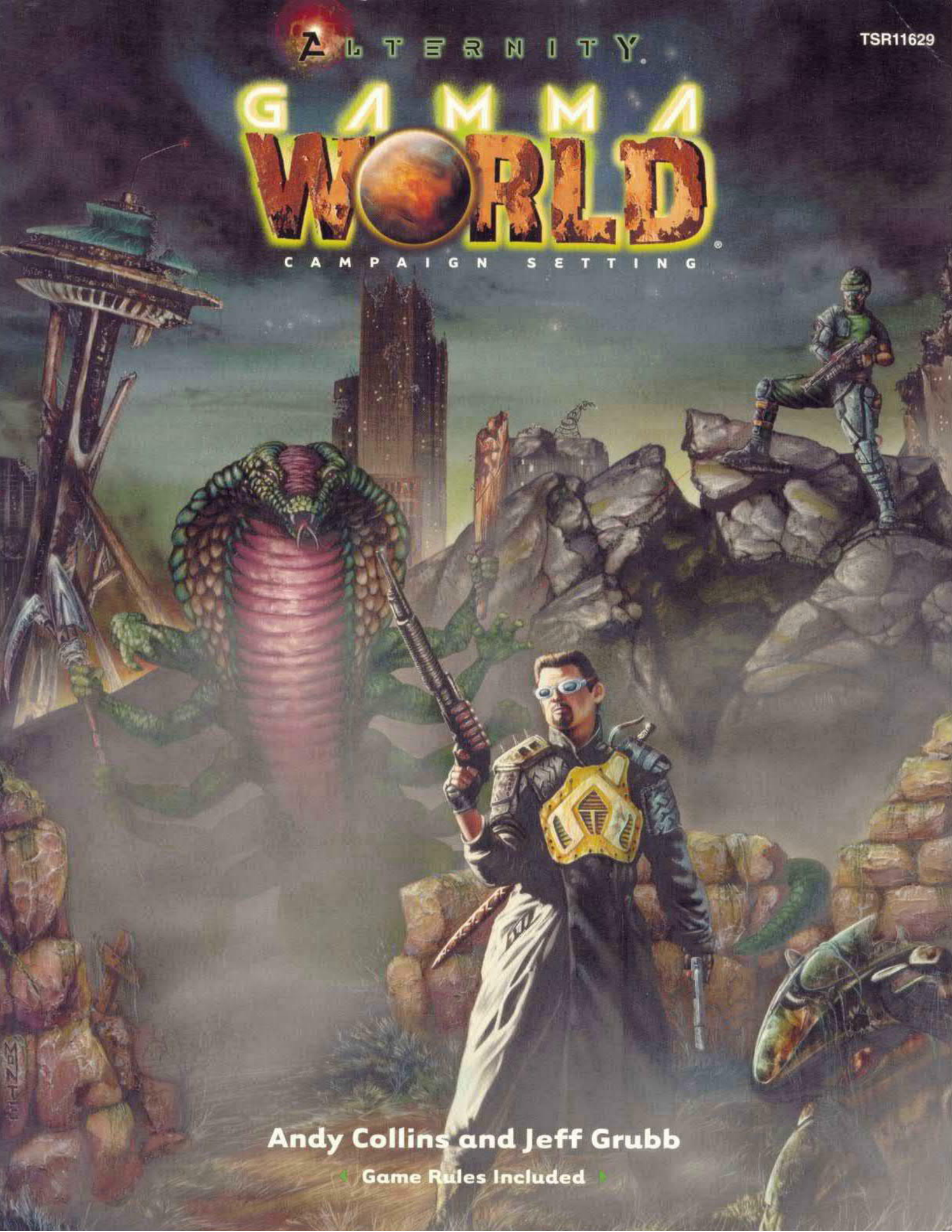
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ALTERNITY®

GAMMA WORLD®

CAMPAIGN SETTING



Andy Collins and Jeff Grubb

Game Rules Included



ALTERNITY®

Science Fiction Roleplaying Game

GAMMA WORLD®

Campaign Setting

Andy Collins and Jeff Grubb

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Based on the original GAMMA WORLD design by James M. Ward and Gary Jacquet, with additional design over the years by David James Ritchie and Bruce Nesmith and contributions from too many people and sources to mention.

Introduction

Welcome to My (Gamma) World

Perhaps the most daunting challenge in designing the 5th Edition of such a beloved campaign setting was determining just exactly what picture of Gamma World® to show. Should it be serious or humorous? Dark and gritty or wild and wahoo?

Now, I have all four previous editions of Gamma World on my game shelf (and I've even played three of them!), but I knew I couldn't make this decision alone. So I talked with a lot of Gamma World fans, both inside and outside the company, before starting to work. As expected, opinions varied dramatically on what Gamma World should and shouldn't be: "Mad Max with mutants!" "Bunnies with guns!" "Struggle for survival!" "Big monsters!" "More giant chickens!" (OK, nobody actually said that last one, but I had to make sure you were paying attention.)

Opinions were equally split on what simply "had" to be included from previous editions. For instance, for every rabid hoop fan, there was another who blanched at the thought of humanoid, gun-toting rabbits. (To find out if they made the cut, check out Chapter 7: Creatures of Gamma Terra.)

In the end, we decided that it was our duty to put a slightly different spin on the familiar post-apocalyptic setting. The inclusion of the Alternity game rules meant that we could design a Gamma World that was tough and hard-hitting, a world where survival was a challenge and death—in the form of horrible mutated monstrosities—lurked around every corner. Most of the old favorites are still here—though some have been upgraded to "this year's model"—and a few new faces show up as well.

But enough of this. It's time to strap on the armor, buckle on the sword and laser pistol, and head to town. Who knows? You might even get to shoot some hoops along the way.

Andy Collins
October 31, 1999

All My Gamma Worlds

Or, It's the End of the World as We Know It
(and I feel fine).

Gamma World has been one of the foundation stones of modern role-playing. One of the first science-fiction RPGs, it survived changing times and multiple game systems but never lost its attraction. What you hold in your hands is the most recent scion of a grand old line.

The first Gamma World was not Gamma World at all. Instead, it was a slender SF game from TSR called Metamorphosis Alpha™, released in 1975, hard on the heels of the original Dungeons & Dragons® game. Jim Ward's vision of the game was a big SF "dungeon in space"—a starship in which the inhabitants had fallen into savagery, and the life onboard had mutated into new shapes. It held a lot of similarities to its older sister, D&D, but was more compact, confined to the environs of the Starship *Warden*. It was a campaign setting at a time when the idea of campaign settings was still new.

The first Gamma World game, by Jim Ward and Gary Jaquet, showed up three years later, in 1978. It showed great similarities to the earlier MA, but now was spread on a global scale. Instead of a single starship, the canvas for the campaign was an entire apocalyptic world. A civilization more advanced than our own had fallen, and the heirs to that radioactive world were mutants, humans, and mutated animals. The powers were unbalanced, and random, there was a lot of sudden death and saving throws, and we had a blast playing with it. It was the first "wahoo," anything goes kind of game. And those DMs who did not play looted all its technology for their D&D Games.

Dave Ritchie headlined the first revision of the game, in 1983, bringing it up to date with the leading edge of gaming at the time. We always called this the "Big Robot" edition from the clashing machines on the cover. As a native of Pittsburgh, this version was "the" Gamma World for many years, since Dave blew up my hometown to create Pitz Burke. Interestingly, some of the buildings that survived Dave's apocalypse have since been torn down in the "real world." Even the future changes as we go along.

In 1986 we saw another change in Gamma World, as the game rules underwent their own gamma-inspired metamorphosis, under Harold Johnson's ever-watchful eye (this one was the "armored cyber-badger" edition). Yet despite the change in systems, the core of Gamma World remained true to its postapocalyptic, radiation-fueled heart. It was not D&D, but something much stranger.

In 1992 there was another revision, this one piloted by Bruce Nesmith. Here the box was shed in favor of a more easily handled book, and another new rule system, containing elements eventually shared with Alternity, was installed.

Gamma World even managed its own spin-offs, including a 1992 armored battlesuit game called Gamma Knights® and a goofy version called GammaRauders® (I will claim responsibility for the sillier elements of that one). GammaRauders even got its own comic line for a while. And Metamorphosis Alpha itself made a brief return in 1994 as part of the Amazing Engine® Science Fiction engine. Gamma World has spawned its own mutant progeny, and has thrived over the years, despite changes in systems and advancements in gaming in general.

Why has it survived? Part of it is because it's a fun place to adventure—a haunting combination of the familiar and the strange. Part of it is that in all versions of Gamma World have a place for heroes with powers beyond the ken of the ordinary. And part of it is that we have a fascination with the future, and a fervent hope that whatever comes, something we value will survive the Black Years. And that something is the human spirit.

Now it's the year 2000, and Gamma World is ready for it. Shaped by the careful hands of Andy Collins and using the flexible, powerful gaming engine that is Alternity, we have a Gamma World for the next millennium.

Or until the next Cataclysm, whichever comes first.

Jeff Grubb
November 1, 1999

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The Shadow Age

The 21st century began with a sense of hope. Humanity had survived the millennium. East and West had a tentative peace. While the horrors of war still flared up, the superpowers themselves fought only in boardrooms and trade negotiations. The threat of nuclear devastation that had loomed so menacingly over the second half of the previous century now seemed dated and foolish. The world economy was flourishing as the concept of a "global marketplace" took hold among the governments and megacorporations. Prosperous nations turned from building war machines to rebuilding infrastructures. We ruled the Earth, and no problem seemed too great to solve.

No one knows exactly when the Invaders arrived, or from where—or when—they came. They said that they had been watching us, and that we were now "ready" for their gifts. Many among us believed them—as I said, it was an optimistic world—but there were those who didn't trust these friendly newcomers. Political persuasion didn't seem to matter—dissenting voices were heard from both ends of the political spectrum.

I admit to being woefully naïve. I saw the arrests, but thought little of them. After all, these were dissidents, malcontents, and potential terrorists who didn't seem to value the great advances in medicine, computer technology, and ecological reform that the newcomers promised us. Most of us believed that small sacrifices in personal liberty were worth the trade. Naturally, there were some who felt strongly otherwise.

Just as none among us knew the Invaders' origin, it remains unknown who was responsible for what happened next. It could have been just about anyone; after all, there were still plenty of unaccounted-for nukes smuggled out of the former Soviet Union. Still, the sight of the Invaders' mothership crashing into Central Park in a firestorm of mythic proportions won't soon be forgotten. At least, not by anyone who survived the cataclysm that followed.

But just because we didn't know who was responsible didn't mean there wasn't plenty of blaming going on. Americans blamed the Chinese, calling it the "first step" toward the next world war. The Chinese blamed the Japanese. The Japanese blamed Russian anticapitalist dissidents. The Democrats blamed the fundamentalists. The Republicans blamed the leftist ecofreaks. The CIA blamed the Iraqis. The rich blamed the poor.

Ultimately, it didn't matter. The remaining Invader ships disgorged thousands of armored troops with high-tech weaponry. It was as if we had just poked an anthill, and the soldiers poured out to defend their masters. Thanks to the growing tide of disarmament, we were woefully unprepared for an incursion of this magnitude. They took over and declared martial law in more than a dozen cities—including London, Paris, Singapore, New Delhi, Sydney, Houston, Seattle, Atlanta, and more—before someone panicked and pushed the button. The rockets flew, the bombs fell, and in a matter of hours we had struck a decisive blow toward regaining our freedom.

But that wasn't the end of it. Apparently, the Invaders had brought some weapons of their own: gravitic weapons that triggered fault lines, chemical weapons that poisoned the air and water, and biological weapons that played havoc with the genetic structures of all life on Earth. Most humans simply died. They were the lucky ones: They didn't have to watch civilization crumble as neither Earth's natives nor its new conquerors were strong enough to restore order from the chaos. Instead, in the years to come more armies would march, more bombs would fall, more cities would collapse, and more people would die.

But a few of us survived. As I pen these words, ten years after the Cataclysm, I hope that they will prove useful to those who come after me. I hope that we, as a people, can remember who we once were, and who we can be again. I hope that hope itself is not gone from the world in this age of shadows, and that in the years to come, humanity will rise again.

—The Shadow Age, Author Unknown

chapter ONE

Welcome to Gamma Terra

The GAMMA WORLD® game is based in a dark future where humanity—and indeed, the Earth itself—struggles to survive. But thanks to the devastation unleashed by the Cataclysm and the many changes wrought during the Shadow Age, neither humanity nor Earth are quite the same. Strange mutations are common, and many animal species have evolved to gain sentience and now walk alongside humans.

Many years have passed since the Cataclysm, and the cities of the Ancients lie in grass-choked ruins. But treasures beyond imagining still lie hidden in these tombs of concrete, metal, and glass—treasures that might allow the bold and opportunistic to pull themselves up from their primitive surroundings, or perhaps even regain the Ancients' lofty position of world domination.

It is a time for heroes, for those who are strong of arm and heart and mind to tame the wild frontiers and bring order to the chaos. Will you be one of those heroes?

WHAT'S THE GAME ABOUT?

The GAMMA WORLD game is a postapocalyptic setting for roleplaying adventures, using the ALTERNITY® rules system. It is a campaign set in a world after a global holocaust, when the world that we know today has been destroyed. New civilizations, new races, and new heroes arise from its ashes. The ALTERNITY rules required to play GAMMA WORLD are included in this book. No further purchases are necessary.

The ALTERNITY rules system is a roleplaying game system of modern action to far-future adventure. It is a ruleset that allows players to enjoy heroic adventures in the worlds of science fiction, and in the case of GAMMA WORLD, science fantasy. The STAR*DRIVE® and DARK•MATTER™ campaign settings use the ALTERNITY game rules as well, and heroes from one setting can be readily transplanted to another.

ALTERNITY is also available as its own set of hardbound rulebooks—the *Player's Handbook* and the *Gamemaster Guide*. The information within those rulebooks has been condensed for this campaign, concentrating on those elements that are applicable for the postapocalypse world of GAMMA WORLD. If you enjoy this edition of GAMMA WORLD, you might want to check out the other worlds of ALTERNITY.

Finally, GAMMA WORLD is a campaign with a long and varied history. Its original incarnation is almost as old as roleplaying itself, and it has seen no less than four previous incarnations. This edition combines the best of those editions, bringing them into a new rules setting to create the definitive GAMMA WORLD, a complete and dynamic roleplaying game.

WHAT IS ROLEPLAYING?

If you're familiar with other roleplaying games (such as the ALTERNITY or ADVANCED DUNGEONS & DRAGONS® games), you might want to skip to the next section, because we're about to provide a quick overview of what a roleplaying game is. If you're new to the hobby, get ready to enter an exciting new world.

Remember when you used to play Make Believe, when you pretended to be "Cops and Robbers" or "Cowboys and Indians"? For a few hours on a summer afternoon, you played the role of a police officer, a cowboy, or some other hero from comic books or television. You created props and settings from your imagination, and you and your friends made up stories that everyone contributed to. It was lots of fun, but it was also totally free-form—there were no rules to speak of, and sometimes disagreements cropped up that ended a game before a full story could be told.



Make Believe has come a long way. It has matured and developed into modern roleplaying games such as this one. In a roleplaying game, every player takes on the role of an imaginary character. These player characters are the heroes of the story. One member of the group acts as the referee, or *Gamemaster*. This person uses the rules of the game along with his judgment to decide the outcome of every hero's actions, usually by applying the results of dice rolls or by gauging the heroes' reactions to specific situations.

The Gamemaster (GM) sets up the overall plot of each story, also called an adventure. The GM's role includes creating the background, developing the characters who make up the supporting cast and villains, planning key events that propel the story forward, and establishing the opening scene that gets the action moving. From that point on, the Gamemaster acts much as the director of a movie or the narrator in a novel, showing the heroes the world around them and describing the action as it unfolds.

The Gamemaster is the person in charge of the game. He gets it started and keeps it going. When a simple game of Make Believe comes to a halt, it's usually because the players couldn't agree on what just happened or what was going to happen next. That disagreement doesn't occur in a roleplaying game, because the Gamemaster has the final say in any situation that isn't covered by the rules.

However, the Gamemaster doesn't dictate everything that happens. Unlike the characters in a novel or a movie, the players' heroes don't just do what an author decides they will do. The players take an active role, describing how their heroes react to the events going on around them.

When players, characters, plots, rules, and imaginations get together, the resulting swirl of interaction and participation is called roleplaying. Through roleplaying, the group tells a story that's started by the Gamemaster and expanded on by the players—a group story. These group stories can be more fun and rewarding than the static stories found in books and on the big screen because they're interactive. Everyone participates in their creation.

Who Can Play?

Anyone can play in GAMMA WORLD, though the recommended starting age is 10. In addition to the Gamemaster, as few as one and as many as ten players can participate, but game sessions work best with groups of four to six players.

How Do You Win?

Roleplaying games aren't about winning and losing. The goal of a roleplaying adventure is to create a group story. In the GAMMA WORLD setting, the Gamemaster doesn't try to defeat the players' heroes (although he will put challenges before them), and the players don't try to outdo one another. Instead, they interact to advance the story and to solve the problems or mysteries the Gamemaster sets up at the beginning of each adventure.

Technically, a roleplaying game doesn't have to end. As long as the participants are enjoying themselves, the game can continue over any number of playing sessions.

Each of the Gamemaster's adventures can be a story in itself, with no connection to other adventures. Or, the adventures can be tied together in an ongoing story, which is also referred to as a campaign. If a single episode of a TV show is an adventure, then the entire run of episodes is a campaign. During a campaign, characters grow and change. The players' heroes learn from their experiences and become able to handle tougher challenges.

If the heroes achieve some sort of ultimate success (defeating the archvillain and saving the world), that success could mark the end of the current series of adventures—but it isn't the end of the game if you don't want it to be. If everyone in the group wants to keep playing, all you have to do is start fresh with a new series of adventures (and perhaps a group of newly created heroes, if you want to try roleplaying a different kind of character).

It's All About Fun

Above all, the ALTERNITY rules are designed so that you can have fun creating and playing adventures set in the Wasted Earth of Gamma Terra. Don't become caught up in trying to play it exactly as it's written, if that gets in the way of having a good time. This isn't a college textbook, and there's no final exam waiting at the end of it. Take what's presented here, adapt it, make it work for your group and your style of play. Have fun! That's what roleplaying is all about.

Key Concepts

Let's take a look at the key concepts behind the ALTERNITY rules system. These concept include basic game mechanics, fundamental character information, and a few special terms that players need to know.

► ***Hero:*** An imaginary character created by a player. Rules for making your hero are found in Chapter 2: Hero Creation.

► ***Gamemaster:*** The participant in the game who acts as the moderator, narrating adventures and representing other characters involved in the adventures who aren't controlled by the players.

► ***Supporting Cast:*** The aforementioned "other characters" controlled by the Gamemaster, including the heroes' allies and enemies. It's important to understand that while the heroes are the stars of the show, members of the supporting cast can be just as powerful.

► ***Adventure:*** A group story created by the heroes interacting with the supporting cast in a particular scenario or setting. Every adventure is built around a situation (typically a problem the heroes have to solve), and it ends when the heroes have either succeed in achieving their goal or failed to do so (in either case often leading to new adventures). Chapter 9: Adventures in GAMMA WORLD contains three adventures for the GAMMA WORLD game. If you're planning on playing GAMMA WORLD, rather than being the Gamemaster, don't read these adventures! Doing so will just spoil the fun and surprise of playing them.

► ***Profession:*** Every hero in the GAMMA WORLD game is built around a profession. A profession is an general classification under which skills are grouped. The different professions—Combat Spec, Diplomat, Free Agent, and Tech Op—also grant additional benefits and are described in Chapter 2: Hero Creation.

► ***Abilities:*** All characters (both heroes and supporting cast) have six Abilities. These are Strength, Dexterity, Constitution, Intelligence, Will, and Personality, and are expressed by a number, known as the *Ability Score*. Chapter 2: Hero Creation has more information on Abilities.

► ***Skills:*** Skills are a measure of what your hero is good at. Every Ability and profession has skills related to it. A hero's proficiency with a skill is expressed as a number, known as a *skill score*. Skills are detailed in Chapter 5: Skills.

► ***Mutations:*** Also known as mutant powers or mutant abilities, mutations are special inborn abilities of a hero or supporting character, and may be unique or a result of the characters' species. These powers are fully described in Chapter 4: Mutations.

► ***Actions:*** When a hero wants to use one of his or her skills, mutant abilities, or other characteristics to accomplish something, the hero attempts an action. There are different types of actions, each involving the use of different skills and characteristics. Rules on adjudicating the outcome of various actions are found in Chapter 3: Heroes in Action.

► ***Dice:*** When the outcome of an action in is doubt, or when the Gamemaster needs to measure a character's degree of success, dice are rolled. The ALTERNITY rules system uses two kinds of dice: a single control die and situation dice of various sizes. The control die and a situation die are rolled together to determine the outcome of an action. The lower the roll, the better the chance that the hero succeeds when attempting an action. Complete information on how to use the dice is found in Chapter 3: Heroes in Action.

What Do I Do First?

If you're new to roleplaying games, you might be wondering how things get started. Basically, it's pretty simple: After you've created a hero and gotten together with the rest of your group for your first adventure, your Gamemaster presents a situation—maybe something like this:

You're passing through the traders' quarter, and the merchants are trying to entice you to buy their wares—irradiated fruit from the hinterlands, bits of mangled motherboards, bandoleers of bullets, and canisters of petrol. Suddenly there is gunfire from one side of the plaza, and humans and mutants scatter as a large rabbitlike humanoid on a huge horse rides into view, fires a pistol randomly into the crowd, and pulls a smoking grenade from its belt!

Or . . .

You have been waiting for your contact for three days on the rocky outcropping, swatting bugs and lying low. On the third day you hear people approach, but it's not your contact. Instead it's the heavily armored form of a Knight of Genetic Purity. He seems to be searching for someone. . .

After setting the scene, the Gamemaster asks, "What do you want to do?" In game terms, doing something is known as taking an *action*. You might know right away what you hero's action will be, but don't just call out an answer. Wait for the Gamemaster to say it's your turn. Then answer as your hero would, explaining what your hero is going to do.

What can heroes do? Almost anything! A hero can say something, move, use a skill, use a piece of equipment, use a mutant power, duck behind cover, or anything else you can think of. The Gamemaster determines whether your hero succeeds at what he tries to do, either by assessing the situation and making a judgment, or by calling for dice rolls.

After all the heroes have performed their actions and the Gamemaster has had the members of the supporting cast take their actions, the process starts again. Now the situation is different from what it was when the scene opened, and the next actions the heroes attempt might also be different from what they just finished doing.

Where Can I Learn More?

The book you're holding has all the information you need to play the GAMMA WORLD game. However, if you're interested in more complex rules for playing, or if you want to play in other science fiction roleplaying genres (such as space opera or science horror), pick up a copy of the ALTERNITY *Player's Handbook* (TSR02800). Gamemasters who want more tips on running a campaign can purchase the *Gamemaster Guide* (TSR02801). These books, as well as other supplements and adventures for the ALTERNITY science fiction roleplaying game, are available at local hobby, game, and book stores as well as online at www.wizards.com.

chapter TWO

Hero Creation

The information in this chapter enables you to create any type of hero you can imagine, unique and tailored to what you want out of the game.

Throughout the hero creation process, you're completely in charge. All of your hero's characteristics and attributes—the qualities that make him or her different from every other character in the world—are the result of decisions you make. (Well, there's a little randomness thrown in as well, but that's the nature of a GAMMA WORLD campaign.) Examine your choices carefully before making your decisions, and you'll be able to create a hero that's exactly the character you want to roleplay.

WHAT IS A HERO?

Every science fiction novel, film, and television series has heroes. They're the stars of the stories, the central characters around whom great events transpire. The player characters fill this role in roleplaying games, serving as protagonists in the adventures the Gamemaster presents. In the GAMMA WORLD game, we refer to player characters as "heroes."

Exactly what is a hero? That's up to you, because you're going to create the kind of hero you want to play. Are all heroes white knights struggling to rebuild a ruined world? No, but many have this inclination. Like the heroes of books and movies, the hero you create needs to be someone who really matters. Your hero and the heroes created by the other players are the characters whom, ultimately, the adventures are about.

Heroes can be pure or flawed, driven by duty or greed, good or not so good—it doesn't matter as long as you can have fun playing the hero you create and the hero doesn't violate the tenets of the Gamemaster's world. Even the heroes who are not so good should have some redeeming qualities, as well as the ability to grow, to learn, and to change to reflect the significant events that always seem to whirl around them.

In the long run, the best heroes in a GAMMA WORLD game display an ability to cooperate with other heroes, have good sides as well as bad, and develop into characters that are fun to play and fun to care about. That's what makes you come back to the campaign week after week—to see what's going to happen to the heroes.

The Hero Sheet

The essential record of your hero's capabilities and characteristics is contained on the hero sheet. A blank hero sheet (which you may photocopy for your personal use) can be found at the end of this book.

As you move through each step of the hero creation process, fill the appropriate space on the hero sheet with the facts that you have just determined or decided. Of course, you can also use a separate sheet of paper to jot down even more details about your creation, or even write a short biography. When you're finished with the hero creation process, the hero sheet will contain every piece of information you need to roleplay your hero in a GAMMA WORLD adventure.

Step by Step

The hero creation process is presented below in easy-to-follow steps. (These steps are summarized in the sidebar on the next page, which you may want to glance at now to get an overview of what the process involves.) Take each step one at a time until the system becomes clear; then you'll be able to build characters without too much time or trouble.

1 ► Develop a Hero Concept

A hero concept is a general idea of the hero you want to create and play in the Gamma World campaign. A good concept starts with a few descriptive tags and then expands as much as you feel is necessary before you move on to the next step. (Note that the hero sheet does not have a place to write down a hero concept; instead, the concept of your hero will ultimately be defined by a collection of other entries on the hero sheet, such as "Profession," "Species," and "Attributes.")

Start with a concept that revolves around what kind of hero you want to play. Pick a character from your favorite novel or movie to use as a basis, or start by deciding what your hero is going to be good at. Do you want to play a tough fighter-type or a stealthy agent, a respected negotiator or a juryrigger with a solution for every problem? Forming a concept starts with answering the question "What does my hero do?"

Another approach is to start with the question "What is my hero like?" This sort of concept builds on a personality type instead of a job choice. Assign a descriptive term to your hero, such as brave, cautious, curious, rash, logical, aloof, or friendly.

You can also develop a concept by answering both questions, so that you start with a brave warrior, a cowardly sleeth, a stubborn healer, or a curious sasquatch trader.

The goal is to generate a concept for a hero who's both fun and compelling to play. There's no strict formula for this. Some players have their characters well formed in their minds right away, and those heroes' concepts emerge almost fully fleshed out. Others need to think about it, asking questions such as "What does my hero do to survive?" and "How does my hero behave?" The answers form the basis of your hero concept.

2 ► Choose a Species

Your Gamemaster will let you know if all heroes in his or her Gamma World campaign must be human, or if you can choose to make your hero a member of one of the nonhuman species—android, dabber, mutant, sleeth, or sasquatch—that are part of the Gamma World game. If any of the alien species are available, you may want to look over the following information before deciding what species your hero belongs to.

Beyond that, it's a good idea to be generally familiar with the entire hero creation process before you "go mutant," because you'll need to be aware of the ways in which alien heroes are different from human heroes in game terms (see the "Nonhuman Abilities, Skills, and Characteristics" sidebar below).

In addition, keep in mind as you read the descriptions of the nonhuman species that some of them are better suited for certain professions that make the best use of their abilities. For instance, sasquatch heroes are good candidates for character concepts that rely heavily on physical skills. On the other hand, android heroes are relatively better suited for concepts that emphasize mental skills.

Humans

Humans—also called "pure strain humans" because of their nonmutated state—are the genetic baseline of Gamma Terra. They were the former masters of the world in the Ancient Age, now reduced to one of many sentient races attempting to survive.

In appearance, pure strain humans look much like modern humans, in a variety of shapes, shades, and sizes, though most are models of health. In a world with sentient snakes and intelligent badgers, small variances in weight, height, and skin color seem to be less important.

Roleplaying

In the Gamma World game, pure strain humans are constantly reminded of the power of their ancestors. They are surrounded by the ruins of their past, reminders of how they have fallen as a race. Some swear to make a new beginning among the rubble, avoiding the perceived faults of the past. Others seek to reclaim their glory as the greatest of the sentient races. Still others choose neither path, and seek only to survive the brave new world.

Special Abilities



► ***Skill Bonus:*** Human heroes begin the game with 5 more skill points than the number indicated on Table GW4: Hero Starting Skill Points. Starting human heroes may also learn one more broad skill than is indicated on that table.

► ***Improved Durability:*** Pure strain humans are particularly durable and healthy. Add +2 to a starting human hero's Stun and Wound ratings. There is no effect on the hero's Mortal or Fatigue ratings.

► ***DNA Fingerprint:*** Many of the devices of the Shadow Age will work only for humans, and are equipped with DNA-locks that determine the user's race before

Complete Hero Creation Process Summary

1 ► Develop a Hero Concept
Begin by asking yourself some questions that will help you define the sort of hero you want to create: What kind of campaign is my Gamemaster running? What does my hero do to survive in this twisted world? What sort of personality does my hero have? The answers will help you direct some of the choices you'll make during the rest of this process.

2 ► Choose a Species
Any hero can be a human, but you may also be able to roleplay one of the species unique to Gamma Terra—android, dabber, mutant, sasquatch, or sleeth, depending on the type of campaign setting your Gamemaster uses.

3 ► Assign Ability Scores
Divide 60 points among the six Abilities—STR, DEX, CON, INT, WIL, PER—and assign those Ability Scores to your hero. Make sure to arrange them so that your hero abides by the minimum/maximum figures for Ability Scores for the species of hero you create. The figures are given in Table GW1: Ability Score Limits.

4 ► Select Mutations
Certain species have mutant abilities as listed in their species description below. Mutants, and to some degree sleeth, have additional, individual abilities, while dabbers, sasquatch, and sleeth have species mutations.

5 ► Pick a Profession
Select a profession—Combat Spec, Diplomat, Free Agent, or Tech Op—that logically encompasses your hero's character concept. Each profession provides special benefits to the heroes who belong to it.

6 ► Purchase Skills
Your hero gets six free broad skills, which vary depending on the hero's species. See Table GW3: Free Broad Skills for Heroes.

The number of additional broad skills your hero can start with, and the number of points he receives to purchase additional skills, depend on the hero's species and Intelligence score. Table GW42: Skill List in Chapter 5: Skills contains complete information on how much skills cost and what each one enables a hero to do.

7 ► Choose Attributes
Choose one motivation, one moral attitude, and up to two character traits for your hero.

8 ► Complete the Hero Sheet
As you've gone through this process, you've jotted down various entries on the hero sheet that describes your creation. Now's the time to fill in the rest of the blanks so that you can finish making your hero and get him going on his first adventure.

allowing the device to function. The detectors study a variety of factors, including a deep genetic scan. This is explained more fully in Chapter 6: Equipment.

► ***Radiation Resistance:*** Humans native to this world have a -2 step bonus to rolls on Table GW29: Radiation in Chapter 3: Heroes in Action. In addition, pure strain humans do not mutate as a result of exposure to radiation. However, they may still sicken and die of it.

► ***Starting Money:*** Human heroes begin with 2 × the normal amount of starting cash. (See Chapter 6 to determine.)

Androids

Androids appear, on first glance, as humanoids, and can pass as a human or mutant. Upon closer examination, it is clear that they are artificial life forms. Veins of circuitry weave through nonhuman flesh in spiderweb patterns, forming beings that are part organic and part lost technology. Their bones are strengthened with flexible metal rods, and their hair is a combination of organic material and cable filaments.

The origins of the androids are unknown, even to the androids themselves. Even the oldest androids are unaware of their creators or method of origin.



Roleplaying

Androids consider themselves alive, as much as the pure strain human or mutated buffalo. Others do not share that opinion, and consider androids to be little more than machines to be ordered about, and if need be, disassembled. Since no one knows how to reassemble androids (they are self-repairing, effectively the same as living creatures' natural healing), this is akin to vivisection.

Androids cannot operate most modern weapons and technology that require DNA fingerprints—whatever their organic component, it is not sufficiently human. However, they can repair these items, as well as benefit from the ability to communicate directly with ancient AIs and computers.

Androids are rational and logical—they believe that every problem has a solution, and the challenge lies in finding that solution. They are not humorless, though their humor (and other emotions) may be exaggerated. An android may

Alternative Heroes

The GAMMA WORLD game is designed primarily for use with heroes native to the campaign world. However, with the star-spanning (and dimension-hopping) possibilities of the ALTERNITY game, other campaign styles are just as viable.

For instance, ALTERNITY characters designed for a *Tangents* campaign (TSR11352) can travel from their home dimension to Gamma Terra. Or, time-traveling heroes from the DARK•MATTER campaign (TSR11433) setting might visit this "alternative future."

Depending on the core campaign, heroes may be human, fraal, t'sa, or any other ALTERNITY species. Such species won't be vulnerable to radiation-caused mutations, and even humans won't have the proper DNA fingerprint to operate PL 6 and PL 7 technology (unless the Gamemaster decides otherwise).

If you're bringing heroes in from another campaign setting, be sure to note the minor differences between the campaign settings, particularly in the area of skill selection and cost. In the case of a conflict between the GAMMA WORLD rules and the rules specific to the campaign setting you use, the Gamemaster should arbitrate a fair and just solution.

decide that "now is the time for humor" (or "sorrow," or "joy") and fling himself or herself whole-heartedly into the act, because it is the rational thing to do.

Androids as a group tend to be protective of humans, though this is not universal. They often seek to help pure strain humans, and do not usually attack them unless the androids are threatened first. The reason for this fondness is nested somewhere in their programming, and the androids accept this as part of the "rightness" of the universe.

SPECIAL ABILITIES

► ***Cybernetic Enhancements:*** Each android has an implanted nanocomputer, cyberoptics, and optic screen (see Chapter 6: Equipment). They need not spend the 10 skill points normally required to learn how to operate the nanocomputer. These devices also don't count against the android's limitation on installed cybergear and don't inflict a penalty on future installations of cybergear (see the sidebar "Cybernetic Equipment" in Chapter 6: Equipment).

► ***Technological Understanding:*** Androids have a -1 step bonus to skill checks made to determine the function of any artifact. See Chapter 6: Equipment for more information on how this skill check works.

► ***Radiation Resistance:*** Androids do not mutate as a result of exposure to radiation. However, they may still sicken and die of it.

► ***Tech Access:*** Androids may use some items of PL 6 equipment despite the normal restriction listed under "Human," above. See Chapter 6: Equipment for more information.

Dabbers



Dabbers are a diminutive (1 meter tall) race that resembles bipedal versions of ancient raccoons. They have broad, masked faces, opposable thumbs, and short, striped tails. Their fur is mostly brown with white and brown striations. Dabbers are known for their playful personalities and their total disregard of individual property rights. Despite their small size, they have powerful mental abilities.

ROLEPLAYING

Dabbers see themselves as the children of the new age, a better age, a more diverse and

Nonhuman Abilities, Skills, and Characteristics

Every nonhuman species differs from pure strain humans in a number of ways that have an immediate effect on hero creation:

► Different limits on how low or high an Ability Score can be, as outlined on TABLE GW1: ABILITY SCORE LIMITS.

► A different group of broad skills that the hero gets for free. See TABLE GW3: FREE BROAD SKILLS FOR HEROES.

► A lower number of points than a starting pure strain human hero receives to spend on purchasing skills, and a lower maximum number of broad skills. See "Special Abilities" under the pure strain human entry, and refer to TABLE GW4: HERO STARTING SKILL POINTS.

► In addition, more advanced devices (Progress Level 6 and higher) only respond to the DNA fingerprint of pure strain humans and androids, and are not usable by other species. See "Special Abilities" under the pure strain human and android entries.

Before you make a commitment to create a nonhuman hero, examine those tables and sections to be sure you understand what you're getting, and what you're giving up, when you chose a species other than pure strain human.

exciting age. Let humans and the rest mull over the past. The future is now, and it should be the dabbers who are best equipped to seize the day.

Dabbers are a genuinely curious species, interested in everything and everyone. In world full of things to be scavenged, the dabber feels right at home. To the dabbers, anything that isn't nailed down can be scavenged, and anything they can pry up is not nailed down.

Dabbers respect other, larger races and are willing to be tolerant of their attachment to things. They have a friendly rivalry with the sleeth.

Special Abilities

► ***Species Mutations:*** Dabbers as a species have the Empathic Scan and Telekinetic Hand mutations.

► ***Individual Mutation:*** Each dabber has the choice of one of the following mutations: Photokinesis *or* Illusion Generation *or* Kinetic Shield.

Mutants

Mutants (or mutated humans) are as diverse and individual as pure strain humans. They include men with scales and gills and women with wings, individuals with amazing mental powers and great physical prowess (though rarely both). They can range from 1 to 3 meters in height. The only certainty about mutants is that when you see one, you probably have never seen one like it before.



Roleplaying

Mutants are Humanity's stepchildren, the dark sheep of the Ancients' family tree. The old devices don't work for them, the robots of the Ancients don't recognize them, and to them the buildings and vehicles of that age seem uncomfortable and confining, built for alien creatures.

Some choose to pass as pure strain among their human brethren, but most mutants are proud of who they are and what they can do. Most human and particularly multi-species communities are tolerant and even encouraging of their mutant kin, while others, such as the Knights of Genetic Purity, seek to wipe out any mutants they encounter.

Mutants do not feel any responsibility to band together in communities, since they are all diverse individuals. As a result they can often be found with other species, particularly within open-minded communities.

Special Abilities

► ***Mutations:*** Mutants are blessed and cursed with a variety of mutant abilities. Starting mutant characters receive a number of mutation and drawback points, which are used to determine mutations of different ranks. These mutations are semirandom, and the player of a mutant hero may be cursed with unwanted or inappropriate powers. Chapter 4: Mutations has more on this topic.

► ***Morphic Genetics:*** Mutants are particularly likely to receive additional mutations or drawbacks from exposure to radiation (see "Radiation" in Chapter 3: Heroes in Action).

Sasquatch



Huge (2.2 meters tall) and lumbering, the typical sasquatch weighs 180 kilograms and every pound seems to be either muscle or hair. Towering above most other sentient races, they present imposing, threatening figures. Their fur and long manes range from blacks and browns through shades of gray to individuals with pure white hair.

Sasquatch are deadly opponents even when unarmed, as their fingers end in huge, wicked talons. Unfortunately for their foes, sasquatch are rarely unarmed.

Roleplaying

Sasquatch embrace life and death with a fearsome intensity. They do not do things in half-measures; they embrace concepts wholeheartedly, pursue foes relentlessly, and give their loyalty unflinchingly. Seemingly born to combat, the sasquatch also enjoy debate and conversation, bringing the same fiery passion to this arena as they do to the battlefield.

Sasquatch are fierce warriors and adhere to a code of honor that they apply among themselves and toward other sentient species. Creatures smaller and weaker than sasquatch should not be harmed, without good reason. Ambush is considered dishonorable, without

good reason. An opponent should be challenged to combat and given a chance to surrender, unless there is a good reason otherwise. The definition of "good reason" is cited as the cause for the sasquatch to enjoy debate as well as conversation.

Sasquatch tend to think of the world as it is as its "natural" state, and many see little productive value in trying to change it. In particular, the technology of the ancients seems to be beyond them, and they have a hard time wrapping their brains around the concepts of higher technology. In the end, this often leads to "sasquatch" solutions to problems. Such solutions usually involve shouting and expending a lot of brute force.

Special Abilities

► ***Species Mutation:*** All sasquatch have the Improved Natural Attack (claws) mutation.

► ***Superior Durability:*** When determining a sasquatch's durability rating, use the character's Constitution score × 1.5 (rounding down fractions).

► ***Suspicion of Technology:*** Sasquatch culture is primitive even by Gamma Terra standards, and they are less adept with Ancient technology. They receive a +2 step penalty when using any device of Ancient or Shadow Age technology.

Sleeth

Sleeth are 2-meter-tall bipedal lizards. They have an erect, humanoid stance, muscular tails, long snouts, and dexterous hands. Seer lizards (as the sleeth are often called) range in color through a variety of greens. Sleeth grow throughout their lifetimes, and the elder leaders of their clans can reach 3 meters in height. They are known both for their thoughtful nature and their mental mutations.

Roleplaying

Seer lizards think of themselves as a dignified, refined, and civilized people, and secretly believe in their three-valved heart that they are more civilized than most of the other species around them. However, they want to help these species reach their level of understanding, and as such sleeth may often be found in other communities as diplomats, negotiators, and teachers.

Sleeth communities are organized in the manner of Golden Age learning centers. The leader of a sleeth village is called the dean, who rules with the aid of a faculty. Respected sleeth go by the sobriquet professor, while lesser ones are regarded as teachers and students. A sleeth away from his native village is said to be on sabbatical.

