player characters. At the judge's discretion, a villain — particularly an arch villain — or the leadership of an adversarial archaic alignment, may have hit points, mutation checks, and wetware program checks that are mightier than the player rules would normally allow. Because if life were fair, all adventures easily completed, and all villains' abilities highly predictable, you risk presenting a very routine and boring game.

MUTANT CREATURES

Judges need not be limited to the sampling of mutant creatures given in the MCC RPG core book. In fact, judges are encouraged to take full advantage of the many monstrous manuals they undoubtedly already own by adapting those creatures to Terra A.D. In the very spirit of old school gaming, judges are further encouraged to create their own original mutant beasts, which is easily accomplished using the guidelines that follow.

IMPORTING MONSTERS FROM DCC RPG OR OTHER SYSTEMS

To import a DCC RPG monster, or monster from another system, simply use the mutated creature worksheet in this booklet. In the case of creatures from the DCC RPG core book, a DCC adventure, or other DCC setting, stat blocks can be imported whole cloth. It is highly recommended that some of the creatures powers and abilities be swapped for mutations — or a few mutations simply be added for an extra kick to the imported creature's abilities. In many cases the additional mutations will come with physical manifestations that automatically alter the outward appearance of the creature, but failing that, the savvy judge can always alter the creature's native appearance using Table 1-6: Mutant Appearance on page 15 of the MCC RPG core book.

GENERATING MUTATED CREATURES FROM SCRATCH

Simply start with a base type in mind, be it animal, vegetable, mineral, energy-based, or even a chimera that combines aspects of two or more types, then use the worksheet provided to add mutations, stats, a description, and even a sketch of the creature.

GENERATING CUSTOM AIS

Using the AI worksheet in this booklet and rules and tables in Chapter 6: Artificial Intelligences, decide what basic type of AI you wish to create — from robots to cyborgs to holograms to your own brand new type.

While the powers and abilities of your new AI are important, it's best to start with an idea of what original function the AI served in the world of the Ancient Ones, then work up the AI's abilities, personality, and temperament towards humans from there. Always remember that any AI that exists in Terra A.D. has already been operational for thousands of years past its original projected runtime, and most have developed behavioral quirks and programming flaws, if not outright computer insanity.

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

Class/Title

Level

XP

AC

Hit Points

Archaic Alignment

Strength
Modifier:

Agility
Modifier:

Stamina
Modifier:

Personality
Modifier:

Intelligence
Modifier:

Luck
Modifier:

Base Speed	Melee Attack	Melee Damage

Reflex Save	Missile Attack	Missile Damage

Fortitude Save

Will Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Artifacts / Mutations

LEVEL-0

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

Class/Title

Level

XP

AC

Hit Points

Archaic Alignment

Strength
Modifier:

Agility
Modifier:

Stamina
Modifier:

Personality
Modifier:

Intelligence
Modifier:

Luck
Modifier:

Base Speed	Melee Attack	Melee Damage

Reflex Save	Missile Attack	Missile Damage

Fortitude Save

Will Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Sentinel Abilities

Artifacts

Artifact	Check	Effect

PURE STRAIN HUMAN - SENTINEL

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

Class/Title

Level

XP

AC

Hit Points

Archaic Alignment

Strength
Modifier:

Agility
Modifier:

Stamina
Modifier:

Personality
Modifier:

Intelligence
Modifier:

Luck
Modifier:

Base Speed	Melee Attack	Melee Damage

Reflex Save	Missile Attack	Missile Damage

Fortitude Save

Will Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Wetware Programs

Wetware Program	Check	Effect

Artifacts

Artifact	Check	Effect

PURE STRAIN HUMAN - SHAMAN

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

Class/Title

Level

XP

AC

Hit Points

Archaic Alignment

Strength
Modifier:

Agility
Modifier:

Stamina
Modifier:

Personality
Modifier:

Intelligence
Modifier:

Luck
Modifier:

