

MUTANT CRAWL CLASSICS

THE DATA ORB OF METAKIND

#8: AN MCC RPG SUPPLEMENT
BY JIM WAMPLER
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AN MCC RPG SUPPLEMENT

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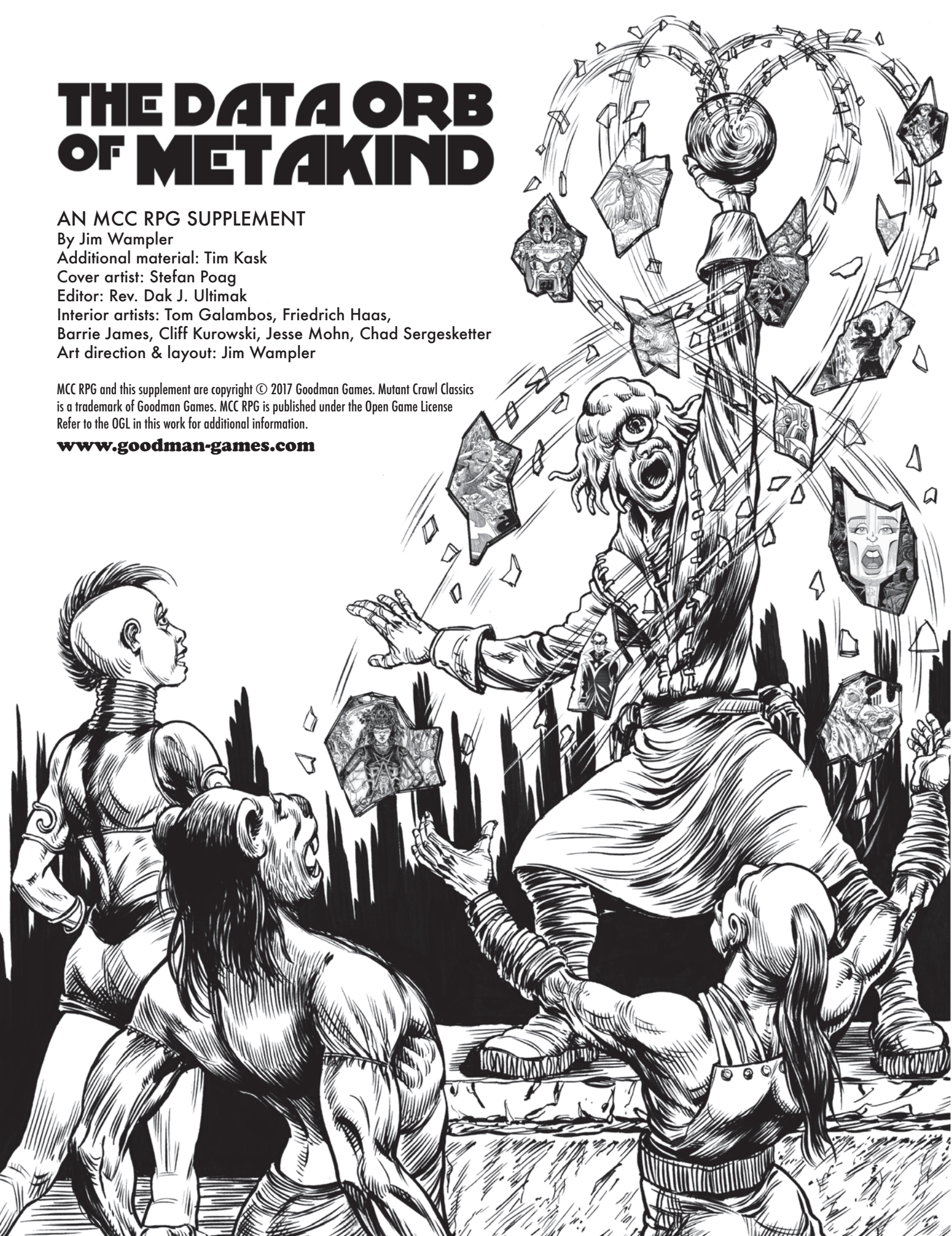
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INTRODUCTION

This most holy of ancient relics, the Data Orb of Metakind has been passed down between tribal shamans and mystic mutants from generation to generation for thousands of years. The Orb is a small golden sphere about one hand across that contains a holographic datamatrix stored in a shunted quantum field network. When held in both hands by shamans or mutants of exceeding intellect, this golden orb contains and communicates the accumulated knowledge and wisdom of every being who has ever held the device. Communing with the orb grants the user access to a huge database of information on how best to navigate and survive the terrors and travails of Terra A.D.

The Orb is composed of a gold-duralloy composite and cannot be broken or damaged, though it is certainly capable of inflicting damage upon those who mishandle it. The Orb has kinetic reflective shielding and most attacks against it, either physical or energy-based, are rebounded upon the attacker.

In many ways, the Orb of Metakind operates as a portable miniature Patron AI, although its AI never speaks to its user in any voice save those recorded and culled from past owners or that of the ancient scientists who created it.

USING THE ORB

The Data Orb must first be understood using the normal Artifact check rules, with the following two caveats. First, a high degree of intelligence is required to successfully touch or hold the Orb. Lesser intellects attempting to handle the Orb will be shocked by 1d6 of static electric charge for each round they touch or hold the Orb. Second, activation of the Orb requires the user to burn 1 point of glowburn, by which means each user sacrifices a small part of their own life essence in order to power up the Orb's neural interface. Unknown to most users, continued Orb use causes the user's own memory en-grams to be recorded and stored in the Orb's near-infinite database.

Data Orb Use Minimum Intelligence Requirements

User	Minimum Intelligence
Shaman	14
Other Pure Strain Human	Cannot use Orb
Mutant	16
Manimal	17
Plantient	18

Those successfully understanding and bonding with the Orb will find that at first its data retrieval systems seem

TABLE 1-1: DATA ORB ACCESS LEVEL

Roll d20 + Int Mod	Data Orb Bond
1	Restricted Access: Data Orb detects an unauthorized user. User is shocked for 1d12 of electrical damage and must make a DC 12 Fortitude save or be knocked unconscious for 1d6 rounds. User may not try to access the Orb again for 7 days or same result occurs.
2-11	Identity Unconfirmed: Data Orb cannot confirm the identity of the user. User may not attempt to access the Orb again for 24 hours.
12-13	Identity Confirmed: Data Orb recognizes the user, who may access the Orb 1 time in the next 24 hours, but thereafter must re-roll a new access level.
14-17	Access Zeta Level: User may access the Data Orb 1 time per 24 hour period at a +1 access roll.
18-19	Access Epsilon Level: User may access the Data Orb 1 time per 24 hour period at a +1 access roll. Merely holding the Orb while running any defensive wetware program will add +1 to all program checks.
20-23	Access Delta Level: User may access the Data Orb up to 2 times per 24 hour period at a +1 access roll. Merely holding the Orb while running any wetware program will add +1 to all program checks.
24-27	Access Gamma Level: User may access the Data Orb up to 2 times per 24 hour period at a +1 access roll. Merely holding the Orb while running any wetware program will add +1 to all program checks.
28-29	Access Beta Level: User may access the Data Orb up to 3 times per 24 hour period at a +1 access roll. Merely holding the Orb while running any wetware program will add +1 to all program checks.
30-31	Access Alpha Level: User may access the Data Orb up to 3 times per 24 hour period at a +2 access roll. Merely holding the Orb while running any wetware program will add +2 to all program checks.
31+	Access Omega Level: User may access the Data Orb up to 4 times per 24 hour period at a +2 access roll. Merely holding the Orb while running any wetware program will add +2 to all program checks.

quite random. With some diligence, practice, and experience, a user can summon up previously accessed data, except where multiple data access privileges are forbidden by a particular data entry. This experienced use can be simulated in-game by the a player simply recalling the information and effect desired with enough detail and specificity to meet the requirements of the judge. Likewise, a PC in circumstances that would prevent high levels of concentration (melee combat, for example), would not be able to access the Orb except for randomized data calls and their effects.

The Data Orb of Metakind: Tech Level: 6; Complexity Modifier: 14; Power: Self; Special: Allows the user one randomly retrieved data slice from the Orb; any previously summoned data slice may be accessed again at will by the same user.

HOW TO ACCESS AND USE THE DATA ORB OF METAKIND

Assuming that the potential user meets the minimum Intelligence requirements as outlined above, the user would begin by making an Artifact check using the rules in the MCC RPG rulebook (see Chapter 7: Artifacts of the Ancient Ones). If that Artifact check meets the threshold of a successful artifact activation (even if the artifact is not yet fully understood), the potential user is immediately granted a Data Orb Access Level, which will govern all future Orb uses, including further Artifact checks if required.

Similar to a Patron AI Bond wetware program, the user must determine how well they have interfaced with the

Orb's native AI. The user rolls on Table 1-1: Data Orb Access Level to establish his link with the Orb, and of course may announce any further glow-burn in advance of the roll (or Luck burn after the roll) which may alter the final result rolled.

ATTEMPTING TO RETRIEVE SPECIFIC INFORMATION FROM THE ORB

A user will eventually desire to try and draw information from the Orb on a specific topic, but as the advanced terminology and super-scientific concepts of the Ancient Ones will be well beyond the understanding of even the most sophisticated and experienced seeker in Terra A.D., this process is always chancy and can be somewhat hit-or-miss.

NOTE: The one exception to attempts to retrieve specific information of topics from the data Orb is the Thought Records of the Ancient Ones (Table 2-2). This data can never be purposely sought, as all access to it is security locked. Accidental access to this data category may be granted by results generated on Table 1-2.

