

This is an expanded 0-level occupation list for Mutant Crawl Classics.



Alternate Occupations in Terra AD

Description: This is an expanded 0-level occupation list for Mutant Crawl Classics. In my educated opinion, the original division between hunter and gatherer simplifies the granularity of a neolithic tribal society far too much: it's a little like dividing modern lives to *office drones* and *wage slaves*. A society subsisting on hunting and gathering has been proven to have much more free time on their hands than modern people, so a member's personal interest are much more defining of their character. On the other hand survival-focused subsistence groups benefit from relying on their members' special aptitudes, so granularity based on skill would be important here as well. This variety would certainly be apparent in teenagers and those who haven't undergone a ritual transition to adulthood, as everyone participates in the survival of the tribe in whatever way they can. Additionally, a hunter-gatherer groups' main source of calories is actually gathering, and the split between different focuses of profession would likely tilt towards a 25/75 split between hunters and gatherers, rather than the suggested 50/50 division in the book.¹

Finally, the occupation granularity in DCC is one of the main points of fun in character creation, and I wanted to have the option to add that to my MCC games as well. Everything said in the MCC rulebook considering general starting equipment (everyone gets a flint dagger and a full waterskin) and skill proficiencies (everyone is proficient with basic survival techniques needed in a rugged, post-apocalyptic jungle) still stand. The additional flavour in the list allows for dice chain bonuses on things pertaining to a character's background (as in, tracker would be better at tracking, gaining a +1d or +2d on top of their proficient skill roll) and the small bits of additional equipment reduce the need for lengthy bartering sessions before a funnel. Of course, the backgrounds below are not occupations or professions as such, but rather a what the character is known for within their tribe: after all, 18 years is at least a good third of a stone age societys' average lifespan, and a lot can happen in that time.

¹ I *could* source these claims, but I think I'll instead just say "trust me, I'm an anthropologist". I've always wanted to say that.

Table A: MCC Tribal Backgrounds

D100	Background	Starting goods
01	Ambush-hunter	Wooden spear (d5), cloak of leaves and fronds
02 - 06	Apprentice ... (roll d5): ... healer	Sling bag, healing salve (1d3 healing)
	... rover	Wooden spear (d5), large leather sack
	... sage	Lodestone, story tattoos (clan myth memory aides)
	... sentinel	Stone-tipped spear (d6), leather shield (+1 AC)
	... shaman	Ritual staff (d5), carved mask (+1 AC)
07	Basket-weaver	Woven backpack, leather cord 50' (~15 m)
08	Bead-maker	Sling bag, pouch of pretty clay beads
09	Beast-killer	Wooden spear (d5), antler hood (+1 AC)
10 - 14	Bearer of ... (roll d5): ... children	Large leather sack, empty papoose board
	... fruit	Large leather sack full of fruit (7 days of food, spoils)
	... meat	Large leather sack full of jerked roxen meat (14 days of food)
	... stones	Large leather sack full of rocks
	... light	Large leather sack, 3 torches and a flint fire starter
15	Berrypicker	Woven asket full of tasty berries (3 days of food, spoils)
16	Bird-poacher	Blowgun and 12 darts (d3), leather string 50' (~15 m)
17	Bonecarver	Bone club (d6), bone carving tools
18	Bowmaker	Bow and 12 arrows (d6), bundle of fletching feathers
19	Brave	Wooden spear (d5), beast-tooth necklace
20	Brute-stalker	Wooden spear (d5), fur cloak (+2 AC)
21	Captive	Large leather sack, scar tattoos of another tribe
22	Cave-finder	Wooden spear (d5), hemp rope 50' (~15 m)
23	Charmer	Wooden spear (d5), wreath of pretty flowers
24	Clam-collector	Two-pronged staff (d4), woven basket full of clam (3 days of food, spoils)
25	Clay-former	Large leather sack, a voluptuous statuette
26	Climber	Climbing cords, hemp rope 50' (~15 m)
27	Cook	Stone cleaver (d7), side of smoked roxen (3 days of food)