Base Speed	Melee Attack	Melee Damage

Reflex Save	Missile Attack	Missile Damage

Fortitude Save

Will Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Healer Abilities

Artifacts

Artifact	Check	Effect

PURE STRAIN HUMAN - HEALER

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

Class/Title

Level

XP

AC

Hit Points

Archaic Alignment

Strength
Modifier:

Agility
Modifier:

Stamina
Modifier:

Personality
Modifier:

Intelligence
Modifier:

Luck
Modifier:

Base Speed	Melee Attack	Melee Damage

Reflex Save	Missile Attack	Missile Damage

Fortitude Save

Will Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Artifact Check
Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Rover Abilities

Artifacts

Artifact	Check	Effect

PURE STRAIN HUMAN - ROVER

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

Class/Title

Level

XP

AC

Hit Points

Archaic Alignment

Strength
Modifier:

Agility
Modifier:

Stamina
Modifier:

Personality
Modifier:

Intelligence
Modifier:

Luck
Modifier:

Base Speed	Melee Attack	Melee Damage

Reflex Save	Missile Attack	Missile Damage

Fortitude Save

Will Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Mutant Abilities

Mutations & Defects

Mutation	Check	Effect

MUTANT

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

Class/Title

Level

XP

AC

Hit Points

Archaic Alignment

Strength
Modifier:

Agility
Modifier:

Stamina
Modifier:

Personality
Modifier:

Intelligence
Modifier:

Luck
Modifier:

Base Speed	Melee Attack	Melee Damage

Reflex Save	Missile Attack	Missile Damage

Fortitude Save

Will Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Manimal Abilities

Mutations & Defects

Mutation	Check	Effect

MANIMAL

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

Class/Title

Level

XP

AC

Hit Points

Archaic Alignment

Strength
Modifier:

Agility
Modifier:

Stamina
Modifier:

Personality
Modifier:

Intelligence
Modifier:

Luck
Modifier:

Base Speed	Melee Attack	Melee Damage

Reflex Save	Missile Attack	Missile Damage

Fortitude Save

Will Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Plantient Abilities

Mutations & Defects

Mutation	Check	Effect

PLANTIENT

MUTANT CRAWL CLASSICS NPC RECORD SHEET

Character Name

Class/Title

Level

XP

AC

Hit Points

Archaic Alignment

Strength
Modifier:

Agility
Modifier:

Stamina
Modifier:

Personality
Modifier:

Intelligence
Modifier:

Luck
Modifier:

Base Speed	Melee Attack	Melee Damage

Reflex Save	Missile Attack	Missile Damage

Fortitude Save

Will Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Mutations / Artifacts

Mutation	Check	Effect

Artifact	Check	Effect

NPC

MUTANT CRAWL CLASSICS MUTANT CREATURE

Creature Name

Attack Init

Hit Dice

Armor Class

Hit Points

Action Dice

Movement Rate

Fort Save

Ref Save

Will Save

Description

Illustration

Attacks

Melee Attacks	Check	Damage / Effect
Ranged Attacks	**Check**	**Damage / Effect**

Mutations & Special Abilities

Mutation	Check	Effect
Special Abilities		

MUTANT CRAWL CLASSICS ARTIFICIAL INTELLIGENCE

AI Name

Attack Init

Hit Dice

Armor Class

Hit Points

Action Dice

Movement Rate

Fort Save

Ref Save

Will Save

AI Type / Description

Illustration

Attacks

Melee Attacks	Check	Damage / Effect
Ranged Attacks	**Check**	**Damage / Effect**

AI Abilities

Intelligence	Questions Answered	Answers Correctly%
Ego	**General Obedience**	
AI Recognition	**Conditions**	

Table 1-1: Ability Score Modifiers

Ability Score	Modifier	Max Tech Level	Max Wetware Programs	Max Wetware Program Level**
3	-3	No artifact check possible	No program use	No programs accessible
4	-2	1	-2 programs*	1
5	-2	1	-2 programs*	1
6	-1	1	-1 program *	1
7	-1	1	-1 program*	1
8	-1	2	No adjustment	2
9	None	2	No adjustment	2
10	None	3	No adjustment	3
11	None	3	No adjustment	3
12	None	4	No adjustment	4
13	+1	4	No adjustment	4
14	+1	4	+1 program	4
15	+1	5	+1 program	5
16	+2	5	+1 program	5
17	+2	5	+2 programs	5
18	+3	6	+2 programs	5
19	+3	6	+3 programs	5
20	+4	6	+3 programs	5
21	+4	6	+4 programs	5
22	+5	6	+4 programs	5
23	+5	6	+5 programs	5
24	+6	7***	+6 programs	6