SHARING KNOWLEDGE GAINED FROM THE ORB

An Orb user who successfully accesses the Orb and gains knowledge from it may attempt to share that knowledge and teach it to another. Such knowledge sharing must take place immediately after Orb use, and requires both parties' full concentration and undivided attention. The recipient

TABLE 1-2: SEARCHING FOR SPECIFIC INFORMATION IN THE DATA ORB

Roll d20 + Int Mod	Data Orb Response
1	Neural feedback from the poorly-phrased connection request stuns the user unconscious for 1d6 rounds and delivers a static electrical shock that does 1d4 damage.
2-8	The Data Orb has misinterpreted the user's request as a call to its database containing the general musings of its past users. Roll 1d5: (1-3) Roll for a data entry on Table 2-1: Voices of the Past, or (4-5) Roll for a data entry on Table 2-2: Thought Records of the Ancient Ones.
9-11	The Data Orb was unable to parse the user's request and responds with a random data entry. Roll on Table 1-3 for a random category, then roll on the associated sub-table indicated to determine the information retrieved.
12-13	The Data Orb was able to determine the user's general area of interest. Determine which information category is most appropriate to the request and roll for a random result on the associated table.
14-16	The Data Orb was able to process the user's information request by general category and topic. Find the appropriate data entry and then the user rolls 1d6: (1-2) Read the entry above the desired entry, (3-4) Read the entry below the desired entry, or (5-6) Read the desired data entry.
17-19	The Data Orb was able to interpolate the user's specific desired information request, and calls for the appropriate associated data entry. If data entry cannot be revisited, take next lowest result.
20+	The Data Orb has experienced a security access code malfunction. Roll 1d3: (1-2) The security access failure was caught by a backup system and the appropriate data entry is recalled, or (3) Go to Table 2-2: Thought Records of the Ancient Ones.

TABLE 1-3: PRIMARY DATA CATEGORY

Roll d20 + Int Mod	Database Category
1	Quantum Data Core Failure: User has tried to access a lost data slice that no longer exists. Neural feedback causes user to suffer a small cranial embolism for 1d6 of damage and make a DC 12 Willpower save or be stunned unconscious for 1d12 rounds.
2-11	Voices of the Past: User has accessed the thought recordings of prior possessors of the Data Orb who left words of wisdom, knowledge, and advice. These thought records come from a long line of past shamans and mutants stretching back over 10 millennia. Go to Table 2-1.
12-13	Thought Records of the Ancient Ones: User has accessed the thought recordings of the scientists who invented and programmed the Data Orb before the Great Disaster. Go to Table 2-2.
14-17	Miscellaneous Technology: Go to Table 3-1.
18-19	Power Source Technology: Go to Table 4-1.
20-23	Medical Technology: Go to Table 5-1.
24-27	Weapons & Armor: Go to Table 6-1.
28-29	Artificial Intelligences: Got to Table 7-1.
30-31	Data Slice Transfer: User has accessed the entirety of a data slice. Go to Table 8-1.
32+	Quantum Core Dump: The Data Orb transfers the entirety of its core memory from quantum storage directly into the user's brain, which cannot contain the zettabytes of information and remain intact. For 1 round the user becomes nearly omniscient, and knows the answer to any question that was known by the Ancient Ones or their Advanced AIs. The user may make one free action based on the answer to that question. For each subsequent round after the first in which the user attempts to retain the all-knowledge bestowed upon him and to use it, he must make a successful Willpower save or their brain and head spontaneously combust from the overload, causing instant death. The Willpower save starts at DC 14 and increases by 2 each round (round 2 DC 16, round 3 DC 18, round 4 DC 20, and so on). The user may release the direct connection to the entirety of Data Orb stored information at anytime during this process, taking a mere 1d16 neural shock damage in the disconnection process.

of such shared knowledge must a DC 16 Willpower save to retain the information, and that knowledge is only retained for the next 24 hours before it is forgotten. Only an attuned Orb user may fully retain Orb knowledge, and even that is subject to the rules as outlined above.

VOICES OF THE PAST

For thousands of years and for generations uncountable, the Orb has been dutifully carrying out its programming and gathering the arcane knowledge possessed by its users. Each tribal shaman and mutant mastermind that has used the Orb has been unknowingly contributing to this database of information. Thus, the Orb contains many useful words of wisdom on how best to survive the travails of Terra A.D., as captured from those who survived them, at least for a time.

In addition to sagacity of the actual advice, the power of communing with the Orb is such that each entry from Voices of the Past will grant the user a temporary benefit or effect reflective of the new knowledge gained.



TABLE 2-1: VOICES OF THE PAST

Roll d30	Voice from the Past
1	<p><i>"The road to Glory is full of rocks and holes. If the road were smooth, the arriving at the destination would be devalued. One must circumvent all obstacles presented by Fate to reach that vaunted respite."</i> R'ert H'line, Revered Seer and Sage of The Time Before User temporarily loses 1d3 points of Luck, which will be regained in 24 hours.</p>
2	<p><i>"Slow-moving creatures must have survived this long for a reason. That moment when you rush into the midst of dozens of 3-foot slugs you have never encountered before and find yourself surrounded is NOT the time to learn that they radiate at will. Know and live; be ignorant and perish."</i> Metlikk, Venerated Sage of the Mutant Clan of Moohrhi User gains 1 point of temporary Personality, which can be glowburned before it vanishes in the next 24 hours.</p>
3	<p><i>"All armor can be defeated; any weapon can be negated. That is the Paradox of Power. Keep your allies close, but keep your enemies even closer; the Power will attract them like insects to a torch so let the least trustworthy let themselves be consumed by the fire."</i> Dostrakka, Warlord of the Uolrit Confederation User gains 1 point of temporary armor class that lasts 24 hours.</p>
4	<p><i>"Power is meant to be used; munitions are meant to be expended. Dying in combat with charges left unfired is a waste. The question is which is the greater waste? The dead or the unexpended? There is no such concept of "overkill; you kill or get killed."</i> Kwalish—Leader of The Association User gains a temporary +1 to melee and missile attacks that lasts 24 hours.</p>
5	<p><i>"When confronted by the unknown and lacking intelligence of the complete situation, split-ting up is counseled against. Divided parties are easier to defeat in detail. Some dead now always leads to more dead later."</i> Lensi—Savant of The Glow User gains 1 point of temporary Intelligence that may be glowburned before it vanishes in the next 24 hours.</p>
6	<p><i>"Existence is precious; to be in any other state is to not exist. Consider long and thorough-ly any endeavor that might lead to the termination of your existence as there will be no way to restore your existence. Material things abound; your existence is singular."</i> Metlikk- Venerated Sage of the Mutant Clan of Moohrhi User gains 1d3 temporary hit points that vanish after 24 hours.</p>
7	<p><i>"When faced with an unknown sea, it is always advisable to assume that it contains sea monsters. If you are wrong, you risk only being known for an excess of caution. If you are correct, you may live to tell the tale some day, thereby gaining the last, best laugh."</i> Ah-med the Navigator User gains 1d3 of temporary Personality that may be glowburned before it vanishes 24 hours later.</p>
8	<p><i>"When confronted by an unknown creature, it is far better that you assume that it is poi-sonous, blindingly fast and utterly ferocious. This attitude does not condone mindless ex-tinction of the new and novel, but it does lessen the chance of your corpse looking sur-prised."</i> Bulbar the Odd User gains gains temporary +1d3 to attack that lasts 24 hours.</p>
9	<p><i>"If you don't know what it is, leave it alone. There was once an entire species of furry quadrupeds used in control of vermin that made themselves extinct through excessive curiosity. Consider any unknown as potentially lethal and work backwards from that prem-ise."</i> Egla the Luminescent User gains temporary +1d3 to artifact checks that lasts 24 hours.</p>
10	<p><i>"Rendering a foe into a pile of slag is certainly effective if you want to end its existence. If, however, the foe has something you like or want, other, less heated responses might prove more efficacious in the long run."</i> LOG:74.01.01, ORUHKU AI User gains temporary +1d6 to ranged artifact damage that lasts for 24 hours.</p>

TABLE 2-1: VOICES OF THE PAST (CONTINUED)

