

UNVEILED ELISIONS



UNVEILED ELISIONS

Issue #1

CONTENTS

(PURE STRAIN) HUMANS

2

A Flexible, Versatile, Class-Building Framework

By James A. Pozenel, Jr.

MUTANT MOUNTS OF THE FAR-FUTURE

20

Taming Tables & Four New Mutated Mounts

By Donn Stroud

CRAFTED WEAPONS OF THE POST-APOCALYPSE

24

Improvised Weapons Rules & Metals of the Before Times

By Donn Stroud

EPOCHS OF TECHNOLOGY

27

A Brief Guide to Technology Levels

By James A. Pozenel, Jr.

CREDITS

Layout: James A. Pozenel, Jr.

Editing: Jen Brinkman, James A. Pozenel, Jr., Rachel Sprovtsoff Stroud

Cover Artist: Jayna Pavlin

Interior Artists: Craig Brasco, Darren Canton, Carmin Vance, Tom Farr

Special Thanks: Ari-Matti Piippo

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games.

This product is published under license. Dungeon Crawl Classics, DCC RPG, Mutant Crawl Classics, and MCC RPG are trademarks of Goodman Games. All rights reserved.

COMPATIBLE WITH

**MCC
RPG**

For additional information, visit
www.goodman-games.com or
contact info@goodman-games.com.

Copyright © 2021 Horse Shark Games
& Psychoda Press, all rights reserved.

COMPATIBLE WITH

**DCC
RPG**

PSYCHODA



PRESS



HORSE
SHARK

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	<u>2</u>	<u>3</u>	<u>1</u>	<u>0</u>			

CLASS FEATURES

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

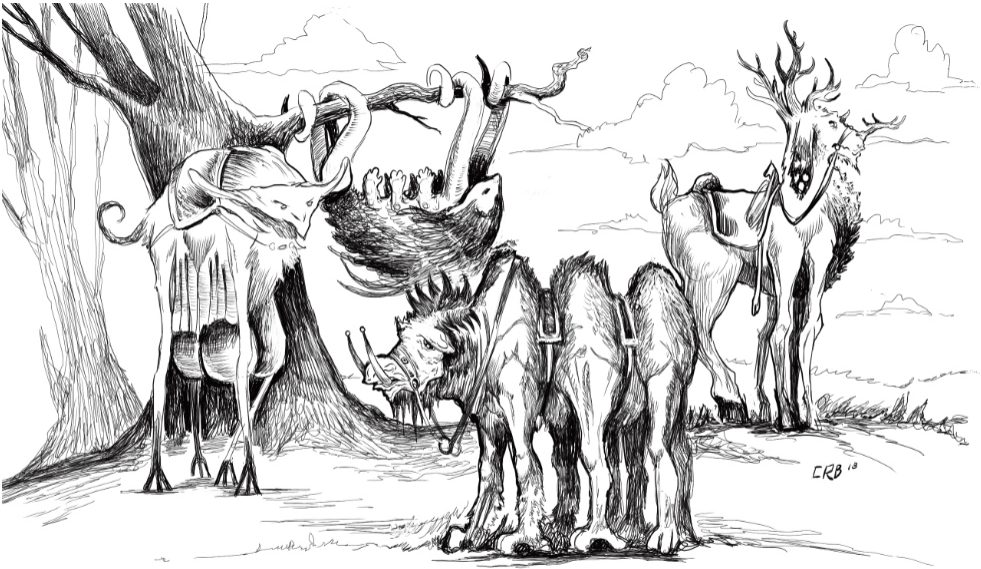
Did it work? Well, it was a rumor told around the village watering hole by Ol' Wassname. Make a Luck check to see if it was correct. If it's not, consult the Taming Failure Reaction table below.

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.



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 Improved Weapons Table but won't break when fumbled (except for the brittle roll above).