Seer lizards value truth and honesty, but have learned that most other species are unable to handle the truth, so decorum often overrides candor. Among friends, they expect to be able to tell truths, even unpleasant ones, and still be accepted. It is said that when you are insulted by a sleeth, he is either being very friendly or very hostile.



Sleeth heroes get along well with other races, usually finding common ground. Like the humans they are civilized. Like the mutants they have their own individual mutations. Like the androids they appreciate logic. And like the dabbers . . . okay, so the sleeth don't get along well with everybody.

Special Abilities

► ***Species Mutations:*** Sleeth as a race have the following mutations: Battle Sense, Contact, Psychic Perception, and Rejuvenation.

► ***Personal Mutation:*** In addition to their species mutations, sleeth have one additional random mental mutation of Ordinary strength.

► ***Immunity to Illusions:*** Sleeth are absolute literalists, such that they are unaffected by illusions. Indeed, visual and audio illusions do not even appear to the sleeth.

Filling Out the Hero Sheet

After you've decide what species your hero belongs to, write that name in the appropriate place near the top of the hero sheet. If your hero is a member of a nonhuman species, move down to the "Game Data" box near the bottom of the sheet and jot down your hero's special abilities in the space provided. (Just the names of the abilities will do, as a reminder.)

3 ► Assign Ability Scores

Every hero (and every other character in the campaign setting) has six Abilities. Three of these—Strength, Dexterity, and Constitution—represent a hero's physical nature, and the other three—Intelligence, Will, and Personality—describe his or her mental makeup.

In this step of the hero creation process, you will assign a number to each Ability. The higher the Ability Score, the more proficient a hero is when using that Ability or when using skills associated with it.

Determining Ability Scores

To determine your hero's Ability Scores, you assign points to each Ability. You have a total of 60 points to divide among the six scores.

For human and mutant heroes, every Ability Score must be assigned a value no lower than 4 and no higher than 14. The minimums and maximums for nonhumans often differ from this range. In creating a nonhuman hero, you must abide by the ranges given for that species on Table GW1: Ability Score Limits.

Note that certain mutations may raise or lower your hero's ability scores beyond the limits noted in this table. That's okay; mutations tend to "break the rules" like this.

Table GW1: Ability Score Limits

Hero's Species	Ability Score					
	STR	DEX	CON	INT	WIL	PER
Human	4–14	4–14	4–14	4–14	4–14	4–14
Android	8–14	4–14	6–14	7–15	6–12	4–12
Dabber	4–11	8–15	4–12	4–15	6–14	4–12
Mutant	4–14	4–14	4–14	4–14	4–14	4–14
Sasquatch	9–16	4–12	8–16	4–13	4–12	4–12
Sleeth	4–14	4–12	5–14	5–15	6–16	7–16

Strength (STR)

Strength measures a hero's physical power. This score serves as the basis for all Strength-based skills.

A high Strength score provides a bonus to the damage a hero inflicts when making an unarmed attack, using a melee weapon, or using a thrown weapon. (See Table GW8: Strength & Damage.)

A hero's Strength resistance modifier (see Table GW2: Resistance Modifiers) is applied to the action of an opponent who tries to target a hero with a melee weapon or an unarmed attack.

Strength, along with Dexterity, determines a hero's combat movement rate. (See Table GW7: Combat Movement Rates and the accompanying text.)

Also, a hero's Strength score has a direct bearing on how far he can throw objects; see Chapter 3: Heroes in Action.

Dexterity (DEX)

Dexterity indicates a hero's physical agility, coordination, and reflexes. This score serves as the basis for all Dexterity-based skills.

Dexterity, along with Intelligence, affects a hero's action check score. (See "Action Check," below.)

Dexterity, along with Strength, determines a hero's combat movement rate. (See Table GW7: Combat Movement Rates and the accompanying text.)

A hero's Dexterity resistance modifier (see Table GW2: Resistance Modifiers) is applied to the action of an opponent who tries to attack a hero with a heavy weapon or a ranged weapon.

Constitution (CON)

Constitution is an indication of a hero's physical fitness and general health. This score serves as the basis for all Constitution-based skills.

Constitution, along with Will, determines the number of actions a hero can perform in a round. (See Table GW6: Actions per Round and the accompanying text.)

This score also indicates a hero's durability: A hero can withstand a number of points of stun and wound damage equal to his Constitution score, and a number of points of mortal and fatigue damage equal to half his Constitution score, rounded up.

Constitution doesn't have a resistance modifier, as most other Ability Scores do. Instead, Constitution is used actively, allowing heroes to make feat checks and skill checks to resist harmful effects.

Intelligence (INT)

Intelligence is an indicator of a hero's mental quickness and learning ability. This score serves as the basis for all Intelligence-based skills.

Intelligence is particularly important to every hero because it determines the number of broad skills and specialty skills he begins his career with, and how many points he receives with which to purchase those skills. (See Step 6, "Purchase Skills.")

Intelligence, along with Dexterity, affects a hero's action check score. (See "Action Check," below.)

A hero's Intelligence resistance modifier (see Table GW2: Resistance Modifiers) is applied to the action of an opponent who tries to deceive or trick the hero (by using the Deception skill or one of its specialties, or an applicable mutation).

Will (WIL)

Will measures a hero's mental fortitude and intuitive capacity. This score serves as the basis for all Will-based skills.

Will, along with Constitution, determines the number of actions a hero can perform in a round. (See Table GW6: Actions per Round and the accompanying text.)

Resistance Modifiers

When your hero is the target of an attempt by another character to harm or hinder him, one of your hero's resistance modifiers may come into play.

Most Ability Scores have an automatic resistance modifier of a certain amount. (See TABLE GW2: RESISTANCE MODIFIERS.) This modifier affects an opponent's ability to succeed at what he is trying to do; for an Ability Score of 11 or higher, it translates into a penalty on the attempt.

A particular resistance modifier is applied only on certain kinds of actions. For instance, if your hero has a high Dexterity score, his Dexterity resistance modifier makes it more difficult for someone using a ranged weapon to hit him. (See TABLE GW11: SKILLS & RESISTANCE MODIFIERS and the accompanying text in Chapter 3: Heroes in Action.)

Resistance modifiers are always in effect unless the situation (or the Gamemaster) dictates otherwise. For example, a hero who's targeted by an energy blast won't get the benefit of his Dexterity resistance modifier if he's immobilized, or if he's unaware that he's about to be shot at.

When you've made your final decisions on assigning Ability Scores, find your hero's resistance modifiers by using TABLE GW2: RESISTANCE MODIFIERS and enter them on your hero sheet.

TABLE GW2: RESISTANCE MODIFIERS

Ability Score	Resistance Modifier
4 or less	-2 steps
5–6	-1 step
7–10	0
11–12	+1 step
13–14	+2 steps
15–16	+3 steps
17–18	+4 steps
19+	+5 steps

A hero's Will resistance modifier (see TABLE GW2: RESISTANCE MODIFIERS) is applied to the action of an opponent who tries to use a mental attack against him or who tries to employ certain Personality-based skills such as Entertainment, Interaction, and Leadership. This resistance modifier also helps a hero foil attempts to use the Stealth skill against him.

Personality (PER)

Personality indicates a hero's social abilities and charisma. This score serves as the basis for all Personality-based skills.

Personality determines how many last resort points a hero starts play with, and how many he can have at any time thereafter. (See TABLE GW5: LAST RESORT POINTS and the accompanying text on "Last Resort Points" in Chapter 3: Heroes in Action.)

Personality doesn't have a resistance modifier, as most other Ability Scores do. Instead, Personality is used actively, perhaps in an attempt to befriend a would-be enemy before that character can harm or hinder a hero.

Filling Out the Hero Sheet

After you've decided what all of your hero's Ability Scores are, write down the numbers in the "Score" column. Divide each score in half (rounding down if need be) and write that number in the "Untrained" space. Find the resistance modifier for each of your original scores on TABLE GW2: RESISTANCE MODIFIERS and put that in the appropriate space beneath "Res. Mod."

4 ▶ Select Mutations

Most species on Gamma Terra have one or more mutations. In the case of mutated humans, these mutations are purely random, making each mutant a unique individual. In other species—such as dabbers, sasquatch, and sleeth—mutations are largely or wholly predetermined.

Methods for determining random mutations, as well as descriptions of all mutations in the game, are found in Chapter 4: Mutations.

5 ▶ Pick a Profession

Heroes fall into four basic categories: Combat Spec, Diplomat, Free Agent, and Tech Op. These professions are explained below.

Each profession offers special benefits to its members. In most cases, you will need to refer back to the descriptions of these benefits at some later point in the hero creation process; for instance, your hero's action check score increase is taken into account after the action check score is determined.

When you've decided what profession your hero belongs to, write that information in the appropriate space near the top of the hero sheet.

Combat Spec

Combat Specs rely on physical power and endurance to supplement their training in battle techniques. These warriors are walking arsenals who employ both salvaged technology and their own bodies as weapons in the pursuit of their chosen profession.

A Combat Spec should have good scores in Strength, Dexterity, and Constitution, since most of the profession's skills rely on these ability scores.

Special Benefits

► ***Action Check Score Increase:*** A Combat Spec's action check score is increased by 3 points.

► ***Situation Bonus:*** Choose one specialty skill from among those listed under these broad skills: Melee Weapons, Heavy Weapons, Unarmed Attack, and Ranged Weapons. That specialty skill's base situation die improves from +d0 to -d4.

Diplomat

Diplomats are negotiators, political figures, managers, dealmakers, and any others who use interaction skills and personal resolve to accomplish their jobs. They specialize in getting things done through bargaining, discussion, and guile.

A Diplomat should have a high Personality score, along with average to above-average scores in the preferred abilities of his or her "secondary profession" (see "Special Benefits" below).

Special Benefits

► ***Action Check Score Increase:*** A Diplomat's action check score is increased by 1 point.

► ***Contacts or Resources:*** A Diplomat starts with a contact of the player's choice. This can be a high-ranking town official, a friendly merchant, a grizzled town guard, or just about anything else the player can think of. As long as the hero doesn't abuse the trust between the two characters, he can count on the contact's support (in the way of resources or information) as appropriate to the situation.

► ***Secondary Profession:*** All Diplomats have a knack for learning other skills to fall back on when discussion and negotiation fail. Select a second profession. Your hero can purchase skills from that profession for *list price -1* instead of *list price*. (See "Purchase Skills" for more information.)

Free Agent

Free Agents are troubleshooters or field operatives who rely on agility, intuition, and their natural resolve to get a job done. They may have ties to a specific community or organization, but they work better alone or in small groups than they do as units in a large force.

Free agents should have high Dexterity and Will scores. Intelligence and Personality can also be very useful, depending on the hero's area of expertise.

Special Benefits

► ***Action Check Score Increase:*** A Free Agent's action check score is increased by 2 points.

► ***Resistance Bonus:*** Choose one Ability and improve its resistance modifier by 1 step. For example, if you choose Will for your hero who has a Will score of 11, that Ability's resistance modifier improves from +1 step to +2 steps.

► ***Last Resort Bonus:*** Free Agent heroes start play with a number of last resort points based on their Personality scores, but their maximum is increased by 1. Therefore, Free Agent hero with a PER score of 12 has a maximum of 3 last resort points instead of 2. Also, a Free Agent can spend 2 last resort points to alter an action instead of the usual 1 point.

Tech Op

Tech Ops are operatives (or "ops" for short) accomplished in the use of high-tech equipment, or specialists trained to create or maintain high-tech equipment. They rely on natural genius, agility, and expert training, as well as the benefits of their technological devices. Examples of Tech Ops include technicians, scientists, and doctors.

Tech Ops need a high Intelligence above all else, since the majority of their skills rely on that ability. A good Dexterity score is also useful.

Special Benefits

► ***Action Check Score Increase:*** A Tech Op's action check score is increased by 1 point.

► ***Accelerated Learning:*** Every time a Tech Op hero reaches a new achievement level, he receives the usual number of skill points plus extra skill points depending on the level he just reached:

Level Attained	Extra Skill Points
2–5	1
6–10	2
11–15	3
16–20	4
21+	5

6 ► Purchase Skills

This is the most time-consuming step in the hero creation process, and in many ways the most important one. As you go through this step, you will need to refer often to Chapter 5: Skills, where you'll find full information on how skills are used, what sorts of skills a beginning hero can obtain, and how many points your hero must pay to acquire a certain skill. This is also the chapter where the skills are described, so you can read about the benefits a skill provides before deciding whether to acquire it for your hero.

The character sheet has a selection of skills printed on it. There are two kinds of skills, broad skills and specialty skills. Specialty skills are always noted in *italic* type.

A character must possess a broad skill to also have any specialty skill associated with it. If a hero wants to try something but doesn't have the proper skill, he must use his untrained score for the associated Ability.

Broad skills have scores equal to their associated Ability Scores. Each specialty skill has a rank (a number representing a measure of improvement) which is added to the broad skill score to get the score for the specialty skill. The three numbers for each entry in the "Score" column on the character sheet represent the full score for the skill in question, half that score, and one-quarter that score. This represents the numbers needed to achieve Ordinary, Good, or Amazing successes.

◆ ***Example:*** A skill score of 12/6/3 means that a roll of 12 or lower is an Ordinary success, 6 or lower a Good success, and 3 or lower an Amazing success.

Obtaining Skills

All heroes receive six broad skills for free; these are listed on Table GW3: Free Broad Skills for Heroes for each type of hero, human or otherwise, you can create.

To determine how many points your hero receives to purchase additional skills, find your hero's Intelligence score on Table GW4: Hero Starting Skill Points. This table shows the number of skill points a starting hero is allowed to spend and the maximum number of broad skills a starting hero may purchase, based on his Intelligence score. (He can purchase fewer broad skills than the maximum number if desired. Free broad skills don't count against this maximum.)

Other rules concerning the purchase of skills for a starting hero are as follows:

► A human hero receives 5 more skill points than the number given on Table GW4, and is allowed to purchase one more broad skill than the stated maximum.

► A hero must purchase a broad skill before he can select any of the specialty skills related to it. (Free broad skills are considered to have been purchased, so a hero can select any of the specialty skills related to them.)

► The purchase of a specialty skill gives a hero a rank of 1 in that skill. To determine a specialty skill score, add the skill rank to the associated Ability Score (Ability Score + skill rank = skill score).

► As shown on Table GW42: Skill List in Chapter 5, every skill has a profession code that identifies which profession(s) the skill is most closely related to, and defines how many points a hero of a certain profession must pay to purchase it. Five profession codes are used on the skill list: one for each of the four basic professions, plus an Open category. Some skills have more than one profession code; for example, the Survival broad skill is related to both the Combat Spec and Free Agent professions.

► The cost of a skill in the Open category, or a skill that's not related to your hero's profession, is the number shown on the skill list. This is referred to as the *list price*.

► The cost of a skill that is related to your hero's profession is equal to 1 point less than the number shown on the skill list. This is referred to as the *list price -1*.

► A starting hero can purchase as many as three ranks in a specialty skill. The cost for the second rank is equal to the *list price* or the *list price -1* plus the skill's current rank. So, the cost to purchase a second rank in a skill is the rank 1 price *(list price* or *list price -1)* plus 1 (the skill's current rank). The cost to purchase a third rank in a skill is the rank 2 price plus 2 (the skill's current rank).

► A beginning hero may choose to "cash in" one or more of her free broad skills, receiving 3 more skill points for each broad skill she chooses to forego. (This "cashing in" may only be done when creating a hero.)

Filling Out the Hero Sheet

Initially, it's a good idea to use a separate sheet of paper to jot down the skills you want to purchase and the cost of each one, because you may find yourself changing your mind a few times during this step.

When you're finished deciding everything, use the back side of the hero sheet to record your hero's skill scores and the rank he possesses in each specialty skill he has acquired. (Note that the "Rank" column only contains spaces to be filled in for specialty skills, because broad skills don't have ranks.)

The space inside brackets opposite each skill is meant to hold three numbers. From left to right, these are:

► The hero's skill score. For a broad skill, this number is equal to the associated Ability Score. For a specialty skill, this number is the sum of the associated Ability Score and the hero's rank in that skill.

► The skill score divided by 2 (rounded down).

► The skill score divided by 4 (rounded down).

Information on how these three numbers are used is detailed at the beginning of Chapter 3: Heroes in Action.

Skill Points Spent and Stored

Two places are provided on the front of the hero sheet for you to record the number of skill points you've spent in creating or improving your hero, and the number of skill points your hero has earned that haven't yet been spent.

It's not necessary for you to immediately use every skill point that your hero is entitled to spend. Be aware, however, that you can only spend stored skill points between adventures; you can't decide to give your hero a new skill while an adventure is going on.

Table GW3: Free Broad Skills for Heroes

Hero's Species	Related Ability Score					
	STR	DEX	CON	INT	WIL	PER
Human	Athletics	—	Stamina	Knowledge	Animal Handling Awareness	Interaction
Mutant	Athletics	—	Stamina Survival	Knowledge	Awareness	Interaction
Android	Athletics	—	Stamina	Knowledge Tech. Science	Awareness	Interaction
Dabber	Athletics	Manipulation Stealth	—	Knowledge	Awareness	Interaction
Sasquatch	Athletics Unarmed Attack	—	Stamina	Knowledge	Awareness	Interaction
Sleeth	—	—	Stamina	Knowledge	Awareness Resolve	Culture Interaction

Table GW4: Hero Starting Skill Points*

INT Score	Skill Pts.	Broad Skills
4	15	2
5	20	2
6	25	3
7	30	3
8	35	4
9	40	4
10	45	5
11	50	5
12	55	6
13	60	6
14	65	7
15	70	7
16	75	8
17	80	8

* Humans add 5 extra skill points and 1 extra broad skill.

7 ► Choose Attributes

Roleplaying attributes help further define and develop a hero, providing plenty of inspiration for good roleplaying. Good roleplaying of these attributes should be a goal of every Alternity player, and such play can even earn bonus achievement points from time to time (see "Achievements," below). The categories and types of attributes are described below.

Motivation

Motivation is a hero's defining purpose, the reason he does what he does. A hero may have any number of lesser motivations, and other motivations will certainly develop as a campaign progresses, but every hero needs a primary motivation to build upon.

Think of your hero's primary motivation as the purpose he's dedicated his life to, or an incident in his past that has shaped his outlook and behavior to this point. If you can incorporate this motivation into the play of your hero, the Gamemaster may award your hero bonus achievement points at the end of an adventure.

Every hero should select a motivation during the creation process. There's no cost, but only one should be chosen.

Here are some basic motivations. This is not an exclusive list, and the players may come up with their own "reason for being."

All for Love—The hero's actions are dictated by his or her romance with another individual. That romance may be mutual, or the hero's love might be unacknowledged or even spurned.

Can't Get Enough—The hero's motivation is greed, perhaps greed for its own sake, or greed to fund some higher purpose.

Deeper Meaning—The hero is interested in root causes and comprehending that which is strange and unfamiliar, whether it be another culture or the vagaries of human nature.

Discovery—The hero seeks some physical revelation, an understanding of the Ancients or the modern world.

Find the Truth—Gamma Earth is filled with mysteries. Who were the Ancients? How did they wipe themselves out? Who built the androids? Where do mutations come from? The hero with this motivation desires to come to grips with any one of these questions, or others.

Fun First—It's the end of the world as we know it (and I feel fine). Life is now, and it should be enjoyed.

Helping Others—The strong have an obligation to protect, and the wise to teach. This hero feels that his or her abilities should be used to help others with their struggle against the world.

Loose End—The hero has unfinished business, something from out of his or her past that is still bothersome. It could be a lost love, an old rival, or an ancient enemy, at the player's option.

On a Mission—The hero has a specific goal in his or her life. It should be a lofty goal that is not easily attained, such as avenging a village slain by hostile raiders, or discovering a rumored artifact of the Ancients.

Personal Power—In the future, power is up for grabs, and more than a few want to tear off a chunk for themselves. Like greed, a hero with this motivation may desire power for its own sake, or for some supposedly greater end.

Staying Alive—Survival is a big concern for everyone in the GAMMA WORLD campaign, but the hero with this motivation may feel it more than most. The hero may be hunted by a Cryptic Alliance, or is aware of some genetic weakness within him that threatens his life.

Trust in Higher Power—There are greater forces in the world than even the Ancients, and the hero with this motivation puts his faith in one such power. This may be a remnant of the faiths held by the Ancients, or a new faith. The individual with this motivation feels the need both to discover more and to spread the good news among others.

Vengeance—Someone did this hero wrong, and that someone is going to pay. A particular villain, a certain place, or a tribe or nation was responsible for some great pain in the hero's past, and now the hero seeks payback.

Winning is Everything—Its tough when you're the best—you have to keep proving yourself. The world is filled with challenges, tests, and conflicts, and the only way the hero can feel superior it to beat them at their own games.

Yearn to Learn—The greatest loss of the Gamma Age is the loss of knowledge. The time of the Ancients was a golden age, and it is the hero's duty and obligation to try to recover the past and, if possible, to go further than those great individuals and build a new, golden world.

Moral Attitude

Moral attitude reflects a hero's personal values—what he believes and the way in which he tries to live his life. A moral attitude isn't (usually) a rigid code of conduct; it's a benchmark for play. Because a hero represents a person with free will, a moral attitude can sometimes be bent or set aside as the situation demands. However, a hero who never follows his moral attitude or blatantly and constantly acts against it risks losing achievement points that otherwise would have been earned during an adventure. Conversely, incorporating this roleplaying attribute into the play of your hero can earn you bonus achievement points at the end of some adventures.

Every hero should select a moral attitude during the character creation process. There's no cost, but only one should be chosen.

Anti-Authority—An individual with this moral attitude believes in freedom, and most of all freedom for himself or herself. The power of the individual is supreme, and the various forces of authority, be they cryptic alliances, warlords, or village elders, had better think twice before putting their demands on the hero.

Apathetic—The hero doesn't care. The world is at the end of its rope, so why really bother? The hero can be indifferent, or cynical, or emotionless, but for the moment it doesn't really matter.

Conformist—The hero is a follower. It's more important to get along than to make waves. He's agreeable, accommodating, and seeks to conform to the rules of his group. The squeaky wheel gets the grease, but it's also the first one to be replaced.

Corrupt—This character has his own agenda which others might consider unpleasant or even evil. He has his own personal moral code, which the hero adheres strictly to and often demands in others. This code often is created to specifically bolster the hero's own position, wealth, or power, but the hero feels virtuous for adhering to it.

Despicable—The individual with this attitude has no moral code, corrupt or otherwise. He or she is unpredictable, random, and perhaps insane, determining what is best on the situation of the moment. Allies are to used, friends are to be discarded, and those who profess any sort of authority or higher purpose are to be sneered at.

Ethical—An ethical hero lives by generally recognized principles of "good" and "right." The hero strives to embody that goodness, and connects that with honesty and hard work. An ethical hero can be strict and demanding of others, or understanding and encouraging.

Gallant—In the old days the good guys wore white power armor and rode cybersteeds with names like

Silver and Flicka. The gallant hero believes in those days, and the virtues they represent—protecting the weak, smiting the foe, and doing it all with verve and daring.

Honorable—The hero takes pride in the trust that others place in him or her, and strives to follow a code of dignity and integrity. A promise given should be kept, and a good turn given should be so returned. The honorable hero has little patience with those who work against the common good, and none at all for those motivated by their own base desires.

Just—In this dangerous world individuals must band together in order to defend themselves, and for any organization to survive there must be rules. The rules are important and must be obeyed (whether they are good rules or not). The just hero is fair and law-abiding, and expects others to obey the law as well.

Selfish—The selfish hero stands at the center of his or her own little universe, and everything therein is judged as to how it affects the hero. Such an individual will always have their own personal "angle" in any deal, and seek to come out the best. In other words, it's all about ME.

Unscrupulous—An unscrupulous individual is ruthless and unencumbered by the notions of conscience and common good. More so than a selfish individual, the unscrupulous one will stop at nothing to attain his or her goals, with little regard for the ethics involved.

Virtuous—In these dark times, heroes should be leaders by example, exuding moral excellence in their word and deeds. Virtuous characters are courageous in their convictions and unburdened by guilt as long as they work for the good of others and by their moral code.

Worldly—The worldly character is materialistic and seeks out things that he or she can touch and control. A laser rifle is much better than a dream of a better tomorrow. Mercenaries and merchants tend to be worldly, in that they are concerned with the here and now as opposed to greater concepts of morals and ethics.

Character Traits

Character traits further define a hero's personality through the use of descriptive labels. These labels are meant to provide direction as to how the hero is role-played, not to limit a hero's actions. Incorporating a hero's traits into play can earn bonus achievement points at the end of some adventures.

Every hero may select up to two character traits during the creation process. There's no cost for selecting character traits. You can use the character traits to help refine and support your moral attitude and motivation, or offer some depth. Talk with your Gamemaster to see how a Cowardly Gallant would work, or a Flippant character with the motivation of Vengeance. Some combinations work less well than others (Hateful, Corrupt, and Helping Others, as one example). Some suggested traits include the following:

Aggressive	Amoral	Calm
Cheerful	Compassionate	Confident
Courageous	Cowardly	Curious
Dependent	Egotistical	Energetic
Flippant	Follower	Foppish
Friendly	Frivolous	Generous
Hateful	Helpful	Honest
Humble	Humorless	Humorous
Illogical	Independent	Kind
Lazy	Leader	Logical
Mysterious	Ominous	Optimistic
Passive	Peaceful	Pessimistic
Precise	Quiet	Rash
Religious	Romantic	Rude
Selfish	Skeptical	Suspicious
Talkative	Thoughtless	Trusting

8 ▶ Complete the Hero Sheet

The important decisionmaking is out of the way at this point, but your hero sheet still has a lot of places that need to be filled in. Proceeding roughly from top to bottom and left to right, here are guidelines and instructions for the spaces that remain.

Hero's Name

What's in a name? In fiction, a character's name tells a lot about the character and helps establish a mental picture of him. For example, naming a hero "Snake" makes you think of adjectives associated with such creatures—quick, deadly, emotionless, slimy, sneaky, untrustworthy, scary. Naming a hero "Wolf" has different connotations—noble, hunter, wild, feral, swift.

The name you apply to your hero might tell others something about that character. However, your hero's name doesn't have to be a descriptive term. A "normal" name, handed down through generations from the Time of the Ancients, is perfectly fine, if that's what you prefer.

Player's Name

Your name goes on this line, so that everyone knows who this hero belongs to. You don't have to give this one much thought, since you're probably stuck with the name you were born with.

Gender

Is your hero male or female? Write your choice on this line.

Last Resorts

A hero's Personality score dictates how many last resort points he has at the start of his career, as shown on Table GW5: Last Resort Points.

On the table, the "Max" column gives the highest number of last resort points a character with a certain Personality score can have at any time. This is also the number of free last resort points that a hero begins with. The "Cost" column lists the number of skill points a hero can spend between adventures to buy a last resort point to replace one he has used.

On the hero sheet, write the maximum number for your hero in the space immediately following "Last Resorts." The small boxes to the right are meant to indicate how many last resort points your hero currently has available. (Five boxes are provided, because it's possible for a Free Agent hero to have that many last resort points.) Blacken any boxes that don't apply, and put check marks in the open boxes whenever your hero uses a last resort point; use a pencil here, so you can erase a check mark when a new last resort point is purchased. "Last Resort Cost," of course, is where your hero's cost number is meant to go.

Basically, last resort points are used when a hero wants to try to avoid a bad event or make it more likely that something good for him will occur. See "Last Resort Points" in Chapter 3: Heroes in Action for more information.

Table GW5: Last Resort Points

PER	Max	Cost
7 or less	0	—
8–10	1	3
11–12	2	2
13–14	3	1
15+	4	1

Setting

The Gamemaster determines what setting your hero plays in. The setting is Gamma World, though your Gamemaster may want to put the campaign in the Settle area or in a campaign of his own devising.

Gamemaster

Write in the name of the Gamemaster who runs the campaign your hero is a part of.

Action Check

Every situation a hero finds himself in is made up of rounds (see Chapter 3: Heroes in Action for full details). The result of an action check determines when a hero gets to act in a round. The higher a hero's action check score, the greater his potential to act quickly.

To figure out your hero's action check score, follow these steps:

► Add your hero's Dexterity and Intelligence scores and divide by 2 (rounding down).

► Add the action score increase for your hero's profession to the result. This is your hero's *action check score*.

► On the hero sheet, write this number in the "Ordinary" space beneath the words "Action Check Score." In the "Good" space, write the number divided by 2, and in the "Amazing" space, write the number divided by 4 (rounding down in both cases). To the left of the plus sign in the "Marginal" space, write the number that's 1 greater than your hero's action check score. In the space labeled "Die," write "+d0."

What these numbers mean is covered in detail in Chapter 3: Heroes in Action.

Actions per Round

A hero's number of actions per round is an indicator of how often he can attempt to do different things in a given period of time. To determine this number, add your hero's Constitution and Will scores. Find the result on Table GW6: Actions Per Round and write the number shown in the appropriate space on the hero sheet.

How to use this number is covered in detail in Chapter 3: Heroes in Action.

Table GW6: Actions per Round

CON + WIL	Actions per Round
8–15	1
16–23	2
24–31	3
32+	4

Combat Movement Rates

When a hero is engaged in combat or in any other activity when time is measured in rounds, he uses *combat movement* to get around. There are seven different modes of combat movement, as shown on Table GW7: Combat Movement Rates.

To determine your hero's movement rates, add his Strength and Dexterity scores together and find the appropriate line on the table. Enter those numbers into

the appropriate spaces on the hero sheet. If your hero doesn't have the ability to fly, leave the "Glide" and "Fly" spaces blank. If your hero does have the ability to fly (such as from a mutation) see the applicable mutation.

Combat movement is further detailed in Chapter 3: Heroes in Action. Also see the descriptions of the swim and flight specialty skills in Chapter 5: Skills for more information on those modes of movement.

Table GW7: Combat Movement Rates

STR + DEX	Easy						
	Sprint	Run	Walk	Swim	Swim	Glide	Fly
2–7	6	4	2	1	2	6	12
8–9	8	6	2	1	2	8	16
10–11	10	6	2	1	2	10	20
12–13	12	8	2	1	2	12	24
14–15	14	10	4	2	4	14	28
16–17	16	10	4	2	4	16	32
18–19	18	12	4	2	4	18	36
20–21	20	12	4	2	4	20	40
22–23	22	14	4	2	4	22	44
24–25	24	16	6	3	6	24	48
26–27	26	16	6	3	6	26	52
28–29	28	18	6	3	6	28	56
30–31	30	20	8	4	8	30	60
32+	32	22	8	4	8	32	64

Situation Die Steps

This section of the hero sheet doesn't have spaces that need to be filled in. It's a graphic illustration of the progression of situation die steps that makes up the foundation of the basic Alternity game mechanic. How to use this information is fully detailed in Chapter 3: Heroes in Action.

Durability

How tough is your hero? How much punishment can he suffer before he falls unconscious? How much damage does it take to kill him? These are important questions for any hero.

A hero can suffer four types of damage during the course of an adventure: *stun, wound, mortal,* and *fatigue.* All damage is assessed in points, which are subtracted from the number of points your character has available. (See Chapter 3: Heroes in Action for full details on damage and healing.) Also note that pure strain human and sasquatch heroes differ slightly from the below descriptions; see their entries earlier in this chapter.

► ***Stun:*** A hero's number of stun points, also known as his *stun rating,* is equal to his Constitution score. Write that number in the space next to "Stun." The boxes beside this number are used to record damage suffered during an adventure. See "How to Record Durability," above, and blacken the unneeded boxes on the stun line.

► ***Wound:*** A hero's number of wound points (his *wound rating*) is also equal to his Constitution score. Write that number in the space and blacken the unneeded boxes.

► ***Mortal:*** A hero's number of mortal points (his *mortal rating*) is equal to half of his Constitution score (rounded up). Write that number in the space next to "Mortal" and blacken the unneeded boxes.

► ***Fatigue:*** A hero's number of fatigue points (his *fatigue rating*) is also equal to half of his Constitution score (rounded up). Write that number in the space next to "Fatigue" and blacken the unneeded boxes.

Attack Forms

This is the space that contains basic information on the weapons your hero is carrying, as well as the figures you'll use when your hero decides (or is forced) to make an attack using only his fists.

The first line has been allocated to your hero's "Unarmed" attack form, because all heroes have the ability to make an attack without using a weapon. In the "Score" column on the "Unarmed" line, write down three numbers:

► If your hero has the Unarmed Attack broad skill and either of the specialty skills related to it (*brawl* or *power martial arts),* use this space to record your hero's scores in the specialty skill, just as they are written on the back side of the hero sheet.

► If your hero has the Unarmed Attack broad skill but doesn't have either of the specialty skills, put his Unarmed Attack scores in this space.

► If your hero has neither of those skills, put his untrained Strength score here and finish the line as you did earlier for skill scores.

In the "Base Die" column, write one of three entries:

► If your hero has either of the Unarmed Attack specialty skills or the Acrobatics—*defensive martial arts* specialty skill, "+d0" goes here.

► If your hero is a Combat Spec with an Unarmed Attack specialty skill, and he has chosen that skill to receive his special situation bonus, "-d4" goes here.

► If neither of the above conditions is true, "+d4" goes here.

The "Type" column contains the entry "LI/O." "LI" stands for "low impact." This fact is used in conjunction with armor ratings (see below) to determine whether a target's armor absorbs any of the damage that's caused by a successful attack. "O" stands for "Ordinary," which is a description of how effective the attack form is against objects that have a certain amount of durability. (More information is given in Chapter 6: Equipment.)

To fill in the "Damage Rating" column, first refer to Table GW8: Strength & Damage. Find the number that corresponds to your hero's Strength score and keep it in mind. Then write down one of three sets of figures:

► If your hero has the *power martial arts* specialty skill, the base figures that go here are "d6s," "d6+2s," and "d4w," reading from left to right. To these figures, add or subtract the appropriate number from Table GW8: Strength & Damage. For example, the damage rating for a hero with a Strength score of 13 who has this specialty skill is d6+2s/d6+4s/d4+2w.

► If he doesn't have that specialty skill, the base figures are "d4s," "d4+1s," and "d4+2s." Again, add or subtract the appropriate number from Table GW8 to get your hero's damage rating.

► If your hero has the Natural Attack mutation, the base figures are "d6+2s," "d4w," and "d4+2w." If your hero has the Improved Natural Attack mutation, the base figures are "d4w," "d4+2w," and "d4m," In both cases, add or subtract the appropriate number from Table GW8 to get your hero's damage rating.

Table GW8: Strength & Damage

STR Score	Damage Adjustment
3–6	-1*
7–10	0
11–12	+1
13–14	+2
15–16	+3
17–18	+4
19+	+5

*To a minimum of 1 point

Weapons

As part of the process of outfitting your hero, you will most likely want to provide him with at least one weapon. The rules for acquiring equipment and game statistics for the various weapons available in Gamma Terra appear in Chapter 6: Equipment. After examining this information and obtaining a weapon, write the name of the weapon in the "Attack Forms" column and fill in the appropriate information for the item. If your hero's weapon is one that uses ammunition, use the line near the bottom of the "Game Data" box to keep track of the number of clips, bullets, charges your hero has.

Armor

In a world where most of a hero's opponents are likely to have weapons, it's almost essential to wear some sort of armor. Available types of armor and their benefits are described in Chapter 6: Equipment. If your hero is outfitted with armor, write the name of the armor here and fill in the "LI," "HI," and "En" spaces with the appropriate figures for that armor.

Equipment

In addition to weapons and armor (if he possesses such things), your hero starts his career with some equipment that enables him to do his job (or perhaps simply enable him to stay alive). Full information on how your hero acquires equipment is given in Chapter 6: Equipment, along with descriptions of available gear. Use the appropriate space on the hero sheet to list the items that belong to your hero.

As your hero pursues his career, he will obtain more equipment, and sooner or later you'll need a separate sheet of paper to keep track of all his stuff. In such a case, this space on the hero sheet might best be used to hold a list of only those items he has on his person at any given time.

Personal Data

Space is provided in this section for recording some brief bits of personal information about your hero. The labels here are more or less self-explanatory (ask your Gamemaster if you need clarification).

Achievement Track

Your hero earns achievement points for every adventure he participates in. This is where you keep track of how many achievement points he has earned, and what achievement

level he has attained. Details about the Achievement Track are provided under "Achievements," below.

You're Done!

Now your hero sheet is filled out and your hero is ready for the Gamma World game. As the game progresses, some of the entries you've made will become obsolete, as your hero improves or adds skills, changes equipment, or develops new and colorful mutations. As a result of such changes, you might want to fill out a fresh character sheet every so often. You have permission to copy the character sheet at the end of this book—use the photocopy instead of writing in the book.

Now that you have your hero, it's time to find out what he or she can do with all those abilities, skills, and powers. Turn to Chapter 3: Heroes in Action, and prepare to enter Gamma Terra.

Achievements

One might think that just surviving the world is enough. Avoiding the mutant hordes, cryptic alliances, radiation zones, and slavering monstrosities lurking in the wilderness might be considered a victory, right? Nah. What's really important is improving a hero's abilities as he or she goes along.

This section contains information on improving your hero's ability to survive in Gamma Terra. If you've just started playing, don't worry about this information except to look forward to the kinds of things your hero can aspire to achieve.

The Point System

At the conclusion of an adventure, the Gamemaster awards achievement points. These are a measure of a hero's (and a player's) performance in the adventure that just ended. A hero earns from 1 to 3 achievement points for each adventure he completes. Good roleplaying and other bonuses might increase these points by 1 or 2 more. (The sidebar "A GM's Guide to Achievement Points" has more information on the awarding of achievement points.)

A hero's achievement level is an indication both of the hero's overall performance and of his longevity. A new achievement level is gained every time the hero earns a certain number of achievement points. The points earned are recorded on the achievement track portion of the hero sheet, a portion of which looks like this:

ACHIEVEMENT TRACK

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Hero's Level 1 2 3

A starting hero circles the "1," indicating that he's a level 1 hero. The empty box above the "1" denotes the hero's achievement goal: Counting from the left of the track, this box represents the number of achievement points he needs to earn before he can spend those points to improve his skills or give himself some other benefit. Achievement points are equivalent to skill points—every achievement point earned by a hero represents one skill point that can be spent at some later time. Points can only be spent between adventures.

When a hero earns an achievement point, mark one box on the achievement track. Be sure to use a pencil—you'll be erasing and marking boxes on this track often during a hero's career. When the box above the circled number ("1" in this case) is marked, the hero receives a number of skill points equal to the number of boxes marked. These points can be stored, used to improve existing skills, or used to purchase new skills or abilities.

After that, erase the marks and the circle, then circle the next number in sequence. That number represents the achievement level the hero has just attained. The process of earning achievement points begins again, and continues until the box over the new circled number is marked.

Note: If a hero needs to mark off just one or two more boxes to reach his achievement goal, he might wind up earning more achievement points than he needs. In this case, the excess achievement points are applied to the hero's next achievement goal.

Using Skill Points

What do you do with the skill points you receive when your hero attains a new achievement level? You have several options, as outlined below.

Store Skill Points

You can store skill points you receive so that you can purchase an expensive skill or benefit at a later time.

Improve Skills

You can spend the skill points to improve one or more of your hero's existing specialty skills. Note that you can't improve a specialty skill more than one rank at a time, even if you have enough skill points to buy two ranks at once.

Purchase New Skills
You can spend the skill points to buy new broad or specialty skills for your hero. If you purchase a new specialty skill, you must buy it at rank 1.

Purchase Last Resort Points
You can purchase last resort points for your hero between adventures if the following conditions are met:

- Your hero has a Personality score of 8 or higher.
- Your hero currently has fewer last resort points than his maximum.

Table GW5: Last Resort Points earlier in this chapter summarizes the number of last resort points a hero is entitled to and the cost of each last resort point.

Purchase Achievement Benefits
Achievement benefits are tied to a hero's achievement level. They can only be purchased once a hero attains a certain level. Achievement benefits are described below.

Achievement Benefits
Heroes get better in two ways. First, they show improvement in skills by the skill ranks they've accumulated. Second, they demonstrate overall experience by the achievement level they've earned. In addition, as a hero's level goes up, special achievement benefits become available to him. These benefits provide a hero with improvements or bonuses that affect areas of a hero's persona other than his skills.

The costs for achievement benefits and when they can be purchased depend on a hero's profession, as shown on Table GW9: Achievement Benefits. "Cost" lists the purchase price in skill points for the benefit in question; "Level" gives the achievement level the hero must reach before he can purchase the benefit.

Action Check Bonus
This benefit can be purchased once. It provides the hero with a -1 step bonus when he makes action checks. So, a hero with a +d0 action check modifier who purchases this benefit improves his modifier to -d4.

Action Check Increase
This benefit can be purchased up to three times, starting at the achievement level shown on Table GW9. This benefit increases a hero's action check score by 1 point.

Extra Action
This benefit can be purchased once. It increases the hero's actions per round by 1, to a maximum of 4.