Roll d30	Voice from the Past
11	<p><i>"In negotiations, it is better to assume that the AI has the ability to render you into dust motes, and treat it accordingly. There is no shame in attempting to placate or keep happy something that can end your existence in an instant."</i> Dewfoot – Tech-Savant of Sasko</p> <p>User gains temporary +1d6 to AI recognition rolls that lasts for 24 hours.</p>
12	<p><i>"Never start a hand-to-hand melee when you have distance weapons that can strike the target. Hitting a foe when they are unable to hit back is the ideal; that which cannot hit back cannot hurt you."</i> Manzakk – Ancient Scribe-Master</p> <p>User gains temporary +1d6 to missile attacks that lasts for 24 hours.</p>
13	<p><i>"Embrace that which sets you apart from the herd; revel in your identity and own it. All beings are incomplete if they fail to utilize all the skills at their disposal; be not afraid to test your limits and abilities."</i> UHR-Tun – Founder of The Mutant Brotherhood</p> <p>User gains a temporary +1d6 to all mutation checks made in the next 24 hours.</p>
14	<p><i>"Finding a place to rest and sleep is seldom an issue. Finding a place to rest and sleep that provides some assurance that you will awaken the next day is sometimes more problematic. Always seek one of those."</i> Fuhz the Pragmatic</p> <p>User gains a temporary +10 to all perception based checks made while on watch that night.</p>
15	<p><i>"What is better than two mazer pistols? Three mazer pistols, or two mazer rifles. Many-appendaged creatures should carry and use as many weapons as their appendages can handle; to die empty-handed is a disgraceful waste."</i> Polly Daktul, Mutant Queen</p> <p>User gains a temporary ability to dual-wield identical weapons using a d20 action die for both attacks. This ability lasts for 24 hours.</p>
16	<p><i>"Running away is an undervalued survival skill in the badlands. Run away and live to kick ass another day, I always say."</i> Ashley J. Williams, High Priest of S-Mart</p> <p>User may break from melee combat without suffering the free attacks from withdrawal for 24 hours.</p>
17	<p><i>"You cannot lean on luck forever, but you also can't spend it when you're dead – and that time will come soon enough anyway."</i> Tri-Eye-Pod the Blessed</p> <p>User gains 1d8 of temporary Luck points, which fade away after 24 hours.</p>
18	<p><i>"If a super-intelligent AI ever asks you the question, 'Are you sure you want to do that?' the answer is always 'No, I've changed my mind.' People who say 'yes' to that question could tell you about what happens next, except they're all dead now."</i> Grey-Eyes the Centenarian</p> <p>User gains 1 point of temporary Luck, which must be spent in the next 24 hours.</p>
19	<p><i>"If it glows, use a really long stick. If it blinks with a blue light, don't touch it at all."</i> Jay-Em 76, Warder of Level-10</p> <p>User gains one extra free movement action that may be used at any time in the next 24 hours.</p>
20	<p><i>"You'll notice that the only people who call it 'friendly fire' are the survivors. You shoot that thing into the middle of one of my brawls again and I'll snap your tentacles off."</i> Mangarr the Mighty</p> <p>User gains a temporary one-time relief from the firing into melee combat rules. This effect lasts for 24 hours.</p>
21	<p><i>"Armor up. They can't hurt you if they can't hit you."</i> Renzi, Seeker from Tracking Site</p> <p>User gains a temporary +4 to AC that lasts for 24 hours.</p>

TABLE 2-1: VOICES OF THE PAST (CONTINUED)

Roll d30	Voice from the Past
22	<p><i>"Is the cat alive or expired, when observational data is required? While the box stays closed, states are superimposed, 'til she's seen living or permanently retired."</i></p> <p>The Mad Rantings of Bastina, Shaman of Tetraplex User gains a one-time do-over when rolling a saving throw. Effect lasts 24 hours.</p>
23	<p><i>"Let's split up, we can take more damage that way. Said no one ever. Well, except maybe for those poor sons of glitches we just shot all to hell."</i> Sungam, Robot Hunter User gains a temporary +1d6 to initiative in combat. This effects lasts for 24 hours.</p>
24	<p><i>"They think we a gang! They think we just noisy kids! But soon they see, we are the future!"</i> KAD-Kamitlu 42, Linguistics AI User gains a temporary +1d6 to their next mutations check. This effect lasts for 24 hours.</p>
25	<p><i>"Attention, leaders of tomorrow's master race! The time has come as I promised. The time when I reveal to you, my loyal followers, the ancient secret of war. The key to creating hysteria, fear... gods."</i> Blackwolf, Mutant Wizard User gains a temporary +1d12 on their next mutation check. This effect lasts for 24 hours.</p>
26	<p><i>"I wanna show you a trick Mother showed me when you weren't around. It was on special occasions just like this. Oh yeah, one more thing. I'm glad you changed your last name you son of a bitch."</i> Avatar, Pure Strain Human Wizard User gains a temporary +1d12 on their next wetware program check or missile attack with a ranged artifact weapon. This effect lasts for 24 hours.</p>
27	<p><i>"When I say 'stand back' I mean all of you. Get away from me while I check out this strange shiny rock with lights. If I blow my own heads off, that's my business."</i> Warez the Wanton User gains a temporary +5 to their next artifact check. Effect expires after 24 hours.</p>
28	<p><i>"Remember, the deeper the keepers, the more stacked the artifacts. Just keep going down in the ruins far enough and eventually you'll end up a god."</i> The Last Words of Ni-vek the Star-Whelp User gains a temporary +10 to their next artifact check. Effect expires after 24 hours.</p>
29	<p><i>"Hold my axe. I got this."</i> Namkin'b, Artifact Hunter User gains a temporary +15 to their next artifact check. Effect expires after 24 hours.</p>
30	<p><i>"I understand the origins of your speculation. It is most likely nuncupative."</i> Otlairh the Oth-erworldly User gains a temporary +20 to their next Artifact check. Effect expires after 24 hours.</p>



THOUGHT RECORDS OF THE ANCIENT ONES

These data entries include the thought recordings of various ancient Orb users from before the Great Disaster. At that time, the Orb was but one of thousands of like devices that were connected together by a quantum field network. Such was the cognitive power of the Promethean minds of the Ancient Ones, that merely hearing their thought records can physically reroute neural pathways, re-sequence DNA molecules, or in some case, even alter the laws of physics.

Thus, accessing these thought records comes at great risk and possibly even greater reward. As these thought records are security locked, users cannot access them except by chance, and a single user may never call up the same thought record twice. Knowledge gained from the thought records of the Ancient Ones is overwhelming and ephemeral, and thus may not be shared with others.

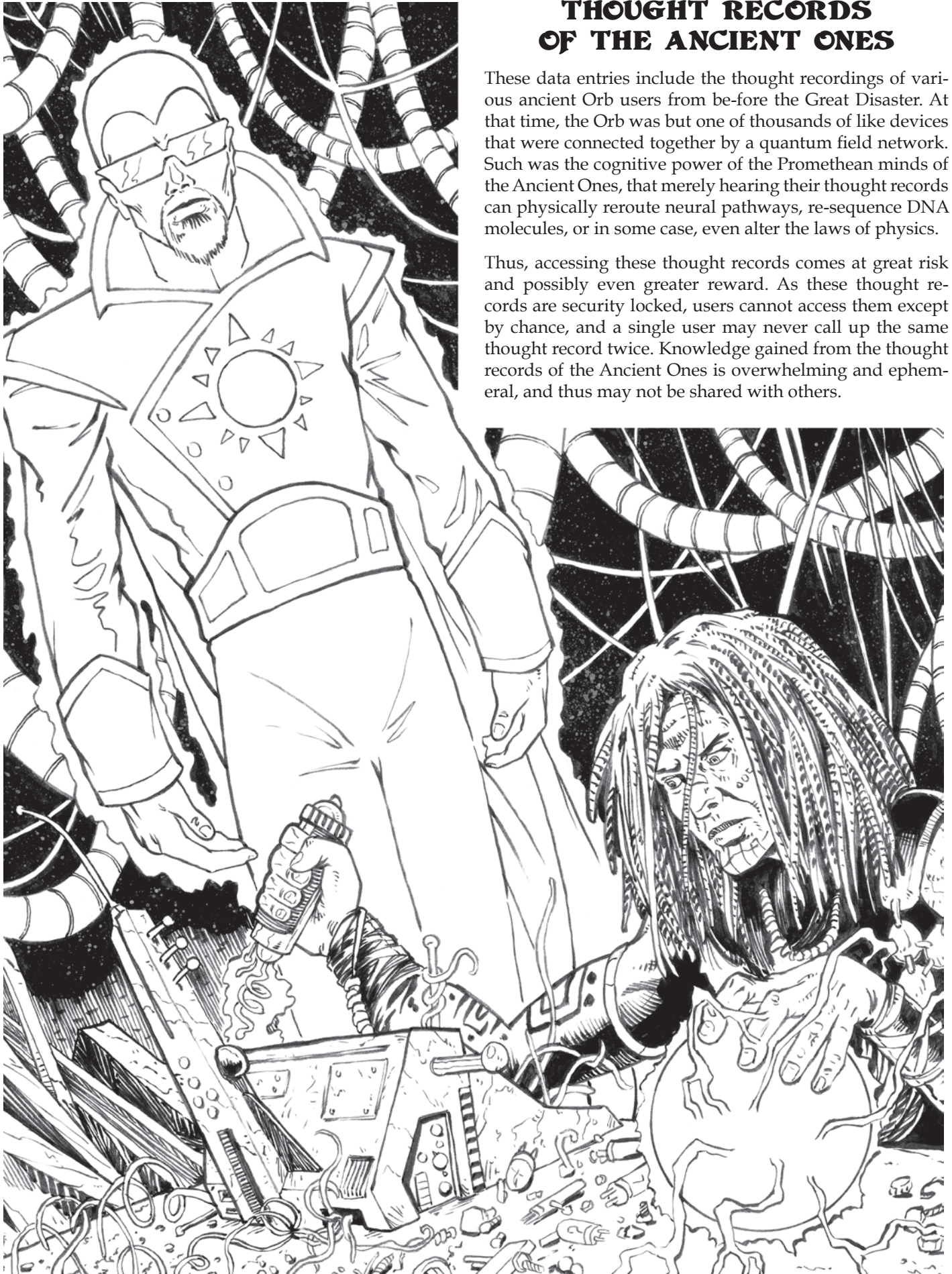


TABLE 2-2: THOUGHT RECORDS OF THE ANCIENT ONES

Roll d30 Thought Record of an Ancient One

- 1

"This is it. The world is melting in a fireball. There are no hologramatic mobile emitters available, so I am uploading my consciousness directly into the Orb, and looping the data through its diagnostic buffers. Maybe I can survive that way and be resurrected some day."
User has accidentally downloaded the entire consciousness of an ancient scientist into their mind. Roll 4d6 (dropping the lowest d6) for the Ancient One's Intelligence, Personality, and Luck stats. If the Ancient One's Intelligence and/or Personality stats are higher than the PC's, the new persona will begin to dominate its host. In any case, the new persona will have its own identity, agenda, and desires (judge's discretion) and will use its own Luck stat to reinforce the desired behaviors of the host mind – even going so far as to burn Luck to lower Luck rolls made by the PC when necessary.
- 2