** Minimum of 1 wetware program.*
*** Based on Intelligence for shamans and Personality for healers.*
**** Represents technology of extraterrestrial origin.*

Table 6-2: Artificial Intelligences By Type

Androids
- Immortals
- Simulants
- Synthezoids
- Replicants

Computer AIs (by alliance)
- Mainframes of Alignment
- Grid of Net Neutrality
- Matrix of Entropy

Cyborgs
- Covert Ops
- Covert Ops, Advanced
- Drone
- Military

Holograms
- Hard-Light
- Soft-Light
- Resurrection

Personal Assistants
- Any artificial device, vehicle, or building (Judge's discretion)

Robots
- Agro-Bot
- Cargo-Bot
- Companion-Bot
- Construction-Bot
- Household-Bot
- Security-Bot
- Medi-Bot
- Nano-Bot
- War-Bot

Table 3-2: Mutations

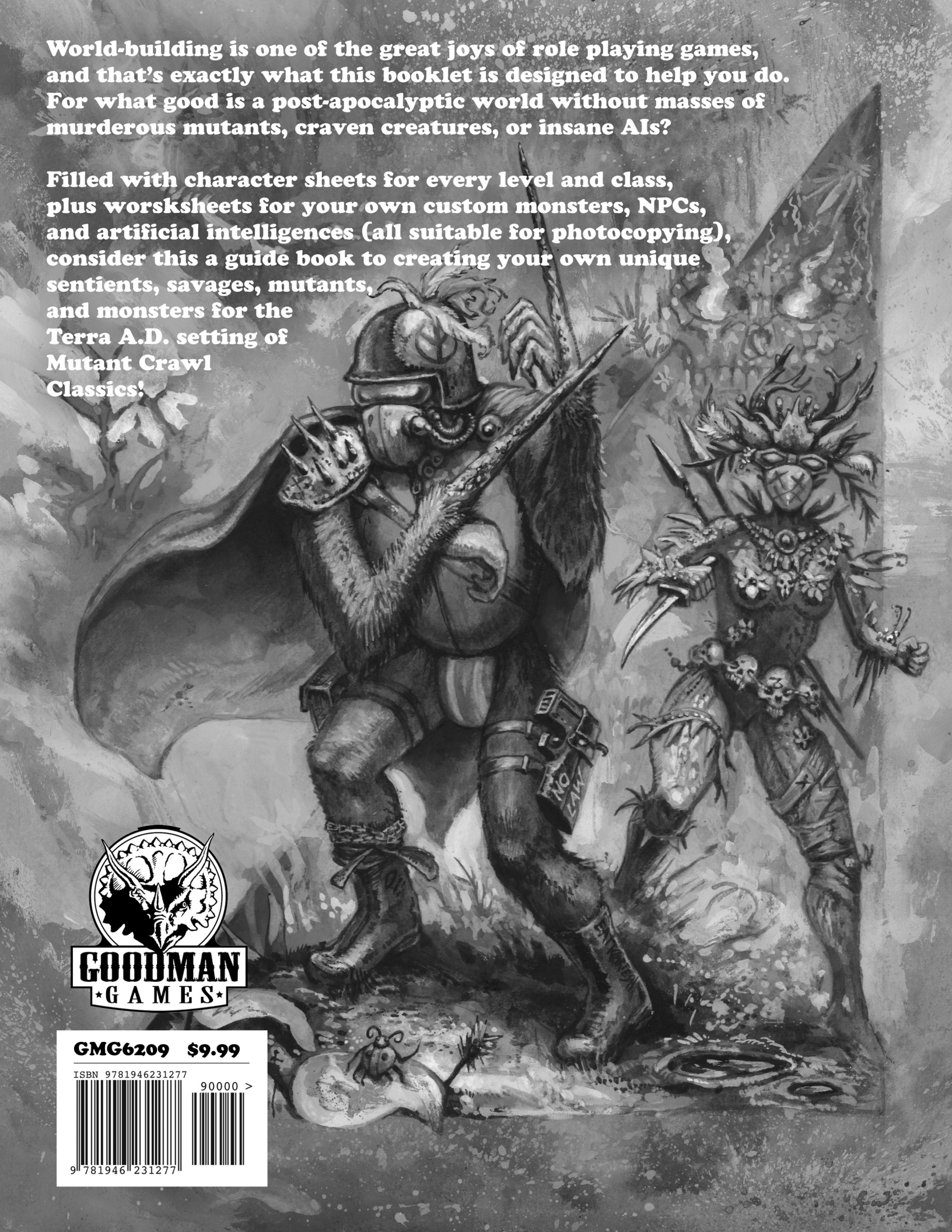
Roll d100	Physical Mutation	Mental Mutation	Defect
01-05	Roll a defect	Roll a defect	Roll two defects
06-08	Amplimorph	Absorption	Asymmetrical Body
09-12	Carapace	Cryokinesis	Attraction Odor
13-15	Claws	Death Field Generation	Body Part Loss
16-18	Electrical Generation	Devolution	Death Pretense
19-24	Extra Senses	Domination	Delayed Reactions
25-29	Gas Generation	Dual Brain	Delusional
30-32	Heightened Agility	Empathy	Devolved
33-35	Heightened Stamina	Force Field Generation	Diminished Body Part
36-40	Heightened Strength	Heightened Intelligence	Diminished Sense
41-43	Holographic Skin	Illusion Generation	Diminished Stamina
44-46	Increased Speed	Life Force Reflection	Enmity
47-49	Infravision	Magnetic Control	Enlarged Body Part
50-52	Light Generation	Mind Control	Ipsilateral Body Plan
53-55	Metamorph	Mental Blast	Life Force Transference
56-59	Multiple Body Parts	Mental Shield	Mental Block