Ability Score Increase
This benefit can be purchased up to two times for each of the six Abilities—but not if the purchase would raise an Ability Score above the hero's species maximum.

The benefit becomes available for the first time when a hero attains the level given on Table GW9 under "Ability Score Increase #1," and for the second time at the level given under "Ability Score Increase #2."

When a hero purchases this benefit, he increases the specified Ability Score by 1 point. Skill scores and other characteristics associated with the Ability are also increased.

Fatigue Rating Increase
This benefit can be purchased once. It increases a hero's fatigue rating by 1 point.

A GM's Guide to Achievement Points
The number of achievement points you award to heroes—and the time when you award them—is under your control. It's up to you to decide just how quickly heroes will advance in your campaign.

If you give out too few achievement points, heroes will advance too slowly, and some players may become bored. If you give out too many, heroes will quickly become high-level heavyweights without much of a story to justify their ascent in power. When the game is too hard or too easy, the players become dissatisfied. Here are some guidelines for what's appropriate:

- 1 to 3 achievement points per adventure is fair as an award for each hero in the group; if the adventure is long or especially dramatic, award 1 point per two or three game sessions.
- Award an individual bonus of 1 point if a player depicts his hero's motivation, moral attitude, and character traits particularly well.
- Award an individual bonus of 1 point if a hero did something truly spectacular, noble, self-sacrificing, or heroic.

While you are free to award achievement points at any time during an adventure or game session, you should wait until an adventure is completed before allowing a hero to gain a level. A hero learning new skills or improving old ones needs training or study time. Of course, if the hero spends a lot of time in an extended interlude of travel or some other long period of waiting, you can decide that the hero's free time is sufficient to allow advancement.

Mortal Rating Increase
This benefit can be purchased once. It increases a hero's mortal rating by 1 point.

Stun Rating Increase
This benefit can be purchased up to three times. It increases a hero's stun rating by 1 each time it's selected.

Wound Rating Increase
This benefit can be purchased up to two times. It raises a hero's wound rating by 1 each time it's selected.

Acquire Contact
This benefit can be purchased as many times as the Gamemaster allows. It provides a hero with some form of new acquaintance who has knowledge or influence that can be advantageous to the hero and his friends.

Table GW9: Achievement Benefits

	Combat Spec		Diplomat		Free Agent		Tech Op	
Benefit	**Cost**	**Level**	**Cost**	**Level**	**Cost**	**Level**	**Cost**	**Level**
Action Check Bonus	10	3rd	12	5th	10	3rd	10	3rd
Action Check Increase	4	3rd	4	3rd	3	3rd	4	3rd
Extra Action	6	6th	6	6th	5	4th	6	5th
Ability Score Increase #1								
Strength	10	3rd	15	6th	15	6th	15	9th
Dexterity	15	5th	15	7th	10	3rd	10	3rd
Constitution	10	3rd	15	9th	15	5th	15	6th
Intelligence	15	6th	10	5th	15	4th	10	3rd
Will	15	7th	10	3rd	10	3rd	10	5th
Personality	10	4th	10	3rd	10	5th	15	7th
Ability Score Increase #2								
Strength	20	6th	30	9th	30	9th	30	12th
Dexterity	30	8th	30	10th	20	6th	20	6th
Constitution	20	6th	30	12th	30	8th	30	9th
Intelligence	30	9th	20	8th	30	7th	20	6th
Will	30	10th	20	6th	20	6th	20	8th
Personality	20	7th	20	6th	20	8th	30	10th
Fatigue Rating Increase	4	3rd	5	4th	10	3rd	10	4th
Mortal Rating Increase	8	3rd	10	6th	20	5th	20	6th
Stun Rating Increase	4	4th	4	4th	4	3rd	4	5th
Wound Rating Increase	6	5th	7	5th	7	4th	7	4th
Acquire Contact	5	4th	3	2nd	4	3rd	5	4th

chapter THREE

Heroes in Action

Great. You have your hero. Now what do you DO with him?

Playing Gamma World

A typical Gamma World game session begins with the Gamemaster describing a scene or a situation. Sometimes the description is all set up, with hints of dangers and excitement to come. In these scenes, heroes can make almost any decision as to what to do first. Other times the Gamemaster starts in the middle of the action, dropping heroes into a scene where events are already rushing fast and furiously around them. In this case, heroes usually have to react to a specific threat or problem before going in their own directions. Whichever method a Gamemaster uses to begin a game session (and a good Gamemaster mixes and matches these techniques to keep players on their toes), it all boils down to the moment he says, "That's the situation. What do you do?"

The question "What do you do?" is the Gamemaster's way of calling the heroes to action, to let them know that it's their turn to influence the group story in some clever, interesting, or unusual manner. Heroes in roleplaying games perform actions that have meaning, advance the plot, and get things done. So, how do you answer the Gamemaster's question?

The quick response is: Any way you want to. A hero can do almost anything you can imagine. Depending on the situation, it might be desirable to have your hero talk, move, use a skill, operate a piece of equipment, use a special ability, or do anything else you can think of that seems appropriate at the time. The limitations are the nature of your hero and the situation, and your own imagination.

Campaigns, Adventures, and Scenes

The Gamma World game creates an imaginary world of Northwestern America after a great holocaust. The universe is changed, and the old ways are gone forever. Within this book are the rules for running a game set in this world, plus information on the Gamma World itself—creatures, mutations, equipment, and a small adventure.

When the Gamemaster starts running one or more sessions of the game, he is creating a *campaign* of Gamma World. That campaign is a joint effort of the Gamemaster and the players of the game. It can be relatively short, running a single evening or over several evenings, or open-ended. A campaign can consist of the adventures presented in this book, or ones of the Gamemaster's own devising. The Gamma World campaign does not have to be set in the Old Pacific Northwest—an industrious Gamemaster can use the materials from this book to set up his or her own campaigns.

The character's actions within the campaign, the stories that they spell out, are *adventures*. Often adventures consist of a single evening of play, though it may take several sessions to reach a particular goal of an adventure. Usually adventures have some sort of goal, determined by the players or offered by the Gamemaster, even if that goal is no more than "Hey, let's go out and see if there's any cool stuff in the ruins."

The component parts of an adventure are its *scenes*. A scene is a particular set of actions in the larger adventure, like a chapter in a book. A scene is a distinct act in the adventure that has its own beginning and ending. A short adventure, for example, might consist of three scenes. Longer adventures can be made up of as many scenes as necessary to reach the conclusion.

Most scenes start by presenting the heroes with a situation that requires some sort of decision. What you determine that your hero decides affects the course of the story, sending it down one path instead of another possible

path. In general terms, there are three types of scenes: challenge, encounter, and combat.

Challenge scenes usually represent the heroes' struggle against their environment. Outracing a landslide, jumping a ravine, defusing an ancient bomb, or understanding a dangerous artifact are all examples of challenge scenes. The player chooses for his hero to take certain actions, and often die rolls such as skill checks determine whether they succeed or not.

Encounter scenes usually represent conversation and nonviolent interaction with others. Talking to a merchant, conning your way past an intelligent security checkpoint, or getting information from a distraught dabber in a tavern are all examples of encounter scenes. Often an encounter sequence involves no die rolls at all—only an exchange of information as the players (through their heroes) ask questions and the Gamemaster (through his or her nonplayer characters) provides answers. Sometimes particular skills such as *bluff, bargain*, or *intimidate* may require die rolls, and the result of those die rolls may send the story in one direction or another. See "Encounter Skills" later in this chapter for more on the way such skills are used.

Combat scenes are easy and direct. They represent violent interaction with others. Fighting with a pack of arks, turning a table over in a ballroom brawl, or smashing a security bot are all examples of combat scenes. Combat uses various attack-based broad and specialty skills including Heavy Weapons, Melee Weapons, Unarmed Attack, Ancient Ranged Weapons, Ranged Weapons, and Animal Handling, often against other characters (usually members of the supporting cast). Combat scenes are the most rigidly structured scenes in an adventure—when lives are at stake, it's critical to know exactly when everyone is performing actions and what the immediate consequences of those actions are. See "Combat" in this chapter for more on how to run these scenes.

Any particular scene may include challenge, encounter, or combat elements, and may swing from one type of scene to another according to how the players. Taken together, scenes make up an adventure and adventures make up a campaign.

Time

Time in the game, like everything else, is imaginary. It's likely to take the GM and players 5 or 10 minutes to resolve everything that happens in a single action round. When you play out a scene in a roleplaying game, you're watching everything in slow motion.

Time and Adventures

Keeping track of days, weeks, and months is easy. Here are a couple of measuring sticks for keeping track of time in fast-moving situations.

► Action rounds fit tactical situations such as combat or fast-moving challenges. There are five action rounds in a minute.

► Minutes are useful for noncombat searches in small areas, challenges of moderate duration, and brief encounter scenes.

► Hours are appropriate for strategic movement, long challenges, or lengthy negotiations.

The Gamemaster can routinely switch time scales to reflect the conditions surrounding the heroes. A long overland march to an Ancient dig site might take hours; searching the wreckage would be handled in minutes; and any challenge or combat scenes involving the still-active AI and its automated defenses are resolved using action rounds.

Of course, time isn't always an important factor, and in such cases exact precision is not required. For example, you usually don't need to know whether 35 or 36 minutes have elapsed since the heroes entered the ruins. Keep track of time when it's important, and ignore it when it's not a consideration in the story.

Rolling Dice

The basic rule at the foundation of the Alternity game is a simple one. Each hero has some important statistics, including Ability Scores, skill scores, and an action check score. When the Gamemaster wants to determine if a hero can successfully accomplish an action in a certain situation, or how well the hero is able to perform, he calls for a dice roll. Dice provide a method for measuring a hero's success and for determining random outcomes when success is not guaranteed. The player tries to roll a number that's *equal to or less than* the appropriate score. If the roll is higher than the hero's score, the hero fails.

► ***The Most Important Rule:*** Not every action requires a die roll.

The Gamemaster should only call for dice rolls in dramatic situations to determine the success of an action whose outcome is in doubt, or when he or she needs to judge the degree of an action's success.

Ordinary activities don't require dice rolls. But when these actions go beyond the call of duty and lives hang in the balance (or at least during dramatic situations), dice should be rolled.

The Control Die and Situation Dice

The Alternity game uses two kinds of dice: a control die and a situation die. Whenever the GM calls for a roll, the player rolls one control die and one situation die. The numbers that come up combine to indicate a success or failure. In game terms this is making a check for the

hero; in effect, "checking" to see how the dice roll compared to the hero's score.

► If you're comparing the roll to your hero's action check score to see how soon he gets to attempt his next action, the roll is an *action check.*

► If your hero uses a skill (comparing the roll to his skill score), this roll is a *skill check.*

► If you're checking against one of his Ability Scores, the roll is a *feat check.*

In any case, you're looking to get as low a result as possible—***the lower the roll, the better the chance that your hero succeeds at what he's trying to do.***

► The control die is always a 20-sided die (d20).

► The situation die for any particular check is one of the following: a four-sided die (d4), a six-sided die (d6), an eight-sided die (d8), a 12-sided die (d12), or a 20-sided die (d20). There's also a d0, a place-holder to represent the situation dice in a case where success is determined by only the roll of the control die.

Further, the situation die on any check is designated as either a *plus* or *minus die.* A plus die, such as +d4, is bad for the roller, because it tends to produce a higher result. A minus die, such as -d6, is good because it tends to produce a lower result.

Add or subtract the situation die from the control die as instructed by the GM If the result is equal to or less than the score related to the hero's action, the action succeeds. If the result is greater than the score, the action fails. The degrees of success are discussed in the following sections.

The Base Situation Die

So how do you know what situation die to use with the control die? To determine that, you need to know the hero's base chance of success. That starting point is called the *base situation die.*

► For a skill check involving a broad skill, or for a feat check, the base situation die is +d4—roll the control die and the situation die, adding the results together.

► For a skill check involving a specialty skill, or for an action check, the base situation die is +d0—just roll the situation die.

If the Gamemaster tells you to apply a bonus or a penalty to the hero's situation die, start at the base location and move the proper number or steps in the right direction to find which type of die to roll (see the next section).

Situation Die Modifiers

Because every action in every situation is different, the game system uses a sliding scale to determine which situation die you roll with the control die. This scale uses steps, as shown on "Situation Die Steps" below Table GW10: Core Mechanic Chart. The steps are also printed on your hero sheet. Here's how to read the chart:

The arrow pointing down shows that you count steps in that direction when the Gamemaster gives you a "Penalty" modifier. Remember, penalties are positive numbers (+1 step, for example).

The arrow pointing up shows that you count "steps" in that direction when the Gamemaster gives you a "Bonus" modifier. Remember, bonuses are negative numbers (-2 steps, for example).

All of the possible situation dice are displayed in order on the chart, ranging from +3d20 (an extremely high penalty) to -d20 (a very favorable bonus). Each line on the chart represents a step. As you identify the factors that affect your hero's ability to succeed in a certain action, you move up and down along the steps as the situation modifiers direct you until you determine the actual situation die to roll.

Table GW10: Core Mechanic Chart

Control Die + Modifier	Difficulty	Average Situation Die	Level	Average Roll
d20+3d20	Nearly Impossible	31.5	+7 steps	42
d20+2d20	Gargantuan	21	+6 steps	31.5
d20+d20	Grueling	10.5	+5 steps	21
d20+d12	Formidable	6.5	+4 steps	17
d20+d8	Challenging	4.5	+3 steps	15
d20+d6	Hard	3.5	+2 steps	14
d20+d4	Tough	2.5	+1 step	13
d20+d0	Average	0	None	10.5
d20–d4	Easy	–2.5	–1 step	8
d20–d6	Very Easy	–3.5	–2 steps	7
d20–d8	Extremely Easy	–4.5	–3 steps	6
d20–d12	Cakewalk	–6.5	–4 steps	4
d20–d20	No Sweat	–10.5	–5 steps	0



How do you do this? Start by finding the base situation die for the action your hero is attempting. Then count the steps for each situation modifier, either in the "penalty" or "bonus" direction, that the Gamemaster assigns to the action. Where you end up indicates the situation die you need to roll to attempt the action. For instance, if your hero's base situation die for an action is +d4, then a -2 step situation bonus moves the situation die down two steps to -d4.

Much more detail about the different types of situation modifiers is contained within the next few pages. By the time you finish reading about the types of actions a hero can attempt, you should have a clear picture of how to handle any situation that may arise during the game.

The average roll shows the median result of each particular combination of dice. If you consider that a talented hero has a skill score of 14 to 18, you can get a good idea of the odds of success.

The Gamemaster can use the core mechanic in one of two distinct ways: either eyeballing it or figuring the odds.

Eyeballing

The core mechanic is the basic Gamma World mechanic for task resolution. It's that simple. Whenever a player attempts a task, the GM assigns a situation die that seems appropriate to the situation. Use the definitions of each difficulty level as a guideline. For example, a Grueling action has a +d20 situation die, an Average action has a +d0, and a Cakewalk has a -d12. It's nothing more than a gut reaction on the Gamemaster's part, and that's often enough to handle most situations. Eyeballing allows the GM to keep the flow of the adventure rolling.

Figure the Odds

The other method, figuring the odds, is a little more precise. Instead of arbitrarily assigning a difficulty level, the Gamemaster applies individual step modifiers, considering each condition that applies. It's not as fluid or off-the-cuff as the first method, but it's a little more accurate and realistic. In time, this method can be almost as fast.

Start with a base situation die. A feat check, an untrained skill check, and a broad skill check have a +d4 base situation die. A specialty skill check uses a +d0 base situation die.

The base situation die is just that: a base. From this starting point, you'll count bonuses or penalties to reflect the exact situation. Specific actions and situations may impose, for example, a +1, +2, or +3 step penalty. Others may apply a -1, -2, or -3 step bonus. Bonuses and penalties larger than this are rare.

Firing a pistol at short range gives a -1 step bonus, so the hero's roll goes from d20+d0 (Average) to d20-d4 (Easy). The target's resistance modifier may make the shot tougher; if the hero's shooting at a villain with a +2 resistance modifier, now the player must roll the d20 and add d4. The Gamemaster can take into account any additional modifiers he wishes. The room is pitch black? Add another +3 steps. The hero's firing an accurate laser pistol? Take a -1 step bonus.

Most Gamemasters use a combination of figuring the odds and eyeballing. In scenes involving combat, precision is more important. In other scenes, especially during intense roleplaying, game mechanics can be minimized by a Gamemaster who eyeballs the situation and moves on.

Other Dice Rolling Rules

In addition to the basic rules covering the use of the control die and the situation die, there are a few more rules to keep in mind when playing Gamma World:

- Sometimes the degree of success is important to the task—the better you do, the greater the payoff (even if it's only that you look real cool doing it).
- There are cases where the heroes cannot fail utterly (it may just take them a while to succeed). These are Marginal successes.
- When you roll dice, some results indicate automatic success or automatic failure, regardless of the combined result of the control die and the situation die.
- It's possible to have a situation die that goes beyond the extremes at either end of the situation die steps scale.

Degrees of Success

Every dice roll has one of five possible results: Critical Failure, Failure, Ordinary success, Good success, or Amazing success. The lower the roll, the greater the *degree of success* the hero achieves.

The three numbers associated with every skill score and action check score (the base score and two smaller numbers) represent the dividing points between the degrees of success. The degree of success on a skill check or feat check is almost as important as whether the check is simply a success or a failure.

Regardless of the result of the situation die, a roll of 20 on the control die produces a Critical Failure. This means that bad luck has befallen the hero, and no matter how high his skill score or Ability Score is, this action doesn't succeed. (See "Critical Failure and the Bad Luck Rule," below.)

A result greater than the score is a Failure; equal to or less than the skill score is an Ordinary success; equal to or less than one-half the hero's skill score (rounded down) is a Good success; and a result equal to or less than one-quarter of the hero's skill score produces an Amazing success.

Marginal Success

In many game situations, a hero doesn't have a chance to fail outright. When this is the case, a Marginal success is possible. The heroes will eventually succeed in opening a stuck door, for example.

When do Marginal successes come into play? They shouldn't be used in combat scenes or important challenge scenes. Even using a noncombative skill such as *computer operation* becomes difficult for a hero when bullets are flying.

Marginal successes shouldn't be used for resolving an all-or-nothing situation such as jumping a chasm. There's no chance of anything other than failure or success.

Automatic Success

No matter the odds, a hero usually has a chance to succeed at an action. Therefore, in most situations, if a 1 comes up on the control die, the hero succeeds. Even if the combined result of the control die and the situation die would normally indicate a Failure, the 1 on the control die turns a Failure result into an Ordinary success.

The Gamemaster always has the option to declare a situation too difficult to allow an automatic success.

If a hero attempts an action with a situation die of +d20 or higher, the automatic success rule doesn't apply.

Remember, not every action requires the roll of dice. When something is so easy or routine that it doesn't require a skill check, then that's considered an automatic success, too.

Critical Failure and the Bad Luck Rule

Sometimes, no matter how skilled a hero is, things don't work out. There's always a chance for an action to fail or for something negative to occur whenever a hero tries to do something beyond the scope of the routine. In the Alternity game, this possibility is represented by the "bad luck" rule: When a player rolls for his hero and the control die comes up 20, something bad happens.

When this occurs on an attempted action that can be failed, the 20 indicates a Critical Failure result. This means that the attempt fails in the worst possible manner—a gun jams, a key breaks, a friend wanders into a hero's hail of bullets, a computer program freezes, and so forth.

If a Failure result can't happen on this attempt, then the 20 indicates bad luck. The attempt succeeds, but it's tainted by something negative. This negative consequence doesn't have to occur immediately, but an incident of bad luck should come into play in the near future and be at least indirectly associated with the action that spawned it.

The mishap should be connected with the task the hero was attempting. The Critical Failure shouldn't necessarily cause damage to any character, but it could result in the possibility of damage. If the hero was hanging on a rope that suddenly breaks, he should get a Dexterity feat check or Athletics–*climb* skill check to catch himself before he falls into the rocky gorge. If a hero's errant shot endangers a comrade, the unintended target can make a Dexterity feat check to dodge the attack.

Making the "bad luck" rule work requires a bit of roleplaying on the part of players. You know that a control die roll of 20 indicates that bad luck is on the horizon, but your hero doesn't. Until the incident of bad luck has passed, you need to roleplay your hero with out making decisions for him based on knowledge he doesn't have.

In certain situations, the Gamemaster can decide to roll the dice in secret to determine degrees of success, so that if a 20 does come up, the players don't know it.

Beyond the Extremes

In most cases, heroes roll situation dice that fall between the two extremes of -d20 and +3d20. What happens when modifiers build up that take the situation die beyond these extremes?

On the bonus side, a -d20 situation die should help most heroes succeed at the task at hand, and that's the most favorable situation die a Gamemaster should allow. When a situation die bonus becomes greater than -d20, don't roll the dice; the hero simply succeeds. You should roll the dice in any event when the exact degree of success—Amazing, Good, or Ordinary—might make a difference. Attack rolls and similar combat actions are an example. In such a case, the situation die never gets better than -d20.

At the other extreme, modifiers that push a situation die beyond +3d20 indicate that the task at hand is getting about as close to impossible as it can get—but for a hero, no action that can be resolved by a dice roll is automatically impossible. So, for every penalty step beyond this, another +d20 is added. It's conceivable for a character to have to roll a control die plus a penalty of +4d20 or more to accomplish a really difficult task.

Resistance Modifiers and the Core Mechanic

When a character attempts an action that affects another hero, a standard modifier applies: the resistance modifier. This number represents innate resistance to a specific form of attack. Resistance modifiers are based on Ability Scores. Different skills use different resistance modifiers, as shown on Table GW11: Skills & Resistance Modifiers.

Table GWII: Skills & Resistance Modifiers

Acting Hero's Skill	Resisting Ability
Deception	Intelligence
Entertainment	Intelligence or Will
Heavy Weapons	Dexterity
Interaction	Will
Leadership	Will
Melee Weapons	Strength
Ancient Ranged Weapons	Dexterity
Ranged Weapons	Dexterity
Stealth	Will
Unarmed Attack	Strength

Action Rounds

When it's important to know who is doing what and when, scenes are broken into *action rounds*. The goal of these rules is not to present an utterly realistic simulation of heroes in action—it's to provide a tool that you can use to see how a scene turns out.

Not every scene needs action rounds; if the heroes are questioning a contact or trying to bribe their way past a gate guard, there's no need to keep track of events round by round.

When should the GM call for action checks and treat the scene as a tactical situation? The moment one character involved in the scene starts to do something that someone else would vigorously oppose—such as running away, pulling out a gun, or setting a bomb—you should call for action checks to see which of the characters involved in the scene gets the drop on the others.

The first step in sorting out a scene is determining the order in which heroes, villains, and other characters act. Every character involved, hero or villain, can take at least one action during the course of an action round. Depending on a character's speed, luck, and situation, he may be able to take several actions during a round.

An action round is broken into four phases: Amazing, Good, Ordinary, and Marginal. Anything that occurs in the Amazing phase takes place before events in the Good phase, Good phase events take place before Ordinary phase events, and Ordinary events happen before Marginal events.

The action check (a d20 roll) determines in which of the four phases a character can act. The degree of success that a hero or villain achieves on his action check corresponds to the phase in which the character can take his or her first action of the round. The character can act in this phase, or decide to wait until a later phase.

A character can act in a number of phases equal to his actions per round. But if an action check result indicates that the hero can't act until the Marginal phase, then he can only act once in the round (in the Marginal phase).

◆ ***Example:*** Your hero has an action check score of 11 and two actions per round. At the beginning of the round, the Gamemaster calls for action checks. If you roll a 5 (a Good success for a score of 11), the earliest phase in which the hero can act is the Good phase. Since he has two actions, he can act once in the Good phase and once in the Ordinary phase, or he can save his second action for the Marginal phase.

If you roll a 13 (a Marginal result), you can't act until the Marginal phase (the last phase of the round). In this case he can only act once, losing his second action because he didn't react quickly enough.

Who Goes First?

When two characters act in the same phase, they're assumed to be acting simultaneously. So, the effects of any action—such as damage—aren't applied until the end of the phase.

If it's absolutely necessary to know who acts first in a phase, characters who haven't taken any actions in the round act before characters who have taken one or more actions. Characters who achieve the same degree of success act in the order of their action check scores, highest score first. Finally, a character who achieves a Critical Failure result on his action check takes his action last in the Marginal phase.

No Action Check?

Every character involved in a fight is entitled to an action check each round, but at times a character might not be able to make a check. Unconscious characters don't make action checks, although they may be able to roll each round to try to wake up. Characters who are hopelessly trapped or restrained might not be allowed action checks. Finally, heroes who choose to use all-out movement forfeit the ability to make action checks until the round after they decide to stop.

Action Checks and the Supporting Cast

In a busy combat scene filled with heroes and supporting cast members, it can be difficult to keep track of action checks for everyone. Instead of rolling for every supporting cast member, the GM can try one of these options.

► Use the supporting cast member's reaction score. This gives the phase during which the character or creature first acts (its automatic action check result) and the number of actions it can take in a round. The reaction score is derived from the character's action check score: a score of 10 or less has a base reaction score of Marginal, 11–15 is Ordinary, and 16 or above is Good. (Amazing is reserved for the most powerful, fastest, and most dangerous opponents.) This method is quick, but can become predictable for players.

► Select a single member of the supporting cast during the scene (either a leader or simply a representative member of the group). Roll a single action check for the entire group using this individual's action check score. This method is less predictable, but can lead to some unusual events (such as an entire group of thugs acting in the Amazing phase).

Postponing an Action

A character is not required to take an action in the phase that he is able to. Often a character may want to wait to see another character's action, and be able to react accordingly. There is no bonus or penalty, but actions that are not "spent" during the round are lost.

Another way to postpone an action is to do nothing in the round except make at least an Ordinary action check. By sacrificing all actions of this round, the hero is guaranteed to act in the Amazing phase of the next round, even ahead of those who rolled an Amazing action check.

Assisting Actions

Sometimes two heads are better than one (even if you're not an orlens). One hero may want to assist another in performing an action. If the Gamemaster agrees that the task is one that would benefit from such assistance, the characters may combine their actions into a single skill check.

One hero will be the lead character in an assisted action, usually the one with the best score (though circumstances may dictate otherwise). All the helpers make skill checks, and the results of those checks provide bonuses or penalties to the lead character's skill check as follows:

Critical Failure	+2 step penalty
Failure	+1 step penalty
Ordinary Success	-1 step bonus
Good Success	-2 step bonus
Amazing Success	-3 step bonus

Only trained characters (those with at least the broad skill in the skill being checked) may assist an action. A trained character may assist an untrained character (only the dabber can reach the bomb, so the sleeth bomb expert shouts advice down the burrow to him).

Two Actions at Once

Generally, a character can only perform one action in a single phase. However, the Gamemaster may rule that a hero may perform two related actions in the same phase.

Phases in the Action Round

Each action round lasts about 12 seconds. Each of the four phases of the round takes up about 3 seconds. Here's a short description of things that a hero could do in a single phase:

► Attempt an unarmed or melee attack.
► Make a single-shot, burst, or autofire attack with a ranged weapon.
► Throw a grenade or other thrown weapon.
► Attempt an athletic or acrobatic feat (such as *jump, climb,* or *daredevil*).
► Use Stealth to set up a sneak attack.
► Attempt to use any encounter skill that could reasonably be pulled off with a few words of dialogue.
► Use a mutation or cybernetic enhancement.
► Draw or change weapons.
► Open a door with caution, or barge through recklessly and attack.
► Get into or out of a vehicle.
► Find and ready an object or device not carried in the character's hands.
► Sprint, fly, or swim.
► Use medical skills to aid an injured character.

In such a case, the primary action (player's choice as to which is more important) receives a +2 step penalty, while the secondary action receives a +4 step penalty. Separate action checks are rolled to resolve each attempt. Other modifiers still apply.

Some examples of doing two things at once include:

► Attacking with a weapon in each hand.
► Attacking while performing some other stunt, like leaping through a window.
► Balancing on a precarious perch while attacking.
► Dragging a wounded character to safety with both stealth while stanching the flow of blood.

Combat

Many heroes live for that noble moment when the opportunity arises to face the evil villain in a trial by combat. Heroes brawl with ruffians in sleazy bars, shoot it out with armed guards in secret bases, and blast their way through hordes of mutated monstrosities— combat is one of the most exciting and spectacular features of heroic fiction.

On the other hand, you may ask yourself why the game should include combat at all. It's your game, after all, and if you want to stress roleplaying and cooperation over confrontation, you should do that.

Before you make that decision, you should consider a few reasons for including combat in the game. First, it gives the players a way to directly confront and defeat



the bad guys. Blowing an irredeemable mutant threat into smoking ashes with a righteous fury is a clear way to get to the bottom of things. Maybe it's a simplification, but that's okay. Combat carries the threat of injury or death, giving a vicarious thrill to the player whose hero defies danger and lives to tell the tale. Consciously or subconsciously, players want to be as courageous and valorous as the heroes they create.

The Gamemaster's job in the course of a combat scene is to decide what the opposition does. Will they surrender meekly, or defy the heroes with guns blazing? Can they flee to fight another day, or will they stand their ground? What else might be going on to complicate the situation—damage to the local area, weather or natural phenomena, the arrival of other characters?

Above all, keep a combat scene moving. Don't let it bog down into bouts of rolling dice. Encourage the players to try to find an edge by having their heroes maneuver for position, use technical skills to juryrig weapons or defenses, or trick their opponents. Use active descriptions and keep the players aware of what's going on around their characters.

Setting Up

When the heroes become embroiled in a combat scene, it's your job to run the opposition. You make the tactical decisions for the villains, roll any attacks they direct at the heroes, and keep track of the damage each villain or creature suffers at the hands of the heroes.

Because you'll need to know the combat-oriented abilities, skills, and equipment of the villains, preparation is a key ingredient in setting up a fight. You should also give thought to the type of fight, the surroundings, the likelihood of reinforcements or hazards affecting the course of the battle, and other such details. Fighting on top of a moving train is cool—but what are the chances of knocking someone off the side? You'll present a much more interesting and exciting combat scene if you don't have to stop and look things up. Don't hesitate to eyeball the situation and improvise.

The Combat Scale

Weapon ranges, areas of effect, and combat movement are expressed in meters. A typical combat scene might

involve a hero engaged in a shootout with a villain at a range of 10 meters. By specifying a range, you know how quickly characters can close for hand-to-hand combat, whether they're caught in the area of effect from a heavy weapon, and what range modifiers apply for their weapons.

Surprise

The effect of surprise may allow one side to win a free phase of actions for attack, retreat, or even a quick surrender. Naturally, if there's no physical threat to the heroes, or a threat that can't possibly sneak up on them, then there's no reason to see if anyone was surprised—just proceed to the first action round or open the encounter normally.

The Surprise Check

The defense against surprise is the Awareness skill. The specialty skills of *intuition* and *perception* reflect the hero's ability to detect danger before it strikes.

Perception is the appropriate specialty skill when the character has a chance to observe or notice the enemy. Hidden traps and ambushes require perception checks. *Intuition* represents an ability to sense danger when no obvious signs are evident. Enemies using decoys, and misdirection and unexpected attacks call for *intuition* checks.

Every character who stands a chance of being surprised at the beginning of a scene must make an Awareness check. It's best if you roll these checks for both heroes and villains. It ruins much of the suspense of a scene if the players know their heroes are about to be surprised.

The GM can always decide that the heroes are surprised without the need for a roll. Maybe they were distracted, or maybe they weren't paying attention.

Surprise Check Modifiers

The subject's Awareness check may be modified to reflect the quality of the surprise attempt—the skill with which the surprise was set up. It can also be affected by the conditions at the time. An ambush expert with favorable terrain could conceivably set up an attack that inflicts a +5 or +6 step penalty on the heroes' Awareness checks to detect it. See the "Surprise Modifiers" sidebar for a list of factors that may affect a surprise check.

Blind Meetings

When two groups blunder into each other, or one group barges into a room without knowing what might be waiting for them, it's a blind meeting. Characters from both sides make Awareness checks with the standard modifiers. The group in motion suffers a penalty for terrain, if any; if both groups are moving, there is no terrain adjustment.

Effects of Surprise

At the beginning of a combat scene in which at least one character or creature is surprised, a special procedure is added to the combat sequence: the surprise phase. It takes place before any action checks are made. A surprised character cannot do anything in the surprise phase. Any character who avoided surprise is permitted to take an action.

For example, the heroes set up an ambush for two badder sentries patrolling the ruins of an Ancient base. The badders both fail their Awareness checks to avoid surprise. The heroes open fire in the surprise phase, starting the ambush. After all unsurprised characters have taken their actions, the surprise phase ends, and it's time for the first action check of the scene. In the following round, the surprised guards can act whenever their action checks dictate—if they survived.

Combat Options

Heroes and villains have more options than just standing still and blasting away with their weapons. The best

Surprise Modifiers

Stealth skill check	
Critical Failure	–2
Failure	none
Ordinary	+1
Good	+2
Amazing	+3
Setting	
Indoors	+2
Urban	+2
No cover	–1
Light cover	+1
Medium cover	+2
Heavy cover	+3
Illumination	
Amazing (bright sunlight)	–3
Good (well-lit room)	–2
Ordinary (average day)	–1
Marginal (cloudy day)	none
Slight (twilight)	+1
Moderate	+2
Extreme	+3
Numbers	
One attacker	+1
Few attackers (1–3)	none
Several attackers (4–6)	–1
Multiple attackers (7+)	–2

defense against getting shot is placing something large and sturdy between you and the enemy. Heroes can enjoy any advantage of position they can find.

Naturally, a hero has to have an action available in order to move—a hero with a Marginal action check can't move a meter until the Marginal phase comes up. In one phase a hero can, for example:

- Walk a number of meters equal to his walk rating, with no penalty to other actions.
- Run at his listed rate, suffering a +2 step penalty to any other actions he attempts.
- Sprint at his listed rate, with a +3 step penalty to any other actions he attempts.
- Swim or engage in all-out movement at his listed rate but take no other actions while moving.

The Gamemaster should be generous with movement. For example, if a hero has to stretch 1 extra meter to reach the protective cover of a rock pile, it's not a big deal to let him reach it. Even in combat, the game is about fun and roleplaying, not computation of distances. Exact precision isn't necessary.

Attacking

An attack uses one of the following broad or specialty skills: Athletics—*throw*, Heavy Weapons, Melee Weapons, Unarmed Attack, Acrobatics—*defensive martial arts*, Ranged Weapons, or Ancient Ranged Weapons. To determine what situation die to use for an attack:

- Find the base situation die for the attack skill being used. If a specialty skill is used, the base situation die is +d0; if a broad skill is used, the base situation die is +d4.
- Add any penalties for damage the attacker has received.
- Apply the target's resistance modifier.
- Apply modifiers for the target's range and cover.
- Account for special defensive devices or tactics, such as a force field or dodging.
- Account for offensive tactics, position, advantage, or devices, such as aiming, accuracy of the weapon, or stealth.

That may seem like a long list of things to take into account, but it's unusual for more than two or three of these circumstances to be in play. In many cases, the defender might add +2 or +3 steps to the attack, while the attacker's advantages counter this by -3 or -4 steps. You only need to determine the net modifier to the roll and apply it to the base situation die.

Charge

A common tactic for entering a hand-to-hand fight is a charge. A charging hero ignores the penalties associated with attacking while running and gains a -2 step bonus to his skill check. On the downside, his opponents gain a -2 step bonus to strike him during his heroic dash. Once a character is engaged in melee combat with the enemy, it's impossible to charge again until the hero is free and clear of the fight.

Table GW12: Modifiers to Unarmed and Melee Attacks

Situation	Modifier
Attacker . . .	
Makes rear attack	–2
Makes flank attack	–1
Is off-balance	+2
On higher ground	–1
Is prone	+2
Is running	+2
Is sprinting	+3
Is wounded	varies
Defender . . .	
Is prone	–2
Is sitting/kneeling	–1
Resistance modifier	varies
Parries or dodges	varies
Illumination	
Twilight/poor visibility	+1
Moonlight	+2
Total darkness	+3

Sneak Attack

If a hero succeeds in using the Stealth—*sneak* skill to move adjacent to an opponent (or to get within short range, if the hero is using a ranged weapon), she can make an attack in the same phase that the successful sneak took place. The hero receives a situation die bonus to that attack, since she has surprised her opponent. The bonus is determined by the level of success achieved in the *sneak* skill check: Ordinary, -1 step; Good, -2 steps; Amazing, -3 steps.

Overpowering

Sometimes, the best move is to grab and restrain the enemy. To overpower, a hero makes an attack skill check with a +1 step penalty.

Each ally who joins in an overpower attempt in the same phase provides a -1 step bonus to the hero's skill check. For example, if a trio of thugs are trying to take down a hero, the attack roll is based on the toughest thug's Unarmed Attack—*brawl* score with a +1 step penalty, but the other two thugs move that to a -1 step bonus.

The GM can choose to set a realistic limit on the number of attackers who can surround a single target, given limitations of space and the size of the target and his attackers.

If the overpower attack is successful, the attacker or attackers have a hold on the target equal to the degree

Table GW13: Modifiers for Ranged Attacks

Situation	Modifier
Attacker	
Makes rear attack	–2
Makes flank attack	–1
Is off-balance	+2
On higher ground	–1
Is prone	-2
Is running	+2
Is sprinting	+3
Is wounded	varies
Target	
Is prone	+2
Is sitting/kneeling	+1
Resistance modifier	varies
Dodges	varies
Cover	
Light	+1
Medium	+2
Heavy	+3
Illumination	
Twilight/poor visibility	+1
Moonlight	+2
Total darkness	+3
Weapons Mode	
Fire	0
Burst	–1
Autofire	+1/+2/+3
Bow, Crossbow, or Sling	
Short range	–1
Medium range	+1
Long range	+2
Pistol or SMG	
Short range	–1
Medium range	+1
Long range	+3
Rifle or Heavy Weapon (direct)	
Within melee range	+1
Short range	–1
Medium range	0
Long range	+1
Heavy Weapons (direct)	
Within melee range	+4
Short range	+2
Medium range	–2
Long range	0

of success of the attack. The held character suffers a +1, +2, or +3 step penalty to skill checks while held. For example, a Good attack result indicates a Good hold—the held character has a +2 step penalty to all actions.

Attacking with Two Weapons

A character can arm his- or herself with two weapons, so long as each weapon is an object that can be wielded with one hand. These weapons can be of any type.

If a character tries to attack with both weapons at the same time, the penalties described earlier in "Two Actions at Once" apply to the attempt. Any attack a character makes with the weapon in his off hand (the one he normally doesn't use) receives a +4 step penalty, and any attack with the weapon in his skilled hand receives a +2 step penalty.

Attacks with two weapons are considered simultaneous—that is, they both occur in the same phase.

Once a target is held, the attacker or attackers have a few choices of what to do next.

▶ Improve the Hold: The holding character can attempt to get a better hold in later phases, but he risks losing his hold altogether with a failed attack. An improved hold results in an increased penalty to the target, as noted above.

▶ Bum's Rush: With a second overpower attack, a held character can be dragged, pushed into a cell, or generally moved from where he stands.

▶ Maul: A held character can be strangled or struck with a normal skill check for normal unarmed damage; if the attack fails, the hold is lost.

▶ Takedown: A second successful overpower attack maintains the hold and puts the held character on the ground, where he'll also have penalties for being prone (+2 step penalty to his attacks; -2 step bonus to attackers). Characters with the *defensive martial arts* skill can attempt a takedown without first gaining a hold.

▶ Pin: A held character on the ground can be pinned with a third overpower attack. These three overpower attacks must be made in consecutive phases in which the attacker can act. A pinned character can't get free until the attacker or attackers choose to allow it.

In order to break a hold, the victim must make a skill check using Unarmed Attack–*brawl* or *power martial arts*, or Acrobatics–*defensive martial arts* or a feat check using Strength or Dexterity. If successful, the hero escapes the hold; on an Amazing success, the hero can immediately act in the same phase.

Blocking

A character with rank 2 or higher in Acrobatics–*defensive martial arts* can attempt a block. Blocking requires the character to make an Acrobatics–*defensive martial arts*

skill check and compare his result to the attacker's result. The blocking character must achieve a degree of success equal to or better than the attacker's degree of success. If the attacker achieves a worse result, no damage is inflicted by the attack.

A character can only block in a phase when he has an action available; a character who achieves a Good action check result can't attempt to block an attack directed against him in the Amazing phase. Only one attack is countered, and no other actions can be attempted in the same phase in which a character attempts to block.

When a character reaches rank 4 in *defensive martial arts,* he can attempt a reaction block whenever an unarmed attack is directed against him. The block attempt uses up the character's *next* available action. For example, a hero who achieves an Ordinary action check result and has two actions per round could attempt to block attacks directed against him in the Amazing and Good phases. If a hero who attempts to block an attack has no actions remaining in the current round, he can still make the attempt. As a result, he loses his first available action in the next round. After this point, no further blocks can be attempted.