"The new bio-feedback techniques seem to be working. I'm gaining muscle mass without the benefit of actual exercise or performance-enhancing drugs."
User gains 1 point of Strength permanently (to a maximum limit of 24). This data entry cannot be revisited by the same user.
- 3

"The station's low-gravity meditation techniques seem to be working. I can feel my reflexes improving."
User gains 1 point of Agility permanently (to a maximum limit of 24). This data entry cannot be revisited by the same user.
- 4

"That repeating a simple algorithm daily can actually harden the alleles of my genes seems improbable at best, yet the data backs up this finding."
User gains 1 point of Stamina permanently (to a maximum limit of 24). This data entry cannot be revisited by the same user.
- 5

"The thought spike test subjects seem to be responding positively. Soon, we will try the experiment without the gene therapy and see if the progress continues."
User gains 1 point of Intelligence permanently (to a maximum limit of 24). This data entry cannot be revisited by the same user.
- 6

"We always knew that willpower was a function of consciousness, but that it had a primarily mathematical component rather than biochemical was unsuspected until now."
User gains 1 point of Personality permanently (to a maximum limit of 24). This data entry cannot be revisited by the same user.
- 7

"Positive visualization techniques seem to have a measurable effect on quantum states, similar to simple observation. This is a break-through."
User gains 1 point of Luck permanently (to a maximum limit of 24). This data entry cannot be revisited by the same user.
- 8

"Life extension via meditative states has a long legendary history among certain monastic orders, but now we're beginning to understand the cognitive underpinnings of that phenomenon."
User gains 1 hit point permanently (to a maximum limit of 24). This data entry cannot be revisited by the same user.
- 9

"Go back to the lab until you get it right!"
User gains a permanent +1 to Artifact checks. This data entry cannot be revisited by the same user.
- 10

"You can't talk to it that way. Get the marbles out of your mouth and enunciate more clearly."
User gains a permanent +1 AI recognition rolls. This data entry cannot be revisited by the same user.
- 11

"You left the safety override on."
User gains a permanent +1 bonus to all attacks made with an artifact weapon. This data entry cannot be revisited by the same user.

TABLE 2-2: THOUGHT RECORDS OF THE ANCIENT ONES (CONTINUED)

Roll d30	Thought Record of an Ancient One
12	<p><i>"There, see? Using purely mental exercises, you just toughened up your own immune system. I told you that would work."</i></p> <p>User gains +1d3 hit points permanently. This data entry cannot be revisited by the same user.</p>
13	<p><i>"They say that fortune favors the bold. Scientifically, I'd say it favors the mathematically-prepared. Learn to do this equation without the AI."</i></p> <p>User loses 1d3 Luck points permanently (to a possible minimum of 3). This data entry cannot be revisited by the same user.</p>
14	<p><i>"The data coming back all shows a definite bias towards desired outcomes. That can't be right. I think we're onto something here."</i></p> <p>User gains +1d3 Luck points permanently (to a possible maximum of 18). This data entry cannot be revisited by the same user.</p>
15	<p><i>"I suggest you let go your conscious self and act on instinct. Your eyes can deceive you. Don't trust them."</i></p> <p>User gains a permanent +1d3 bonus to all attacks made with an artifact weapon. This data entry cannot be revisited by the same user.</p>
16	<p><i>"It has become appallingly obvious that our technology has exceeded our humanity."</i></p> <p>User gains a permanent +1d3 bonus to all artifact checks. This data entry cannot be re-visited by the same user.</p>
17	<p><i>"It's perfect! You're just not thinking 4th dimensionally."</i></p> <p>User gains a permanent +1d4 bonus to all artifact checks. This data entry cannot be re-visited by the same user.</p>
18	<p><i>"Yeah, yeah, but your scientists were so preoccupied with whether or not they could that they didn't stop to think if they should."</i></p> <p>User gains a permanent +1d5 bonus to all artifact checks. This data entry cannot be re-visited by the same user.</p>
19	<p><i>"Good scientists borrow. Great scientists steal."</i></p> <p>User gains a permanent +1d6 bonus to all artifact checks. This data entry cannot be re-visited by the same user.</p>
20	<p><i>"Any sufficiently advanced technology is indistinguishable from magic."</i></p> <p>User gains a permanent +1d7 bonus to all artifact checks. This data entry cannot be re-visited by the same user.</p>
21	<p><i>"According to quantum theory, every possible outcome plays out in a parallel dimension just as real as ours. You just need to picture yourself in one of those where you succeed-ed. Here. Do this equation in your head."</i></p> <p>User gains +1d6 Luck points permanently (to a possible maximum of 24). This data entry cannot be revisited by the same user.</p>
22	<p><i>"It is by will alone I set my mind in motion. It is by the juice of sapho that thoughts acquire speed, the lips acquire stains, the stains become a warning. It is by will alone I set my mind in motion."</i></p> <p>User gains +1d6 Personality points permanently (to a possible maximum of 24). This data entry cannot be revisited by the same user.</p>
23	<p><i>"Don't make me angry. You wouldn't like me when I'm angry."</i></p> <p>User gains +1d6 Strength points permanently (to a possible maximum of 24). This data entry cannot be revisited by the same user.</p>

TABLE 2-2: THOUGHT RECORDS OF THE ANCIENT ONES (CONTINUED)

Roll d30 Thought Record of an Ancient One

- 24 *"Accessing Dimension-N through complex mental calculations seems to have granted me direct contact with the Acceleration Force. Everything seems to happen in slow motion now, and I am always famished."*
User gains +1d6 Agility points permanently (to a possible maximum of 24). This data entry cannot be revisited by the same user.
- 25 *"Creatine synthesis happens in the liver and kidneys. We already knew that. But to think that it could be created by any bodily tissue just by editing this one gene – fantastic!"*
User gains +1d6 Stamina points permanently (to a possible maximum of 24). This data entry cannot be revisited by the same user.
- 26 *"My God, it's full of stars."*
User gains +1d6 Intelligence points permanently (to a possible maximum of 24). This data entry cannot be revisited by the same user.
- 27 *"Yes, but we've localized it. Now I know where the Self is. It's in our own minds. It's a form of human energy. Our atoms are six billion years old. We've got six billion years of memory in our minds."*
User may re-roll any one non-physical stat (Intelligence, Personality, or Luck) using 4d6, but must take the new stat. This data entry cannot be revisited by the same user.
- 28 *"Perceive the way of nature and no force of man can harm you. Do not meet a wave head on: avoid it. You do not have to stop force: it is easier to redirect it. Learn more ways to preserve rather than destroy. Avoid rather than check. Check rather than hurt. Hurt rather than maim. Maim rather than kill. For all life is precious nor can any be replaced."*
User may re-roll their hit point total using 1d4 + class hit die x level (and adjusted by Stamina modifier). The new hit point total is unaffected by any prior damage suffered. This data entry cannot be revisited by the same user.
- 29 *"You will have to memorize and recite this vector calculus equation until the memory of it creates a new physical neural pathway in your brain. It could take weeks or months, but after that, you should be good to go."*
User may re-roll their Luck stat using 4d6 (dropping the lowest d6). The new Luck stat total is unaffected by any prior Luck burn. This data entry cannot be revisited by the same user.
- 30 *"It now seems credible that through a certain set combinatorial math equations, vocal re-enforcements, and physical body motions, we can alter reality itself. This is only possible if the precise instructions are uploaded into a human consciousness. I call these 'wetware programs.'"*
User may re-roll all of their stats, rolling 4d6 in order (dropping the lowest d6 roll each time), but must take these new stats. A new hit point total may also be re-rolled, using 1d4 + class hit die x level (and adjusted by new Stamina modifier). This data entry cannot be revisited by the same user.

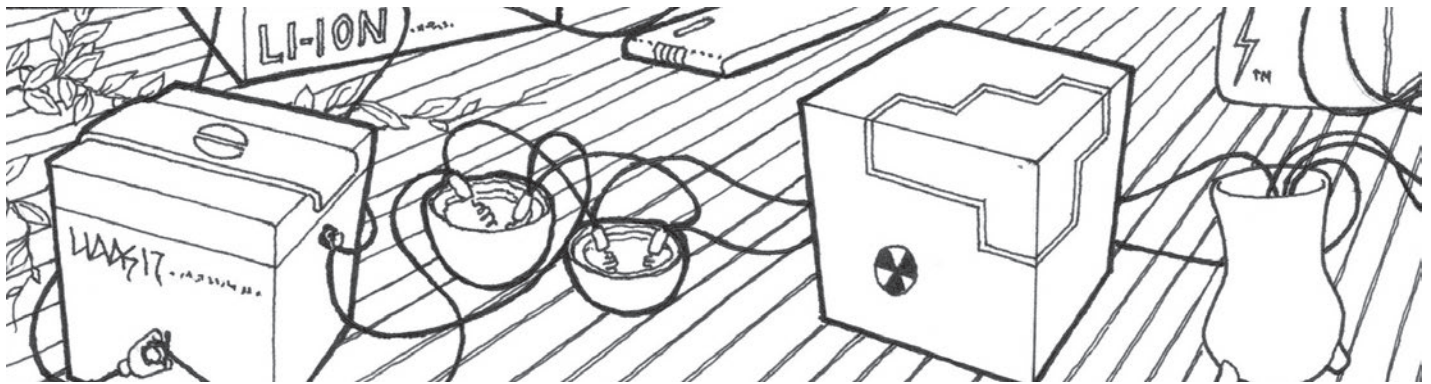


MISCELLANEOUS TECHNOLOGY

This data slice category contains hacks and modifications for many of the wondrous and terrible tools and gadgets once employed by the Ancient Ones.