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D100	Background	Starting goods
28	Crab-picker	Crab trap, woven basket full of crab (3 days of food, spoils)
29	Critter-snatcher	Large leather sack, spool of leather cord 100' (~30 m)
30	Dancer	Feathered fans, body paints
31	Digger	Wooden shovel (d4), large leather sack
32	Diver	A set of conch horns, diving weights
33	Dreamer	Large leather sack full of hay, pouch of dried dreamy leaves (narcotic)
34	Drinker	Two waterskins full of glow-palm wine (fermented)
35	Drummer	Drum-mallet (d5), large drum
36	Eagle-eye	Bow and 12 arrows (d6), signal horn
37	Eater	Two large sacks full of jerked roxen meat (28 days of food)
38	Eggthief	Climbing straps, shoulder basket full of eggs (3 days of food, spoils)
39	Eel-trapper	Fishing trap, large leather sack full of eels (7 days of food, spoils)
40	Escaped clone	2-ND SKIN jumpsuit (+1 AC), tattoos of the Ancients (serial number and bar code)
41	Failed experiment	Smart metal tumour (broken cybernetic implant), wooden spear (d5)
42	Fire-starter	Flint fire starter, large sack full of tinder
43	Fire-tender	Wooden spear (d5), large sack of firewood
44	Flute-maker	Bone flute, bone carving tools
45	Food-taster	Woven basket full of strange fruit, large leather sack of mystery meat
46	Fugitive	Broken metallic shackles (d6), branding scars
47	Game-scout	Wooden spear (d5), conch shell trumpet
48 - 52	Gatherer of... (roll d5): ..firewood	Carrying straps, large leather sack full of firewood
	.. snails	Curved bone knife (d4), woven basket of snails (3 days of food, spoils)
	.. fruit	10-foot pole, large basket full of fresh fruit (3 days of food, spoils)
	.. mushrooms	Basket of mushrooms (3 days of food, spoils), pouch of magic shrooms (psychedelic)
	.. roots	Large sack of food-roots (7 days of food), pouch of good-roots (curative)
53	Glow-collector	Long ladle with metal spoon, sealed clay jar of glowing goo
54	Herb-finder	Sling bag, sack of odd herbs
55	Horn-blower	Wooden spear (d5), large clay horn

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56	Home-tender	Wooden spear (d5), carved hunting horn
57	Hunt-driver	Large conch horn, bone rattlers and drums
58	Hut-builder	Stone-headed maul (d7), leather cord 30' (~10 m)
59	Keen-ear	Wooden spear (d5), conch shell trumpet
60	Leader	Metal-tipped spear (d7), antler hood (+1 AC)
61	Leaper	Wooden spear (d5), hemp rope 50' (~15 m)
62	Longarm	Atlatl and 6 wooden spears (d5)
63	Loud-bellow	Wooden spear (d5), clay shout-funnel
64	Luck-charm	Necklace of lucky bones, large leather sack
65	Meat-butcher	Stone cleaver (d7), large leather sack of roxen meat (7 days of food, spoils)
66	Misfit	Large leather sack, oddly shaped rock
67	Nightwatcher	Wooden spear (d5), 3 torches and a flint fire starter
68	Orphan	Large leather sack, telepathic rat (pet)
69	Pathfinder	Wooden spear (d5), bag of sea shells
70	Pelt-skinner	Sharp-stone skinning blades (obsidian), fur cloak (+2 AC)
71	Picture-painter	Roxen-hair brush, paints and dyes
72	Potter	Large clay jar, leather sack full of clay
73	Prey-spotter	Wooden spear (d5), leather climbing straps
74	Refugee	Large leather sack, clan tattoos of a lost tribe
75	Rock-finder	Flint fire starter, sack of special rocks
76	Rope-maker	Spool of leather cord 100' (~30 m), hemp rope 50' (~15 m)
77	Runner	Wooden spear (d5), leather rucksack
78	Scat-picker	Large leather sack, collection of unusual turds
79	Scent-tracker	Wooden spear (d5), bone beak-mask
80	Seer	Shiny seeing stone (lump of crystal glass), paints and dyes
81	Sharpshooter	Bow and 12 arrows (d6), wooden spear (d5)
82	Singer	Large leather sack, pretty feather cape
83	Slave-thrall	Carrying straps, large leather sack

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D100	Background	Starting goods
84	Slingmaker	Sling and 12 smooth rocks (d4), leather cord 30' (~10 m)
85	Sneak	Soft-soled moccasins, cloak of leaves and fronds
86	Spearfisher	Fishing spear with cord (d5), leather cord 50' (~15 m)
87	Spearmaker	Stone-tipped spear (d6), 3 wooden spears (d5)
88	Spearwielder	Wooden spear (d5), leather shield (+1 AC)
89	Stoneknapper	Stone knapping tools, sack of unworked tool-rocks
90	Storyteller	Bone rattler, 3 painted masks
91	Swimmer	Hemp rope 50' (~15 m), bag of sea shells
92	Tattooist	Tattooing tools, paints and dyes
93	Tough	Wooden club (d5), hide armor (+3 AC)
94	Trap-builder	Stone hammer (d6), leather cord 100' (~30 m)
95	Track-reader	Wooden spear (d5), bone necklace
96	Tree-hugger	Climbing cords, collection of tree-gifts (dead twigs and leaves)
97	Torchmaker	Large leather sack, 9 torches
98	Warden	Stone axe (d7), leather shield (+1 AC)
99	Water-finder	Dowsing rod, two empty waterskins
100	Whistler	Set of reed pipes, feathered hood