Dodging

A hero may attempt to tumble, roll, duck, dive or otherwise get out of the way on an attack. One skill check (requiring an action) is made at the beginning of the first phase in which the hero can act. The result of that check is applied in that phase and all other phases of that round. Any other actions taken by the hero that round receive a +1 step penalty as the hero is concentrating on other matters.

When using a dodge, the hero gains the following adjustments to the hero's Strength or Dexterity resistance modifier (as applicable in the combat), depending on the success of the *dodge* skill check:

Critical Failure	-2 steps
Failure	None
Ordinary	+1 step
Good	+2 steps
Amazing	+3 steps

Dodging cannot be combined with parrying.

Parrying

Melee weapons prove their value through parrying. A character with a melee weapon or a shield can attempt to parry a Melee Weapons or Unarmed Attack skill used against him (not a ranged attack).

When parrying with a weapon such as a sword or a club, a character makes a Melee Weapons skill check using the appropriate specialty skill for the weapon being used to parry. When parrying with a shield, a character makes an Armor Operation–*combat armor* skill check. A character who is untrained or has just the broad skill can attempt to parry, but those with ranks in an appropriate specialty skill have a better chance of successfully parrying an attack.

Compare the check result of the parrying character to the attacker's result. The parrying character must achieve a success that's equal to or greater than the attacker's success. If the attacker gets a worse result, then no damage is inflicted by the attack.

A character can only parry in a phase when he has an action available; a character who achieves a Good action check result can't attempt to parry an attack directed against him in the Amazing phase. Only one attack is deflected, and no other actions can be attempted in the same phase in which a character attempts to parry.

When a character reaches rank 4 in a Melee Weapons specialty skill, he can attempt a reaction parry whenever a melee attack or unarmed attack is used against him (assuming the defending hero is wielding a weapon appropriate to that specialty skill). The parry attempt uses up the character's *next* available action. For example, a hero who achieves an Ordinary action check result and has two actions per round could attempt to parry attacks directed against him in the Amazing and Good phases, but then he'd have no actions remaining for the Ordinary and Marginal phases. If a hero who attempts to parry an attack has no actions remaining in the current round, he can still make the attempt. As a result, he loses his first available action in the next round. After this point, no further parries can be attempted.

A character can use his off-hand weapon or a shield to parry; apply the normal penalties associated with using two weapons at the same time (+2/+4). The character uses the parry rules described above, though he can make an attack in the same phase in which he parries. If a character using two weapons or a weapon and a shield makes a reaction parry, he must wait until the phase indicated by his action check comes up to actually make his attack, though both skill checks receive the appropriate two-weapon penalties.

Characters with large ranged weapons and the appropriate ranks of Melee Weapons–*bludgeon* or *blade* skill can attempt a parry in times of desperation. Since most rifles aren't intended for close-quarters combat, it's reasonable to apply a +2 step penalty to the attempt.

Point Blank

You may allow characters to receive a bonus to attacks from extremely close range. Point-blank shots occur at a range of less than 1 meter. Pistols, rifles, SMGs, and heavy weapons (direct fire) receive a –3 step bonus for shooting at this range.

Special Weapon Effects

Some weapons, such as machine gun, explosives, and thrown weapons, have effects beyond those applicable to other weapons.

Automatic Weapons

Some ranged weapons have the ability to fire in burst or autofire mode. A burst is treated like a normal ranged attack, except that the firing character gains a -1 step bonus to his skill check to reflect the greater likelihood of hitting his target. The disadvantage is that the weapon uses ammo faster.

Autofire, on the other hand, can be spectacular. Using a single control die, the hero makes three attacks using three situation dice. The first attack is at a +1 step penalty, the second at a +2 step penalty, and the third at a +3 step penalty. Autofire may strike three different targets, or hammer one opponent for as many as three hits.

Each hit in an autofire attack is treated separately for the purpose of determining damage. Don't add the damage together before making armor rolls.

A common tactic with autofire is hitting several enemies at once. The targets must be within 6 meters of each other, and the firing character must have a clear line of sight on each. The attacker always computes the situation die of the first shot on the most difficult target he's firing at, and then adds the penalties for the second and third shot from there. In other words, if a hero shoots at one target with a +4 resistance modifier and another with a +1 resistance modifier, he has to base the burst on the hard-to-hit guy (first shot at a +5 step penalty) and roll the second and third shots accordingly (at a +6 and a +7 step penalty, respectively).

Heroes who have achieved rank 6 in Ancient Ranged Weapons–*rifle* or *SMG* reduce autofire penalties to 0/+1/+2. A hero with rank 9 in *SMG* can expend a fourth burst to gain one additional attack (at a +3 step penalty).

Ammo Expenditure

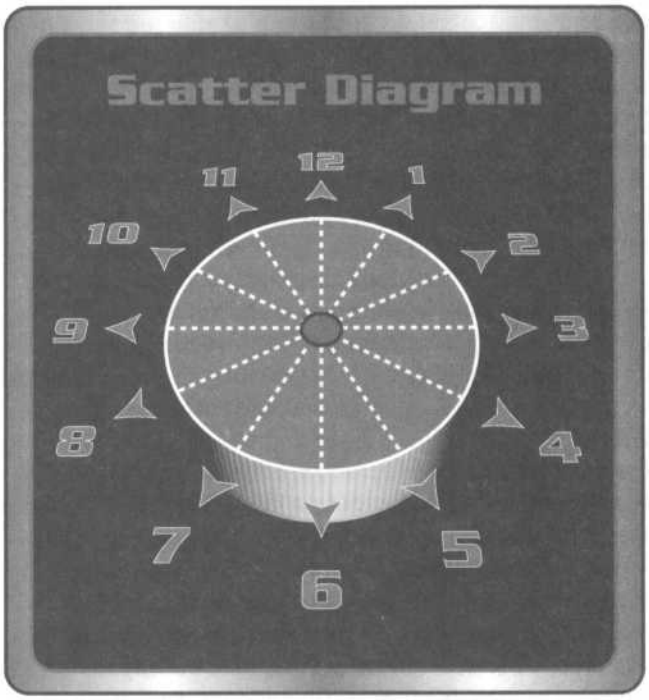
Players should keep track of how much ammo their heroes use up. Normal fire expends a single round for each attack; burst fire expends one burst, or three rounds; and autofire three bursts, or nine rounds, every phase. All firearms have a clip size as noted in Chapter 6: Equipment. For example, an 11mm charge rifle holds enough ammunition for 30 single shots or 10 bursts before its magazine is emptied.

When a clip or charge cartridge is emptied, it takes one action for the hero to replace it. Optionally, the hero can change a clip and shoot in the same phase at a +2 step penalty. Characters who have achieved rank 3 in Ancient Ranged Weapons–*SMG* can change a clip and fire a submachine gun in the same round without penalty.

Revolvers don't have clips—each bullet must be loaded by hand. Reloading the weapon requires a phase, and no shots are allowed.

Finally, some weapons, such as flintlocks and crossbows, must be reloaded after every shot. Reloading a crossbow requires one action, while reloading a flintlock requires two actions.

Diagram I:



Area-Effect Attacks

Another special type of ranged attack is the area-effect attack. Weapons that deliver explosive warheads don't damage only the point of impact, but can also injure creatures in the general vicinity.

When a character attacks with an area-effect weapon, he first chooses an aiming point. This can be an enemy, or a point on the ground. If the hero aims at a character, the target's resistance modifier applies. If he lobs the attack at a point on the ground, no resistance modifier applies. Aiming at the ground has the disadvantage that targets may move out of the area of effect during the phase.

The result of the skill check determines how close to this aiming point the weapon lands or strikes—ground zero for the area-effect attack.

Most area-effect weapons miss by a distance determined by the range and the attack roll indicated on Table GW15: Accuracy by Range. For example, a hero who throws a grenade at medium range and gets an Ordinary

success still misses his target by 2 meters. Usually, the exact fall of the weapon is a random result determined by use of the scatter diagram.

Under unusual circumstances the Gamemaster can select the impact point of the weapon. For instance, if a hero is trying to throw a grenade into the narrow firing slit of a reinforced bunker, you might decide that any miss bounces off the bunker's face and blows up just outside. Firing a guided missile into a forest is likely to result in the destruction of a tree, not the target.

Once you've determined how far from the target the weapon lands, and in what direction, you can see if any other characters or objects beside the actual aiming point might be affected by the attack.

The damage caused by an area-effect weapon is determined by the specific weapon and the distance from the detonation point. Therefore, all area-effect weapons have a damage rating graded on the number of meters they miss by. For example, the fragmentation grenade inflicts Amazing damage (d6+2w) to any target within 2 meters, Good damage (d4+2w) to any target within 6 meters, and Ordinary damage (d4w) to any target within 10 meters of its detonation point. This damage is not cumulative; only the highest damage value is applied.

Any character caught within the blast of an area-effect weapon may attempt an Acrobatics-*dodge* skill check to dive behind cover or throw himself flat when the weapon goes off. If the hero succeeds, lessen the damage by one category—Amazing to Good, Good to Ordinary, or Ordinary to none. Like any dodge, hitting the deck costs an action.

Thrown Weapons

How far a hero can throw an object depends on his Strength score. Short range is equal to the hero's Strength score in meters; medium range is STR × 2 meters; and long range is STR × 4 meters. These distances apply for throwing small, light objects, such as balls, grenades, rocks, or similar items. Objects that are significantly larger or heavier can't be thrown as far.

Weapons designed to be thrown include knives, daggers, spears, hand axes, javelins, and shuriken. (Descriptions of these weapons can be found in Chapter 6: Equipment.) In addition, heroes might try to hurl balls, ball-sized rocks, bricks, or even empty guns at opponents. Damage adjustments for Strength apply to any attack made with a thrown weapon.

Table GW14: Throw Situation Modifiers summarizes the difficulty of using a thrown weapon based on the type of object and the range of the target. As shown on that table, a hero actually gets a situation die bonus when trying to hit a target at short range with an object that is designed to be thrown. Objects that are small and relatively light (weighing up to 3 kg) but aren't designed for throwing cause the hero to receive a penalty, even at short range. For heavy objects (weighing more than 3 kg but no more than one-half of a character's Strength score in kilograms, rounded down), the penalty is +4 steps, and no heavy object can be tossed beyond short range.

Table GW14: Throw Situation Modifiers

Type of Object	S	M	L
Designed for Throwing	-1	+1	+2
Not for throwing	+1	+2	+3
Heavy	+4	No	No

Grenades

Grenades need to be treated a little differently from other thrown objects due to their explosive radius. In other words, you need to know exactly where a grenade lands, since it doesn't have to hit its target to inflict damage. There are two types of grenades in the Alternity game system: standard and gun-launched grenades. (Chapter 6: Equipment has descriptions and statistics for all available grenades.)

Standard grenades are any of the normal fragmentation, concussion, or energy grenades that are manually tossed at a target. A hero can toss a standard grenade a distance equal to his normal throwing distance, using his Athletics–*throw* skill. Treat a grenade as an object designed to be thrown for purposes of determining situation modifiers. Cover modifiers are applied to the throw situation die if such cover protects from the blast.

Gun-launched grenades are fired out of grenade launchers. This requires the use of the Heavy Weapons–*indirect fire* skill. Ranges depend on the grenade launcher being used.

Refer to Table GW15: Accuracy by Range to determine how far a grenade lands from its intended target. Use the scatter diagram above to determine where it lands.

Table GW15: Accuracy by Range

	Distance from Target		
Result	Short	Medium	Long
CF	4 m	8 m	12 m
F	2 m	4 m	6 m
O	on target	2 m	4 m
G	on target	on target	2 m
A	always on target		

Special Combat Conditions

Fighting in chest-deep water is a lot different from fighting in a boxing ring. Heroes routinely find the strangest places to get into combat, with numerous hazards, restricted spaces, and lousy footing hindering them.

Poor Terrain

Heroes are efficient all-terrain vehicles, able to scale 90° slopes, swim wide rivers, and leap from boulder to boulder in a jumbled rockfall. Even so, terrain conditions can slow even the most determined athlete.

Varied terrain (sand, light forest, or jungle) reduces a character's movement rates—sprint, run, or walk—by 50%. A hero with a sprint of 20 could only sprint at a rate of 10 meters per action in Varied terrain. Rugged terrain reduces movement even more. See Table GW16: Terrain in Combat.

Table GW16: Terrain in Combat

Terrain	Movement Effect	Examples
Smooth	None	firm sand, earth, light brush, open farmland
Varied	1/2 normal	knee-deep water, loose sand, overgrowth, moving uphill, rubble
Rugged	1/4 normal	waist-deep water, deep snow or mud, thick overgrowth and briars, moving up steep slopes

Limited Visibility

You can't shoot at something you can't see. On a moonless night, a human can make out large objects such as houses and trees at 50 meters away. With a bit of light, visibility can extend to a kilometer under such circumstances. Total darkness, on the other hand, features a cloudy, moonless night with rain or blowing snow, or an interior room with no lights on. Penalties for limited visibility in combat are shown on Table 13: Modifiers for Ranged Attacks.

Combat With Style

The basics of the combat system are easy, but advanced players may want more choices for special situations. The Gamemaster has complete discretion over whether or not any special tactics can be used.

Aiming

A character making an attack with a ranged weapon or a direct fire heavy weapon can spend an action aiming to increase his chance of success. This provides a -1 step bonus to his next attack, provided he makes the attack in the next phase in which he is entitled to act.

For example, a hero who gets two actions per round makes a Good action check. He uses one action in the Good phase to aim at his target. In the Ordinary phase, he uses his second action to make the ranged attack, with a -1 step bonus for aiming.

If the hero spends the Marginal phase aiming, the -1 step bonus is applied in the next phase in which the hero can act (depending on the action check he makes in the next round). Of course, if the target moves out of sight before the hero can act, the aiming bonus is lost.

It's not possible to aim when using burst or autofire modes.

Called Shot

A hero who wants to hit a very precise target can declare a called shot before he makes his skill check, adding a +4 step penalty. Called shots can be used for a variety of special purposes, detailed below. It's not possible to use burst or autofire with a called shot.

► Disarm: A called shot can strike a weapon out of an opponent's hand in melee combat or in ranged combat. If the shot is successful, the target is disarmed but suffers no damage. Usually, a disarmed character can retrieve his weapon with his next action.

► Dead-Eye Shot: A called shot can place a shot or a melee strike exactly where it hurts the most. The dead-eye shot automatically increases the degree of success by one grade, if it hits: An Ordinary success becomes Good, and Good becomes Amazing. Amazing results are unaffected, and a miss is still a miss. Dead-eye shots are particularly useful for getting solid hits on heavily armored enemies.

► Style Shot: A called shot can strike an opponent with an attack that inflicts no damage except humiliation. It singes clothing with a laser beam, cuts hair with a sword, removes a button from a suit, or performs some other obnoxious display of superiority. Usually this gets people mad—or scared. A Failure on a style shot embarrasses the attacker instead, without doing physical damage to anyone.

► Trick Shot: The hero attempts some outlandish feat of marksmanship, like severing a rope at 100 meters, throwing a knife to knock a car into gear, or any similar feat. If the shot is really ludicrous, increase the penalty to +6 steps or more.

Suppressive Fire

Suppressive fire is intended to force the enemy to keep his head down and ruin any shots he's taking. It's especially useful for protecting an ally who's trying to cross open ground. When a character declares that he's using suppressive fire, he makes a normal skill check, but instead of inflicting damage, the result of the check inflicts a +1, +2, or +3 step penalty to any ranged attacks that the target makes during this phase.

Suppressive fire with an automatic weapon is particularly effective, since the character laying down the covering fire can affect the attacks of up to three enemy characters.

The effects of suppressive fire aren't cumulative. The enemy's skill check is only affected by the best suppressive fire result used against him, not the sum of all suppressive fire.

Suppressive fire has a different effect on targets that aren't aware of, or don't care about, the threat. Many animals won't be deterred unless they are injured, and an enemy in a superior position (such as inside a body tank) is unlikely to keep his head down because someone's shooting at him with a pistol. For targets such as these who opt to ignore suppressive fire, normal damage is rolled for the result indicated.

Damage

Damage represents injury to an object (such as a character's body) from an attack or some other occurrence that weakens the object. The four types of damage are *stun damage, wound damage, mortal damage,* and *fatigue damage.*

Most forms of attack (weapons, fists, grenade explosions, and so forth) have damage ratings, indicating that they are capable of inflicting three possible degrees of damage: Ordinary, Good, or Amazing. The degree of damage is usually tied to the degree of success the attacker achieves on his skill check.

For example, a weapon has this damage rating: d4s/d4w/d4m. If the check for the attack results in an Amazing success, the third part of the rating (d4m) is used. If the result is Ordinary, then only the first part of the rating (d4s) applies.

Stun Damage

Stun damage is the lightest type of damage a hero can sustain. It represents bumps and bruises and mild abrasions that can rattle a character but don't result in lasting injuries. For every point of stun damage your hero receives, mark off one box on the stun rating line of your hero sheet.

Knockout

If all of your hero's stun boxes are marked off, he is immediately knocked out. Your hero is unconscious and can't perform any actions until he regains consciousness.

Heavy Stun

After all of a hero's stun boxes have been marked off, additional stun damage becomes wound damage. For every 2 additional points of stun damage a knocked-out hero suffers in a single attack, he or she suffers 1 point of wound damage (disregard the leftover point of stun damage, if applicable).

Wound Damage

Wound damage is more serious than stun damage. It represents injuries that cause lasting harm to the body, such as severe lacerations and broken bones. (Note, however, that the system doesn't take into account the effects of different types of wound damage.) For every point of wound damage your hero receives, mark off one box on the wound rating line of your hero sheet.

Secondary Damage

Damage that inflicts wounds also results in secondary stun damage. For every 2 points of wound damage a hero suffers in a single attack, he also suffers 1 point of stun damage (disregard the leftover point of wound damage, if applicable).

Knockout

If all of your hero's wound boxes are marked off, he is knocked out. Your hero is unconscious and can't perform any actions until he regains consciousness.

Heavy Wound

After all of a hero's wound boxes have been marked off, additional wounds are applied as mortal damage. For every 2 additional points of wound damage suffered in a single attack by a hero with no remaining wound boxes, he or she suffers 1 point of mortal damage (disregard the leftover point of wound damage, if applicable).

Mortal Damage

Mortal damage is the most severe form of trauma a body can endure. It represents such injuries as a severed artery or the rupture of a major organ (although the game system does not distinguish between the effects of different types of mortal damage). For every point of mortal damage your hero receives, mark off one box on the mortal rating line of your hero sheet.

Secondary Damage

For every 2 points of mortal damage a hero suffers in a single attack, he also takes 1 point of wound damage and 1 point of stun damage (disregard the leftover point of mortal damage, if applicable). This wound damage does not also cause secondary stun damage, as described in the "Wound Damage" section.

Dazed

Mortal damage takes a toll on a hero immediately. For every point of mortal damage your hero suffers, he receives a +1 step penalty to all subsequent actions he attempts. (This penalty is cumulative—a penalty of +2 steps for 2 points of mortal damage, and so forth.)

Dying and Death

A character who suffers any amount of mortal damage is considered to be dying. At the end of any scene in which

a character has suffered mortal damage, the mortally wounded character must make a Stamina–*endurance* check. The result of this check determines if the victim's condition worsens: On a Critical Failure result, he or she suffers 2 additional points of mortal damage; on a Failure, the character suffers 1 additional point of mortal damage; on any success result, the victim's condition remains unchanged.

Until the victim receives medical treatment, he or she must make a new Stamina–*endurance* check every hour, with effects as described above. If the victim is helped by the application of Knowledge–*first aid* or Medical Science–*treatment*, the interval between Stamina–*endurance* checks is increased from one per hour to one per day.

If all of a victim's mortal boxes are marked off, the character dies.

Fatigue Damage

Fatigue damage represents the exhaustion a hero suffers due to extreme exertion. This may consist of hours of hiking, heavy labor or exercise over an extended period of time (10 minutes +), use of a mutation, or suffering wound or mortal damage in a scene (even if the damage was healed during the course of that scene).

When a hero engages in fatigue-causing activity, he must make a Stamina–*endurance* check. On a Critical Failure, he suffers 2 points of fatigue damage; a Failure indicates he suffers 1 point of fatigue damage. Any success means that no fatigue damage occurs as a result of the activity.

The fatigue check is made immediately after the activity, or once per hour of activity. Every check of a continuous activity after the first receives a cumulative +1 step penalty, in addition to any other penalties or bonuses.

Dazed

Fatigue damage takes a toll on a hero immediately. For every fatigue box marked, a character receives a +1 step penalty to all subsequent actions he attempts

Knockout

When all of a hero's fatigue boxes are marked off, he or she must immediately make a successful Resolve–*physical resolve* skill check to avoid falling unconscious due to exhaustion (Characters without this skill use their untrained Will score). If the check succeeds, the hero may continue to engage in activity until the next fatigue check. But the next time the hero suffers any fatigue damage, the hero is knocked out and cannot perform any actions until he or she regains consciousness.

Recovery

How your hero recovers from damage depends on his condition (conscious or knocked out) and the type of damage the character has suffered.

Stun Recovery

All stun damage is fleeting. It disappears at the end of a scene, regardless of how much stun damage a character has suffered.

A conscious character with stun damage can be healed during a scene by the use of Knowledge–*first aid*, Medical Science–*treatment,* or some other form of medical treatment. A successful *first aid* or *treatment* skill check restores 2, 3, or 4 stun points, depending on the degree of success.

A hero who is knocked out (all stun boxes filled) can be revived by medical aid or may be able to recover naturally. A successful *first aid* or *treatment* skill check restores 1, 2, or 3 stun points to an unconscious character, depending on the degree of success.

Without access to a healer, the character remains unconscious for the remainder of the round in which he or she was knocked out and all of the next round. Starting in the round after that, when all conscious characters are making action checks, an unconscious character begins making Resolve–*physical resolve* checks. On a Critical Failure or a Failure result, the character stays unconscious. On an Ordinary success, the character regains 2 stun points; on a Good success, the character gets back 4 stun points; on an Amazing success, the hero recovers 6 stun points (but can't recover more than his or her maximum number of stun points). On any success, the character becomes conscious but can't attempt any other actions in the upcoming round.

Wound Recovery

Wound damage doesn't go away by itself. It affects a character until that character receives medical aid or until the character rests long enough to heal the damage naturally (see "Natural Healing," below).

The Knowledge–*first aid* or Medical Science–*treatment* skill, along with a first aid kit or trauma pack, can restore lost wound points with a successful complex skill check. The task is one of Good complexity with a first aid kit, or Ordinary if a trauma pack is used. On a Critical Failure, the hero suffers 1 wound point instead of being healed. Otherwise, a successful check heals 1 wound if a first aid kit was used, or 2 wounds with a trauma pack. Any wounds that remain after a use of either skill must be healed naturally or via Medical Science–*surgery* (see Mortal Recovery, below).

If a character is unconscious because all wound boxes have been marked off, the character can't regain

consciousness until at least 1 point of that wound damage is healed.

Mortal Recovery

Not even a long rest can help a character who has suffered mortal damage—in fact, resting without being treated eventually causes the hero's condition to worsen.

Mortal damage can only be repaired through the use of the Medical Science–*surgery* skill. A dying character (one who has at least 1 point of mortal damage) remains in that condition until the damage is repaired or until the character dies.

Surgery requires a complex skill check with one check made per hour of the procedure. For every success achieved, the injured hero recovers 2 wound points and 1 mortal point. (A patient with 5 or more points of mortal damage is completely healed if the surgeon achieves 10 successes during a single surgical procedure.) A Critical Failure ends the skill check and inflicts 1 point of mortal damage to the patient. Remember to apply the modifiers for the condition of the surroundings to the complex skill check; most environments in Gamma World incur Moderate or Slight penalties, and situations better than Ordinary are rare in the extreme.

Fatigue Recovery

Fatigue damage can only be recovered by rest–sleeping, sitting quietly, and not moving about. The amount of damage recovered is tied to the result of a character's Resolve–*physical resolve* skill check. On a Marginal, Ordinary, Good, or Amazing success, the hero recovers 1, 2, 3, or 4 fatigue points, respectively. On a Critical Failure, no fatigue points are recovered.

The Gamemaster may, at his or her option, chose to restore all lost Fatigue points after a day's rest or a dramatic interlude of sufficient time.

Knockout Recovery

If a hero is knocked out from stun damage, he remains unconscious for the rest of the round in which he was knocked out and all of the following round. At the start of the round after that, he recovers 1 stun point and awakens.

If the character was knocked out from wound damage, he can't awaken until at least 1 point of his would damage is healed.

Natural Healing

A character who has suffered damage may have to heal naturally due to a lack of medical assistance or because medical science has done all it can for the patient.

Natural healing of stun damage occurs automatically and (more or less) immediately; at the end of a scene, all stun damage disappears, and characters who were knocked out because of stun damage regain consciousness.

In the case of wounds, a character naturally recovers a certain number of wound boxes according to the result of a Resolve–*physical resolve* check. A check is made once per week (at the end of the week), with these results applying: Critical Failure, patient somehow aggravates his or her condition and suffers 1 additional wound; Marginal, character recovers 1 wound box; Ordinary, character recovers 2 wound boxes; Good, character recovers 3 wound boxes; Amazing, character recovers 4 wound boxes. A character without the Resolve broad skill makes an untrained Will check with a +d4 situation die.

Mortal damage can't be healed naturally; only the application of the Medical Science–*surgery skill* can repair mortal damage.

During natural healing, all checks are considered to be made while the character engages in minimal activity. If the character confines himself to a hospital bed or otherwise remains in a state of total rest for the period, the check receives a -2 step bonus. If the character engages in normal activity, the check receives a +2 step penalty.

Armor

In simplest terms, armor protects its wearer from damage that he would have otherwise suffered as the result of a successful attack or some other damage-causing event (such as a fall).

Every type of armor is rated for its ability to protect its wearer from the three kinds of damage: low impact (LI), high impact (HI), and energy (En). When a character is hit by a damage-causing event, the amount of damage his armor absorbs is determined by rolling the appropriate die and adding or subtracting a constant (if applicable). The result is the amount of primary damage that did not get through to affect the character.

It's important to remember that armor does not provide protection against secondary damage—which means that even if a character is protected from all of the primary damage directed at him during an attack, he may still be worn down by an accumulation of secondary damage.

Many types of armor are so cumbersome that they hinder their wearer, which is reflected by a penalty to the wearer's action check. A character who has the Armor Operation broad skill (and perhaps also one or both of its specialty skills) can lessen or eliminate this penalty. See the skill descriptions in Chapter 5: Skills.

Characteristics of the various types of armor in Gamma World are given in Chapter 6: Equipment.

Firepower & Toughness

Firepower and toughness present a means to compare the damage resistance of large and armored targets with the damaging capability of powerful weaponry.

Chapter 6: Equipment has rules on downgrading and upgrading damage based on the firepower of a weapon and the toughness of a target.

Last Resort Points

When a hero faces extreme danger, when great injury or even death seem inevitable, or when a hero just has to pull a miracle out of thin air in order to save the day, he may have the opportunity to use a last resort point.

Like skill points, last resort points can be stored and spent. The rules for how many last resort points a character can have appear in Chapter 2: Hero Creation.

Effects of Last Resorts

A last resort point can be spent to alter the result of any skill or action check, changing the degree of success by one grade. A hero who wants to improve his success can spend a point to change a Good result into an Amazing result, or a hero who wants to hinder an opponent can change the opponent's Good result into an Ordinary result.

Rules for Using Last Resorts

► Only one last resort point can be spent to alter a skill check or action check. (Members of the Free Agent profession can spend two points to alter the degree of success by two grades, if they so choose.)

► Last resorts can't be used to offset each other. Once a last resort is declared on an action, no other last resorts can be used on that action.

► The use of last resort points is declared in order, starting with the character who got the best action check. In the case of a tie, use die rolls to see who goes first.

► The use of a last resort point must be declared after dice are rolled but before any results are applied. For example, if a villain rolls an Amazing attack, the hero must declare his last resort use to change it to a Good result before the villain calculates damage.

► Only a character directly involved in an action can spend a last resort point on that action. For example, a hero can spend a last resort to alter his own skill or action check, or to alter a skill check whose result directly affects him.

► Last resorts can't be used to accomplish what would otherwise be impossible. If the Gamemaster determines that there's no way to succeed at a particular action, then a last resort can't be used to turn a Failure into an Ordinary success.

► A last resort spent on a Critical Failure alters the outcome to a Failure. Bad luck is averted, but the action still doesn't succeed. (A Free Agent, able to spend two last resort points at once, can change a Critical Failure into an Ordinary success.)

► Last resort points can be purchased with stored skill points. A hero can buy last resort points between adventures, up to the character's maximum.

Movement

Heroes get around, even in the wreckage of the old Knighted States. They visit widespread towns and villages. They explore numerous Pre-Devastation sites. And they are always on hand to strike against any villain that threatens their world. This is a brief discussion about getting there.

Combat Movement

In a combat scene, most characters move by walking or running. If a character has the ability to fly (either naturally or artificially), that option might be available. If the scene takes place in water, a character might have to swim to move around. In some cases, a character might try to sprint.

Combat movement (as opposed to all-out movement, described below) works essentially like any other action. During a round, whenever a character has an available action, he can move for a single phase at his listed rate. However, it's also possible for him to move and perform some other action in the same phase. That additional action usually receives a situation die penalty, as shown on Table GW17: Combat Movement Effects. Note that a character who is using his swim movement rate can't move and attempt another action in the same phase, and a character who moves at a walk can perform another action with no penalty.

The movement rates for easy swim and glide are provided for those times when a hero is in water or airborne and simply wants to travel without covering distance as quickly as possible.

The speed of one's character is determined when generating the character, on Table GW7: Combat Movement Rates in Chapter 2: Hero Creation.

Table GW17: Combat Movement Effects

Type of Move	Restrictions & Penalties
All-out	No actions
Sprint	+3 steps
Run	+2 steps
Walk	No penalty
Easy swim	+2 steps
Swim	No actions
Glide	+1 step
Fly	+2 steps



All-Out Movement

A character in combat can just concentrate on getting someplace, whether closing the gap with a foe or running away from a hideously mutated creature. A character using all-out movement can move in every phase by any mode he is capable of. However, the hero can make no other actions in that round. A hero may choose to perform an action earlier in the phase, then switch to all-out movement, but cannot take any actions afterward until the next round.

Strategic Movement

Strategic movement occurs when the characters are getting from here to there, and are concentrating on covering distance. Other types of scenes may occur while moving along, in the form of fellow-travelers on the road, ambushes, creature attacks, and other unexpected occurrences, but the basics of strategic movement is to provide a rough time frame for the story.

Walking

Walking is the most common way of getting around in the Gamma World. With the thick overgrowths, the rubble of fallen civilizations, and the precarious nature of any trails between civilizations, hiking is often the easiest method of getting from point A to B.

The speed of a march determines how often a hero must make a Stamina–*endurance* check to avoid fatigue damage. Table GW18: Overland Travel shows the distances that may be covered and the requirements for Fatigue checks for each mode of travel For characters with the Movement broad skill, the frequency is reduced by 1 hour per category. The results of the fatigue check is detailed in the "Fatigue Damage." Section.

The nature of the terrain and situation may affect the Stamina–*endurance* checks. Smooth terrain, such as plains, farmland, scrubland, rocky desert, and trails have no effect. Varied terrain, including dunes, hills, light vegetation overgrown trails, and most rubble applies a +2 penalty to the skill check. Rough terrain, including thick vegetation, swamps, heavy rubble, mountains, and snow applies a +3 step penalty. The Movement–*trailblazing* skill can reduce or negate these effects. Finally, darkness, inclement weather, and ice or dampness may add an additional +1 step penalty, cumulative.

As a rule of thumb, a typical hero with the Movement broad skill can hike 10–12 hours maximum (usually in daylight) in clear terrain before exhaustion sets in.

Table GW18: Overland Travel

Mode of Travel	Kilometers per Hour	Hrs per Fatigue Check
Stroll	4	3
March	6	2
Forced March	8	1

Mounted Travel

Mounts offer several advantages to walking–they are often faster, they save their riders from fatigue, and they carry more gear. In the Gamma World, mounts can take a number of forms, but most adhere to Table GW19: Mounted Travel. Assume that most common mounts of the Gamma World have the Stamina–*endurance* skill.

Table GW19: Mounted Travel

Mount Quality	Kilometers/Hour		
[Constitution]	Stroll	March	Forced March
Marginal [CON 10]	3	6	8
Ordinary [CON 12]	4	6	10
Good [CON 14]	4	8	12
Amazing [CON 16]	4	10	14

Vehicular Travel

Experienced or fortunate adventurers may have access to artificial mounts–relics of the Ancients that have been carefully preserved, lovingly rebuilt, or desperately juryrigged together. The details of these pieces of

equipment may be found in Chapter 6: Equipment, including their speeds.

Encumbrance

While it might seem like a good idea for your character to be able to carry everything from a black sphere gun to a portable workshop, most people can't put up with such a huge load for long. If your Gamemaster chooses to enforce a more realistic game, she may require you to keep track of your character's encumbrance—the total weight of all gear at one time.

Keeping track of encumbrance isn't always necessary. If your character owns a bubble car, it's reasonable to assume that he leaves a lot of his personal possessions stowed in the trunk and only retrieves items as he needs them. On the other hand, if your character has just been abandoned in the midst of the Settle rubble and has to hike out, it's quite reasonable for the Gamemaster to ask you to decide which items your character wants to take.

Effects of Encumbrance

Any character can carry a load equal to twice his Strength score in kilograms without feeling any adverse affects. For example, a human with a Strength of 10 can carry 20 kg worth of equipment without losing a step.

A character toting equipment that weighs more than twice his Strength score in kilograms suffers penalties; see Table GW20: Encumbrance. The reduction in movement rate applies both to combat movement and overland movement. The penalty applies to all actions related to Strength- and Dexterity-based skills, as well as the character's Strength and Dexterity resistance modifiers. (For example, a character with a +1 step Dexterity resistance modifier who is loaded down with gear weighing five times his Strength score has his resistance modifier reduced to -1 for as long as he remains encumbered.)

Although it's possible for a hero to lift more weight than six times his Strength score in kilograms, STR × 6 is the limit that a character can carry while still retaining the ability to move at an appreciable speed.

Table GW20: Encumbrance

Load	Move	Penalty
STR×2	100%	0
STR×4	75%	+1 steps
STR×5	50%	+2 steps
STR×6	25%	+3 steps

Climbing

Climbing involves the scaling of vertical and near-vertical surfaces, and is affected by the Athletics–*climb* specialty skill. Climb modifiers affect the level of success of a particular climb. In general, a Critical failure results in a fall (if possible), a Marginal results in no progress for the round, an Ordinary result 1 meter traveled, a Good result 2 meters, and an Amazing result 3 meters. Modifiers to the situation are provided below:

Table GW21: Climb Situation Modifiers

Sheer surface	+3
Icy or slippery surface	+2
Darkness	+1
Wet Surface	+1
Surface with some hand- or footholds	-1
Surface with many hand-or footholds	-2
Minimal Climbing Gear	-1
Partial Climbing Gear	-2
Full Climbing Gear	-3

Jumping

Jumping involving leaping or springing across obstacles, or upward. There are three types of jumping: a standing jump (a horizontal jump from in place), a running jump (requiring about 4 meters of running room), or a vertical leap (straight up). The Athletics–*jump* skill aids in jumping.

	Standing Jump	Running Jump	Vertical Leap
Ordinary	1	2	1
Good	2	4	1.5
Amazing	3	6	2

(all values in meters)

Detection

The heroes react to threats they perceive in the world around them. This section provides information to help the Gamemaster determine exactly what they see, hear, smell, and detect. A group of characters with an advantage in firepower might be picked off if they find themselves in a position where they can't see an enemy who can see them just fine.

The Awareness Check

The measuring stick for whether a hero can see, hear, or spot something is the Awareness check. Awareness–*perception* is the proper skill check when it's possible for a character to notice something by sight or sound. Awareness–*intuition* represents the ability to sense danger when no signs are available to the five senses. Finally, if a hero undertakes a conscious and thorough search for a hidden creature or object, Investigate–*search* is used instead of Awareness.

Many factors can modify a hero's chance to spot something. How far away is the object? What time of day is it? What kind of ground cover is available? How big is the object or creature? How well camouflaged is it? See TABLE GW23: DETECTION MODIFIERS. Choose a condition from each column and add the modifiers together to produce the total modifier.

These broad categories can be modified to reflect a hero's chance to detect events or objects using other senses. For example, a sound might be described in terms of size (how loud it is), distance, and how much it stands out from the background noise that surrounds it.

Range of Vision

Humans (and most of the other player character species) are visual creatures, relying on eyesight as their primary source of gathering information. Heroes have a number of devices available that can augment their vision, including binoculars, imaging goggles, and infrared goggles.

Most encounter scenes or combat scenes begin when the heroes spot their potential adversaries. They may be within weapons range or may have to close the distance. As a rough measure of the distance at which someone or something might be spotted, classify the prevailing visibility and illumination as Amazing (full sunlight in open country), Good (a brightly lit room), Ordinary (an average day or moderately lit room), Marginal (a cloudy day), Slight (light rain or twilight), Moderate (moonlight or fog), or Extreme (total darkness). TABLE GW24: VISUAL DETECTION RANGES lists the distances at which a person, a vehicle, and a terrain feature can be seen in certain conditions of visibility.

The ranges on Table GW24 are approximations. Use common sense to take into account local conditions. For example, the heroes might be standing only 500 meters from the ocean, but if there's a sand dune between them and the beach, they won't see any water.

Sound

Like illumination, sound can be rated Marginal, Ordinary, Good, or Amazing. Marginal noises are at the volume of a whisper, and Awareness checks suffer a +2 step penalty. Ordinary sound is equivalent to a conversation at normal volume; no penalty is applied. Good sound includes screams, car backfires, and the like; Awareness checks receive a -2 step bonus. Prolonged exposure is annoying but not harmful. Amazing sounds are deafening, at or above 100 decibels. Characters forced to endure prolonged exposure to Amazing sound may need to make Stamina–*endurance* skill checks to avoid stun damage.

Scavenging

Though this term has a bad connotation in our modern society, it's a staple of Gamma World existence. Looting the ruins of the Ancients is a reasonable (and profitable) undertaking, and it's likely that the heroes will resort to it with some frequency.

For that reason, the TABLE GW22: SCAVENGING RESULTS is designed to let the Gamemaster determine quickly and easily what kinds of loot the heroes find on such a search. In general, an Investigate–*search* skill check is used to determine the number of items found (and thus the number of rolls made on Table GW22): an Ordinary success finds one item, Good two, and Amazing three. The interval between checks depends on the Gamemaster's opinion of the concentration of treasures in the area—anything from one check per 10 minutes to one check per hour is reasonable. The Street Smart–*ruins knowledge* skill can be used to assist the search skill check—an Ordinary, Good, or Amazing result grants a –1, –2, or –3 step bonus to the search check. A Critical Failure on the search check generally indicates an unwanted result—the searchers encounter dangerous creatures, meet hostile treasure seekers, or suffer a mishap (such as a collapsing floor).

Obviously, these tables can't possibly encompass all the variety of items that heroes might find in their search—they're only intended to give the Gamemaster some help when he needs to determine quickly what is found. A simple look around the GM's home, school, or workplace could easily produce several dozen additional items appropriate for inclusion.

These tables should not replace the Gamemaster's own discretion and common sense. If a roll produces an item that doesn't make sense (given the area or building the heroes are searching), feel free to reroll or choose a specific item. Particularly valuable or rare items (especially Shadow Age equipment) should always be placed specifically by the Gamemaster, rather than randomly discovered by the heroes. In addition, the Gamemaster can roll a few times on the Trinket or Small list to spice up the possessions of individuals encountered by the heroes in the wild. After all, not all of the Ancients' creations are still moldering away in ruined buildings!

To obtain a result on Table GW22, first roll d6 to determine the subtable used (or select a subtable based on the area being searched): 1–2=Trinket, 3–4=Small, 5=Medium, 6=Large. Then roll a d20 along with a d6 to figure out which item is found.