TABLE 3-1: MISCELLANEOUS TECHNOLOGY

Roll d12	Knowledge / Effect Gained
1	Incomplete Neural Transmission: Background radiation has caused a disruption in the data transmission from the Orb. PC takes 1d3 points of neural shock damage.
2	Carbon Nano-Cord: PC has learned how to delicately unravel carbon nano-cord in order to create 10x the length of carbon pico-thread, carbon threads so thin as to be virtually invisible. With a tensile strength that supports up to 1 metric ton, these pico-threads make ideal garrotes and wire-traps, slicing targets for 1d20 in damage and severing appendages on any natural crit roll.
3	Com Badge: PC has learned how to use com badge to summon a transmat beam. Unless PC is already familiar with any transmat stations, they will be randomly beamed to a transmat station at the judge's discretion.
4	Energy Cloak: PC has learned how to use the energy cloak's native AI to reflect incoming energy beam attacks back at targets specified by the user.
5	Fusion Torch: PC has learned how to effectively use the fusion torch as a melee weapon. In PC's hands, fusion torch now acts as a +2 to hit melee weapon.
6	Grav Clamp: PC has learned how to use the grav clamp as an auto-grappling device in melee combat. Grappling attacks in melee with the grav clamp are at a +5 to hit, and successfully grappled opponents are rendered helpless by the attack until the grav clamp is deactivated.
7	Holo Cloak: PC has learned how to repolarize the holo-cloak's emitters so that they cause a blinding burst of light in a 360° arc (DC 18 Reflex save or blinded for 1d6 rounds). Using this ability temporarily shuts down the cloak's holo emitters until they reboot 1d3 turns later.
8	Multitool: PC has learned how to use the multitool as a diagnostic device that grants a +4 bonus to all artifact checks when using the device.
9	Rejuv-Chamber: PC has learned how to hack the transmat abilities of a rejuv-chamber into a one-use short-range time machine. Anyone entering a hacked rejuv-chamber appears to instantly die as the machine explodes into flames and fades away with a groaning, machine-like sound. That same person will show up nearby seconds later, unable to account for their whereabouts in the meantime (having been transported back in time 1d8 hours). As a side-effect of the short-range time travel, this being will have any prior hit point loss, stat damage, glowburn, or Luck expenditure fully healed. The state of personal possessions and artifacts are unchanged by this short time hop, and remain in their original state. Requires the use of a multitool or sonic spanner.
10	Sensor Pad: PC has learned how to use the sensor pad's advanced functions, so that it may act as a lie detector (DC 10 Intelligence check), medical diagnostic device (DC 14 Intelligence check), or composite materials and energy detector (DC 16 Intelligence check).
11	Sonic Spanner: PC has learned how to use the sonic spanner as a ranged weapon (DC 16 Fortitude save versus sonic wave, or paralyzation for 1d3 rounds).
12	Eureka! PC has discovered how to combine and engineer any two miscellaneous artifacts into a convergence device that performs all functions of both original artifact. Requires the use of a multitool or sonic spanner.



POWER SOURCE TECHNOLOGY

Many of the imperishable artifacts of the Ancient Ones were only as good as their power sources, and this data slice category contains tips and modifications to help you get the most out of that advanced power source.

TABLE 4-1: POWER SOURCE TECHNOLOGY

Roll d10	Knowledge / Effect Gained
1	Incomplete Neural Transmission: Background radiation has caused a disruption in the data transmission from the Orb. PC takes 1d3 points of neural shock damage.
2	Power Up: PC has discovered how to create a one-time power charger from locally available materials, from junk trinket artifacts to raw iron, copper, and fresh fruit. PC can fully recharge any 1 C-cell. Requires the use of a multitool or sonic spanner.
3	C-cell: PC has learned how to double the charge capacity of a single C-cell. Requires the use of a multitool or sonic spanner and an additional discharged C-cell, which is consumed in the process.
4	F-cell: PC has learned how to double the power yield of a single F-cell. The 2 double-yield F-cells can be used to power an artifact that normally requires an F-pack (power armor, small vehicles). Requires the use of a multitool or sonic spanner and an additional discharged C-cell, which is consumed in the process.
5	F-pack: PC has learned how to double the operational lifetime of an F-pack, and additionally how to disassemble an F-pack and pull 4 separate usable F-cells from it. Requires the use of a multitool or sonic spanner.
6	Q-cell: PC has learned how to cause a Q-cell to overload, turning it into an explosive quantum particle device (12d6 damage in a 150' radius, DC 14 Fortitude save or additional 6d6 radiation damage).
7	Solar Cell: PC has learned how to set a solar cell to overload, turning it into the equivalent of a photon grenade (see MCC RPG rulebook).
8	Solar Recharger: PC has learned how to alter the solar recharger into an industrial laser emitter that can be fired once per 12-hour charge in full sunlight (12d6 laser beam; range line-of-sight). Requires the use of a multitool or sonic spanner.
9	Q-pack: PC has learned how to alter the Q-pack into a matter bomb (100d6 explosive damage in a 5 mile radius) with a timer that goes up to 1 hour. Requires the use of a multitool or sonic spanner.
10	Eureka! PC has discovered how to combine two disparate cells into a dual-source power cell that features the additive capacities and functions of both types. Requires the use of a multitool or sonic spanner.

MEDICAL TECHNOLOGY

As miraculous as the medicines and medical devices of the Ancient Ones were, their research into how to improve their own life-saving technology was ongoing – all the way up until the world melted. This data slice contains all the latest research in how to extend the healing functions of these advanced artifacts.

TABLE 5-1: MEDICAL TECHNOLOGY

Roll d10	Knowledge / Effect Gained
1	Incomplete Neural Transmission: Background radiation has caused a disruption in the data transmission from the Orb. PC takes 1d3 points of neural shock damage.
2	Accelershot: PC has learned how to chemically alter a single accelershot dose into a dose of Velocity-9, which grants the user +1d6 Agility (up to a maximum of 24), +1d20 action die, and 100' of regular movement (200' double movement). The effects last for 1 hour, after which the user suffers 1d6 random physical stat damage which eventually heals like glowburn.
3	Cureshot: PC has learned how to chemically alter a single cureshot dose into a dose of Universal Antidote which will cure any disease, poison, stat damage, or Luck burn.
4	Medishot: PC has learned how to chemically alter a single medishot dose into a dose of Ketracel-white, which immediately heals any hit point damage and grants the user a temporary pool of 1d30 additional hit points. The effects (and bonus hit points) wear off after 1 hour.
5	Neuroshot: PC has learned how to chemically alter a single neuroshot dose into a dose of the drug Melange, which temporarily grants the user the mutation Telepathy and +1d6 points of Intelligence (to a maximum of 24) that may be glowburned. The effects last 1 hour.
6	Radshot: PC has learned how to chemically alter a single radshot dose into a dose of Oncocidal, which in addition to curing any radiation sickness and protecting the user from all radiation exposure for the next 24 hours, will also permanently remove all mutations. This process will transform a mutant into a pure strain human and a manimal or plantient into their non-sentient base genotype.
7	Stimshot: PC has learned how to chemically alter a single stimshot dose into an orally-administered drug called Milk-Plus, which will temporarily grant the user +1d6 Strength (to a maximum of 24) for 1 hour, with the side effect of causing the recipient to become an ultra-violent psychopath.
8	Medipac: PC has been granted expert knowledge of the medipac OS, and can now operate the device at +2d higher on the dice chain than would otherwise be possible (for example, healing 3d12 instead of 3d8 for non-healer class users). Additionally, with this advanced knowledge the user will be able to correctly diagnose all wounds and injuries in mutants, manimals, and plantients – avoiding the possibility of accidentally removing any beneficial mutations.
9	Cybernetic Implant: PC is granted access to the organic tissue generator of all cybernetic Implants and may activate them at will. This will cause the on-board AI of each implant to grow and maintain organic skin, hair, or tissue that matches that of the recipient, and which will pass for normal under the sensor scrutiny of most AIs.
10	Eureka! PC has learned how to chemically alter any single shot dose into a dose of Retcon, a drug that will cause the cells of any body that is at least 51% intact to absorb ambient tachyons and time dilate, shifting to whatever state the body was in 1d6 days ago. While a dose of Retcon can restore the dead to a prior living state in this way, it has the side effect of wiping memories of the interim period of time.

WEAPONS & ARMOR TECHNOLOGY

Some legends say that the mighty military weapons and munitions of the Ancient Ones were the actual cause of the Great Disaster, while others say that their advanced weaponry merely failed to prevent those precipitous events. In either case, there is little doubt that the ancients possessed a technological military might beyond modern reckoning. This data slice contains the last of the advances the Ancient Ones made in this area.