60-62	New Body Parts	Mental Reflection	Mental Defenselessness
63-65	Plasticity	Molecular Disruption	Multiple Personalities
66-69	Radiation Generation	Molecular Integration	Mutation Loss
70-73	Regeneration	Pyrokinesis	Special Vulnerability
74-77	Shorter	Telekinesis	Stumblebum
78-80	Sonic Generation	Telepathy	Stunted Wings
81-83	Spines	Teleportation	Thin Skin
84-86	Symbiotic Touch	Temporary Invulnerability	Uncontrolled Empathy
87-91	Taller	Thought Spike	Uncontrolled Telepathy
92-94	Ultravision	Time Sense	Useless Extra Body Parts
95-97	Wings	Time Stop	Weak Willed
98-00	Mega Mutation (Table 3-3)	Mega Mutation (Table 3-3)	No defect, gain mutation

Table 3-3: Mega Mutations

Roll d100	Physical Mega Mutation	Mental Mega Mutation
01-11	Anaerobic	Assimilation
12-22	Detonating Fingers	Cognitive Immortality
23-33	Gene Splice	Eidetic Memory
34-44	Merge	Genetic Oracle
45-55	Metallic Skin	Life Force Drain
56-66	Phase Shift	Meditative State
67-77	Singularity	Molecular Analysis
78-88	Xenomorph	Time Lash
89-00	Pick any two mutations	Pick any two mutations

World-building is one of the great joys of role playing games, and that's exactly what this booklet is designed to help you do. For what good is a post-apocalyptic world without masses of murderous mutants, craven creatures, or insane AIs?

Filled with character sheets for every level and class, plus worsksheets for your own custom monsters, NPCs, and artificial intelligences (all suitable for photocopying), consider this a guide book to creating your own unique sentients, savages, mutants, and monsters for the Terra A.D. setting of Mutant Crawl Classics!



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