Table GW22: Scavenging Results

d6	d20	Trinket	Small	d4	d20	Medium	Large
1–2	1	Action figure	Adjustable wrench	1–2	1	Air mattress	Airplane propellor
	2	Ballpoint pen	Baseball bat		2	Baby stroller	Artificial Christmas tree
	3	Barometer	Baseball cap		3	Backpack with frame	Bed frame
	4	Baseball	Baseball glove		4	Basketball hoop	Bicycle, 10-speed
	5	Batteries (d4)	Bathroom scale		5	Beach umbrella	Car
	6	Blank computer disk	Bicycle pump		6	Bicycle, kid's	Cash register
	7	Box of thumbtacks	Bike helmet		7	Blender	Chair
	8	Brass nameplate	Bike lock (with key)		8	Box of screws and nails	Coffee table
	9	Canned food	Binoculars		9	Briefcase	Desk
	10	CD, music	Blow dryer		10	Car muffler	Drum set
	11	Ceramic mug	Box of matches		11	Case of unopened action figures	File cabinet
	12	Circuit board	Box/clip of ammunition		12	Ceiling fan	Fish tank
	13	Combination lock	Bullhorn		13	Coin collection	Floor lamp
	14	Computer mouse	Can of motor oil		14	Computer CPU	Forklift
	15	Costume jewelry	Canteen, empty		15	Computer monitor	Gas-powered barbecue
	16	Dog whistle	Computer keyboard		16	Cooler	Golf cart
	17	Doorknob	Cowboy hat		17	Crutches, pair	Grandfather clock
	18	Duct tape	Curling iron		18	DVD player	Gumball machine
	19	Earring	Electric BBQ coal starter		19	End table	Helium tank
	20	Electric razor	Electric carving knife		20	Fax machine	Hospital gurney
3–4	1	Electric toothbrush	Extension cord	3–4	1	Fire extinguisher	Human skeleton
	2	Empty spray bottle	First aid kit		2	Fishing rod	Jackhammer
	3	Engraved belt buckle	Flashlight		3	Five-disc CD player	Kitchen sink
	4	Film can (with film)	Flour sifter		4	Folding metal chair	Kitchen table
	5	Garage door opener	Football		5	Football shoulder pads	Laser printer
	6	Headphones	Foreign lang. dictionary		6	Footstool	Lawn mower
	7	Hearing aid	Garden water sprinkler		7	Framed painting	Mattress
	8	Instant glue	Halloween costume		8	Globe	Microwave oven
	9	Joy buzzer	Handheld video game		9	Golf bag (with clubs)	Motorcycle
	10	Keys	High heeled shoes		10	Inflatable beach ball	Office chair
	11	Locket	Kaleidoscope		11	Inflatable raft	Photocopier
	12	Manual can opener	Label maker		12	Lawn gnome	Piano
	13	Microcassette recorder	Metal cheese slicer		13	Musical instrument	Pinball machine
	14	Military medal	Notebook computer		14	Nylon rope (50m coil)	Pool table
	15	Multipurpose knife	Paintball gun		15	Paper shredder	Portable generator
	16	Nail file	Pair of jeans		16	Plastic houseplant, large	Powerboat
	17	Pack of trading cards	Paperback novel		17	Pogo stick	Reclining chair
	18	Padlock (no key)	Parka		18	Political campaign sign	Refrigerator
	19	Pager	Personal CD player		19	Portable heater	Riding lawn mower
	20	Pharm., Anesthetic	Personal radio		20	Rifle, hunting	Rototiller
5–6	1	Pharm., Antibiotic	Pistol, .32 revolver	5–6	1	Roll of carpet	Rowboat
	2	Pharm., Antivenom	Pistol, .38 revolver		2	Scuba gear	Safe w/combination lock
	3	Pharm., Sedative	Pistol, .44 magnum		3	Shotgun, 12 gauge	Sailboat
	4	Pharm., Stimulant	Pistol, .45 revolver		4	Shower curtain	Shopping cart
	5	Pocket calculator	Pistol, 9mm		5	Ski poles, pair	Skis, pair
	6	Pocket cellphone	Pistol, starter's		6	Sledgehammer	Sofa
	7	Road flare	Plastic sword		7	Sleeping bag	Sports utility vehicle
	8	Screwdriver	Price tag gun		8	Stereo speaker	Stuffed animal head
	9	Small machine parts	Radar gun		9	Street sign	Table saw
	10	Spark plug	Ream of paper		10	Suitcase	Television
	11	Stapler	Running shoes		11	Table lamp	Toilet
	12	Steak knife	Sports trophy		12	Tackle box	Tractor trailer
	13	Stopwatch	Squirt gun		13	Tent	Truck
	14	Sunglasses	Street map		14	Tire	Upright video game
	15	Swim goggles	Sweatshirt		15	Toy train set	Vacuum cleaner
	16	TV remote control	T-shirt		16	Trading card collection	Vending machine
	17	Wall thermometer	Talking doll		17	Tricycle	Water cooler
	18	Watch	Toolkit		18	Typewriter	Wheelbarrow
	19	Wedding ring	Toy space gun		19	Videorecorder	Wheelchair
	20	Wind-up toy	Toy stuffed animal		20	Wetsuit	Wood stove

Table GW23: Detection Modifiers

Size	Distance	Background	Light	Modifier
Tiny	Very far	Camouflaged	Total darkness	+3 step penalty
Small	Far	Obscured	Moonlight	+1 step penalty
Average	Medium	Indistinct	Twilight	None
Large	Close	Contrasting	Daylight	–1 step bonus
Huge	Very close	Clashing	Bright sun	–3 step bonus

Table GW24: Visual Detection Ranges

Visibility	Individual	Vehicle	Terrain Feature
Amazing	2000 m	10 km	100 km
Good	1000 m	5 km	50 km
Ordinary	500 m	2500 m	25 km
Marginal	100 m	500 m	5 km
Slight	50 m	200 m	2 km
Moderate	20 m	50 m	500 m
Extreme	2 m	5 m	10 m

Encounter Skills

Most of the skills associated with Personality, as well as a few tied to Intelligence or Will, also belong to another special category known as *encounter skills*.

An encounter skill is one for which the outcome of a skill check depends in part on the attitude of one character or group (the target) toward the character using the skill. Encounter skills are typically used during encounter scenes (as described earlier in this chapter), but they can come into play at any time.

A target that a hero is interacting with for the first time starts with one of three possible attitudes toward the hero: Hostile, Neutral, or Friendly. (To randomly determine, the hero makes a Personality feat check when first meeting the target. On a Failure, the target begins with a Hostile attitude; an Ordinary result indicates a Neutral attitude, while a Good or Amazing result indicates a Friendly starting attitude.) The starting attitude applies a modifier to the encounter skill check as indicated on Table GW25: Encounter Skill Effects.

The hero's encounter skill check, when cross-indexed with the target's starting attitude on Table GW25, indicates the target's new attitude. In all cases, a Critical Failure results in an immediate end to the interaction—the target becomes belligerent or decides to leave, and nothing the hero does at this time makes any difference.

The attitude categories are generally defined as follows:

Combative: The target believes that he is under attack or that an attack is imminent and responds accordingly (fight or flight, as appropriate to the situation).

Hostile: The target is inclined to take action to counter the hero, but avoids direct confrontation unless he's prepared or thinks it's the best option.

Neutral: The target responds as he is normally inclined to do, neither liking nor disliking the hero, giving no undue breaks to nor trying to take undue advantage of the hero.

Friendly: The target is inclined to take action to help the hero, as long as this action doesn't inconvenience him or place him at risk.

Charmed: The target is completely swayed to the hero's point of view.

Fanatic: The target is so won over by the hero that he does almost anything the hero asks, remaining loyal until the hero does something to change this condition.

Whenever possible, a scene involving the use of encounter skills should be roleplayed (by players representing their heroes, and by the Gamemaster representing members of the supporting cast), so that dice rolls aren't the only arbiters of success.

Table GW25: Encounter Skill Effects

Skill Check	Target's Starting Attitude			
Result	**Hostile**	**Neutral**	**Friendly**	**Charmed**
Failure	Combative	Hostile	Neutral	Friendly
Ordinary	Hostile	Neutral	Friendly	Charmed
Good	Neutral	Friendly	Charmed	Fanatic
Amazing	Friendly	Charmed	Fanatic	Fanatic

Attitude Modifiers:		Encounter skills include:
Combative	+3 steps	Law (INT)
Hostile	+2 steps	Street Smart (WIL)
Neutral	0	Culture (PER)
Friendly	-1 steps	Deception (PER) (*bribe, bluff* only)
Charmed	-2 steps	Entertainment (PER)
Fanatic	-3 steps	Interaction (PER)
		Leadership (PER)

Hazards

The previous sections of this chapter have concentrated on what your hero can do to the world around you. This section deals with what the world can do to your hero. This includes the dangers of exposure, falling, and drowning, as well as more esoteric risks such as radiation.

The Endurance Challenge

Anytime a hero faces the threat of freezing, heat exhaustion, suffocation, drowning, or death by the forces of nature, have the player make Stamina–*endurance* checks for his hero. This is a special kind of challenge that comes into play anytime a hero is trying to hold up against something that can exhaust or kill him over time.

There are two basic kinds of endurance challenges: the *exposure challenge* and the *exhaustion challenge*.

Exposure Challenge

This first challenge deals with forces that inflict direct harm to a hero—such as extremes of heat or cold, or mildly toxic atmospheres. For these challenges, a Stamina–*endurance* check determines how many points of stun damage the hero suffers while exposed.

Endurance Check	Result
Critical Failure	4 stun points
Failure	3 stun points
Ordinary	2 stun points
Good	1 stun point
Amazing	no damage

The interval between checks depends on the severity of the environment and the degree of exhaustion. These intervals can occur as frequently as once per phase, or as slow as once per hour. Some exposure checks may impose a cumulative step penalty. In this case, the first exposure check suffers a +1 step penalty, the second check suffers a +2 step penalty, the third a +3 step penalty, and so on.

Once a character runs out of stun points, he begins to take wound damage at the same rate he suffered stun damage. Treat these wounds just like normal injuries. You may choose to allow a hero who loses all of his stun points to remain conscious—provided he makes a successful Resolve–*physical resolve* check for each time interval.

When a hero runs out of wound points, he collapses and begins to die. Dying characters must make a Stamina–*endurance* check as per "Damage" earlier in this damage.

Exhaustion Challenge

Other challenges test how well heroes fight against exhaustion. Some environments, such as the overly thick and muggy atmosphere of a toxic swamp, require a hero to make Stamina–*endurance* checks as though participating in a forced march or heavy labor. The result of the check determines any fatigue damage inflicted by the hero's strenuous efforts: Critical Failure, 2 points of fatigue damage; Failure, 1 point of fatigue damage; any success, no damage.

The interval between checks depends on the severity of the environment and the degree of exhaustion. Such intervals may occur as frequently as once per phase, or as slow as once per hour.

Once a character runs out of fatigue points, he collapses in a state of utter exhaustion. He's conscious, but his body simply won't take more abuse. If the hero attempts to forge on, heedless of his body's limits, he must first deal with the hefty penalty from the accumulation of fatigue points. In addition, the character suffers stun damage at the same rate he suffered fatigue damage while taxing his body in such a way. Don't forget that penalties for fatigue—+1 per point—apply to both Stamina and Resolve skill checks.

Recovery

Heroes can't recover stun points lost to environmental exposure until they remove themselves from the dangerous environment. Similarly, heroes only recover fatigue points when they rest. At your discretion, you can allow a hero to recover all of his lost stun points when he escapes the damaging situation, or he automatically recovers at the end of the scene.

Disease

Mutations in the Gamma World extend all the way down to viruses and germs, and new strains are emerging from the rubble all the time. For the most part, natives of Gamma World (well, surviving natives) have some natural resistance to these bugs, but there is always a chance that the heroes may stumble upon some cache of Ancient bioplague or confront a rabid mutant.

When a hero is exposed to a disease, make a Constitution feat check, with the following results:

Check Result	Effect
Critical Failure	Terminally Ill
Failure	Extremely Ill
Ordinary	Ill
Good	No Effect
Amazing	No Effect

Diseases have their own strength or virulence, and this may modify the roll:

Strength	Modifier
Marginal	-1 step bonus
Ordinary	no modifier
Good	+1 step penalty
Amazing	+3 step penalty

Diseases also have an incubation period. During the incubation period the disease is detectable and treatable with the Medicine–*treatment* skill, without ill effect to the individual.

Incubation	Onset
Marginal	1d4 weeks
Ordinary	2d4 days
Good	1d4 days
Amazing	3d4 hours

Disease Effects

If the disease is not caught and treated, the victim suffers the effects of the sickness

Ill characters suffer a +2 step penalty to all actions. Each day, the character must attempt a Constitution fear check: Critical Failure or Failure, worsen to extremely ill; ordinary, no change; Good or Amazing, the character recovers.

Extremely Ill characters are almost completely incapacitated. Such a character may attempt a Resolve–*physical resolve* check to move around, but all actions are at a +3 step penalty. Each day the character must make a Constitution feat check: Critical Failure or Failure, worsen to terminally ill; Ordinary; no change, Good, improve to ill; Amazing, complete recovery.

Terminally Ill characters are almost comatose, and must attempt a Resolve–*physical resolve* check even to speak. Every six hours, the character must attempt a Constitution fear check: Critical Failure, suffer 2 points of mortal damage; Failure, suffer 1 point of mortal damage; Ordinary, no change, Good or Amazing, improve to Extremely Ill. When the hero sustains mortal damage, the hero must make a Stamina–*endurance* check as if suffering mortal damage in combat.

Drowning & Suffocation

A character robbed of breathable air (whether by submersion in liquid or an unbreathable atmosphere or by strangulation) can hold his breath for at least a number of rounds equal to one-half of his Constitution score (round down). (If the character didn't get a chance to take a breath, he has only one round of breath remaining.) If he tries to keep holding his breath longer than that, he must make a Stamina–*endurance* check at the start of every subsequent round, with a cumulative +1 step penalty on each check after the first one. On a Critical Failure result, he suffers 4 points of stun damage, on a Failure result 3 points, on an Ordinary success 2 points, and on a Good success 1 point.

If he gets a Failure or a Critical Failure result on a Stamina–*endurance* check, or if he loses all his stun points, he is unconscious and in danger of drowning or being strangled. He makes a Stamina–*endurance* check in every round thereafter, marking off wound points after all his stun points are gone and then marking off mortal points when all his wound points are used up. If he isn't rescued before his last mortal point is lost, the character dies.

Gamma World Holistic Medicine

Healers, medics, and others trained in the arts of medicine are uncommon on Gamma Terra, and the tools of their trade, in particular medicine, are very rare. One common method of dealing with unknown plagues is to cart the afflicted individuals into a known radiation site and abandon them. Those involved either walk out or are eventually eaten by creatures that live among the ruins.

Diseased individuals in a radiation area make a Constitution feat check in addition to all other checks for the radiation. If the result of the feat check is higher than the strength of the disease, then the disease is cured (and fades within d4 hours). Of course, the hero must still survive the rest of the effects of the radiation. Illnesses created by radiation cannot be cured by radiation.

Table GW26: Impact Damage

Check Result	Severity of Impact Ex	S	M	L	T
Critical Failure	d6w	d6+2w	d6+2m	d8+4m	d12+8m
Failure	d4w	d4+2w	d4+2m	d8+2m	d12+6m
Ordinary	d6s	d4w	d4+1m	d6+2m	d8+6m
Good	d4s	d4+2s	d8+2w	d4+2m	d6+4m
Amazing	—	d4-2s	d6+2w	d8+4w	d12+6w

Falling

Heroes have a habit of getting to very high places, engaging in some kind of breathtaking fight scene, and then falling off. This usually results in a miraculous rescue or a plunge to the ground below. As the old saying goes, "It isn't the fall that gets you, but the sudden stop at the end."

If a hero winds up falling from a high place, he suffers damage when he hits the ground or some other hard object, as described below. The hero also takes damage when something relatively large (like a skycar) hits the hero. This is called impact damage.

When a falling hero finally hits bottom, his player makes an Acrobatics–*fall* skill check (or a Dexterity feat check, if he doesn't have the *fall* specialty skill). Damage, as shown on Table GW26: Impact Damage, is

determined by the result of the skill check or feat check and the distance fallen:

► Ex refers to an extremely short fall (a distance of less than 3 meters) or a collision with a vehicle (or other large object) traveling no more than 20 kilometers per hour.

► S is for a short fall (3 to 10 meters), or the equivalent of a collision with a vehicle traveling 21 to 60 kph.

► M is for a medium fall (11 to 30 meters) or a collision with a vehicle traveling 61 to 120 kph.

► L is for a long fall (31 to 60 meters) or a collision with a vehicle traveling 121 to 300 kph.

► T is for a fall in which the victim's body approaches terminal velocity (a distance of 61 meters or greater), or a collision with a vehicle traveling at more than 300 kph.

On the table, cross-reference the success achieved with the proper category to determine what kind of damage the victim suffers.

The Gamemaster can apply other modifiers based on the situation and the actions of the characters, as well as on the substance fallen upon (spikes, rocks).

Fire

As a keystone of civilization, fire is invaluable to survival in Gamma World. Unfortunately, it also has the capability of inflicting extraordinary damage on the incautious.

If a hero is near a fire he can suffer stun damage from heat and smoke inhalation. A character exposed to direct flame can suffer severe wound damage. In either case, the character must make a Constitution feat check during each round of exposure and compare the result to Table GW27: Fire Damage to determine the extent of the injury. The Gamemaster may add bonuses or penalties to the check as appropriate.

A burning character can spend an action to drop to the ground or take similar measures to extinguish the fire. In this case, any successful result on the Constitution feat check indicates that the fire has been extinguished.

Table GW27: Fire Damage

CON Feat Check Result	Heat/smoke	Flame
Critical Failure	2d6s*	3d6w
Failure	2d6s	2d6w
Ordinary	d6s	d6w
Good	d4s	d6s
Amazing	no damage	no damage**

*Treat as on fire in following rounds.
**If a character has caught fire, this result indicates the fire is extinguished.

Poison

One of the most common and deadly hazards heroes face is the threat of poison. Many living creatures manufacture deadly compounds for immobilizing prey or for self-defense. Humans and other modern races often use poison in hunting and pest-removal. And the Ancients excelled at the art of creating a plethora of toxic substances. Poisons are described by type and vector.

Poison Type

Regardless of the origin of the toxin, poisons have one of six basic effects.

Hemotoxins attack the blood, causing unacceptable thinning, clotting, or interfering with the blood's ability to carry oxygen. An average hemotoxin has an onset time of 10 minutes and an attack duration of 4 hours.

Neurotoxins interfere with the chemical signals of the nervous system, causing the victim's body to shut down. An average neurotoxin has an onset time of 1 minute and an attack duration of 10 minutes.

Necrotoxins kill or dissolve living tissue in the vicinity of the injury. An average necrotoxin has an onset time of 1 hour and an attack duration of 12 hours.

Caustic agents destroy vulnerable tissues through chemical burns, and can kill if inhaled. An average caustic has an onset time of 5 minutes and a duration of 4 hours.

Paralytic venoms immobilize the victim for some period of time. An average venom has an onset time of 1 minute and a duration that depends on the victim's Constitution feat check result.

Finally, *irritants* can briefly incapacitate a person by inducing nausea, coughing and sneezing, or other unpleasant symptoms. An average irritant has an onset time of 1 round and a duration of 10 minutes after exposure has ended.

Poison Vectors

Poison can be delivered by several different mechanisms. *Insinuative* poison is injected into the bloodstream by fangs, stingers, or envenomed weapons. In order to poison a character with an insinuative venom, a successful attack that inflicts at least 1 point of primary damage—after any armor roll—is required.

Inhaled poisons are gas, dust, or aerosol mixtures that affect any creature that breathes them in. Each round in which the character remains in an area containing a poison gas, he must attempt a Constitution feat check until he either becomes poisoned or leaves the area. A gas mask, respirator, or sealed suit of armor protects against inhaled poisons. If a hero knows there's poison in the air or anticipates the attack, he is allowed to hold his breath to avoid taking in poison gas.

Table GW28: Poison

CON Feat Check Result	Hemo-toxin	Neuro-toxin	Necro-toxin	Caustic Agent	Paralytic	Irritant
Critical Failure	d4+2m	d6+1m	d4m	d4+1m	d4 days	+3 step penalty
Failure	d4m	d4+1m	d8w	3d4w	6d4 hours	+2 step penalty
Ordinary	d6+1w	d8+1w	d6w	2d4w	d4 hours	+1 step penalty
Good	d4w	d6+1w	d4w	d4w	+1 step penalty	no effect
Amazing	d6s	d6+1s	d4s	none	no effect	no effect

Contact poisons inflict their damage by making contact with the victim's skin and are most often used in combat. The poisoner needs a successful attack roll. Any hit, regardless of the damage inflicted, brings the venom in contact with the target's skin and allows it to do its work. These can be either gases, liquids, or powders. The hero requires a completely sealed suit with a filter mask or independent breathing device to be safe. If a contact poison is smeared onto a weapon, treat it like an insinuative attack.

Ingestive poisons must be consumed. As long as the hero doesn't eat or drink such a substance, it has no effect.

Poisons may vary in lethality depending on how the victim is exposed. For example, mustard gas is powerful if inhaled, but fairly weak if contact is the vector.

Poison Effects

When a character is poisoned by insinuative, inhaled, or contact poisons, the effects are felt almost immediately. Ingestive poisons may not be noticed for several hours. During the onset time, the victim feels progressively worse. The exact symptoms depend on the poison involved, but nausea, seizures, blindness, numbness, paralysis, bleeding, elevated heart rate, and difficulty in breathing are all possible.

At the end of the onset time, the poison runs its course over the duration of attack. Roll the damage and divide its effects over the duration. This is when the victim actually suffers any damage the poison inflicts. When the attack ends, the hero suffers no more damage.

Heroes with the Medical Science–*treatment* skill can attempt to aid poisoned characters. In the absence of a specific antidote, the treatment check provides a -1, -2, or -3 step bonus to the victim's Constitution feat check, which may be rerolled after medical attention. If the medic has the specific antidote at hand, the victim may shift the result of his Constitution feat check by two grades. For example, a Critical Failure result becomes an Ordinary success.

At the end of onset time, the victim begins to suffers the listed damage or the listed penalty to all actions, or is paralyzed for the listed duration.

Radiation

One of the well known and common hazards of the Gamma World future is radiation. Of all the ways to die, radiation poisoning probably evokes the greatest terror. It's silent, undetectable, and potentially lethal; even if a hero survives the initial exposure, the long-term health effects are devastating. On the other hand, it may grant the hero new abilities.

Radiation is everywhere in Gamma Terra, the last legacy of the ancients. In most areas it is at the Low ranking, and the natives of Gamma World have adapted to it. For game purposes, only the immediate and near-immediate effects of radiation appear below.

Radiation exposure has a lot in common with battling through a serious illness: The victim may become mildly ill and pull through in a few days, he could become seriously ill and require weeks to get better, or he could become terminally ill from radiation sickness. The longer and more intense the exposure, the more likely it is that the hapless character won't survive.

Heroes use Constitution feat checks to resist radiation. Table GW29: Radiation shows the penalties and frequency for making Constitution feat checks at each radiation level. (These modifiers apply to rolls made on Tables 30–32.) The results of the Constitution feat check are then defined on Table GW30: Radiation Effects. Radiation may cause a character to become ill, extremely ill, or terminally ill. These effects of radiation sickness use the rules presented under "Disease" in the previous section. Note that pure strain humans make Constitution feat checks to resist radiation with a -2 step bonus.

Characters affected by radiation sickness don't succumb immediately. The onset time describes how long it takes the victim to reach each stage of sickness. For example, a hero who rolls a Failure on his Constitution feat check becomes ill after 1 hour, and extremely ill after 3 hours.

Radiation is measured in by the ancient units of rems, a unit of measurement that's equivalent to the biological effect of one roentgen of X-ray or gamma-ray exposure. In Alternity, radiation levels are rated from R0 (no radiation) to R5 (lethal radiation).

R0: Zero Radiation

Environments with zero radiation, like those with zero gravity, are rare and usually artificial. Controlled and shielded laboratories are the most common sources of zero radiation environments.

Natives of Gamma Terra don't need to make endurance checks in R0 environments. If anything, they feel a little uncomfortable, but are unable to determine why.

R1: Low Radiation

Low radiation is common to terrestrial planets with a magnetic field. This field shields Earth—and perhaps similar planets—from the worst of stellar radiation. Other minor sources of radiation include heavy metals in the soil and artificial sources. Low radiation doesn't exceed 10 rems over a year.

Low radiation presents no immediate threat. Heroes and supporting cast members don't need to make Constitution feat checks and can't contract radiation sickness. R1 is the status of most of the civilized areas of the Gamma World.

R2: Moderate Radiation

Moderate radiation is found in most ruins and causes harm to unprotected characters. It doesn't exceed 20 rems over a single week. Short exposure to the irradiated environment can minimize damage. Heroes must make a Constitution feat check for every full week spent in this environment.

An enviro-suit provides shielding to defend against moderate radiation. Protected characters aren't required to make Constitution feat checks. The best defense against Moderate radiation is to not spend a lot of time around it.

R3: High Radiation

High radiation can be found near the center of ancient cities and is best noted for its soft greenish-white glow. High radiation doesn't exceed 100 rems in a single day. Heroes must make Constitution feat checks for each day (or portion thereof) spent in the environment.

Soft enviro-suits cannot fully protect against high radiation, but allow the equipped hero to make checks as if in an R2 environment. Hard enviro-armor offer complete protection.

R4: Extreme Radiation

Extreme radiation occurs in particular sites of the Gamma World—usually the softly glowing, glassy ground zero of explosion deserts. Extreme radiation doesn't exceed 500 rems in a single hour. Heroes must make Constitution feat checks for every hour (or portion thereof) spent in this environment.

Enviro-suits and enviro-armor provide limited protection against extreme radiation; equipped heroes make Constitution checks as if in an R3 or R2 environment.

R5: Lethal Radiation

Lethal radiation is usually obvious—glowing a sickly green both day and night. Open and operating nuclear reactors have lethal radiation. Lethal radiation includes radiation over 500 rems/hour. Heroes must make Constitution feat checks every minute spent in this environment.

Enviro-suits allow the wearer to make checks as if in an R4 environment; enviro-armor, as if in an R3 environment. The Gamemaster may rule that particular domes and force fields may negate the effects of such radiation.

The Gamma Races and Mutations

In addition to potential illness, radiation can have a dramatic effect on the unstable genetic physiques of many Gamma World species. Whenever a Constitution feat check to resist radiation is called for, the hero must also make a Constitution feat check and compare the result to Table 31: Potential Mutations. Mutant characters have a +1 step penalty to this feat check (meaning that mutations are more likely to occur), while the other mutated humanoid species of Gamma World—such as dabbers, sasquatch, and sleeth—have a -2 step bonus. Pure strain human and android characters cannot be mutated and need not make this check.

If a possible mutation is indicated, the hero must make an additional Constitution feat check and compare the result to Table GW32: Radiation and Mutation to determine the type and strength of the mutation (or drawback). Such mutations or drawbacks manifest over the time frame indicated by Table 31.

Table GW29: Radiation

Radiation Level	CON Feat Check Modifier	Frequency
R0	no checks	none
R1	no checks	none
R2	-1 step bonus	1/week
R3	no modifier	1/day
R4	+1 step penalty	1/hour
R5	+3 step penalty	1/minute

Table GW30: Radiation Effects

CON Feat Check	Effects	Onset
Critical Failure	Terminally ill	10/20/30 minutes
Failure	Extremely ill	1/3 hours
Ordinary	Ill	6 hours
Good	None	—
Amazing	None	—

Table GW31: Potential Mutations

CON Feat Check	Possible Mutation?	Onset
Critical Failure	Yes**	10d6 minutes
Failure	Yes	2d4 hours
Ordinary	No	—
Good	No	—
Amazing	No	—

**Apply a +2 step penalty to the roll on Table GW32: Radiation and Mutation.

Table GW32: Radiation and Mutation

CON Feat Check	Mutational Changes
Critical Failure	Random Good-rank mutation drawback
Failure	Random Ordinary-rank mutation drawback
Ordinary	No mutation
Good	Random Ordinary-rank advantageous mutation
Amazing	Random Good-rank advantageous mutation

Temperature

Temperatures from -50° C (-58° F) to 50° C (125° F) are not unusual in extreme areas. Neither of these extremes is immediately lethal to an unprotected human—although the colder extremes can incapacitate a person in a matter of minutes. In certain rare situations, temperatures may range from a hair above absolute zero (-273° C) to several thousand degrees. Temperature hazards are rated from H0 (coldest) to H5 (hottest).

H0: Absolute Zero

Environments this cold (-200° C and below) have almost no atmosphere—most gaseous elements and compounds condense into rain or snow. Hence, independent supplies of oxygen are needed for survival. The outer planets and moons of Earth's solar system have surface temperatures near absolute zero. This situation may exist in certain Ancient lab conditions.

Exposed characters without protection must make exposure checks every phase. Enviro-suits provide only partial protection; they reduce the check frequency to once every hour. Enviro-armor, given its ability to provide heat, offers complete protection.

H1: Frigid

Temperatures of lower than -50° C (-58° F) fall into this category. Temperatures this extreme do not occur commonly on Earth, but polar regions might get this cold. Characters require breathing apparatus, since their lungs freeze upon exposure.

Exposed characters without protection must make exposure checks every round. With extremely heavy, bundled clothing or a makeshift shelter, the frequency of the exposure checks drops to once every hour. Enviro-suits provide complete protection.

H2: Temperate

Temperate environments fill the range between -50° C (-58° F) and 50° C (125° F). Generally, no checks are required for survival in a temperate environment, at least in the short term.

At both their hot and cold extremes, these environments pose no threat to humans. However, without proper supplies of water, clothing, and shelter, prolonged contact with these extremes requires exposure checks once every hour or day. In extreme hot or cold, heroes undergoing forced marches or heavy exertion may suffer a +1 or +2 step penalty to their exhaustion checks.

H3: Torrid

Unprotected heroes can no better tolerate torrid conditions than frigid ones. Torrid environments include areas in the 50° C (125° F) range and foreign environments with temperatures near the boiling point of water. Temperatures up to about 100° C are tolerable for a very short time. Heroes caught near a fire or in the vicinity of volcanic activity might be exposed to temperatures like this.

Unprotected characters make exposure checks once every minute. Enviro-suits and specialized firefighting gear can provide partial protection, reducing the frequency of exposure checks to once every 10 minutes. Thanks to its temperature control units, enviro-armor provides complete protection.

H4: Super Torrid

Temperatures over the boiling point of water, from 100° C to 500° C, demand extreme precautions. Super torrid environments are likely to occur only in Ancient Laboratories, or in the midst of volcanic eruptions or hot conflagrations.

Unprotected characters make exposure checks once every phase. Enviro-suits and specialized firefighting gear provide only minimal protection, reducing the frequency of checks to once every minute. Characters in enviro-armor make exposure checks once every 10 minutes. Vehicles and tailored habitat domes are the only source of permanent and lasting protection.

H5: Inferno

Heroes caught near a sun must deal with this type of environment. Temperatures may range from 500° C up to 1000° C and higher. In addition to some form of protection from the heat, independent breathing apparatus is absolutely necessary; the air is too hot to breathe. Short of a starship or a teleporter, it is unlikely that heroes of Gamma World will experience a full H5 condition.

Only shielded vehicles or specialized habitat domes offer total safety against inferno environments. Unprotected characters must make exposure checks once every phase with a cumulative +1 step penalty. Even enviro-armor can't offer protection against inferno temperatures.

chapter FOUR

Mutations

In the GAMMA WORLD setting, mutations are divided into three categories: *physical mutations* (those altering the mutant's body), *mental mutations* (those altering the mutant's mind or mental processes), and *drawbacks* (generally harmful mutations that may affect the mind or body).

Advantageous mutations are rated by power—Ordinary, Good, or Amazing—which measures both the potency of the mutation and how extensively it varies the human form. Ordinary mutations are low-powered alterations or minor improvements that don't result in substantial physiological redesign. Good mutations are mid-powered alterations or major improvements that push the body to its maximum potential, occasionally resulting in detectable alterations. Amazing mutations either drastically change the human form or add capabilities of tremendous power. Drawbacks are rated similarly, but designated Slight, Moderate, or Extreme.

Furthermore, each mutation has an activation condition (Permanent, Automatic, or Activated) and a related Ability Score, which are listed on the first line of the mutation's description. Permanent mutations are always in operation whether or not the hero wants them to be (including most drawbacks and some physical or mental mutations). Automatic mutations perform only when the character is subject to the right conditions. He does not need to concentrate to use the mutation. Activated mutations require an action to use.

In some cases, a mutation's description includes more than one version of the mutation. For example, Improved/Enhanced/Hyper Durability includes information on three forms of the mutation (Ordinary, Good, and Amazing versions), while Natural Attack/Improved includes details on both the base (Good) mutation and the Improved (Amazing) version.

DETERMINING MUTATIONS

Every hero in Gamma Terra (with the exception of pure strain humans) has one or more abilities classified as mutations. For some species, such as the badders or the sasquatch, such mutations are standard to the species itself. Such species need not consult these rules, as their mutations are predetermined and do not vary from individual to individual.

Mutated humans (mutants), on the other hand, have no such standard. Each individual represents a unique combination of mutations and drawbacks, and thus must be generated from scratch.

Two methods exist for determining a hero's mutations: guided randomization or pure randomization (or some combination of the two). The players and Gamemaster should mutually agree on an acceptable method. (Note that unless the Gamemaster specifically allows otherwise, the exact determination of which mutations your hero has will always be random.)

Regardless of the method, every mutant has 7 mutation points worth of mutations, and 4 mutation points worth of drawbacks. Ordinary mutations (and Slight drawbacks) cost 1 point, Good mutations (and Moderate drawbacks) cost 2 points, and Amazing mutations (and Extreme drawbacks) cost 4 points. No mutant may have more than three Ordinary mutations, two Good mutations, or one Amazing mutation.

Guided Randomization

With this method, the player selects how he wishes to divide his mutant's mutation points between physical and mental mutations, as well as the specific power level of each mutation and drawback. Once this is determined, just roll d20 on the appropriate column of TABLE GW35: PHYSICAL MUTATIONS or TABLE GW36: MENTAL MUTATIONS, or d12 on the appropriate column of TABLE GW37: DRAWBACKS to determine the exact mutations and drawbacks possessed by the hero.

◆ ***Example:*** A player could choose to place 4 of his mutant's 7 points into physical mutations, designating them as two Ordinary mutations and one Good mutation, and the remaining 3 points as one Ordinary and one Good mental mutation. Then he might decide to distribute his 4 points of drawbacks as two Ordinary and one Good drawback. Another player might decide to spend the 7 points on an Ordinary, a Good, and an Amazing mental mutation and place all 4 points of drawbacks into a single Amazing drawback.

Pure Randomization

If you choose this method, first roll d8 and compare the result to Table GW33: Mutation Point Distribution. The number in the row marked "P" is how many mutation points of physical mutations the hero has, while the number in the "M" row notes the number of mental mutation points he has.

Now find the number of Physical mutation points on Table GW34: Mutation Randomizer and roll the indicated die. This tells you the specific power level of each of the hero's physical mutations. Then, do the same for his mental mutations.

Finally, roll d20 on the appropriate column of Table GW35: Physical Mutations or Table GW36: Mental Mutations, or d12 on the appropriate column of Table GW37: Drawbacks to determine the exact mutations and drawbacks possessed by the hero.

Table GW33: Mutation Point Distribution

d8	1	2	3	4	5	6	7	8
P	1	2	3	4	5	6	7	0
M	6	5	4	3	2	1	0	7

Table GW34: Mutation Randomizer

# Points	Die Roll	Distribution
0 (n/a)	any	none
1 (any)	any	1 O
2 (any)	odd	2 O
	even	1 G
3 (any)	odd	3 O
	even	1 O, 1 G
4 (d6)	1–2	2 O, 1 G
	3–4	2 G
	5–6	1 A
5 (d6)	1–2	3 O, 1 G
	3–4	1 O, 2 G
	5–6	1 O, 1 A
6 (d6)	1–2	2 O, 2 G
	3–4	2 O, 1 A
	5–6	1 G, 1 A
7 (d6)	1–2	3 O, 2 G
	3–4	3 O, 1 A
	5–6	1 O, 1 G, 1 A

Duplicated Mutations

A mutant can't have more than one of the same mutation (including those mutations that have versions at multiple power levels). If the same mutation is rolled a second time (or a lower- or higher-powered version of the same mutation is rolled), disregard the second result and roll again.

Physical Mutations

As their name suggests, physical mutations alter a mutant's physical form—anything from granting gills or wings to allowing control over the hero's biological processes.

Touch-Delivered Mutations

Some physical mutations note that their damage can be conveyed by a touch. If the mutant simply wants to touch an unwilling target (say, as opposed to striking with a punch), he receives a -1 step bonus to the Unarmed Attack skill check.

Physical Mutation Descriptions

Acid Touch

Good, Activated, CON

Once per day the mutant can secrete a corrosive substance from his fingertips that lasts for 1 round (4 phases). The mutation is activated on demand and does not require an action. Any target struck by the acid secretion suffers damage based on a Constitution feat check made by the mutant: Marginal, d4s; Ordinary, d4w; Good, d4+2w; Amazing, d6+2w (En/O). Note that this damage is in addition to any incurred by the attack. On a Critical Failure, the mutant suffers d4w instead.

Biorhythm Control

Ordinary, Permanent, WIL

The mutant is more capable of fighting off adverse physical effects. He gains a -1 step bonus to Stamina or Resolve–*physical resolve* skill checks.

Chameleon Flesh

Amazing, Activated, CON

The mutant can alter his skin color and texture to blend into the background. One full round of concentration is required (any other actions during this round suffer a +2 step penalty). Once complete, opponents suffer a +1 to +4 step penalty to attempts to spot or target the mutant (including Awareness–*perception,* Investigate–*search,* and any Ranged Weapons skill), depending on visibility and background. If the mutant moves or is more than half-covered by clothing (which doesn't blend), reduce the penalty by 1 step.

Dermal Reinforcement/Armor/Plating

Ordinary/Good/Amazing, Permanent, CON

This encompasses three varieties of natural armor. A mutant with Dermal Reinforcement has layers of tough tissue just beneath his skin that grant armor of d4+1 (LI), d4 (HI), d4-1 (En). These tissue layers are undetectable to the eye or touch.

A mutant with Dermal Armor has tough organic plates just beneath his skin (obvious to the touch, but not visible) that grant armor of d6+1 (LI), d4+1 (HI), d4 (En).

With Dermal Plating, the mutant has large sections of chitinous plating growing over his skin (which may appear reptilian, insectoid, or crustacean, at the player's whim). This grants armor of d6+2 (LI), d6+1 (HI), d6+1 (En), but also reduces the mutant's Dexterity by 1 point.

If this mutation is used in conjunction with actual armor, the character rolls for each type and uses the more favorable result.

Dual Brain

Amazing, Automatic, INT

The mutant has a secondary brain located in the head or torso at the player's choice. The hero's mental mutations are confined to the primary brain, though the second brain has 2 additional mental mutation points. Should the hero's primary brain be affected by an empathic or telepathic power, the secondary brain automatically takes over all bodily functions (though any mental mutations controlled by the primary brain will be unavailable). The secondary brain (which otherwise remains dormant) has the same Intelligence, Will, and Personality scores, as well as all skill ranks possessed by the primary brain.



Electric Aura

Good, Activated, WIL

This mutation gives a hero special capacitorlike organs in his nervous system that produce an electrical field. When activated, the mutant can inflict extra damage in

Table GW35: Physical Mutations

d20	Ordinary	Good	Amazing
1	Biorhythm Control	Acid Touch	Chameleon Flesh
2	Dermal Reinforcement	Dermal Armor	Dermal Plating
3	Environmental Adaptation	Electric Aura	Dual Brain
4	Gills	Enhanced Durability	Energy Absorption
5	Improved Durability	Enhanced Healing	Energy Metamorphosis
6	Improved Healing	Enhanced Immunity	Energy Reflection
7	Improved Immunity	Enhanced Metabolism	Hyper Durability
8	Improved Metabolism	Enhanced Physical Ability	Hyper Healing
9	Improved Physical Ability	Enhanced Reflexes	Hyper Immunity
10	Improved Reflexes	Enhanced Senses	Hyper Metabolism
11	Improved Senses	Extra Body Parts	Hyper Physical Ability
12	Increased Balance	Gliding	Hyper Reflexes
13	Increased Speed	Increased Precision	Hyper Senses
14	Night Vision	Metamorphosis	Natural Attack, improved
15	Oversized Limbs	Natural Attack	Photogeneration
16	Pheromones	New Body Parts	Photosynthetic Skin
17	Radiation Tolerance	Redundant Vital Organs	Poison Attack
18	Sonar	Rejuvenation	Radiating Eyes
19	Toxin Tolerance	Size Change	Skeletal Enhancement
20	Vascular Control	Thermal Vision	Wings

unarmed combat or when wielding a metallic (ferrous) weapon. This damage is based on the result of a Will feat check made by the mutant: Marginal, d4s; Ordinary, d4+2s; Good, d8+2s; Amazing, d4+1w (En/0). Note that this damage is in addition to any incurred by the attack. Each activation lasts for 2 full rounds (8 phases), after which the mutant suffers 1 point of fatigue damage. This power will also short out most electronic equipment, including any worn by the mutant while it is active.