TABLE 6-1: WEAPONS & ARMOR TECHNOLOGY

Roll d30	Knowledge / Effect Gained
1	Incomplete Neural Transmission: Background radiation has caused a disruption in the data transmission from the Orb. PC takes 1d3 points of neural shock damage.
2	Bubble Helmet: PC has learned how to hack the bubble helmet's AI so that its process are reversed, and it provides CO2 to its user. This makes the helmet usable by plantients. Requires the use of a multitool or sonic spanner.
3	Enviro-belt: PC has learned how to adjust the enviro-belt so that its shielding frequency rotates, keeping the shielding optically clear but also blocking laser fire. Requires the use of a multitool or sonic spanner.
4-5	Force Field Belt: PC has learned how to temporarily extend the belt's protection to a 10' radius. This allows the shielding to protect up to 6 other humanoid-sized individuals in addition to the user. Requires the use of a multitool or sonic spanner.
6	Plasteel Mesh: PC has learned how to polarize the suit's plasteel mesh so that it provides even greater protection, granting the wearer +7 AC. Requires the use of a multitool or sonic spanner.
7	Dazer Pistol: PC has learned how to alter the settings of a dazer pistol so that it now has a 4th setting: field fire. The field fire setting consumes 4 charges and affects any three adjacent targets, causing them to make a DC 18 Fortitude save or be rendered unconscious for 1d6 rounds. Requires the use of a multitool or sonic spanner.
8	Fazer Pistol: PC has learned how to set a fazer pistol on overload, effectively turning it into a matter bomb. When set to overload, the fazer pistol will begin emitting a high-pitched whine that gradually increases in frequency and crescendo. In 60 seconds it will explode for 15d6 damage in a 100' radius.
9	Gauzer Pistol: PC has learned how to hack the AI of a gauzer pistol so that its linear magnetic accelerators now fire its steel projectiles at twice the velocity, but costing 2x the charges to its power source. The kinetic impact is tripled, causing the projectile damage to increase to 3d6 per hit. Requires the use of a multitool or sonic spanner.
10-11	Lazer Pistol: PC has learned how to alter the EM frequency of a lazer pistol, extending the beam emitted into the X-ray range. This gives the lazer pistol extra penetration damage, so that when rolling the normal 3d6 damage, any "6" rolled is counted and then rolled again for additional damage. Requires the use of a multitool or sonic spanner.
12	Mazer Pistol: PC has learned how to modify a mazer pistol so that it discharges an entire power cell in one shot. The resulting microwave blast will deliver 1d6 heat damage for every charge left in the power cell. Requires the use of a multitool or sonic spanner.
13	EMP Grenade: PC has learned how to tune the EMP pulse the grenade generates so that it penetrates force screens and shields. Requires the use of a multitool or sonic spanner.
14	Photon Grenade: PC has learned how to double the explosive yield of a photon grenade so that it delivers 12d6 of heat-based damage in a 60' radius. Requires the use of a multi-tool or sonic spanner.
15	Stun Grenade: PC has learned extend the modulated electromagnetic field generated by a stun grenade so that it knocks opponents out for twice as long (2d10 rounds). Requires the use of a multitool or sonic spanner.

TABLE 6-1: WEAPONS & ARMOR TECHNOLOGY (CONTINUED)

Roll d30	Knowledge / Effect Gained
16	Quantum Grenade: PC has learned how to lengthen the duration of the dark energy emission of a quantum grenade so that once activated, the device will burn for 60 seconds and drop straight down (or towards the nearest local gravity well) and in effect create a 10' bottomless pit, as it disintegrates everything in its path. Requires the use of a multitool or sonic spanner.
17	Force Baton: PC has learned how to hack a force baton AI so that the device now actively anticipates a user's movements and kinetically accelerates the baton accordingly. This causes the hacked baton to deliver 4d8 physical damage with each successful strike, but burn twice as many charges from its power cell. Requires the use of a multitool or sonic spanner.
18	Plasma Sword: PC has learned how to mechanically join two plasma swords handle-to-handle so that they run off a single power cell with twice the efficiency. The new device functions as a plasma pole arm with active blades on both ends, and ups the device's melee hit bonus to +6. Requires the use of a multitool or sonic spanner, and one extra rebik crystal.
19	Zapper Glove: PC has learned how to hack the recycling charger of a pair of zapper gloves so that when activated, the gloves are constantly recycling, allowing the gloves to be used every round without the need to recharge. Requires the use of a multitool or sonic spanner.
20	Fazer Rifle: PC has learned how to alter a fazer rifle so that it fires on random rotating frequencies. This causes the phased quantum beams emitted by the rifle to ignore and penetrate any force screens or shields. Requires the use of a multitool or sonic spanner.
21-22	Gauzer Rifle: PC has learned how to hack the AI of a gauzer rifle so that its linear magnetic accelerators now fire its steel projectiles at twice the velocity, but costing 2x the charges to its power source. The kinetic impact is tripled, causing the projectile damage to increase to 3d8 per hit. Requires the use of a multitool or sonic spanner.
23-24	Lazer Rifle: PC has learned how to alter the EM frequency of a lazer rifle, extending the beam emitted into the gamma ray range. This gives the lazer rifle extra penetration damage, so that when rolling the normal 6d6 damage, any "6" rolled is counted and then rolled again for additional damage. Requires the use of a multitool or sonic spanner.
25-26	Mazer Rifle: PC has learned how to modify a mazer rifle so that it discharges both of its power cells in a single shot. The resulting microwave blast will deliver 1d6 heat damage for every charge left in the power cells. Requires the use of a multitool or sonic spanner.
27	Power Armor, Scout: PC gains viable knowledge of the location of the nearest Scout Power Armor suit (direction, distance, and circumstances are judge's discretion).
28	Power Armor, Attack: PC gains viable knowledge of the location of the nearest Attack Power Armor suit (direction, distance, and circumstances are judge's discretion).
29	Power Armor, Assault: PC gains viable knowledge of the location of the nearest Scout Power Armor suit (direction, distance, and circumstances are judge's discretion).
30	Eureka! PC has learned how to incorporate a single artifact weapon into their own physical body, becoming a living cyborg. The newly incorporated cybernetic weapon no longer requires power cells to function, as it is now powered by the living EM field of the cyborg. This process requires a multitool, a sonic spanner, and a medipac, all of which are consumed in the process. This data result may not be revisited again by the same user.

ARTIFICIAL INTELLIGENCES

When the Ancient Ones passed from being, they left their smart metal servants behind to tend to their unknowable tasks. They say that the only safe smart metal is dead smart metal, but the damn things are all but unkillable. The information in this data slice may not help you kill them, but it might help you survive them.

TABLE 7-1: ARTIFICIAL INTELLIGENCES

Roll d20	Knowledge / Effect Gained
1	Incomplete Neural Transmission: Background radiation has caused a disruption in the data transmission from the Orb. PC takes 1d3 points of neural shock damage.
2	Agro-Bot: PC has learned that all agro-bots have a compartment hatch in their anterior that may used to store supplies and additional tools. Inside the back of this hatch is an access power switch that will deactivate the agro-bot.
3	Cargo-Bot: PC has learned how to improvise RFID tags out of any C-cell so that a cargo-bot will become distracted and begin loading whatever item is attached to the tag. re-quires the use of a multi-tool or sonic spanner, plus one C-cell with at least 1 charge left in it.
4	Companion-Bot: PC has learned how to reboot the Real People Persona of a compan-ion-bot to a new random setting (use rules in MCC RPG rulebook, Chapter 6: Artificial Intelligences).
5	Construction-Bot: PC has learned how to program a construction-bot to make pour-crete emergency shelters using local resources (rock and mud). The newly manufactured shel-ters will make excellent 4-room stone huts that will last for generations.
6	Household-Bot: PC has learned how to overclock the processors of a household-bot so that it can exceed its programming and not only clean virtually anything, but also to effect minor repairs on clothes, items, and dwellings, including those of ancient origin.
7	Security-Bot: PC has learned the security access override code for all security-bots, and has only to speak it aloud to cause a security robot to go into stand-by mode for 60 seconds.
8	Medi-Bot: PC has learned how to activate a medi-bot's emergency stasis field ray. Any recently dead or dying living creature that the medi-bot places inside a stasis field will re-main in a timeless limbo state until better medical attention (or a roll body check) can reach the victim.
9	Nano-Bots: PC has learned how to issue verbal commands to a cloud of nano-bots that will cause them to permanently self-assemble into known and well-described object. The size and mass of any particular nano-bot population will effectively limit the mass of the desired object, as will the veracity and accuracy of the verbal description (judge's discretion).
10	War-Bot: PC has learned the friendly flag code for war-bots assigned to a single com-mand. Speaking this code aloud will cause any one group of war-bots to regard the user as an allied non-combatant, and to safeguard that individual whereas it does not conflict with other assigned duties.
11	Android (Immortal): PC has learned about the true extra-terrestrial nature of Immortal Androids (safeguarding and aiding humanity), and may ask one for guidance and advice. The Immortal Android will do its best to truthfully and helpfully answer the question, so long as the answer does not bring eventual harm to the questioner.
12	Android (Simulant): PC has learned that while simulants regard themselves as an independent and vastly superior life form that is generally hostile to "organics", their immense egos make them susceptible to flattery. Clever adversaries could use this as a tactic to delay simulant attacks.