Energy Absorption

Amazing, Automatic, CON

This power allows the mutant to act as something like a "lightning rod" for energy attacks. Any time the mutant is struck by an energy (En) attack, subtract 2d4 from the primary damage inflicted. Secondary damage is calculated using this reduced result.

Energy Metamorphosis

Amazing, Automatic, CON

The mutant uses incoming energy damage to heal. This mutation negates d4+1 points of primary damage from any energy (En) attack and immediately restores an equal number of lost stun, wound, or mortal points (the type of damage restored is the same as the type of primary damage coming in). Extra points of healing are converted from mortal to wound to stun (4:2:1). Any excess damage not negated is then applied (roll armor effects normally).

◆ ***Example:*** A mutant with this power has 4s and 6w remaining (from 8 each) when he is hit for 5w from an energy attack. Rolling d4+1 for the mutation, the player gets a total of 3. Thus, the mutant first heals his two lost points of wound damage, then the remaining point of wound healing is converted into 2s of healing. Next, the leftover 2w of damage is applied as normal. Assuming the mutant wears no armor, he'll suffer 2w of primary damage and 1s of secondary damage. After the attack, the mutant is still down 2w but has a net gain of 1s.

Energy Reflection

Amazing, Automatic, CON

Similar to Energy Absorption, this mutation allows a hero to neutralize d4+1 points of primary damage from any energy (En) attack. Secondary damage is calculated using the reduced result. In addition, the neutralized damage is reflected back at the attacker, automatically hitting. If the mutant is wearing armor, energy can be neutralized but not reflected.

Environmental Adaptation

Ordinary, Permanent, CON

Changes in the mutant's physiology make him comfortable in an inhospitable environment. The player may choose one of the following adaptations: hot climate, arid climate, cold climate, or thin atmosphere. The mutant can function comfortably in the selected climate as long as conditions stay within that within which a human could survive. Any penalties associated with functioning in the selected environment are reduced by 2 steps.

Extra Body Parts

Good, Permanent, CON

The mutant has double the normal number of a specific body part. Roll d6 to determine the body part: 1=arms, 2=legs, 3=eyes, 4=ears, 5=mouth, 6=player's choice or other. In most cases, these body parts will be found at useful locations (arms attached to the torso, eyes in the head, and so forth).

An extra pair of arms allows the hero to take an additional action at no penalty to either action, but only if both actions are essentially identical (firing similar guns or swinging similar weapons at the same target, for instance). An extra pair of legs increases the hero's sprint, run, walk, easy swim, and swim movement rates by 25%. A second pair of eyes or ears grants the hero a -2 step bonus to Awareness–*perception* and similar skill checks relying on that sense. An extra mouth allows a hero to talk and eat at the same time, or to perform two bite attacks on the same target (assuming the hero's bite inflicts any damage).

Other versions of this mutation should be adjudicated by the Gamemaster. For instance, having ten fingers on each hand might grant a bonus to Manipulation skill checks, while having an extra pair of wings (for those heroes who already have wings via a mutation) could increase the hero's fly movement rate.

Gills

Ordinary, Permanent, CON

The mutant has gills which allow him to breathe water as easily as air. The mutant's body is also somewhat better adapted to movement through water; increase swim and easy swim movement rates by 50%.

Gliding

Good, Permanent, DEX

The mutant has large flaps of skin (like a flying squirrel) or other body parts that allow him to use the glide movement rate. The hero is incapable of gaining altitude without a substantial updraft. The mutant's body is also somewhat lighter than normal; he permanently loses 1 point of Constitution.

Improved/Enhanced/Hyper Durability

Ordinary/Good/Amazing, Permanent, CON

This description includes three separate mutations.

Improved Durability increases the mutant's stun rating by 3 points, Enhanced Durability increases the mutant's wound rating by 3 points, and Hyper Durability increases the mutant's mortal rating by 3 points. In the case of Enhanced and Hyper Durability, this comes with slight or substantial alterations in body form (such as thicker hide or increased bulk) which can be spotted by an Awareness–*perception* check (with a -1 or -2 step bonus, respectively).

Improved/Enhanced/Hyper Healing

Ordinary/Good/Amazing, Activated, CON
This description includes three separate mutations. In each case, the mutation may be consciously activated once per day, requiring a full round. (If the mutant is rendered unconscious, the mutation automatically activates if it has not yet been used in that 24-hour period.) The mutant then makes a Resolve–*physical resolve* skill check. With Improved Healing, the mutant recovers 1s/2s/3s & 1w (Ordinary, Good, or Amazing success). Enhanced Healing restores 2s/3s & 1w/4s, 2w, & 1m, while Hyper Healing restores 3s & 1w/4s & 2w/4s, 3w, & 1m. In addition, when activated Enhanced and Hyper Healing grant a -1 or -2 step bonus (respectively) to Stamina–*endurance* skill checks related to mortal damage for one hour.

Improved/Enhanced/Hyper Immunity

Ordinary/Good/Amazing, Permanent, CON
This description includes three separate mutations. A mutant with Improved Immunity gains a -2 step bonus to Constitution feat checks to counter the effects of disease, infection, or biological agents. When being treated to heal damage from these causes, the hero providing the treatment receives a -2 step bonus. Enhanced Immunity increases these to a -3 step bonus, while Hyper Immunity increases them to a -4 step bonus.

Improved/Enhanced/Hyper Metabolism

Ordinary/Good/Amazing, Activated, CON
The mutant can boost metabolic rate to grant bursts of strength and speed. When boosted, the hero receives a -1, -2, or -3 step bonus (for the Improved, Enhanced, or Hyper version) to the following skill checks: Athletics, Melee Weapons, Unarmed Attack, Acrobatics, and Movement. He also gains a 1-, 2-, or 3-point increase to any damage inflicted by a successful Unarmed Attack or Melee Weapons skill check. In addition, Hyper Metabolism grants a -1 step bonus to the mutant's action check.

Each adrenaline boost lasts for d4+1, d6+1, or d6+2 rounds; at the end of this time, the hero suffers fatigue damage (1 point, d4+1 points, or d4+2 points, respectively).

Improved/Enhanced/Hyper Physical Ability Score

Ordinary/Good/Amazing, Permanent, STR/DEX/CON
When this mutation appears, the player rolls d6 to determine which ability score is increased: 1–2, Strength; 3–4, Dexterity; 5–6, Constitution. The Improved version of this mutation increases the ability score by 1 point, the Enhanced version by 2 points, and the Hyper version by 3 points.

Improved/Enhanced/Hyper Reflexes

Ordinary/Good/Amazing, Permanent, DEX
The mutant gains a -1, -2, or -3 step bonus (for the Improved, Enhanced, or Hyper version) to her action check.

Improved/Enhanced/Hyper Senses

Ordinary/Good/Amazing, Permanent, WIL
The mutant gains a -1, -2, or -3 step bonus (for the Improved, Enhanced or Hyper version) to Awareness–*perception* checks or Investigate skill checks in which touch, taste, smell, sight, or hearing play a part.

Increased Balance

Ordinary, Permanent, DEX
The mutant's improved equilibrium grants her a -2 step bonus to Acrobatics skill checks.

Increased Precision

Good, Permanent, DEX
The mutant gains a -1 step bonus to hit with any attack (melee or ranged), and any penalty for range is decreased by 1 step.

Increased Speed

Ordinary, Permanent/Activated, CON
The mutant's movement rates increase by 25%. In addition, he may trigger a burst of speed that doubles his movement rate for one minute (5 rounds). This inflicts 1 point of fatigue damage.

Metamorphosis

Good, Activated, CON
The mutant can reshape his bodily features to match any being he has viewed. The mutant doesn't actually gain or lose mass, so he can't change his apparent size by more than a few centimeters. When used as a disguise, those attempting to see through it suffer a +4 step penalty to Awareness–*perception* skill checks. The mutant may keep the new form indefinitely, though he returns to normal if he falls asleep, is rendered unconscious, or is killed.

Natural Attack/Improved

Good/Amazing, Permanent, STR
The mutant gains a natural attack form, such as claws, fangs, spikes, or horns. Replace the hero's normal

unarmed damage with d6+2s/d4w/d4+2w (LI), or d4w/d4+2w/d4m (LI) for the Improved version. If the player chooses to make the natural weapon retractable, reduce damage figures by 2 (to a minimum of 1 point).

New Body Parts

Good, Permanent, CON

The mutant has one or more body parts not normally found on his species. The specific body part(s) are up to the player (with Gamemaster approval); examples include a pair of tentacles, a trunk, a prehensile tail, a marsupial pouch, or a set of antennae. The player is encouraged to be creative in his choice. The specific effect of this mutation will vary widely depending on the body part selected. In most cases it should result in a minor added ability, a -1 step bonus to a broad skill, a -2 step bonus to a specialty skill, or a minor improvement to an existing ability. For instance, a prehensile tail might let the hero take an additional action (at the normal penalties) while still having a free hand, while a pair of antennae might grant a -1 step bonus to Awareness skill checks.

Note that this mutation may not duplicate the effects of any Amazing-quality mutation (such as Flight), though it may be similar to Ordinary or Good mutations.

Night Vision

Ordinary, Permanent, WIL

The mutant has eyes that are extraordinarily sensitive to ambient light (like a cat's), which reduces obscurity penalties she would otherwise suffer by 2 steps. This mutation provides no help in total darkness.

Oversized Limbs

Ordinary, Permanent, CON

The mutant's arms or legs (player's choice) are 150% their normal length. Longer arms allow for greater reach, while longer legs add 25% to sprint, run, and walk movement rates.

Pheromones

Ordinary, Activated, WIL

The mutant can release pheromones that sap the willpower of creatures within 10 meters. Each creature that can be affected (see below) must make a Resolve–*mental resolve* skill check to determine the effect: Critical Failure, reduce Intelligence and Will resistance modifiers by 5; Failure, reduce by 3; Ordinary, reduce by 2; Good, reduce by 1; Amazing, no effect. The effects last for as long as the mutant maintains the pheromones and remains within 10 meters of the affected creature. Note that while this mutation is active, creatures tracking the mutant by scent gain a -2 step bonus to Investigate–*track* skill checks.

Pheromones are only effective on creatures of the same general type as the mutant (mammalian, reptilian, avian, and so forth). Thus, the pheromones of a mutated human would have no effect on a sleeth, but would affect a human, sasquatch, or hoop.

Photogeneration

Amazing, Activated, WIL

The mutant can generate light from his body. Whenever desired, the mutant can cause his body to glow, providing light equivalent to daylight in a 5-meter radius. Alternatively, he can generate a tremendously bright light. This flash forces everyone within 10 meters who is facing the mutant to make a Constitution feat check, the results of which indicate the duration of blindness: Critical Failure, d4 hours; Failure, d6 minutes; Ordinary, d6 rounds; Good, d4 rounds; Amazing, no blindness. After this flash, the mutant cannot generate light (normal or bright) for 4 hours.

Photosynthetic Skin

Amazing, Automatic, CON

The mutant does not need to eat if he spends at least three hours each day in bright sunlight (or twice that in dim sunlight). In addition, the mutant gains a -2 step bonus to Resolve–*physical resolve* skill checks made to heal damage if he spends the time resting in bright sunlight. Unfortunately, the mutant suffers 150% normal damage from light-based attacks (such as lasers) due to the oversensitivity of his skin.

Poison Attack

Amazing, Activated, STR

The mutant has the ability to produce a toxin, as well as a method of delivering the poison to a victim. Roll d4 to determine the type of poison and delivery system: 1, hemotoxin (insinuative); 2, neurotoxin (insinuative or inhaled, player's choice); 3, irritant (inhaled); 4, player's choice. (See the guidelines under "Poison" in Chapter 3.)

An insinuative delivery system injects the poison directly into the target's bloodstream through the use of a natural weapon, such as fangs, claws, or a stinger (the hero must have the Natural Attack or Improved Natural Attack mutation, or a similar natural ability, to have this delivery system). A successful Unarmed Attack–*brawl* skill check is required to deliver this poison.

Inhaled poisons are delivered via a sharp exhalation of breath or a burst of gas released from an internal bladder. The spray affects all targets within 4 meters in the direction the mutant is facing, and the poison remains airborne for 1 round after it's released.

The mutant may only have a single dose of poison available at any given time. Every hour after using this

mutation, the hero may make a Resolve–*physical resolve* skill check to produce a new dose (+2 step penalty if the mutant produces hemotoxin, +1 step penalty if neurotoxin, no penalty if irritant).

Radiating Eyes
Amazing, Activated, WIL
The mutant can project dangerous radiation from his eyes, affecting all targets in a cone-shaped area 10 meters long and 5 meters wide at its base. Each target in this area must make a Constitution feat check with the following results: Critical Failure, Terminally ill (10/20/30 minutes); Failure, Extremely ill (1/3 hours); Ordinary, Ill (6 hours); Good, Ill (12 hours); Amazing, No effect. The mutant must also make this Constitution feat check, though he gains a -3 step bonus.

Radiation Tolerance
Ordinary, Permanent, CON
The mutant has a -3 step bonus to Constitution feat checks for purposes of resisting radiation.

Redundant Vital Organs
Good, Permanent, CON
This mutation protects a character's vital life systems–cardiovascular, respiratory, nervous, and digestive–by providing backup organs that can function and maintain life if the primary systems are damaged. All mortal damage inflicted on the mutant is reduced by half (though the mutant suffers secondary damage based on the full amount), and the mutant gains a -3 step bonus to Stamina–*endurance* skill checks related to mortal damage.

Rejuvenation
Good, Activation, WIL
The mutant can consciously restore lost stun or fatigue points. Once per hour, he may make a Resolve–*physical resolve* skill check, the result of which provides 2, 4, or 6 "rejuvenation points" (for an Ordinary, Good, or Amazing success). It costs 2 rejuvenation points to restore a lost fatigue point or 1 point to restore a lost stun point; the hero can "mix and match" to restore both fatigue and stun points if desired. Excess rejuvenation points are lost. Note that this healing is in addition to any normally afforded the hero by the passage of time.

Size Change
Good, Permanent, STR or DEX
The mutant's body has been permanently increased (a STR-based mutation) or decreased (DEX-based) in height (roll d4: 1–2 increased, 3–4 decreased) by 50%. Note that because mass increases or decreases by the cube of the change in height, a larger hero weighs just over 3 times normal while a smaller hero weighs only one-eighth normal.

Larger heroes gain 50% to movement rates, gain 1 point to Strength, and subtract 1 point from Dexterity. Smaller heroes reduce their movement rates by 50%, lose 1 point from Strength, and add 1 point to Dexterity.

Heroes with this mutation may be incapable of using or wearing normal-sized equipment, and may encounter other difficulties at the Gamemaster's option.

Skeletal Enhancement
Amazing, Permanent, CON
The mutant's skeleton is far stronger than normal. Unarmed attacks, blunt attacks, and falls inflict only half damage (both primary and secondary). The mutant inflicts +2 damage in unarmed combat, and permanently gains +1 to his Constitution.

Sonar
Ordinary, Permanent, WIL
The mutant can "see" by emitting high-pitched squeaks and listening to them reflect off surfaces (like a bat). This negates all but 1 step of penalty due to darkness or poor visibility, though fine or two-dimensional details (such as writing) cannot be determined. The range of the sonar is limited to 100 meters.

Thermal Vision
Good, Permanent, WIL
The mutant can see into the infrared spectrum, spotting objects by the heat they radiate. As long as objects and other characters aren't the same temperature as the surrounding area, the hero receives a -3 step reduction to penalties relating to obscured situations, including total darkness.

Toxin Tolerance
Ordinary, Permanent, CON
The mutant's body can process toxic substances with great efficiency, reducing their effects. He gains a -2 step bonus to Constitution feat checks made to resist poisons or drugs.

Vascular Control
Ordinary, Permanent, WIL
The major blood vessels in the mutant's body can limit blood loss due to injury by constricting and then rerouting blood around damaged areas. This reduces primary mortal damage suffered by 1 point (but does not affect secondary damage), and provides a -1 step bonus to Stamina–*endurance* skill checks related to mortal damage.

Wings
Amazing, Permanent, DEX
The mutant has large wings (feathered, gossamer, bat, or whatever the player desires). This allows her to use the fly and glide movement rates. By purchasing ranks in the Acrobatics–*flight* skill, she can improve her ability to move through the air. Without this skill, the success of any attempt to fly is determined by an untrained skill check (one-half Dexterity with a +1 step penalty).

The mutant's body is also light-framed, with hollow bones and efficient musculature; she permanently loses 1 point from her Strength score and 2 points from her Constitution score, while adding 1 point to her Dexterity score. The mutant's wingspan is about 6 meters, so it's nearly impossible to conceal her wings.

Mental Mutations

In their descriptions, many mental mutations are classified as empathic, telekinetic, or telepathic. This is significant because certain defensive mutations provide protection against one of these types of powers.

The following mutations are considered empathic: Empathic Blast, Empathic Burst, Empathic Scan, and Empathic Symbiosis.

The following mutations are considered telekinetic: Cryokinesis, Flight, Levitation, Photokinesis, Pyrokinesis, Telekinesis, Telekinetic Blast, and Telekinetic Hand.

The following mutations are considered telepathic: Confusion, Contact, Fatigue Generation, Illusion Generation, Induce Phobia, Invisibility (Improved), Mental Domination, Mental Paralysis, Mindwipe, Suggestion, Telepathic Blast, Telepathic Scan, and Translation.

Mental Mutation Descriptions

Battle Sense/Improved
Ordinary/Good, Permanent, INT
The mutant has an intuitive sense of combat that grants him a -1 step bonus to action checks (-2 step bonus for Improved version).

Clairaudience
Good, Activated, INT
The hero can project her mind to a selected location (up to 1 kilometer away) and hear sounds as if she were there. Each use of this mutation lasts 5 rounds (1 minute). If the mutant uses this power a second time before an hour has passed, she suffers 1 point of fatigue damage.

Clairvoyance
Good, Activated, INT
The mutant can project his mind to a selected location (up to 1 kilometer away) and see as if he were there. Each use of this mutation lasts 5 rounds (1 minute). If the mutant uses this power a second time before an hour has passed, he suffers 1 point of fatigue damage.

Confusion
Ordinary, Activated, PER
The mutant can telepathically confuse the mental processes of a single visible target within 30 meters. The target suffers a +1 step penalty to all actions, and may attempt a Resolve–*mental resolve* skill check to resist further effects; failure indicates the target acts as indicated by the roll of a d6: 1 = stands still; 2 = wanders away; 3 = attacks nearest creature; 4 = attacks nearest inanimate object; 5 = repeats last action taken; 6 = performs nonsensical noncombat action such as hopping up and down or giggling uncontrollably. This power can be used once per round, and its effects last for 5 rounds (1 minute).

Contact
Ordinary, Activated, PER
The mutant can send and receive thoughts to and from another character within 1 kilometer, as if the two were standing next to one another having a conversation. Note that this does not allow the mutant to read another's thoughts (unless those thoughts are specifically sent to the mutant by a willing target). Since the communication is on a telepathic level, the individuals need not share a language.

If desired, the mutant can instead create a mental link between any number of characters within 10 meters of him. This allows all individuals to communicate with each other telepathically as noted above (though it is impossible to "filter out" any of the conversation, thus, all characters hear all sent thoughts as if they stood together in a room).

Cryokinesis
Amazing, Activated, WIL
The mutant can telekinetically slow the movement of molecules in an object or even air to decrease its temperature. This mutation requires one full phase of concentration before it takes effect. When used on a target, the victim must make a Constitution feat check, the result of which indicates the damage suffered: Critical Failure: the target suffers d6w and is rendered unconscious for d4 rounds; Failure: d6+2s; Ordinary: d4s; Good: d4-2s; Amazing: no effect. Alternatively, the mutant can cool a 5-meter-radius area, which

Table GW36: Mental Mutations

d20	Ordinary	Good	Amazing
1	Battle Sense	Battle Sense, improved	Cryokinesis
2	Confusion	Clairaudience	Death Field Generation
3	Contact	Clairvoyance	Empathic Symbiosis
4	Danger Sense	Duality	Flight
5	Directional Sense	Empathic Burst	Hyper Mental Ability
6	Empathic Blast	Empathic Reflection	Life Leech
7	Empathic Scan	Enhanced Mental Ability	Magnetic Control
8	Empathic Shield	Fatigue Generation	Mental Domination
9	Improved Mental Ability	Illusion Generation	Mental Paralysis
10	Invisibility	Induce Phobia	Mindwipe
11	Life Detection	Invisibility, improved	Precognition
12	Mental Enhancement	Kinetic Shield	Psychic Projection
13	Mind Over Body	Levitation	Psychic Void
14	Natural Learner	Mental Enhancement, improved	Psychometry
15	Photographic Memory	Photokinesis	Pyrokinesis
16	Psychic Perception	Postcognition	Telekinetic Blast
17	Quick Thinking	Suggestion	Telekinetic Hand
18	Telekinesis	Telepathic Blast	Telekinetic Reflection
19	Telepathic Resistance	Telepathic Scan	Telepathic Reflection
20	Translation	Telepathic Shield	Transfusion

inflicts the same damage to all targets within the area, but grants a -2 step bonus to the Constitution feat check. In either case, the range is 30 meters and the mutation can be used once per hour.

Danger Sense

Ordinary, Permanent, WIL
The mutant's heightened intuitive powers grant a -2 step bonus to Awareness–*intuition* skill checks.

Death Field Generation

Amazing, Activated, WIL
When the mutant uses this power, all living creatures (including the mutant) within 20 meters must make a Resolve–*physical resolve* skill check. If it succeeds, the creature suffers d4s. If it fails, the creature suffers 2d4w (no secondary damage is inflicted). Armor does not protect against this damage, as it represents a pure loss of life force. Those damaged by this mutation may make a *physical resolve* skill check each hour; any success indicates that all damage suffered by Death Field Generation disappears. This power may be used only once per week.

Directional Sense

Ordinary, Permanent, INT
The mutant has an instinctive sense of direction and is almost incapable of becoming lost. She gains a -3 step bonus to any Navigation skill checks.

Duality

Good, Permanent, WIL
The mutant can perform two related actions (such as attacking with a weapon in each hand) at no penalty, and can perform two unrelated actions (such as firing a gun while picking a lock) with no penalty to the first action and a +2 step penalty to the second. The mutant is also considered to be ambidextrous and can use a weapon in either hand normally.

Empathic Blast

Ordinary, Activated, PER
The mutant can implant a strong emotion in the mind of a single visible target within 30 meters. Typical emotions (and their effects) are as follows:

Courage:	-2 step bonus to Resolve skill checks
Fear:	+2 step penalty to Resolve skill checks
Love:	-2 to target's Intelligence and Will resistance modifiers
Hatred:	+2 to target's Intelligence and Will modifiers
Anger:	+1 step penalty to all actions
Happiness:	-1 step bonus to all actions

An unwilling target is allowed a Resolve–*mental resolve* skill check to resist the effects of Empathic Blast. The mutant cannot affect himself with this mutation. The effects last for 1 minute (5 rounds), and the power can be used once per round.

Empathic Burst
Good, Activated, PER
This duplicates the effects of Empathic Blast except that it affects d4+1 targets within 30 meters of the mutant. The player may select which targets are affected by this mutation; all targets are allowed a Resolve–*mental resolve* skill check to resist. The mutant cannot affect himself with this mutation. It may be used once per minute.

Empathic Reflection
Good, Automatic, WIL
The mutant automatically reflects empathic attacks made against him. The user of the empathic power is affected as if the target had used the power on her. Empathic scans made against the mutant read the scanning character's emotions instead.

Empathic Scan
Ordinary, Activated, INT
The hero can "read" the surface emotions of another character within sight. In addition to the obvious advantages this grants, the mutant also gains a -1 step bonus when using encounter skills against that target. The mutant can scan one target per round.

Empathic Shield
Ordinary, Permanent, WIL
The mutant gains +1 to his Intelligence and Will resistance modifiers and a -1 step bonus to Resolve skill checks. He is immune to empathic scans.

Empathic Symbiosis
Amazing, Activated, PER
This powerful mutation allows the hero to form a long-lasting empathic link with another character. This symbiosis permanently connects the emotional states of the two creatures. What one feels, the other also feels (though at a lesser intensity). The sharing of emotions is automatic and instantaneous; thus, each individual always knows the emotional state of the other, but is never overwhelmed by it. Consciously withholding feelings from a linked individual requires a Will feat check every round.

In addition, the Intelligence and Will resistance modifiers of each individual in the symbiosis become equal to the sum of all linked individuals. Thus, if three individuals with Intelligence 11 (+1 INT resistance modifier) were empathically linked, they would each have a new Intelligence resistance modifier of +3 (the sum of the Intelligence resistance modifiers of all individuals).

To create this empathic link, the mutant must make a Personality feat check. If used on a unwilling target, apply the target's Will resistance modifier to the feat check. However, if used on a willing target, apply the reverse of the Will resistance modifier (a stronger Will increases, rather than decreases, the chance of success). In addition, apply a +1 step penalty for each individual already empathically linked to the mutant. If the feat check fails, the mutant can never again attempt to use Empathic Symbiosis on that target.

An Empathic Symbiosis shouldn't be entered into lightly, but only with individuals who are trusted by the mutant. The Gamemaster should reinforce the loss of privacy created by this mutation, as well as the incredibly strong emotional bond it forges.

Fatigue Generation
Good, Activated, WIL
The mutant can induce fatigue in a visible target within 30 meters. This inflicts 1 point of fatigue damage to the target, but the mutant also suffers 1 point of stun damage. The power can be used once per round.

Flight
Amazing, Activated, WIL
The mutant can telekinetically fly at her fly movement rate. She may carry up to 10 kg per point of Will while flying. The mutant suffers a +2 step penalty to any actions taken while flying (except when hovering). Each minute of continuous flight after the first forces the mutant to make a Will feat check or suffer 1 point of fatigue damage. If the mutant runs out of fatigue points while flying, she immediately drops to the ground (suffering impact damage).

Illusion Generation
Good, Activated, PER
The mutant can telepathically implant an illusion in the mind of a visible target within 30 meters. The illusion has no substance, so it can fool only the eyes and ears. A successful Awareness–*intuition* skill check (at a +1 step penalty) will allow the target to "see through" the illusion. Maintaining the illusion requires some concentration on the part of the mutant; she suffers a +1 step penalty to all other actions while doing so. Each minute (5 rounds) or fraction thereof after the first minute that the illusion is maintained costs the mutant 1 point of fatigue damage.

Improved/Enhanced/Hyper Mental Ability Score
Ordinary/Good/Amazing, Permanent, INT/WIL/PER
When rolled or selected, the player should roll d6 to determine which Ability Score is increased: 1–2, Intelligence; 3–4, Will; 5–6, Personality. The Improved version of this mutation increases the Ability Score by 1 point, the Enhanced version by 2 points, and the Hyper version by 3 points.

Induce Phobia
Good, Activated, PER
The mutant can telepathically induce a severe phobia in a visible target within 30 meters. This can be anything the mutant desires, from birds to people to guns to open spaces. Assuming that the object of the phobia is present, the target must immediately make a Will feat check; failure indicates that he freezes or flees the scene, as appropriate. Even if the target succeeds, he suffers a +1 step penalty to all actions while the object of his phobia is present. This mutation may be used once per hour, but only once per day on any given target. Its effects last for 10 minutes.

Invisibility/Improved
Ordinary/Good, Activated, PER
The mutant can implant a limited form of telepathic illusion that prevents a single visible target within 30 meters from perceiving his presence. The mutant simply doesn't register to the target's senses, though an Awareness–*intuition* skill check (with a +1 step penalty) may note that something is amiss.

The Improved version of this mutation allows the mutant to affect up to six targets, or to mask up to six individuals from a single target. All targets to be affected, or all individuals to be masked, must be within 10 meters of all other targets or individuals.

The invisibility created by either version of this mutation lasts for 5 rounds (1 minute), and may be used once per hour.

Kinetic Shield
Good, Activated, WIL
The mutant can create an invisible barrier that protects him from physical attacks. Damage from LI attacks is reduced by 2 points, while damage from HI attacks is reduced by 1 point (before checking armor). The mutant can use this power once per hour, and each use lasts 5 rounds (1 minute).

Levitation
Good, Activated, WIL
The mutant can telekinetically levitate herself (plus 10 kg per point of Will) into the air at a rate of 2 meters per phase. This mutation allows only vertical movement; the mutant cannot move horizontally (except by pushing off of objects, which grants horizontal movement at a rate of 1 meter per phase). The mutant can ascend, descend, or hover at will while the mutation is active. The hero suffers a +1 step penalty to any action while levitating (except when hovering). Each round of continuous levitation after the first forces the mutant to make a Will feat check or suffer 1 point of fatigue damage. If the mutant runs out of fatigue points while levitating, she immediately drops to the ground (suffering impact damage).

Life Detection
Ordinary, Activated, INT
When this mutation is activated, the character can detect all living creatures in a 30-meter radius. If desired, the player may narrow the criteria to detect only a specific type of creature (such as mammals, reptiles, sentient beings) or a specific species (such as humans, sleeth, or sasquatch). This mutation may be used once per hour and lasts for 1 round.

Life Leech
Amazing, Activated, WIL
When life leech is activated, the mutant drains d4 stun points from all animals within 10 meters. These points are added to the mutant's stun rating (though it cannot exceed 3× the mutant's normal maximum stun rating). Stun damage inflicted on the mutant is taken from the extra stun points first, which otherwise fade after 4 hours. Note that wound or mortal points cannot be drained with this power.

The mutant may use this power once per hour at no risk to himself. However, each additional activation in the same hour inflicts 1 point of fatigue damage to the mutant.

Magnetic Control
Amazing, Activated, WIL
This mutation allows the hero to control lines of magnetic force. This is similar to Telekinesis, although the mutant can move only iron, steel, or other ferrous objects within 30 meters of himself. The mutant can move objects up to 200 kg at a rate of 4 meters per phase in any direction. For every additional 50 kg of mass, the movement rate decreases by one-half meter. Any other actions taken while the mutant is using this power suffer a +2 step penalty.

This power can also damage electronic equipment. When used in such a manner, a successful Will feat check by the mutant disables the device until it can be repaired.

The mutant can use this power for up to 5 rounds (1 minute) without tiring. However, after this period the mutant must rest the mutation for one hour or he suffers 1 point of fatigue damage for each additional round of use.

Mental Domination
Amazing, Activated, PER
The mutant can telepathically take control of another being's mind and command the target to do her bidding. The result of a Personality feat check by the mutant applies a +1, +2, or +3 step penalty to the target's Resolve–*mental resolve* skill check made to resist the effect. The target must be within sight when the

domination attempt is made, but can be commanded at any range after that. The duration of the domination is 1 hour. Any commands specifically against the target's nature grant a new *mental resolve* skill check to break free (with the same penalty that was applied to the original check).

This mutation is physically tiring to the hero using it. When the effect ends, she suffers 1 point of fatigue damage. Only one target can be dominated at a time.

Mental Enhancement/Improved

Ordinary/Good, Permanent, WIL

The mutant's mental mutations are more powerful than normal. If the mutation requires a skill or feat check to use, the mutant gains a -1 step bonus; if it forces a target to make a skill or feat check to resist, that check suffers a +1 step penalty. If neither of these apply, mental enhancement has no effect on that mutation.

Improved Mental Enhancement increases the bonus or penalty to 2 steps.

Mental Paralysis

Amazing, Activated, PER

The mutant can telepathically paralyze a target's motor control, causing him to drop to the ground like a puppet whose strings have been cut. The target (who must be visible and within 30 meters) is allowed a Resolve–*mental resolve* skill check to resist; otherwise, she is incapable of movement for d4+1 rounds. Of course, mental mutations and other abilities which don't rely on movement may be used while under the effect of this mutation. The mutant may use this power once per hour.

Mind Over Body

Ordinary, Activated, PER

The mutant can consciously override his own body's physiological response to fatigue or injury. Once per hour, the hero may make a Will feat check. On an Ordinary result, he can ignore 1 step of penalties resulting from fatigue or mortal damage. A Good result allows him to ignore 2 steps of penalties, while an Amazing result lets him ignore 3 steps of penalties. The duration of the effect lasts for one hour (but may be extended by another activation of the mutation). Note that this mutation can only negate penalties, never grant a bonus.

Mindwipe

Amazing, Activated, PER

The mutant can telepathically erase a portion of a target's memory. The target must be visible and within 30 meters, and she gets a Resolve–*mental resolve* skill check to resist. Failure indicates that the mutant can erase up to 1 hour of the target's memory. This action may be repeated to erase larger portions; however, each additional attempt by the mutant against the same target grants the target a cumulative -1 step bonus to resist, and any successful *mental resolve* skill check negates all memory erasure by the mutant.

Natural Learner

Ordinary, Automatic, INT

When this mutation is rolled, the player must select an Ability Score. When learning a skill or increasing the rank of any skill based on that score, the hero may attempt an Intelligence feat check. If successful, the skill point cost for that skill or skill rank is decreased by one point.

This reduction is cumulative with profession discounts, but not with any reduction gained from the Teach skill. The cost of any skill or skill rank can't be reduced below 1 point.

The player must commit to purchasing the skill before attempting the feat check, and the hero must have sufficient skill points available to purchase the skill even if the feat check fails.

Photographic Memory

Ordinary, Permanent, INT

The mutant has a flawless memory, remembering everything she has ever experienced.

Photokinesis

Good, Activated, WIL

The mutant can telekinetically excite the molecules in an object so that they give off illumination. After one phase of concentration, the object begins to glow, illuminating a 5-meter-radius area with light equivalent to normal daylight. The effect lasts for 1 minute (5 rounds) and may be used once per hour.

Postcognition

Good, Activated, WIL

The mutant can "see" flashes of events that occurred in an area in the past. The result of an Awareness–*intuition* feat check by the mutant indicates the clarity of the sight: Ordinary, the hero senses general emotions left in the area; Good, she also receives brief flashes of events that may or may not make sense to her; Amazing, she experiences a brief encounter as if she were at the scene when the events occurred.

With Postcognition, the mutant generally taps into the most significant or emotional event of an area, though this mutation only rarely allows sight beyond one day per point of the mutant's Will. This mutation may be used only once per day, and only one success is allowed in any given area (thus, if the mutant gets an Ordinary success, she can't come back the next day to try for a better success).

Precognition
Amazing, Automatic/Activated, WIL
With this mutation, the character can receive impressions about possible future events. A mutant usually doesn't consciously employ this mutation Instead, the Gamemaster can call for the mutant to make an Awareness–*intuition* skill check when a precognitive flash might occur. On an Ordinary success, the mutant perceives vague images of a future event. On a Good success, she receives brief flashes of coming events that may or may not make sense to her. On an Amazing success, she actually experiences a brief encounter as though she is at the scene when the events transpire.

Precognition generally allows a mutant to see events up to one day in the future per point of Will, though the Gamemaster can adjust this for story purposes.

Forcing a precognitive flash applies a +3 step penalty to the skill check and costs the hero 1 point of fatigue damage. Furthermore, regardless of the success of the attempt the power is "exhausted" and can't be used for 2d6 days.

Psychic Perception
Ordinary, Automatic, INT
The mutant automatically detects the activation of any mental mutation within 100 meters, and may make an Awareness–*intuition* skill check to determine the source. If a character with an inactive or permanent mental mutation mental mutation passes within 30 meters of the mutant, the Gamemaster may make a secret Awareness–*intuition* skill check to see if the hero detects the character.

Psychic Projection
Amazing, Activated, INT
The mutant can project his consciousness to any point within 1 kilometer. This psychic projection is invisible and can travel at the speed of thought, penetrating any barrier at will. The mutant's consciousness can perceive its environment as if the mutant were there (though he can't employ any physical or mental mutations through this ghostly presence). While projecting, the mutant's body lies insensate and helpless. This mutation is physically taxing; for every minute (or fraction thereof) that the mutant psychically projects, he suffers 1 point of fatigue damage.

Psychic Void
Amazing, Permanent, WIL
The mutant's mind is completely undetectable by empathic or telepathic scans, registering as only a blank slate. He is immune to empathic and telepathic attacks. Mutations that contact the character's mind, such as Contact or Translation, fail to function on him.

Psychometry
Amazing, Activated, INT
The mutant can read psychic impressions from inanimate objects. The mutant must touch or wear the object to gain insight into who has used it and in what context. What the hero senses depends on the result of an Intelligence feat check. On an Ordinary success, the mutant receives simple emotions associated with the object. A Good success allows the mutant to see simple images associated with the object. On an Amazing success, the mutant experiences a brief encounter as if she were the person using the object or its owner. Generally, psychic residues of this nature last for a few hours, though residues related to particularly emotional events (such as a murder) may last for days or weeks, at the Gamemaster's discretion.

This power may be used only once on any given object, and only once per day at any rate. The Gamemaster can automatically activate this skill to provide a clue or otherwise direct a story.

Pyrokinesis
Amazing, Activated, WIL
The mutant can telekinetically excite the molecules of an object or the air to increase its temperature. This mutation requires one full phase of concentration before it takes effect. When used on a living target, the victim must make a Constitution feat check, the result of which indicates the damage suffered: Critical Failure, the target suffers d6w and ignites, suffering equal damage each round until the fire is extinguished; Failure, d4w; Ordinary, d4s; Good, d4-2s; Amazing, no effect. Alternatively, the mutant can heat up a 5-meter-radius area, which inflicts the same damage to all targets in the area but grants a -2 step bonus to the Constitution feat check. In either case, the range is 30 meters and the mutation can be used once per hour.

Quick Thinking
Ordinary, Permanent, INT
The hero's mind works more quickly than others. This results in a -1 step bonus to all Intelligence-based skill checks.

Suggestion
Good, Activated, PER
The mutant can telepathically implant a suggestion in the mind of a visible target within 30 meters that the target believes to be its own. The target may make a Resolve–*mental resolve* skill check to resist, the result of which determines the duration of the suggestion: Critical Failure, 3 hours; Failure, 1 hour; Ordinary, 1 round; Good or Amazing, no effect. A reasonable suggestion incurs a +1 or +2 step penalty to the *mental resolve* skill check, while

a suggestion of something opposed to the target's nature grants a -1 to -3 step bonus. Most targets will not realize afterward that the idea was not their own, although the Gamemaster could allow a Will feat check to recognize that fact.

Suggestion may be used once per 10 minutes.

Telekinesis

Ordinary, Activated, WIL

The mutant can move objects using only her mind. She can lift up to 100 kg at a rate of 1 meter per phase or push up to 200 kg at 2 meters per phase. Normal impact damage rules apply to an object dropped from a height or a target struck by a moving object. A mutant cannot use this power on herself.

Telekinetic Blast

Amazing, Activated, WIL

Once per round, the mutant can unleash a blast of pure telekinetic force, inflicting d6+2s (LI) to a single visible target within 10 meters.

Telekinetic Hand

Amazing, Activated, WIL

The mutant can manipulate small objects at a distance of 30 meters using only her mind. This allows her to wield a weapon, fire a gun, push a button, pick a lock, disarm a bomb, or perform any similar action (though the attempt suffers a +1 step penalty). The hero uses her normal skill rank for such an action, but the skill score is determined by adding the rank to her Will, rather than the normal ability used by the skill. Thus, if a mutant with Dexterity 12, Will 10, and rank 4 in Manipulation–*lockpick* attempted to pick a lock telekinetically, the skill score would be 14 (10+4) rather than 16 (12+4). Normal penalties apply for attempting multiple actions simultaneously. This power can be maintained for up to 1 minute (5 rounds). A second use of this mutation before 1 hour has passed inflicts 1 point of fatigue damage to the mutant.

Telekinetic Reflection

Amazing, Automatic, WIL

The mutant automatically reflects any telekinetic attacks made against him (such as Telekinesis or Telekinetic blast). The user of such a power is affected as if the protected mutant had initiated the power against her.

Telepathic Blast

Good, Activated, PER

The mutant can direct a powerful blast of mental energy into the mind of a visible target within 30 meters. The blast inflicts d4+1s, and armor provides no protection. The power may be used once per round.

Telepathic Reflection

Amazing, Automatic, WIL

The mutant is immune to and automatically reflects any telepathic attack made against him (including Confusion, Telepathic Blast, Telepathic Suggestion, Mental Domination, Mental Paralysis, and Mindwipe). The user of such a power is affected as if the protected mutant had initiated the power against her. Telepathic powers that don't represent an attack (such as Illusion Generation, Translation, Telepathic Contact, Telepathic Invisibility, and Telepathic Scan) simply fail to function against the mutant.

Telepathic Resistance

Ordinary, Permanent, WIL

The mutant has an innate resistance to telepathic powers (including Confusion, Illusion Generation, Telepathic Blast, Telepathic Invisibility, Telepathic Scan, Telepathic Suggestion, Mental Domination, Mental Paralysis, and Mindwipe). He gains a -1 step bonus on any skill or feat check made to resist such abilities.

Telepathic Scan

Good, Activated, PER

The mutant can telepathically read the surface thoughts of a visible target. Each use of this ability lasts 1 round (4 phases). The mutant may use this power once per hour at no risk to himself; however, each additional use (or each additional round a scan is extended) causes 1 point of fatigue damage to the mutant.

Telepathic Shield

Good, Activated, WIL

The mutant can render himself immune to telepathic powers, as noted under "Mental Mutations," above. The mutation can be activated once per hour and lasts for 10 minutes.

Transfusion

Amazing, Activated, WIL

The mutant can transfer his life force to another by touch. This mutation requires a successful Resolve–*physical resolve* skill check, the success of which indicates the maximum amount of wound or mortal points the mutant transfers to the target: Critical Failure, the mutant suffers 1w but heals no damage in the target; Failure, no effect; Ordinary, 1w; Good, 2w; Amazing, 3w or 1m. The mutant may use this ability once per round.

Translation

Ordinary, Permanent, INT

The mutant's brain automatically translates the spoken words of any sentient creature. The mutant can also

choose to have her brain translate words before she speaks them, allowing such creatures to understand her.

Note that the mutant technically doesn't know any extra languages—she couldn't speak an unknown language unless she was actually communicating with a speaker of that language—nor can the mutant translate written or audio-recorded documents. The mutation grants no ability to communicate with nonsentient animals or plants.

Since this mutation relies on a low-level telepathic ability, it is blocked by the Telepathic Shield and Telepathic Reflection mutations.

Drawbacks

Unfortunately, the great power afforded by mutations doesn't come for free. As stated earlier, every mutant has 4 points of drawbacks. The power of these drawbacks can be assigned randomly or by choice, using the same rules noted above for selecting mutations. Simply replace any reference to a Ordinary, Good, or Amazing mutation with a Slight, Moderate, or Extreme drawback.

Slight drawbacks aren't readily apparent to the casual observer, but manifest in weaknesses that can hinder a mutant in some situations. Moderate drawbacks often have a visible sign of their presence and can greatly hinder a mutant in certain situations. Extreme drawbacks have a clearly visible appearance or severe effect on the mutant's capability to act unhindered.

As with mutations, a mutant can't have more than one version of the same drawback. If the same drawback is rolled twice, or a lower- or higher-powered version of the same drawback is rolled, disregard the second roll and roll again.

Drawback Descriptions

Below are descriptions of the various drawbacks. Note that in many cases, multiple versions of the same drawback (such as Slight, Moderate, or Extreme cases of the drawback) are listed together.

Attraction Odor

Slight, Permanent, CON
The mutant emits a musky scent that tends to attract predators. Those tracking the mutant by scent gain a -3 step bonus to Investigate–*track* skill checks. The Gamemaster should also increase the likelihood of predators stalking and attacking the mutant.

Diminished Senses

Slight/Moderate/Extreme, Permanent, WIL
The mutant is less perceptive than normal. This results in a +1, +2, or +3 step penalty to Awareness–*perception* and Investigate–*search* or *track* skill checks (for the Slight, Moderate, or Extreme version of this drawback), as well as to any other skill checks that rely on sensory input. The mutant also has a +1, +2, or +3 step penalty to any attack at long range.

Deadly Immunity

Extreme, Automatic, CON
The mutant's immune system works to attack organisms outside the mutant' body. Once per day, the mutant makes a Constitution feat check with a -2 step bonus. The result determines the potency of the infectious disease the mutant produces that day: Critical Failure, the disease affects only the mutant himself, inflicting a +2 step bonus to all actions for 24 hours; Failure, potential victims receive a -1 step bonus to Constitution feat checks to resist the disease; Ordinary, +1 step penalty to the victim's check; Good, +2 step penalty; Amazing, +3 step penalty.

Table GW37: Drawbacks

d12	Slight	Moderate	Extreme
1	Attraction Odor	Diminished Senses, moderate	Deadly Immunity
2	Diminished Senses, slight	Environmental Sensitivity, moderate	Diminished Senses, extreme
3	Environmental Sensitivity, slight	Fadeout	Environmental Sensitivity, extreme
4	Light Sensitivity	Hostility Field	Physical Change, Major
5	Radiation Sensitivity	Photodependent	Poor Dual Brain
6	Reduced Ability Score, slight	Physical Change, Minor	Poor Memory
7	Sound Sensitivity	Reduced Ability Score, moderate	Reduced Ability Score, Extreme
8	Temporary Weakness, slight	Severe Phobia	Seizures
9	Thermal Intolerance	Slow Reflexes	Susceptible to Damage, Highly
10	Toxin Intolerance	Susceptible to Damage	Temporary Weakness, extreme
11	Weak Immunity	Temporary Weakness, moderate	Weak Metabolism, extreme
12	Weak Metabolism, slight	Weak Metabolism, moderate	Wild Mutation

At some point during the day (determined by the Gamemaster) and lasting for d4 hours, the mutant becomes contagious. During that period, the mutant's body changes grotesquely, developing boils, oozing pus, and becoming generally disgusting to look at. Anyone who comes within 2 meters of the mutant during this time must make a Constitution feat check to resist the disease (with the modifier noted above).

The disease takes 24 hours to take effect in a victim, after which the victim suffers a +2 step penalty to all actions for 24 hours. At the start of the third day (and each successive day until the illness breaks), the victim makes a Constitution feat check to determine any further effects: Critical Failure, increase penalty by 1 step; Failure, no change; Ordinary or better, the illness ends and the victim is back to normal.

Environmental Sensitivity

Slight/Moderate/Extreme, Permanent, CON
Select one of the following environments: hot, cold, wet, arid. In that particular environment, the mutant operates with a +2, +3, or +4 step penalty to all actions (for the slight, moderate, or extreme version of this drawback). This penalty is cumulative with any other penalties that may apply.

Fadeout

Moderate, Automatic, WIL
The mutant has a tendency to fall unconscious during times of high stress. On the first round of any combat or other high-stress situation, the mutant must make a Resolve–*physical resolve* skill check (with a -2 step bonus) or lose all remaining stun points. Normal rules for recovering from loss of stun points apply.

Hostility Field

Moderate, Permanent, PER
The mutant constantly projects a telepathic field that makes everyone within 30 meters irritable and quarrelsome. This inflicts a +3 step penalty to any Personality-based skill checks (or other encounter skill checks) made against such targets. In addition, these targets' initial attitudes are automatically Hostile. Those aware of the drawback and who have spent at least a week in the mutant's company are immune to its effects.

Light Sensitivity

Slight, Permanent, CON
The mutant's eyes are abnormally sensitive to light. In normal daylight, the mutant suffers a +1 step penalty to any action. In a well-lit room or bright sunlight, the penalty increases to +2 steps, or to +3 steps if silhouetted in a spotlight or other high-intensity beam. Protective goggles can reduce this penalty by one step (but never below a +1 step penalty).

Photodependent

Moderate, Permanent, CON
The mutant requires constant light to remain conscious. Each hour spent in darkness inflicts 1 point of fatigue damage (which is restored by 30 minutes exposure to light, or 5 minutes in bright sunlight).

Physical Change (minor/major)

Moderate/Extreme, Permanent, CON
With the minor version of this drawback, the mutant has an obvious though minor physical alteration that marks him as not quite human. Examples include strange skin color, strange eye color or shape, strange skin texture, tapered ears, webbed fingers, and so forth. This change inflicts a +2 step penalty to all Personality-based skill checks, as well as any other skill check made to interact with those who might find such deformities distasteful.

With the major version, the mutant has an obvious, major physical alteration that marks him as distinctly different from humans. Examples include rocky skin, feathers, fur, a beak instead of a mouth, flipperlike arms, or a tail. This inflicts a +4 step penalty to the skill checks noted above.

This drawback cannot grant the hero any physical benefit. For instance, scaly skin cannot act as armor, and large ears grant no Awareness–*perception* skill check bonus.

Poor Dual Brain

Extreme, Automatic, INT
The mutant has a secondary brain and an alternate personality controlling it. On the first round of any combat or other high-stress situation, the mutant must make a successful Resolve–*mental resolve* skill check (with a -3 step bonus) or the secondary brain takes control. The personality of the second brain hates the dominant personality (but not necessarily any of the mutant's allies). An hour after the stressful period has ended, the dominant brain regains control of the mutant's body.

The secondary brain has 2 points of mental mutations, and any mental mutations controlled by the primary brain cannot be used while the secondary brain is in control. The secondary brain has full access to the hero's skills and has the same Ability Scores as the primary brain.

This mutation is only allowed if the player agrees to roleplay the second personality. Let the player determine the personality of his hero's alter ego, within reason.

Poor Memory
Extreme, Automatic, WIL
In times of stress, the mutant has a tendency to forget recent events. On the first round of any combat or other high-stress situation, the mutant must make a Resolve–*mental resolve* skill check (with a -2 step bonus). The result of the skill check indicates the lost memory: Critical Failure, 24 hours; Failure, 4 hours; Ordinary, 10 minutes; Good or Amazing, no effect. If memory loss occurs, the hero is automatically confused for 1 full round as he takes stock of his current situation.

Radiation Sensitivity
Slight, Permanent, CON
The mutant's body has a significantly lower tolerance for harmful radiation. She suffers a +2 step penalty to Constitution feat checks made to resist the effects of radiation.

Reduced Ability Score
Slight/Moderate/Extreme, Permanent, any
One of the mutant's ability scores is reduced by 1, 2, or 3 point (for the Slight, Moderate, or Extreme version of the drawback). Determine which ability score is linked to the majority of the hero's mutations, then consult Table GW38: Related Abilities to find the ability to be reduced.

Table GW38: Related Abilities

Mutation Ability	Reduce This Score
STR	INT
DEX	STR
CON	DEX
INT	PER
WIL	CON
PER	WIL

Seizures
Extreme, Automatic, WIL
On the first round of any combat or other high-stress situation, the mutant must make a Resolve–*physical resolve* skill check (with a -2 step bonus). The result of the skill check indicates the duration of the seizure. Critical Failure, 2d4 rounds; Failure, 1d4 rounds; Ordinary, 1 round; Good or Amazing, no effect. During a seizure the muscles of the character's body spasm and twitch uncontrollably, causing him to fall to the ground helpless. The mutant remembers nothing that occurs during the seizure.

Severe Phobia
Moderate, Automatic, WIL
The mutant has an overwhelming fear of something that is relatively common in the campaign. Examples include birds (or birdlike creatures), snakes (or snakelike creatures), moving vehicles, enclosed spaces, heights, and so forth. Whenever confronted with the object (or situation) of his phobia, the mutant must make a Will feat check; failure indicates that he freezes or flees the scene, as appropriate. Even if the mutant succeeds, he suffers a +1 step penalty to all actions while the object of his phobia is present.

Slow Reflexes
Moderate, Permanent, DEX
The mutant's decreased natural reflexes inflict a +1 step penalty to her action checks.

Sound Sensitivity
Slight, Permanent, CON
The mutant's ears are abnormally sensitive to sound. Normal background noise inflicts a +1 step penalty to the mutant's actions, loud conversations or similar noise inflicts a +2 step penalty, while sirens, explosions, or other extremely loud noises inflict a +3 step penalty. Protective earplugs can reduce the penalty by one step (but never below a +1 step penalty).

Susceptible to Damage/Highly
Moderate/Extreme, Permanent, CON
Select a type of damage by rolling d6: 1–3 LI; 4–5 HI; 6 En. Whenever the mutant is hit by that type of damage, increase the primary damage by 1 point (or by 3 points for the Highly Susceptible version). Secondary damage is not affected by this drawback.

Temporary Weakness (slight/moderate/extreme)
Automatic, any
Whenever the mutant uses any mutation, he suffers a temporary loss of 2, 3, or 4 points (for the Slight, Moderate, or Extreme version of the drawback) from the ability noted on Table GW38: Related Abilities. For example, if the mutant uses Telekinesis (a Will-based mutation), his Constitution would be reduced. This loss lasts d4, 2d4, or 2d6 hours (depending on the severity of the drawback). Mutations which are not consciously activated but function only in specific circumstances (such as Energy Reflection) inflict the loss each time they function. Mutations which have no activation (such as Dermal Plating) do not activate this drawback. If the mutant has no activated mutations, reroll this drawback.

Thermal Intolerance
Slight, Permanent, CON
The mutant has a poor temperature-regulating system, suffering a +2 step penalty to Stamina or Survival skill checks made in hot or cold conditions.

Toxin Intolerance
Slight, Permanent, CON
The mutant has trouble processing toxic substances, and suffers a +2 step penalty to Constitution feat checks made for the purposes of defeating poisons or drugs.

Weak Immunity
Slight, Permanent, CON
The mutant has a weak immune system. She suffers a +2 step penalty to Constitution feat checks made to resist disease, infection, and biological agents. When the mutant is being treated to heal damage inflicted by such conditions, the character rendering treatment receives a +2 step penalty.

Weak Metabolism (slight/moderate/extreme)
Permanent, CON
The mutant's inefficient metabolism inflicts a +1, +2, or +3 step penalty to the following skill checks: Athletics, Melee Weapons, Unarmed Attack, Acrobatics, and Movement.

In addition, each Strength-based skill attempted by a mutant with moderate or extreme Weak Metabolism incurs 1 or 2 points of fatigue damage, respectively.

Wild Mutation
Extreme, Automatic, WIL
The character's mutations are "wild," meaning the hero has limited control over when they activate. Whenever the mutant faces a tense situation, she must make a Will feat check. Failure indicates that one of her mutations (chosen randomly by the Gamemaster) activates, whether the mutant wants it to or not. With any success, the mutant retains control of her abilities. Mutations with a duration longer than 1 round allow a Will feat check each additional round to let the mutant regain control over it.

Mutations with no specific activation (such as Dermal Plating, Gills, Improved Ability Score, or Telepathic Reflection) are not affected by this drawback. If the mutant has no mutations with specific activations, this drawback may not be selected for the character.

chapter FIVE

Skills

The heroes' attributes define who they are. Species, profession, and mutant abilities determine to some degree what they can do. Skills determine what they know and what they're good at. Well-rounded, successful heroes stock up on their skills, since they give heroes the edge against their foes.

Broad vs. Specialty Skills

Broad skills represent general areas of knowledge, talent, or aptitude. They are categorized according to the ability with which they are most closely related: Acrobatics with Dexterity, Stamina with Constitution, and so forth. *Specialty skills* are narrower areas of expertise, each of which is associated with a particular broad skill. A character must possess a broad skill in order to acquire any of its associated specialties.

The most significant difference between specialties and broad skills is that specialty skills can be improved and broad skills cannot be. When a specialty skill is first obtained, the character possesses the skill at rank 1. (A hero who is being created and has not yet begun his career is permitted to purchase specialty skills up to rank 3.) The highest rank attainable in a specialty skill is 12.

Increasing the rank of a specialty skill improves a character's chance of succeeding in the use of that skill, and sometimes also provides additional advantages as set forth in the description of the skill.

Free Broad Skills

Every hero receives a selection of free broad skills at the beginning of his career. (Table GW3: Free Broad Skills for Heroes lists the skills available to each hero according to his species.)

Skill Points

Every beginning hero receives an allotment of skill points based on the character's Intelligence score, and may use those points to purchase a certain number of additional broad skills and specialty skills before starting her career. Table GW4: Hero Starting Skill Points in Chapter 2: Hero Creation summarizes the number of points and broad skills available according to a character's Intelligence.

Additionally, a beginning hero may elect to "cash in" one or more of her free broad skills, receiving 3 more skill points for each broad skill she chooses to forego. (This relinquishing of free broad skills can't be done after a hero starts her career. A character may cash in one or more of her free broad skills and then purchase the same skill(s) later on.)

As a hero pursues her career, she receives achievement points from the Gamemaster as rewards for successful completion of missions and attainment of goals. When she obtains enough achievement points to qualify for the next higher achievement level, those points are converted into skill points and may then be used to purchase new skills or other benefits. (See "Achievements" in Chapter 2 for more information.) A character is never obligated to spend skill points, and may choose to save some or all of the points she earns in order to be able to purchase a skill or a benefit that has a higher cost later on.

Cost of Skills

The method for determining how many points a character must spend to obtain a skill, or to achieve a higher rank in a specialty skill, is detailed in the "Obtaining Skills" section in Chapter 2: Hero Creation. To summarize:

► The cost to purchase a broad skill or rank 1 in a specialty skill is either the *list price*, as given on Table GW42: Skill List, or the *list price -1*. A character pays *list price -1* if he or she is a member of a profession mentioned in the "Pr." column for that skill.

► The cost to purchase a higher rank in a specialty skill is either the *list price* or the *list price -1*, plus a number of points equal to the character's current rank in the skill.

Skill Scores

A character's ability to perform an action related to a skill is indicated by his skill score. For a broad skill, this number is the same as the related Ability Score; it never changes, unless the Ability Score itself is somehow increased or decreased.

For a specialty skill, a character's score is equal to the associated Ability Score plus the character's current rank in the skill.

Skill Checks and Situation Dice

A skill check is used to determine the outcome of an action directly related to that skill. To make a skill check, a player rolls a d20 (the control die) plus a situation die that varies according to the difficulty of what's being attempted. The check succeeds if the result of the dice roll is equal to or less than the character's skill score.

The base situation die for all broad skills is +d4, and the base situation die for all specialty skills is +d0. The situation die for any particular skill check may be modified by other factors, as specified in a skill description or as directed by the Gamemaster.

Modifiers to the situation die generally range from an Extreme penalty (+3 steps) to an Amazing bonus (-3 steps), as shown on Table GW39: Situation Die Modifiers. Many of the skill descriptions in this chapter provide examples of various situation die modifiers that players and the Gamemaster can use to help them determine how easy or difficult it is to succeed at a skill check under various conditions. Except when otherwise indicated, situation die modifiers are cumulative: If a condition exists that warrants a Moderate penalty and another condition calls for a Slight penalty to the same check, the modifier in that case is a +3 step penalty. Examples of typical situation die modifiers are provided in many of the skill descriptions that follow.

Table GW39 doesn't represent the full range of possible modifiers. Some factors could modify the situation die by 4 steps or more in either direction, as set forth in a skill description or as determined by the Gamemaster.

Table GW39: Situation Die Modifiers

Extreme	+3 steps	More Difficult (penalties)
Moderate	+2 steps	↕
Slight	+1 steps	↕
Marginal	0	↕
Ordinary	-1 steps	↕
Good	-2 steps	↕
Amazing	-3 steps	Less Difficult (bonuses)

Single vs. Complex Skill Checks

With many skills, a single dice roll immediately determines whether a character succeeds (and if so, the degree of success he achieves). If a hero wants to jump across a chasm or recall a specific piece of information, her success or failure is apparent after a single skill check.

For complicated, time-consuming tasks (such as repairing a piece of equipment or picking a lock) or at times when the Gamemaster wants to build tension and suspense, a *complex skill check* may be called for. In such a case, a specific number of successes must be achieved to complete the task. Most of the time, the Gamemaster won't tell you how many successes your hero needs; you'll find this out only after the task is finished.

Table GW40: Complex Skill Checks identifies the factors that influence a complex skill check. The conditions under which a hero is operating can provide a modifier to the situation die, ranging from a +4 step penalty for a Critical situation (worst for the hero) to a -3 step

Table GW40: Complex Skill Checks

Conditions	**Modifier**
Critical (worst)	+4 steps
Extreme	+3 steps
Moderate	+2 steps
Slight	+1 step
Marginal	None
Ordinary	–1 step
Good	–2 steps
Amazing (best)	–3 steps

Complexity	**Successes Required**
Marginal	2
Ordinary	3 or 4*
Good	5 to 7*
Amazing	8 to 10*

*Specific number decided by Gamemaster.

bonus for a situation that is Amazingly favorable. The complexity of the task is reflected in how many successes the hero needs to finish the job. On any individual dice roll during a complex skill check, an Ordinary result counts as one success; a Good result counts as two successes; and an Amazing result counts as three successes.

Each of these individual dice rolls is one portion of a complex skill check. In the best case, a complex skill check can be completed in one dice roll, if its complexity is Marginal and if the result of the roll is a Good or Amazing success.

One or two Failure results during a complex skill check don't result in a failed skill check; this simply means that the character made no progress toward his goal with the action she just took. But if three Failure results are rolled during the same complex skill check, the third one instantly ends the attempt. That particular complex skill check can't be attempted again until conditions change in some significant way (the hero improves her skill rank, obtains new equipment, or brings in some expert assistance).

A single Critical Failure result immediately ruins a complex skill check. Depending on the situation or the decision of the Gamemaster, the hero may be able to start again from the beginning—or it could be that the chance of succeeding at that particular complex skill check is gone for the time being, or perhaps lost forever.

Marginal Success

When a hero makes a skill check, there are five possible results of his action: Critical Failure, Failure, Ordinary success, Good success, and Amazing success. In some situations, the Gamemaster may decide that a hero can't really fail at what he's trying to do; a skill check is used to determine only the degree of success, not whether the hero succeeds or fails. In such cases, a Failure result becomes a Marginal success—but a Critical Failure still indicates that something unfortunate has happened, or may happen in the future (in the form of a bit of bad luck).

Character vs. Character

In almost every case, only the acting character makes a skill check to determine the result of his attempt to do something. But sometimes the outcome of a situation may depend on what happens when characters compete with one another. Here's how it works:

Each character involved in direct competition (except for combat) makes an appropriate skill check. Any situation die modifiers that apply should be figured into the check. The character who achieves the greater level of success—Amazing beats Good, Good beats Ordinary, Ordinary beats Failure or Marginal, and a Critical Failure indicates an immediate and significant loss—wins the competition. If the contestants tie (both roll a Good success, for example), then another check must be made.

When characters (especially heroes represented by different players) use the same skill against each other, such as in an arm-wrestling contest or when haggling over a business transaction, and roleplaying the outcome isn't feasible, use this system.

Trained or Untrained

If a hero has received or purchased a broad skill or a specialty skill, he's considered to be trained in the use of that skill. A hero who is trained in a broad skill can attempt to perform any associated specialty skill using his broad skill score—unless the specialty can't be used untrained.

If a hero doesn't have a particular broad skill or a related specialty skill, he can still attempt a skill-related action. In this case, the hero is considered untrained. Use the untrained score for the related Ability (one-half of the Ability Score, rounded up) when attempting these actions. The base situation die for an untrained skill check is +d4, just as it is for the trained use of a broad skill.

Feat Checks

Sometimes an action your hero attempts is not directly related to a specific skill. In such cases, success or failure is determined by the result of a feat check. To make a feat check, a player rolls a d20 (the control die) with a base situation die of +d4. (Of course, other conditions may modify the situation die.) If the dice roll is equal to or less than the hero's relevant Ability Score, some degree of success is achieved.

A Marginal feat (no modifier for situation) is one that most people should be able to accomplish without too much trouble. A Moderate feat (+2 step penalty) is something that someone with a high value in that ability should be able to do most of the time, and an Extreme feat (+3 step penalty) is one that tests even the best and brightest natives of Gamma Terra.

Table GW41: Base Situation Dice

Type of Action	Base Die	Score Used
Feat	+d4	Ability
Untrained	+d4	½ Ability
Broad Skill	+d4	Ability
Specialty	+d0	Ability + rank

Table GW42: Skill List

Strength Skills

Skill Name	Cost	Pr.
Armor Operation	7	C
Combat armor	3	C
Powered armor	4	C
Athletics	3	—
Climb	2	—
Jump	1	—
Throw	2	—
Heavy Weapons	6	C
Direct fire	4	C
Indirect fire	4	C
Melee Weapons	6	C
Blade	3	C
Bludgeon	3	C
Powered weapon	4	C
Unarmed Attack	5	—
Brawl	3	C
Power Martial Arts	5	CF

Dexterity Skills

Skill Name	Cost	Pr.
Acrobatics	7	F
Daredevil	4	—
Defensive martial arts	5	CF
Dodge	4	CF
Fall	3	F
Flight	2	—
_____ (specific)	1	—
Manipulation	6	—
Lockpick	4	F
Pickpocket	4	F
Prestidigitation	3	D
Ranged Weapons	7	C
Bow	4	C
Crossbow	3	C
Pistol	5	C
Rifle	5	C
Sling	4	C
SMG	5	C
Stealth	7	F
Hide	4	F
Shadow	4	F
Sneak	5	F
Vehicle Operation	3	T
Air vehicle	5	T
Land vehicle	3	T
Water vehicle	3	T

Constitution Skills

Skill Name	Cost	Pr.
Movement	3	—
Race	2	—
Swim	1	—
Trailblazing	3	F
Stamina	3	—
Endurance	4	C
Survival	5	CF
Survival training	3	CF

Intelligence Skills

Skill Name	Cost	Pr.
Computer Science	7	T
Hacking	5	T
Hardware	4	T
Programming	4	T
Demolitions	6	CT
Disarm	4	T
Scratch-built	4	T
Set explosives	3	CT
Knowledge	3	—
Deduce	2	—
First aid	2	—
Ancient language	1	—
Ancient lore	2	—
_____ (specific)	1	—
Law	5	DF
Local justice	3	D
Moral code	3	CF
Life Science	7	T
Biology	3	T
Botany	3	T
Mutations	3	T
Zoology	3	T
Medical Science	7	T
Psychology	3	T
Surgery	5	T
Treatment	4	T
Navigation	6	T
Land	2	T
Water	3	T
Physical Science	7	T
Astronomy	3	T
Chemistry	3	T
Physics	3	T
Security	5	CF
Protection protocols	3	CF
Set/disarm traps	3	FT
Tactics	6	C
Cavalry	3	C
Infantry	3	C
Technical Science	7	T
Artifact Knowledge	4	T
Invention	4	T
Juryrig	3	T
Repair	3	T

Will Skills

Skill Name	Cost	Pr.
Animal Handling	3	—
Riding	1	—
Training	1	—
Awareness	3	—
Intuition	3	—
Perception	2	—
Investigate	7	FT
Interrogate	4	CF
Search	4	FT
Track	4	F
Resolve	5	—
Mental resolve	3	—
Physical resolve	3	—
Street Smart	5	F
Criminal elements	3	F
Ruins knowledge	3	F
Teach	5	DT
_____ (specific)	3	—

Personality Skills

Skill Name	Cost	Pr.
Culture	5	D
Diplomacy	3	D
First contact	2	D
Deception	5	DF
Bluff	3	DF
Bribe	3	DF
Gamble	3	DF
Entertainment	4	DF
Act	2	DF
Dance	2	DF
Musical instrument	2	DF
Sing	2	DF
Interaction	3	—
Bargain	3	DT
Charm	3	DF
Interview	3	DF
Intimidate	3	C
Seduce	3	DF
Taunt	2	—
Leadership	4	—
Command	4	CD

Skill Name: The name of the broad or specialty skill. Specialty skills are listed beneath their broad skill category.
Cost: Cost (in skill points) to purchase the skill
Pr.: Which profession(s) purchase the skill at a reduced cost—(C)ombat Spec, (D)iplomat, (F)ree Agent, or (T)ech Op.
Underlined skills cannot be used untrained.

Strength Skills

The following skills are related to a character's Strength ability.

Armor Operation: A hero with the Armor Operation skill has the ability to move comfortably in armor, and reduces the action penalty associated with wearing armor (see Chapter 6: Equipment) by 1 step.

► *Combat Armor:* This skill allows familiarity with most of the common types of armor in Gamma Terra, including those made of hide, skins, or metal plates or rings. It reduces the action penalty associated with such armor by 1 step plus 1 step for every 3 ranks past rank 1. This is cumulative with the broad skill reduction. An individual with this skill also may use a shield properly in combat to parry, as indicated in the Combat rules.

► *Powered Armor:* This skill allows familiarity with the vaunted armor of the Ancients—powerful suits of great strength and ability. Powered armor is rare but not unheard-of in the Settle area, and many village wise men are willing to teach what they know, information taken from holy Ancient books known as the *T'k Manuals*. A hero with this skill reduces the action penalty for wearing powered armor by 1 step, plus 1 additional step for every 3 ranks above rank 1. This is cumulative with the broad skill reduction.

Athletics: A hero with the Athletics skill possesses some athletic grace, strength, and prowess. The skill is used to determine the success of physical actions.

► *Climb:* This skill allows a hero to move more safely and rapidly up vertical surfaces. A talented climber combines the skills of a mountaineer with the wall-scaling skills of an experienced thief. Effects of climbing may be found in the "Combat Movement" section of Chapter 3: Heroes In Action.

► *Jump:* A character with training in jumping techniques can leap farther or higher than others. Effects of jumping (and advantages of the skill) may be found in the "Combat Movement" section of Chapter 3.

► *Throw:* Some athletic events call for characters to throw things. From a rock to a knife to a grenade, a good arm can be the ticket to hitting a target. Effects of throwing objects may be found in the "Combat" section of Chapter 3: Heroes in Action.

Heavy Weapons: This broad skill indicates a familiarity with heavy weapons. Heavy weapons are large or bulky ranged weapons, and are listed as such on Table 44: Ranged and Heavy Weapons in Chapter 6: Equipment. There are two types of Heavy Weapons.

► *Direct fire:* Direct-fire heavy weapons are those that are aimed at the target and include heavy-caliber firearms and blaster cannons.

► *Indirect fire:* Indirect fire heavy weapons are usually fired over or around intervening terrain as opposed to directly at the target. This category includes catapults and rocket launchers.

Melee Weapons: This broad skill indicates a familiarity with close combat involving handheld weapons. Highly skilled heroes can use this skill to parry attacks (see "Parrying" in Chapter 3: Heroes in Action). Also, at higher ranks, any Melee Weapons specialty skill improves a hero's Strength resistance modifier (by +1 at rank 4, by +1 again at rank 8, and by +1 again at rank 12).

► *Blade:* Any manner of weapon that does damage by means of a sharp cutting edge is considered a blade. This skill includes the use not only of knives, daggers, and swords, but also axes, spears, and broken bottles.

► *Bludgeon:* A bludgeon is any type of weapon that inflicts damage by sheer mass and force of impact. It includes everything from clubs and flails to quarterstaves.

► *Powered Weapon:* As technology advances, new types of melee weapons appear. These include the pulse baton, gravmace, and other powered melee weapons of the Ancients.

Unarmed Attack: This skill indicates that the hero has had a great deal of experience in fighting without weapons. Damage inflicted by an Unarmed Attack is d4s/d4+1s/d4+2s (LI) for most heroes, plus any bonuses for the hero's strength score. The Natural Attack and Improved Natural Attack mutations increase this base value.

► *Brawl:* The brawl skill is generally taken to indicate an informal familiarity with unarmed fighting techniques. A hero who reaches rank 8 in *brawl* inflicts d6s/d6+2s/d4w with an unarmed attack.

► *Power Martial Arts:* Much of the ways of Ancient combat have been preserved by hidden temples and wandering teachers, who instruct devoted students on the almost forgotten arts of Karah-Tae, Tie Bow, and Stooge Fu. A hero with *power martial arts* inflicts d6s/d6+2s/d4w with an unarmed attack. At rank 7 this increases to d6+2s/d4w/d4+2w.

Dexterity Skills

A hero's ability with these skills is based upon his or her Dexterity score.

Acrobatics: This skill indicates training in gymnastics, tumbling, and dodging attacks.

► *Daredevil:* The *daredevil* skill enables the hero to improve his or her ability to perform high-risk activities such as rappelling, hang gliding, rafting, or surfing.

► *Defensive Martial Arts:* Akin to *power martial arts* (see above), *defensive martial arts* emphasizes fluid movements and control, redirecting the force of an attack away or against the attacker, and includes such ancient styles as Ahkeedo or Tie Gee. Damage is

d4s/d4+1s/d4+2s, plus Strength bonus. Skilled heroes can attempt to block incoming unarmed attacks (see "Blocking" in Chapter 3: Heroes in Action). When a hero reaches rank 4 in this skill, his Strength resistance modifier increases by +1; it increases by another +1 at rank 8 and another +1 at rank 12.

▶ *Dodge:* The dodge skill helps a character improve his or her chances of avoiding attacks. See "Dodging" in Chapter 3: Heroes in Action. In addition, a hero's Dexterity resistance modifier improves by +1 when she reaches rank 4 in this skill, by +1 again at rank 8, and by +1 again at rank 12.

▶ *Fall:* The fall skill allows a hero to improve his ability survive a fall from a height. See "Falling" in Chapter 3 for more on this topic.

▶ *Flight:* This skill applies to both individuals with flying mutations, as well as those with jetpacks and other personal flying devices (though not vehicles). As a character improves her flight skill, she increases her flying movement rates: +2 to glide movement at ranks 3, 7, and 11, and +3 to fly movement at ranks 4, 8, and 12.

Manipulation: The Manipulation skill indicates that the hero has very nimble fingers. Thus, it can be used for picking pockets, palming small objects, or picking mechanical locks.

▶ *Lockpick:* This skill allows the hero to open physical locks. Lockpicking is a complex skill check.

▶ *Pickpocket:* This skill allows the character to remove objects from another character without that character's knowledge. It may be used as a resisted roll if someone attempts to pick the hero's pocket.

▶ *Prestidigitation:* Also called wizardry, this ability to make small objects appear or disappear from the hand (or nearby table) or other feats of slight of hand.

Ranged Weapons: Experience with ranged weapons allows a character to make better use of common and Ancient ranged weapons. The weapons are listed as such in the equipment tables.

▶ *Bow:* Skill with long bow and short bow. Bows can be nocked and fired as a single action. At rank 3, the penalty for a medium-range shot is eliminated and the penalty for a long-range shot is lessened by 1 step.

▶ *Crossbow:* Skill with the crossbow, a common militia armament in larger settlements. It takes one action to load a crossbow and a separate action to fire. At rank 6, a hero can load and fire in the same action. At rank 3, the penalty for a medium-range shot is eliminated and the penalty for a long-range shot is lessened by 1 step.

▶ *Pistol:* Skill with handguns makes the character a better shot whenever using any form of Ancient handgun. At rank 5, the penalty for medium-range shots is eliminated and the penalty for long-range shots is lessened by 1 step.

▶ *Rifle:* Rifles are heavier weapons, often used by the Ancients when hunting great beasts such as mustang, the pinto, and the gremlin. They generally inflict more damage and are more accurate at longer ranges than pistols. At rank 3, the hero receives a -1 step bonus to rifle attacks.

▶ *Sling:* An easily created and utilized weapon, it may be loaded and fired as a single action. At rank 3, the penalty for a medium-range shot is eliminated and the penalty for a long-range shot is lessened by 1 step.

▶ *SMG:* These Ancient weapons are capable of spewing out a huge number of bullets at a time.

Stealth: Those familiar with this skill are better able to sneak about quietly, find places in which to hide, and otherwise evade detection.

▶ *Hide:* Hiding is the ability to stay unnoticed by others by keeping quiet, taking advantage of cover or darkness, or remaining still.

▶ *Shadow:* This skill allows the hero to follow others quietly and undetected.

▶ *Sneak:* This skill enables a character to move quietly and better avoid being noticed.

Vehicle Operation: Vehicles are uncommon in the Gamma Terra, where most individuals travel by foot, mount, or beast of burden. Still, the knowledge of the T'K Manuals is passed down from parent to child. Using this skill, a character can operate most normal land and water vehicles (if he can find them operational). Various vehicles are described in the Vehicle section. Note that operating animal-drawn vehicles (such as wagons) requires the Animal Handling–*animal riding* skill.

▶ *Air Vehicle:* Almost legendary, these include such vehicles as helicopters, aircraft, and skycars.

▶ *Land Vehicle:* More common, and often a patchwork of rebuilt engines and bald tires, these include motorcycles, automobiles, and tanks.

▶ *Water Vehicle:* Found near the shores of Lake Ash, Lake Sam, and the Putrid Sound, these vary from ordinary rowboats to sailcraft to the jet skis and power boats of the ancients.

Constitution Skills

The following skills are based on a character's Constitution score.

Movement: Movement skills allow the hero to increase the distance he or she may travel, and make the journey less arduous by increasing the time between Endurance checks for fatigue. See "Movement" in Chapter 3: Heroes in Action.

▶ *Race:* This skill improves the hero's run movement rate by 2 meters at ranks 1, 5, and 9, and the hero's sprint movement rate by 2 meters at ranks 4, 7, and 12.

► *Swim:* While all characters may tread water (using the easy swim column for movement), this skill allows the hero to use the swim column for movement. Both swim movement rates increase by 1 meter at ranks 4, 8, and 12.

► *Trailblazing:* The hero with this ability can reduce or negate the effects of varied or rugged terrain, as detailed in the Movement section of Chapter 3.

Stamina: The Stamina skill makes a hero better able to shake off the effects of damage and fatigue. When a hero is clinging to life, the Stamina skill is invaluable.

► *Endurance:* This skill enables a character to better withstand the effects of damage and other physical hazards. See "Endurance" Challenge in Chapter 3.

Survival: Survival training allows a character to find the things she or he needs to survive in a hostile environment—building shelter, finding food and water, and avoiding environmental hazards such as radiation and toxic pools. A successful skill check locates basic necessities for himself (Ordinary) or himself and six others (Good). On an Amazing result, the hero need not make additional skill checks in that area—success is automatic until the heroes move on or the situation changes.

► *Survival Training:* The hero with this ability may increase his survival broad skill in a particular type of terrain. Recommended terrains for the Settle area include forests, mountains, plains, and Ancient rubble; other areas include swamp, tundra, jungle, and arctic.

Intelligence Skills

The skills listed below are driven by a character's Intelligence skill.

Computer Science: A familiarity with computers is important to those who deal with the relics of the Ancients. While there are rarely active computers or "ay-eyes" in settled communities, these skills are sometimes taught, particularly on the east side of Lake Ash. This broad skill indicates that a character is very comfortable with computers in general.

► *Hacking:* A skilled hacker is experienced at breaking into secured computer systems, either directly or via some manner of remote connection.

► *Hardware:* Those familiar with computer hardware understand the mechanical side of computers. They can design, repair, and maintain the computers themselves.

► *Programming:* An almost-lost art, the hero with this skill speaks the elder languages of the machines—BASIC, FORTRAN, and COBOL. A skilled programmer can write the instructions that enable computers to operate smoothly and efficiently.

Demolitions: While knowing how to blow things up is not a vital skill in Gamma Terra (others have gotten to most of the big stuff already), this skill allows an individual to understand the basics of building, setting, and disarming bombs.

► *Disarm:* This skill is used to render bombs and other explosive device inert, including explosive booby traps. It requires a complex skill check.

► *Scratch-Built Explosives:* The alchemy of the Gamma Age, this skill allows an individual to create his or her own bombs. A dangerous skill, but a fun one, and one that cannot be used untrained.

► *Set Explosives:* This skill is used to set explosive devices and booby traps while lessening the danger that they blow up in the individual's face.

Knowledge: Knowledge is an abstract skill that represents the general understanding a character is assumed to have about the world around him. For example, a hero doesn't have to know how to design, build, or maintain a device of the Ancients in order to understand what it is and how it works in general.

► *Deduce:* This skill allows a hero to piece together clues and reach conclusions based on the information available to him or her.

► *First Aid:* Heroes with this skill can provide first aid to others, treating minor injuries and resuscitating unconscious people. They can use this skill to heal stun damage or a small amount of wound damage. They are not schooled in the use of the advanced equipment of modern medicine. See "Recovery" in *Chapter 3 Heroes In Action*. At rank 3, the character gains a -1 step bonus to *first aid* skill checks. This bonus is gained again at ranks 6, 9, and 12.

► *Ancient Language:* The elders of the universe spoke a archaic variant of modern language known as "Anguish." This skill allows an individual to read the ancient runes and understand the meaning of old speaking devices.

► *Ancient Lore:* The tales of those that came before are extensive and often confusing. This skill allows the hero to make the connection between legends of the "Monorail" and the wrecked pylons that are now clogged with vegetation.

► *Knowledge, Specific Skill:* A player may wish to have a specialty skill for his or her hero that is not listed, subject to the Gamemaster's approval. This could be as specialized as *local tribal history* or as broad as *sleeth philosophy*, at the Gamemaster's option.

Law: This broad skill indicates the individual is familiar with the workings of law and legal system of his native society, including what taboos and prohibitions are in force and the punishment for violating those taboos. In Gamma Terra, ignorance of the law is no excuse.

► *Local Justice:* The hero with this skill knows how the justice system of his community (and likely neighboring communities) works, including who enforces the law, who judges, and how disputes are resolved.

▶ *Moral Code:* The hero with this skill is in addition aware of the broader ethical issues of various communities, including the aims and goals of the various cryptic alliances.

Life Science: This field of study includes any branch of science dealing with living things and the environment. Understanding what the world has become is as important as discovering what it once was.

▶ *Biology:* Those who have training in the use of this skill understand the biochemical and cellular workings of life, from single-celled protozoa to complex animals and intelligent species.

▶ *Botany:* This is a sister science to biology, dealing with plants rather than animals.

▶ *Mutations:* This is a study of genetics and radiation, and how one is affected by the other. An individual with this skill will be aware of most common mutations and their effects.

▶ *Zoology:* This is the study of animals and animal life, including mutated variants. It can be used to identify animal species or to try to predict animal behavior.