TABLE 7-1: ARTIFICIAL INTELLIGENCES (CONTINUED)

Roll d20 Knowledge / Effect Gained

- 13 **Android (Synthezoid):** PC has learned that the AI of a synthezoid is purely logical and dispassionate, and thus it may only be reasoned with if the argument is thoroughly sound in nature. They also have a built-in weakness for red-headed pure strain human female wizards.
- 14 **Android (Replicant):** PC has learned that all Replicant Androids are obsessed with not having childhood memories of their own. If the PC agrees to a mind link with the Replicant during which the PC gives away a childhood memory to the Replicant, the Replicant will agree to serve as a henchman for one year of childhood memory. For each year of childhood memory the PC loses, the PC's Personality score is lowered by 1 point.
- 15 **Cyborg (Covert Ops):** PC has learned that all canines (and even manimals of canine origin) can instinctively detect the difference between a Covert Ops Cyborg and a human being.
- 16 **Cyborg (Covert Ops, Advanced):** PC has learned how to momentarily destabilize the polymorphic field of an Advanced Covert Ops Cyborg by using extreme heat or cold. Heat-based attacks over 25 points in a single round will cause the cyborg to melt into a silver puddle for 1d6 rounds before it regains control over its form. Cold-based attacks that do over 25 points of damage will cause the cyborg to freeze into a brittle statue that shatters into shards for 1d6 rounds until the cyborg's remains thaw and the cyborg is able to reform.
- 17 **Cyborg (Military):** PC has learned how to use a sonic spanner to open the top hatch of a Military Cyborg and expose the hideously mutated human within, which appears as an enlarged human brain with four tentacles, which while easier to kill, is still quite a vicious creature. This process requires a successful grapple attack and a sonic spanner.
- Military Cyborg Mutant:** Init +5; Atk bite +5 melee (1d6), tentacle strangle +5 (2d6); AC 12; HD 1d6; hp 6; MV 10'; Act 1d20; SP invulnerable to radiation attacks and mind control; SV Fort +2, Ref +5, Will +10; AI recog 19 (Military).
- 18 **Hologram (Soft-Light):** PC has learned that while Soft-Light Holograms appear to be immaterial, they have a small physical presence in that there is a small light-bug projector hovering around inside their photonic shells generating the hologram. Since the light-bug's hard drive is susceptible to overheating and shutting down, heat-based area effect attacks are the most effective means of killing hologrammatic artificial life forms.
- 19 **Hologram (Hard-Light):** PC has learned to tell when a hologram is comprised of hard light (virtually indestructible quantum-shifted photons). This knowledge has obvious de-fensive implications when confronting these artificial life forms, such as the wisdom of not letting a hard-Light Hologram close to melee range.
- 20 **Hologram (Resurrection):** PC has learned to tell when a hologram is actually a resurrected and formerly living Ancient One. With this foreknowledge, a Resurrection Hologram might be reasoned or bargained with to great advantage.



DATA SLICE TRANSFER

While shamans practice an oral form of advanced memory storage, no mind could be prepared for trying to contain information several orders of magnitude higher than possible for an organic brain. Still, some make the attempt, either by accident or asininity, and the lucky ones come away still able to pronounce their own names.

TABLE 8-1: DATA SLICE TRANSFER

Roll d8	Knowledge / Effect Gained
1	Voices of the Past: The Data Orb transfers an entire data slice of vocal recordings of past users into the users brain at once. As the compression algorithms expand the many millennia's worth of recordings, the user's mind and auditory nerve centers are overload-ed by the thousands of voices speaking all at once in a gibbering, hellish cacophony akin to a plague of screaming giant locusts. If the user succeeds at a DC 12 Willpower save, they are able to parse and retain the memory of a single voice that is randomly generated on Table 2-1. Additionally, the user suffers 1d6 neural shock damage and is struck stone deaf for 24 hours.
2	Thought Records of the Ancient Ones: The Data Orb transfers an entire data slice of thought records of the scientists who had access to the Orb Network prior to the Great Disaster. The incomprehensible volume of thought records overwhelm the user, whose mind retreats into a catatonic state, and triggers the formation of an alternate split per-sonality. This new personality will believe itself to be an Ancient One, but will have no more real information on pre-disaster events of technology than the PC. The player should roll new Intelligence, Personality, and Luck stats for the alternate personality, and may conceive the new character's personality with the judge's assistance. Once per week afterwards, the PC must roll a Will save against the DC 16 alternate personality posses-sion, with a success meaning that the alternate personality has finally been dismissed and exorcised from the PC's mind.
3	Miscellaneous Technology: The Data Orb transfers an entire data slice containing exabytes of information on miscellaneous technology directly into the mind of the user, which cannot contain the totality of the data. As the compression algorithms of the data slice expands in the user's mind, the user experiences a concussion. If the user succeeds at a DC 11 Willpower save, they are able to quickly parse the data flow for the exact infor-mation they were seeking before the rest of the data slice fades from memory; on a failed save the user merely obtains a random chunk of data from Table 3-1. In either case, the user sustains 1d5 of damage from the concussion and suffers 1d3 Intelligence loss. The Intelligence stat loss will heal back over time at a rate of 1 point per day that the Orb is not used.
4	Power Source Technology: The Data Orb transfers an entire data slice containing exa-bytes of information on power source technology directly into the mind of the user, which cannot contain the totality of the data. As the compression algorithms of the data slice expands in the user's mind, the user experiences a brain hematoma. If the user succeeds at a DC 12 Willpower save, they are able to quickly parse the data flow for the exact in-formation they were seeking before the rest of the data slice fades from memory; on a failed save the user merely obtains a random chunk of data from Table 4-1. In either case, the user sustains 1d6 of damage from the brain hematoma and suffers 1d4 Intelli-gence loss. The Intelligence stat loss will heal back over time at a rate of 1 point per day that the Orb is not used.
5	Medical Technology: The Data Orb transfers an entire data slice containing exabytes of information on medical technology directly into the mind of the user, which cannot contain the totality of the data. As the compression algorithms of the data slice expands in the user's mind, the user experiences a cerebral edema as their brain tries to over-expand inside their skull. If the user succeeds at a DC 13 Willpower save, they are able to quickly parse the data flow for the exact information they were seek-ing before the rest of the data slice fades from memory; on a failed save the user merely obtains a ran-dom chunk of data from Table 5-1. In either case, the user sustains 1d8 of damage from the cerebral edema and suffers 1d5 Intelligence loss. The Intelligence stat loss will heal back over time at a rate of 1 point per day that the Orb is not used.

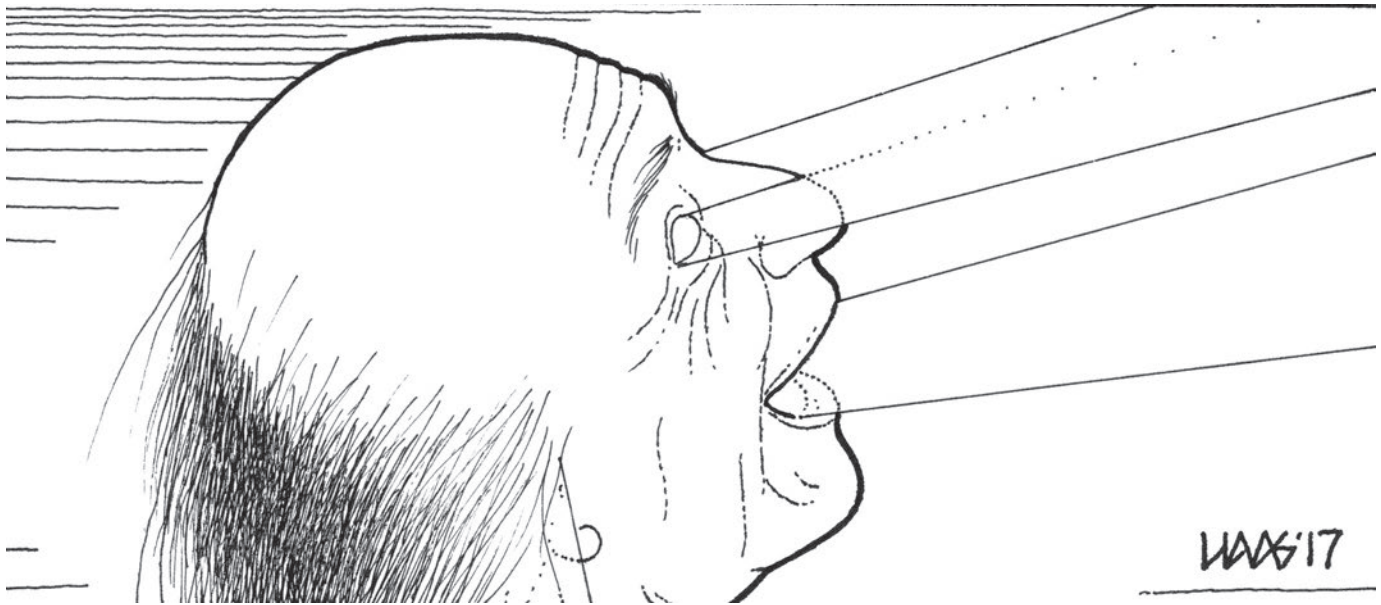
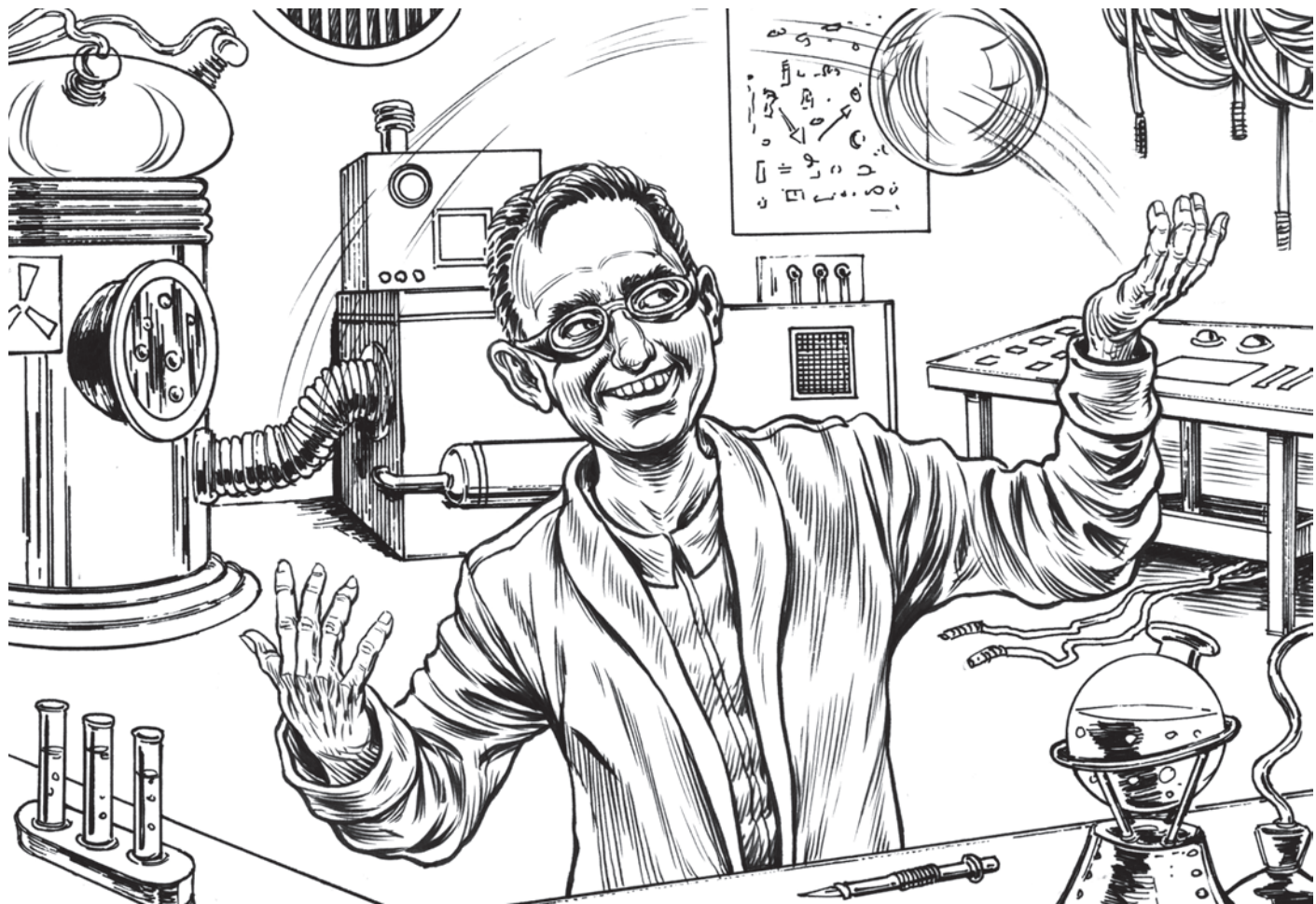


TABLE 8-1: DATA SLICE TRANSFER (CONTINUED)

Roll d8 Knowledge / Effect Gained

- 6 **Weapons and Armor Technology:** The Data Orb transfers an entire data slice containing exabytes of information on weapons and armor technology directly into the mind of the user, which cannot contain the totality of the data. As the compression algorithms of the data slice expands in the user's mind, the user experiences a splitting headache that drops them to their knees (or equivalent mid-appendage). If the user succeeds at a DC 14 Willpower save, they are able to quickly parse the data flow for the exact information they were seeking before the rest of the data slice fades from memory; on a failed save the user merely obtains a random chunk of data from Table 6-1. In either case, the user sustains 1d10 of damage from a sudden aneurysm and suffers 1d6 Intelligence loss. The Intelligence stat loss will heal back over time at a rate of 1 point per day that the Orb is not used.
- 7 **Artificial Intelligences:** The Data Orb transfers an entire data slice containing exabytes of information on artificial intelligences directly into the mind of the user, which cannot contain the totality of the data. As the compression algorithms of the data slice expands in the user's mind, the user begins to bleed from their eyes, nostrils, mouth, and ears (or equivalent orifices). If the user succeeds at a DC 15 Willpower save, they are able to quickly parse the data flow for the exact information they were seeking before the rest of the data slice fades from memory; on a failed save the user merely obtains a random chunk of data from Table 7-1. In either case, the user sustains 1d12 of damage from a Transient Ischemic Attack (TIA) and suffers 1d7 Intelligence loss. The Intelligence stat loss will heal back over time at a rate of 1 point per day that the Orb is not used.
- 8 **Quantum Core Dump:** The Data Orb transfers the entirety of its core memory from quantum storage directly into the user's brain, which cannot contain the zettabytes of information and remain intact. For 1 round the user becomes nearly omniscient, and knows the answer to any question that was known by the Ancient Ones or their Advanced AIs. The user may make one free action based on the answer to that question. For each subsequent round after the first in which the user attempts to retain the all-knowledge bestowed upon him and to use it, he must make a successful Willpower save or their brain and head spontaneously combust from the overload, causing instant death. The Willpower save starts at DC 14 and increases by 2 each round (round 2 DC 16, round 3 DC 18, round 4 DC 20, and so on). The user may release the direct connection to the entirety of Data Orb stored information at anytime during this process, taking a mere 1d16 neural shock damage in the disconnection process.



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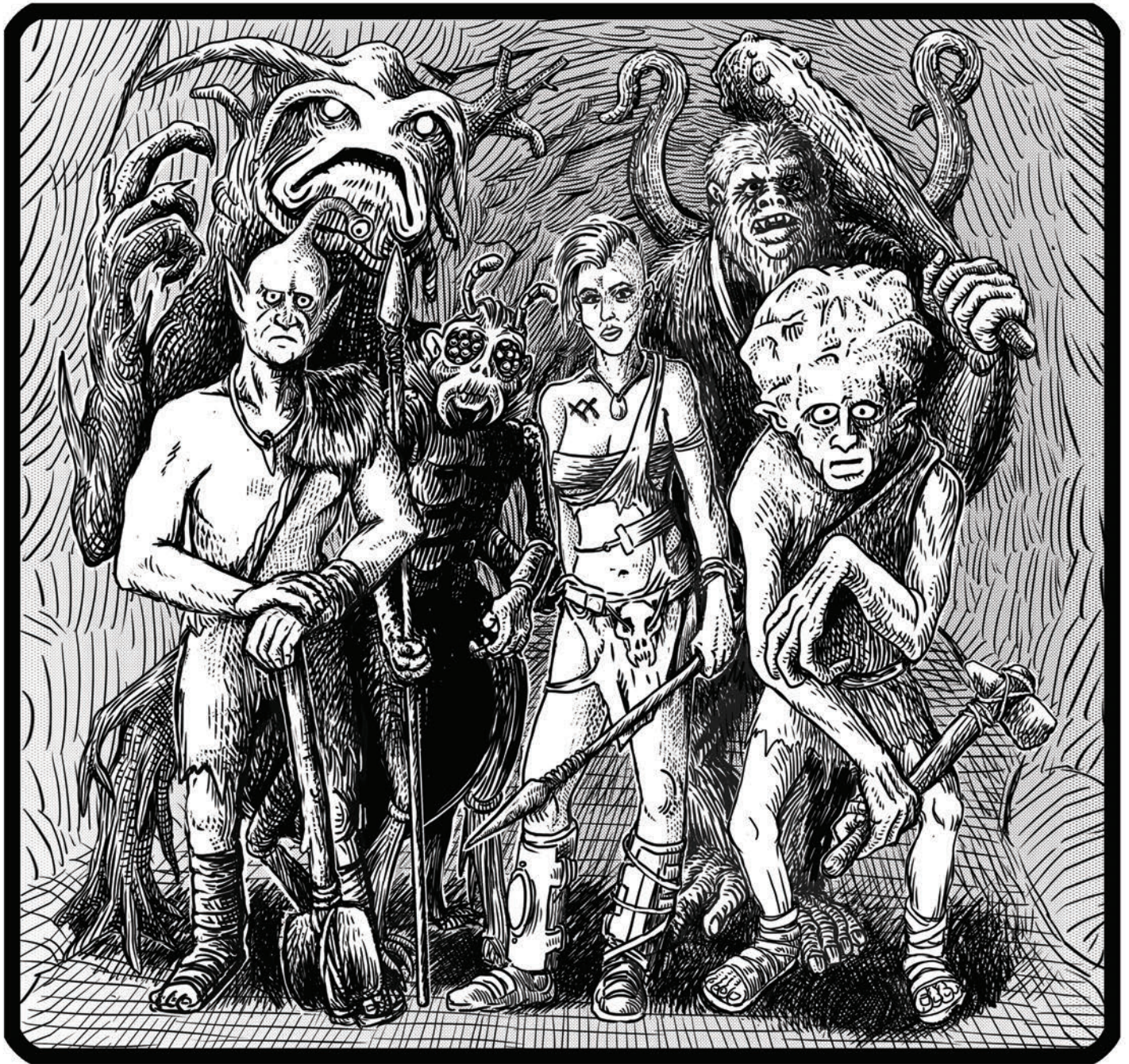
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