Medical Science: An understanding of medical science enables a character to better treat wounds, injuries, and illnesses. Modifiers to the use of these skills appear in the "Medical Science Situation Modifiers" sidebar.

▶ *Psychology:* Those with training in psychology understanding the workings of the mind. They can diagnose and treat mental illness.

▶ *Surgery:* A physician can employ the *surgery* skill to heal wound and mortal damage. See "Mortal Recovery" in Chapter 3: Heroes in Action. A hero who has achieved rank 6 in this skill can install cybernetic implants.

▶ *Treatment:* This skill is used to diagnose illness and treat either light stun or wound damage in the course of play (see "Recovery" in Chapter 3). A physician uses this skill more than any other. At rank 3, the character gains a -1 step bonus to *treatment* skill checks. This bonus is gained again at ranks 6, 9, and 12.

Navigation: A skilled navigator is able to use charts, various instruments, and the like to determine the fastest, safest, or most economical way to get from one place to another.

Medical Science Situation Modifiers

Patient is a member of a different species	+3
Combat conditions	+2
Patient knocked out	+1
Patient has mortal damage, per point	+1
No medical treatment items being used	+3
First aid kit being used	0
Trauma pack being used	–1
Ancient hospital being used	–2

▶ *Land:* This skill involves utilizing Ancient and modern maps, along with compasses and lodestones, to avoid becoming lost in one's travels.

▶ *Water:* This skill deals with lakes, rivers, and the open oceans, and reflects knowledge of time, tides, and winds.

Physical Science: A broad skill represents the "hard sciences" of the Ancients, which, according to modern philosophers, means "things you can break."

▶ *Astronomy:* This is the study of the heavens, including the weather.

▶ *Chemistry:* This is the study of compounds and chemical reactions.

▶ *Physics:* This is the study of matter and energy, including force and motion.

Security: A hero with training in this field understands the means by which the Ancients protected themselves from intruders. Knowledge of these matters can be used to enhance security—or bypass it—and allow the hero and his or her allies access to long-forgotten crypts.

▶ *Protection Protocols:* This skill allows the hero to both establish a safe secure area in the wilderness, as well as examine other areas (such as an enemy camp) to determine weak spots that could be exploited.

▶ *Set/Disarm Traps:* This skill allows a hero to set and disarm traps and security measures, from deadfalls to tripwires. It requires a complex skill check.

Tactics: This represents a hero's battlefield experience and savvy. A successful use of the skill provides a penalty (+1, +2, or +3 steps for Ordinary, Good, or Amazing result) to the opponent's next skill check, indicating that the hero developed a tactical plan and successfully employed it against him. On a Critical Failure, the opponent actually sees through the hero's intentions and receives a -1 step bonus instead.

▶ *Infantry:* This skill covers battlefield strategies when the main component of the battle is individual troops.

▶ *Cavalry:* This skill covers battlefield strategies when the main component of the battle is mounted troops (including vehicles).

Technical Science: Experience with the Technical Science skill indicates that the character is familiar with modern technology. This makes it easier for him or her to repair, maintain, and design equipment during the adventure. Technical Science–*invention, juryrig,* and *repair* skill checks are always complex skill checks.

▶ *Artifact Knowledge:* A hero with this skill has a greater understanding of what ancient items were built for and what would be needed to put them in working order. The hero's skill rank provides a bonus to Technical Science skill checks made to identify, build, or fix the devices of the Ancients: -1 step at rank 3, -2 at rank 6, -3 at rank 9, and -4 at rank 12.

► *Invention:* The hero with this skill may build mechanical devices from scratch, as well as other devices if he or she understands other lost arts of the ancients.

► *Juryrig:* This skill allows a hero to make improvised repairs or construct new devices from available parts. By their very nature, juryrigged objects don't stand up to extended use. This skill can be used during combat rounds to make temporary repairs.

► *Repair:* This skill enables a hero to diagnose and correct failures in various types of modern equipment. This skill can't be used in combat rounds. Lasting repairs require time, usually measured in hours, though extensive damage could take days to repair.

Will Skills

These skills are based on a character's Will score.

Animal Handling: This broad skill provides a hero with the basic ability to train and domesticate animals to perform a number of simple actions. This includes taming wild beasts, capturing new creatures, and breaking mounts.

► *Riding:* This skill enables the hero to ride most common mounts of the Gamma Age, as well as attempt stunts like firing weapons or leaping chasms while mounted. It is also used to guide animal-driven vehicles such as wagons.

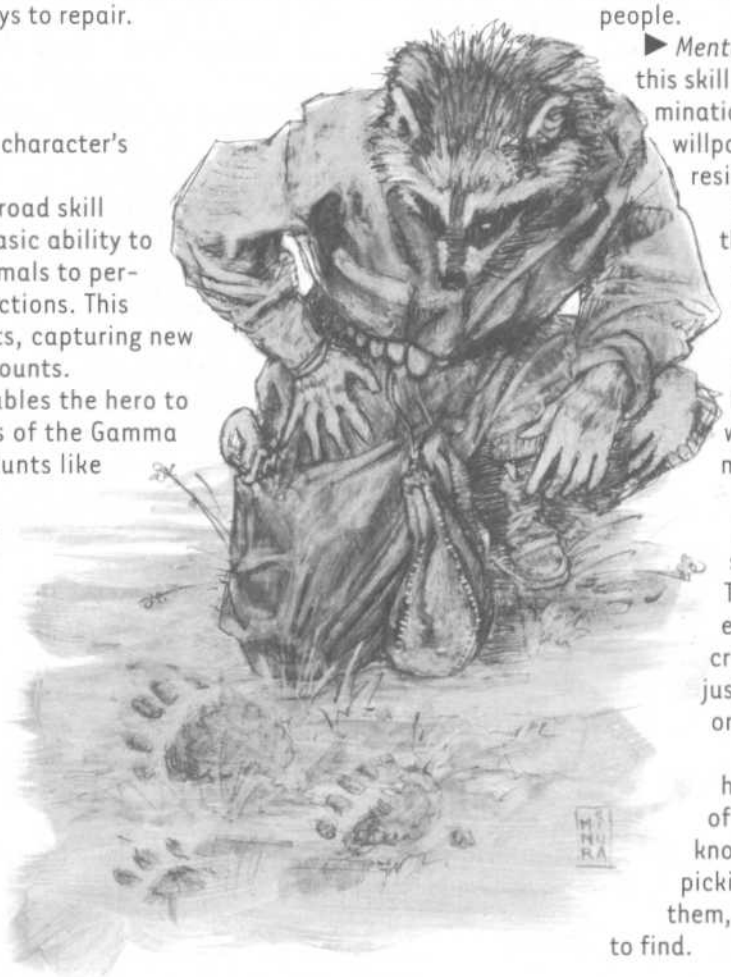
► *Training:* A more advanced form of *animal handling*, the hero with this ability chooses one particular creature to specialize in and gains additional ranks in dealing with that animal.

Awareness: Awareness enables a hero to notice things that might escape another's attention. Such a talent can be extremely valuable to any group of adventurers.

► *Intuition:* This skill reflects a hero's natural instincts and sixth sense. When a hero says, "I don't like this, it's too quiet," she is using the intuition skill.

► *Perception:* The perception skill reflects the hero's natural senses and his or her affinity for details.

Investigate: Those who have the Investigate skill are familiar with the methodical techniques used to solve problems or look into mysterious matters.



► *Interrogate:* This skill enables a hero to extract facts from verbal interviews. This includes not only proper questioning techniques, but also an understanding of body language and subliminal cues.

► *Search:* This skill makes it less likely for an important clue, item of loot, or piece of information to be missed when looking over an area.

► *Track:* While the *shadow* skill allows a hero to follow another individual by sight, the *track* skill allows one to follow on opponent by footprints, trash, and other remains left behind.

Resolve: The Resolve skill indicates that a character has determination beyond that of less strong-willed people.

► *Mental Resolve:* Heroes with this skill have a strength of determination and a degree of willpower that make them more resistant to mental stress.

► *Physical Resolve:* This is the ability to withstand and recover from physical pain and fatigue.

Street Smart: A hero with this skill knows his or her home area very well—who to contact and how much they cost.

► *Criminal Elements:* The hero is familiar with society's darker elements. This might include knowledge of black markets, criminal organizations, or just familiarity with the word on the street.

► *Ruins Knowledge:* The hero with this skill is aware of the current clack, the knowledge of where the best pickings are, who is going after them, and what they hope to find.

Personality Skills

Each of the following skills is based on a character's Personality score.

Culture: This skill represents the hero's ability to understand and interact with beings different from themselves, and can be bridged the gap when individuals are separated by language barriers or alien ways of thought. In the variety of Gamma Terra, this is a very useful skill.

▶ *Diplomacy:* This skill is used to negotiate and reach an accord with individuals of another culture. That culture may be another village, a different species, or a cryptic alliance. The sleeth, always polite and accommodating, excel at this ability.

▶ *Etiquette (Specific Skill):* This skill grants the hero knowledge of the customs, attitudes, and beliefs of a specific culture or cultural group. Examples include "humans of the Settle region," "dabbers," "androids," or even "Knights of Genetic Purity."

Deception: The Deception skill indicates that a character has a talent for deceiving others through conversation and face-to-face activities.

▶ *Bluff:* Heroes with this skill can mislead or deceive through false bravado or outright lies.

▶ *Bribe:* The hero with this skill can sway another's decisions through offer of goods or services.

▶ *Gamble:* The hero with this skill both understands the nature of games of chance, he is aware of how to cheat at them. Of course, cheating involves another chance—the chance of getting caught.

Entertainment: This skill represents a hero's proficiency in the performing arts. Even in the blasted future of the Gamma World, some folk have to sing and dance.

▶ *Act:* The ability to assume a role or carry off an impersonation.

▶ *Dance:* The ability to move to steps in time to a preset rhythm and tune.

▶ *Musical Instrument:* The ability to play one specific musical instrument.

▶ *Sing:* The ability to sing, on key and in time.

Interaction: This skill indicates that the hero is comfortable dealing with others.

▶ *Bargain:* The ability to negotiate for a better deal.

▶ *Charm:* The ability to use friendly exchanges, kind words, and flattery to change attitudes and gain friends.

▶ *Interview:* The ability to get information from another without threat. Unlike Investigate–*interrogate,* this skill can't be used on a target with a Hostile or Combative attitude toward the questioner (see "Encounter Skills" in Chapter 3: Heroes in Action).

▶ *Intimidate:* Heroes with this skill can threaten another into cooperating by sheer force of will, personality, or behavior.

▶ *Seduce:* The ability to entice or beguile another character through the use of opening lines, witty exchanges, playful conversations, and intimate behavior.

▶ *Taunt:* The ability to tease or rattle an opponent. Success indicates that the opponent would suffer a +1, +2, or +3 step penalty on his or her next action (based on the success of the *taunt* skill check).

Leadership: Heroes with this skill are used to being in charge and depending on their own judgment. They also have experience in earning the trust and confidence of others so that those people will carry through on tasks as desired.

▶ *Command:* A skilled commander is able to present a plan in such a way that others are more likely to be successful in carrying it out. A successful skill check can grant a -1, -2, or -3 step bonus to an individual or group's next action.

chapter SIX

Equipment

Besides his Ability Scores, skills, and mutations, a hero is defined by his gear. From primitive spears, hide armor, and stone tools to laser guns, powered armor, and computer gauntlets, the equipment a hero carries lets him accomplish many of the tasks facing him. This chapter provides an overview of the equipment available on Gamma Terra and who has access to what kinds of gear.

Equipping a Starting Hero

A hero's starting equipment depends greatly on the hero's background. Natives of Gamma Terra have access to Gamma Age equipment, while visitors to Gamma Terra (whether via temporal or interstellar travel) bring with them examples of their homeworld's equipment. In any case, there are two equally good ways to determine your hero's starting equipment:

- Your Gamemaster, if she so desires, assigns your hero a selection of equipment.
- Otherwise, you determine your hero's starting funds and then make decisions to purchase whatever gear your hero can afford.

Gamemaster Discretion

The Gamemaster may decide to specify whatever equipment she thinks is appropriate for your hero. For instance, if your character is part of a military force, he may have armor, weaponry, and other items that he can't personally afford. In such a case, it's perfectly appropriate for your hero to receive the equipment he needs—with the understanding, of course, that the stuff doesn't belong to him. Of course, any organization willing to outfit a hero with expensive gear may well expect some sort of service in return.

This is probably the better method to use when equipping heroes who are visitors to Gamma Terra, since the prices given in this chapter are appropriate only for items purchased here.

Spending Money

Even if the Gamemaster assigns all of your hero's equipment, your hero still has a small amount of spending money (or trade goods) at the start of the game. Roll 5d8 to determine how much money your hero has left (double the total for pure strain humans, as noted in Chapter 2: Hero Creation).

This cash is a resource you can use to purchase some inexpensive things to round out your gear, or you can hold onto it to meet everyday expenses or to buy something later on.

Starting Funds

If your Gamemaster wants you to have more control over the process of outfitting your hero, start by determining your hero's starting funds. Roll 5d8 and multiply the result by 20 to determine your hero's starting funds (double the total for pure strain humans, as noted in Chapter 2: Hero Creation).

That figure represents all the money your hero has—a bankroll that he must use to buy what he owns at the start of his career. With this freedom, however, comes responsibility; in order to use your hero's starting funds to best effect, you need to examine all the lists and descriptions in this chapter to decide what to buy. It's a good idea to consult with the other players in your group to avoid pointless duplication.

Gamma Money

With no true government backing it up, paper currency has become meaningless in the world of Gamma Terra. Though gold has once again become the standard of transactions, most people don't pay for purchases with gold coins. Instead, most transactions rely on some form of bartering—trading one item for another.

For ease of play, most items of equipment listed in this chapter are given a base price in gold coins (one of which is approximately the size of a silver dollar). One liter of drinkable water costs 1 gold.

Of course, in any barter system, the precise value of any given item can and will fluctuate wildly based on supply and demand. The Gamemaster is encouraged to introduce price differences (up to 50% or more!) from area to area to reflect this reality.

Ages of History

The Gamma World setting recognizes three distinct ages of history.

The Ancient Age is the time of humanity before the Cataclysm. The rapid growth of electronic and computer technology marks this age. Automobiles and firearms were common, space travel was born, and multinational corporations began to become more important than governments.

The Shadow Age describes the years of conflict that arose with the coming of the Invaders. An array of new technologies burst onto the scene during this time period, though it isn't known which side invented which items.

Finally, the Gamma Age is the present day of the campaign setting. Most sentient humanoids live in cultures similar to Earth's Middle Ages, though some societies present examples of greater or lesser advancement. The arks, for instance, are more like a stone-age culture, while the orlens have achieved a Renaissance-like level of technological expertise.

Of course, technological advancement can vary widely even within the same species. A tribe of badders that has been isolated from the rest of the world might still use simple weapons, while a group of orlens that manages to restore an ancient factory might be able to manufacture basic materials common to the Ancient Age.

Weapons

From bloodthirsty mutants to fanatical soldiers to slavering monsters, the world of Gamma Terra is filled with cruel and unforgiving enemies, and only a foolish hero goes out into it unarmed. While skills and clever strategies are important, sometimes the difference between victory and defeat is the trusty weapon at a hero's side.

This section describes all the types of weapons that are available to heroes (and their opponents). Melee weapons are listed separately from ranged and heavy weapons, and the items on each table are grouped according to the age that marks their development.

Melee Weapons

Personal weapons are described below, in the order of the Age in which they were used.

Gamma Age Melee Weapons

Weapons associated with the Gamma Age range from the most basic tools to fine examples of metalwork. However, all share the fact that they are made entirely by hand.

Broadsword: The heavy, double-edged broadsword features a meter-long blade designed for both cutting and slashing.

Club: This category includes all types of simple, one-piece bludgeons—humanity's oldest weapon. Clubs range from natural sticks and bones to carved stone or wood to modern nightsticks and truncheons of hard wood, plastic, or even metal. The combat statistics for a club also apply to any heavy, clublike object a character picks up to use in a fight, such as a table leg or a lead pipe.

Dagger: All knives, stilettos, and other such weapons are included in this category (except for the combat knife, which has its own entry).

Flail: The common threshing flail, modified for war, is a potent weapon. It consists of a sturdy wooden handle attached by a chain to an iron rod, a spiked rod, or a spiked iron ball.

Gauntlet: This weapon is a metal sheath that fits over the outside of the hand, providing slightly better damage potential in a fistfight than one's bare knuckles.

Great ax: This weapon consists of a stout wooden shaft, 2 meters long, with a curved, single-edged blade at one end. It does impressive damage but takes two hands to wield.

Hand ax: A tool that became a weapon, the hand ax consists of a short wooden handle with a heavy, single-edged cutting head. Primitive axes can be made from carved stone, but the majority of axes in Gamma Terra have metal heads.

Mace: A mace is a club with a blunt stone or iron head fitted to one end. Some of the heads may be studded, flanged, or spiked (such weapons are often called morningstars).

Polearm: Polearms are a class of weapons consisting of a long shaft with an edged weapon mounted on one end. These weapons require two hands to use.

How to Read the Equipment Tables

Here are brief descriptions of what the column headings on the tables in this chapter mean:

Age: The age of history at which the item is created. This doesn't guarantee that all items marked "G" are available in all Gamma Terra societies; the Gamemaster should apply reasonable levels of supply and demand as he sees fit.

Name: The common name of the weapon, armor, equipment, or vehicle.

Skill: For weapons and vehicles, the name (often abbreviated) of the skill a character needs to avoid using the weapon or vehicle untrained. For armor, if the Armor Operation skill or one of its specialty skills reduces the armor's AP (see below), this listing identifies the skill in question.

Acc: Accuracy (weapons only). A number other than 0 indicates that a bonus or a penalty is applied to the wielder's skill check to account for the weapon's ability to hit its target. For example, the precise laser rifle provides a –1 step bonus, while the flintlock pistol carries a +2 step penalty.

AP: Action Penalty (armor only). The mass and bulk of heavier armors act to slow down their users. A number other than 0 here indicates a penalty that is applied to each action check made by the wearer and to the wearer's Dexterity resistance modifier. For full details, see the Armor Operation skill in Chapter 5: Skills.

Drv: Drive rating. An indication of how the vehicle handles, reflected as a bonus or penalty to the operator's Vehicle Operation skill check.

Md: Mode (ranged weapons only). This column indicates whether a weapon fires a single shot per phase (F), a burst (B), or is capable of autofire (A). If the weapon can be operated in more than one mode, then the user can decide which one he wishes to employ. For more information, see Automatic Weapons in Chapter 3: Heroes in Action.

Range: The weapon's range, expressed as Personal for melee weapons and usually as a series of numbers for other weapons. The numbers represent short/medium/long range in meters. An asterisk (*) after Personal identifies a melee weapon that can be thrown, using the Athletics–*throw* skill.

Type: For weapons, the first listing under type describes the form of damage the weapon inflicts: low impact (LI), high impact (HI), or energy (En). The second listing describes the weapon's firepower: Ordinary (O), Good (G), or Amazing (A).

For armor and vehicles, this indicates the toughness rating of the item: Ordinary (O), Good (G), or Amazing (A). See the sidebar Degrading Damage for information on how to use this rating.

Damage: The amount of damage a weapon inflicts when used in the proper manner. Figures are given in Ordinary/Good/Amazing order, and the appropriate damage is applied depending on the result of the wielder's skill check.

LI / HI / En: Each type of armor is rated for its effectiveness in stopping primary damage in each of the three categories: low impact (LI), high impact (HI), and energy (En). When a character wearing armor is hit by an attack, the number in the appropriate section of this column is subtracted from the damage caused by the attack. If the subtraction of a number from a die roll (such as d4–1) yields a result of 0 or less, the armor failed to absorb any damage on that attack. For shields and helmets, a number without a die roll (such as +1) represents a constant quantity that is subtracted from any damage caused.

Dur: A vehicle's durability, expressed as stun/wound/mortal points for most planetary vehicles, or as hull size/number of compartments for ships with multiple compartments.

Actions: An optional rule. The number of times that a weapon can be used in a single round.

Clip Size: For powered melee weapons, this number is equal to the number of hits the weapon can strike before its energy cell is empty and requires replacement. For ranged weapons and heavy weapons, this number describes how many shots a weapon can fire before its clip or energy cell is exhausted (or, for a revolver, before all of its chambers are empty). A number after a slash mark (/) indicates the number of bursts that may be fired from a single clip. Each use of a weapon in burst mode expends one burst (three shots) of ammunition, while each use of autofire mode expends three bursts. A dash to the left of a slash mark indicates that the weapon can't be used in single-shot mode.

Clip Cost: The average cost of a clip of ammunition. For most Shadow-Age powered weapons, this is the cost of a single energy cell.

Hide: If a character attempts to conceal possession of a weapon (or the fact that he's wearing armor), a number here represents the penalty applied to an opponent's Awareness–*perception* check to spot the weapon (or armor). A dash indicates that the weapon or armor can't be concealed.

Accel: Acceleration, a figure that indicates how responsive a vehicle is to changes in speed, measured in meters per phase per phase (m/p^2).

Cruise and Max: The vehicle's velocity at cruising speed and its maximum speed. For determining how far a vehicle can travel over an extended period of time, read the figures as kilometers per hour (kph). To keep track of the distance between two vehicles during a combat scene, read the figure as meters per phase (mpp).

Mass: The item's mass, in kilograms. A dash in this column indicates that an item's mass is negligible (less than 1 kg), but that doesn't necessarily mean that a hero can wear or carry as many of these items as he wants.

Cost: The average cost of the item. The Gamemaster is free to adjust this value up or down according to local supply and demand.

Table GW43: Melee Weapons

PL	Weapon	Skill	Acc	Md	Range	Type	Damage (O/G/A)	Actions	Clip Size	Clip Cost	Hide	Mass	Cost
G	Broadsword	Melee–*blade*	0	n/a	Personal	LI/O	d4+2w/d6+2w/d4m	2	—	—	—	4	200
G	Club	Melee–*bludgeon*	0	n/a	Personal	LI/O	d4+1s/d4w/d4+1w	3	—	—	+1	2	—
G	Dagger	Melee–*blade*	0	n/a	Personal*	LI/O	d4w/d4+1w/d4+2w	4	—	—	+3	1	10
G	Flail	Melee–*bludgeon*	+1	n/a	Personal	LI/O	d6+2s/d4+2w/d6+2w	2	—	—	—	4	150
G	Gauntlet	Unarmed Attack	0	n/a	Personal	LI/O	d4+1s/d4+2s/d4–1w	4	—	—	+3	1	5
G	Great ax	Melee–*blade*	+1	n/a	Personal	LI/O	d6+1w/d6+2w/d4+1m	2	—	—	—	5	100
G	Hand ax	Melee–*blade*	0	n/a	Personal*	LI/O	d4+1w/d4+2w/d4+3w	3	—	—	+2	1	25
G	Mace	Melee–*bludgeon*	0	n/a	Personal	LI/O	d6+1s/d4+1w/d6+1w	2	—	—	+1	2	35
G	Polearm	Melee–*blade*	+1	n/a	Personal	LI/O	d6+1w/d4+3w/d4+1m	1	—	—	—	5	50
G	Quarterstaff	Melee–*bludgeon*	–1	n/a	Personal	LI/O	d4+1s/d4+3s/d6w	3	—	—	—	2	5
G	Saber	Melee–*blade*	0	n/a	Personal	LI/O	d4w/d4+2w/2d4+1w	3	—	—	+1	2	300
G	Short sword	Melee–*blade*	0	n/a	Personal	LI/O	d4w/d6w/d6+2w	3	—	—	+1	2	50
G	Spear	Melee–*blade*	0	n/a	Personal*	LI/O	d4w/d4+2w/d4m	3	—	—	—	2	15
G	Unarmed	Unarmed Attack	0	n/a	Personal	LI/O	d4s/d4+1s/d4+2s	4	—	—	—	—	—
A	Chainsaw	Melee–*powered*	+1	n/a	Personal	LI/O	d6+1w/d6+2w/d4m	6	—		—	6	500
A	Collapsible baton	Melee-*bludgeon*	0	n/a	Personal	LI/O	d4+1s/d4+2s/d4+4s	4	—	—	+4	1	100
A	Combat knife	Melee–*blade*	0	n/a	Personal*	LI/O	d4+1w/d4+2w/d4+3w	4	—	—	+3	1	100
A	Katana	Melee–*blade*	–1	n/a	Personal	LI/O	d4+2w/d6+2w/d4+1m	3	—	—	+1	2	1500
A	Taser	Melee–*powered*	0	n/a	Personal	En/O	d4+1s/d4+3s/d6+4s	3	20	100	+2	2	600
S	BattleKlaw (a)	Melee-*blade*	0	n/a	Personal	LI/O	d4+2w/d6+2w/d4m	4	—	—	—	1	2500**
S	BattleKlaw, retractable (a)	Melee-*blade*	0	n/a	Personal	LI/O	d4w/d4+1w/d4+2w	4	—	—	+4	1	3000**
S	Gravmace (h)	Melee–*powered*	0	n/a	Personal	LI/O	d8+2s/d6+2w/d8+2w	3	10	300	+1	3	3000
S	Neural whip (a)	Melee–*powered*	+1	n/a	Personal	En/O	d6+2s/d6+3s/d6+5s	2	20	300	+1	2	3500
S	Power gloves (h)	Unarmed Attack	0	n/a	Personal	LI/O	see description	4	20	300	+1	3	2000
S	Pulse baton (a)	Melee–*powered*	0	n/a	Personal	En/O	d8s/d4+2w/d6+2w	3	15	300	+2	2	2000
S	Vibro blade (h)	Melee–*powered*	–1	n/a	Personal	En/G	d6+1w/2d6w/d4+3m	3	10	600	+2	2	25K
S	Vibro dagger (h)	Melee–*powered*	–1	n/a	Personal	En/G	d4+1w/2d4w/d4+1m	3	10	300	+3	1	15K

* Weapon can be thrown using the Athletics–*throw*.

** Cybernetic weapon that requires implantation, see Cybernetic Equipment sidebar.

(a) Only functions for androids and humans

(h) Only functions for humans

Quarterstaff: While this stout rod of wood—or metal or plastic, depending on resources—isn't particularly deadly, it's easy to use (note its bonus for Accuracy). A staff doesn't need to be manufactured for the purpose in order to be used as a weapon; any object of suitable size (around 2 meters long) will suffice in a pinch.

Saber: The favored hand-to-hand weapon of cavalry, a saber has a slightly curved, double-edged blade that gives maximum slashing power.

Short sword: The short sword consists of a handle designed for one-handed use and a blade that's longer than a dagger's—any blade just over 0.5 meter in length. The blade is pointed and used for thrusting.

Spear: Primitive spears are sharpened wooden spikes or daggers attached to the end of wooden shafts. Modern societies can produce spears of more durable material, although such items might not be as readily available and might weigh more than a primitive spear.

Ancient Age Melee Weapons

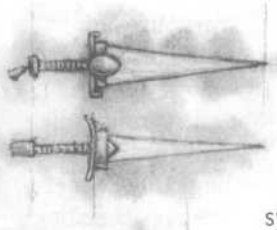
While firearms continue to develop, research into melee weapons is at its lowest point ever.

Chainsaw: Though not specifically designed as a weapon, the chainsaw can deliver brutal wounds. On a Critical Failure, the user inflicts Ordinary damage on himself.

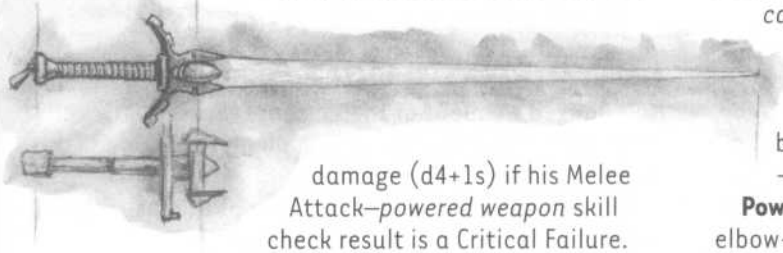
Collapsible baton: This metal weapon extends from a mere 10 cm to a full meter in length and can be whipped around with great speed.

Combat knife: This weapon is a high-tech version of the standard dagger or knife, composed of tempered steel, sophisticated polymers, or ceramic blends. A combat knife is typically equipped with additional features: A small compass can be inlaid in the handle, or a hollow handle can contain several meters of fishing line and a hook, a dozen matches, or some other suitably sized piece of survival gear.

Katana: This is the sword of the samurai. Its blade is slightly curved, with a chisel point and a small ring-shaped guard. The katana is forged from the finest steel, and painstaking care yields a blade of great strength and flexibility. The swordmaking techniques required to craft a katana have not yet been widely rediscovered by Gamma Age weaponsmiths, placing it as an Ancient Age weapon.



Taser: Above the insulated handle, the taser's surface crackles with a high-voltage, low-current electrical charge that can temporarily short-circuit the human nervous system. The user suffers Ordinary damage (d4+1s) if his Melee Attack–*powered weapon* skill check result is a Critical Failure. This weapon requires two batteries to function (see Equipment, below).



Shadow Age Melee Weapons

This time period saw the birth of a wide array of personal weapons. Most are powered weapons that shape gravity or energy to inflict grievous injury.

Note: The weapons listed in this section contain recognition systems and activate and function only for humans (if noted with "(h)") or for androids and humans (if noted with "(a)"). Any attempt to bypass this system permanently disables the weapon.

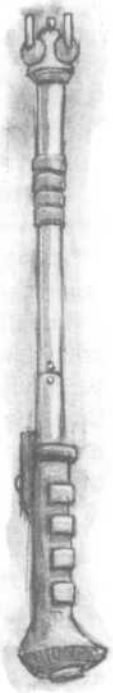
All Shadow Age energy weapons use interchangeable energy cells, which can be recharged using an energy cell charger (see Equipment, below). Most require only a single cell, unless noted otherwise.

BattleKlaw (a): This is a cybernetic weapon that is built into the hero's arm. It appears as a single metal talon that ends in a sharp point. A standard BattleKlaw (damage d4+2w/d6+2w/d4m) is fixed in position, either attached to living bone or a cyberlimb (see Equipment, below). A retractable BattleKlaw is slightly smaller (damage d4w/d4+1w/d4+2w) and disappears completely into the arm when not in use (and requires no action to extend). A nanocomputer is required to use this weapon (see the Cybernetic Equipment sidebar in this chapter).

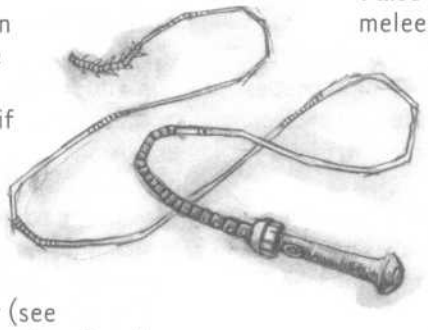


Gravmace (h): The gravmace consists of a meter-long handle with a gravitonic capacitor inside a striking head. Powerful capacitors manipulate the weapon's mass, making it strike like a sledgehammer while being swung like a willow switch.

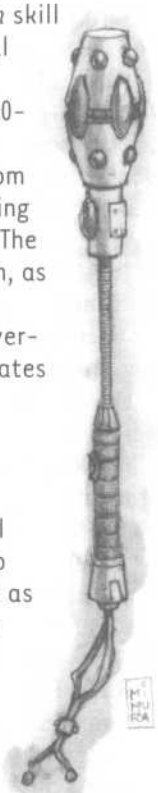
Neural whip (a): This nasty device was designed to administer severe amounts of pain without rendering the victim completely incapacitated. Any hit by the neural whip forces the target to make a Resolve–*physical resolve* skill check or suffer a 1-step reduction to all resistance modifiers for d4 hours. (Multiple strikes are cumulative, but this weapon can't bring any resistance modifier below -3.)



Power gloves (h): Power gloves consist of elbow-length gauntlets of fabristeel weave ending in heavy fighting gloves that cover the user's hands. Gravity technology allows the wielder to strike blows of astonishing power with a gloved hand, adding +3 damage to any strike made with Unarmed Attack–*brawl* or *power martial arts*.



Pulse baton (a): The first powered melee weapon capable of inflicting lethal damage, the pulse baton is a half-meter-long rod that delivers a concentrated energy discharge when it hits a target. The wielder suffers Ordinary damage (d8s) if his Melee Attack–*powered weapon* skill check result is a Critical Failure.



Vibro blade (h): This 30-cm rod, when activated, creates a 1-meter long blade of pure energy from one end. This energy field is capable of cutting through most common materials with ease. The weapon requires two energy cells to function, as reflected in its increased clip cost.

Vibro dagger (h): Essentially a smaller version of the vibro blade, this 12-cm rod creates a 30-cm energy field.

Ranged and Heavy Weapons

Regardless of a civilization's technological expertise, the ability of ranged weapons to neutralize enemies from afar is recognized as an advantage. The weapons listed here (in order of the Age of their debut) represent the wide variety allowed by increasing technology.

For destructive power, heavy weapons are unmatched. The military-grade weapons remaining from the days of the

Ancients are revered by anyone lucky enough to get his hands on a functioning sample.

Gamma Age Ranged and Heavy Weapons

The ranged weapons used by the natives of Gamma Terra range from simple thrown rocks to primitive firearms.

Ballista: Essentially a large crossbow, this heavy weapon was used in siegecraft. Though slightly more effective against single targets than the catapult, it is still rather poor when used in that manner.

Bola: Three balls connected by leather cords, used to bring down game. In addition to the damage inflicted, a successful hit forces the target to make a successful Dexterity feat check or be tangled in the cords, suffering a +1 step penalty to any physical action until he spends a round freeing himself.

Bow, long: A famous weapon, the long bow actually exceeds the flintlock rifle (see below) in range, accuracy, and rate of fire and does nearly as much damage.

Bow, short: This is a simple bow made from a single piece of wood. Because archery and bowhunting once existed as sports, short bows made of high-tech materials may be found in Ancient ruins.

Cannon: Cannons use gunpowder to fire a large metal sphere (the cannonball) at targets such as ships or castles. Their poor accuracy make them unsuitable for use against single targets. They are nonetheless the largest weapons the natives of Gamma Terra can build.

Catapult: This heavy weapon is a staple in Gamma Age siegecraft. It propels a large stone over a great distance. It is not very suitable for firing against individual targets.

Crossbow: Consisting of a bow mounted crosswise on a wooden or metal stock, the crossbow is fired much like a gun. Although slower and clumsier than a long bow, it outranges the bow and has superior striking power.

Javelin: A light throwing spear, sometimes fashioned from metal, the javelin was often used in hunting. Its balance and mass make it an ideal throwing weapon, increasing the wielder's normal throwing range by 50% in each category. (See Thrown Weapons in Chapter 3: Heroes in Action for more information.)

Musket, flintlock: The musket was the most successful of the black powder weapons. By later standards it is inaccurate and unreliable, but its .50 to .60 caliber bullet deserves respect.

Pistol, flintlock: The flintlock pistol employs the same mechanism and muzzle-loading powder and shot as the flintlock musket.

Rifle, long: Also known as a Kentucky rifle, this flintlock weapon was more accurate than the musket but fired a smaller ball.

Rock, thrown: The first ranged weapon. Less effective than when slung (see below).

Shuriken: Though these "throwing stars" are not extremely lethal, the metal, sharp-pointed disks are easy to conceal.

Sling: This weapon is a simple looped strap in which a stone is whirled and then let fly. Small stones originally serve as ammunition, but the sling can use metal bullets, whose aerodynamic shape increases the sling's range by 10 meters in each category.

Ancient Age Ranged and Heavy Weapons

Most ranged weapons of the Ancients focused on a variety of methods of delivering a small metal payload (the bullet) to a target.

Flamethrower: See the description of the incendiary grenade for effects on flammable objects.

Flare gun: See Ancient Age Equipment, below.

Grenade launcher: This six-shot grenade launcher looks like an oversized revolver mounted on a shotgun stock. It can fire any grenades of this time period.

Grenade, concussion: The concussion grenade is basically a half-kilogram block of TNT in a cardboard wrapper. It has a pin and arm mechanism but no fragmentation material. The concussion grenade is considered an offensive weapon, since it can be thrown by troops in open terrain without fear of causing themselves shrapnel damage.

All targets within 2 meters of a concussion grenade's explosion suffer Amazing damage (d4+1w), targets between 2 and 4 meters away suffer Good damage (d4w), and targets from 4 to 6 meters away suffer Ordinary damage (d6+2s). Targets beyond 6 meters aren't damaged by the blast.

Grenade, fragmentation: As its name suggests, this explosive device sends shards of metal in all directions, inflicting formidable damage to anything that's nearby when it goes off.

All targets within 2 meters of a frag grenade's explosion suffer Amazing damage (d6+2w), targets between 2 and 6 meters away suffer Good damage (d4+2w), and targets between 6 and 10 meters suffer Ordinary damage (d4w). Anything farther than 10 meters away isn't affected by the blast.

Grenade, incendiary: This grenade releases a highly combustible chemical that ignites and throws shrapnel within a 6-meter radius.

All targets within 2 meters of an incendiary grenade's explosion suffer Amazing damage (d4+3w), those from 2 to 4 meters away receive Good damage (d4+2w), and those from 4 to 6 meters away receive Ordinary damage (d4w). Targets beyond 6 meters suffer no damage. Fireproof or heat-shielded objects suffer half or no damage depending on the level of their protection. Flammable objects ignite and continue to burn for d6+1 rounds, suffering d4-1 points of wound damage each round or until the fire is extinguished.

Table GW44: Ranged and Heavy Weapons

PL	Weapon	Skill	Acc	Md	Range	Type	Damage (O/G/A)	Actions	Clip Size	Clip Cost	Hide	Mass	Cost
G	Ballista	Hvy–*indirect*	+3	F		HI/O	d6w/d6+2w/d4+1m	1	1		–		
G	Bola	Athl–*throw*	+1	F	6/12/30	LI/O	d4s/d4+1s/d4+2s	1	–	–	+1	4	5
G	Bow, long	Ranged–*bow*	+1	F	40/80/200	LI/O	d4+1w/d6+1w/d4m	2	10	10	–	1	100
G	Bow, short	Ranged–*bow*	+1	F	20/40/100	LI/O	d4w/d4+2w/d4+3w	3	10	10	–	1	50
G	Cannon	Hvy–*indirect*	+2	F		HI/G	d6w/d6+2w/d6m	1	1		–		
G	Catapult	Hvy–*indirect*	+4	F		HI/O	d4+1w/d6+1w/d4m	1	1		–		
G	Crossbow	Ranged–*crossbow*	0	F	50/100/250	LI/O	d4+2w/d6+2w/d4+1m	1	10	15	–	2	200
G	Javelin	Athl–*throw*	0	F	Per STR	LI/O	d4w/d4+1w/d4+2w	1	–	–	–	1	25
G	Musket, flintlock	Ranged–*rifle*	+2	F	20/40/100	HI/O	d6+1w/d6+3w/d6+1m	1	1	10	–	4	400
G	Pistol, flintlock	Ranged–*pistol*	+2	F	4/8/16	HI/O	d4+2w/d6+2w/d4+1m	2	1	10	+2	2	300
G	Rifle, long	Ranged–*rifle*	+1	F	30/60/150	HI/O	d6w/d6+2w/d6m	1	1	10	–	5	500
G	Rock, thrown	Athl–*throw*	+1	F	Per STR	LI/O	d4s/d4+1s/d4+2s	2	–	–	+4	<1	0
G	Shuriken	Athl–*throw*	0	F	Per STR	LI/O	d4s/d4w/d4+1w	4	–	–	+4	<1	10
G	Sling	Ranged–*sling*	+1	F	10/20/60	LI/O	d4s/d4+2s/d4w	2	10	5	+2	<1	10
A	Flamethrower	Hvy–*direct*	0	F	6/12/30	En/O	d6w/d6+3w/d8+3w	2	12	400	–	22	1800
A	Flare gun	Ranged–*pistol*	+2	F	4/8/20	En/O	d6s/d4w/d4+1w	1	1	10	+3	1	250
A	Grenade launcher	Hvy–*indirect*	0	F	50/200/350	As load	As load	3	6	As load	–	2	8000
A	Grenade, concussion	Athl–*throw*	+1	F	Per STR	En/G	d4w/d4+2w/d4+3w	2	–	–	+3	0.5	500
A	Grenade, fragmentation	Athl–*throw*	+1	F	Per STR	HI/G	d4w/d4+2w/d6+2w	2	–	–	+2	1	250
A	Grenade, incendiary	Athl–*throw*	+1	F	Per STR	LI/O	d6+2s/d4w/d4+1w	2	–	–	+3	0.5	250
A	Grenade, smoke	Athl–*throw*	+1	F	Per STR	Special	Special	2	–	–	+3	0.5	200
A	Hand mortar	Hvy–*indirect*	0	F	50/200/350	As load	As load	2	1	As load	–	2	2500
A	Machine gun, heavy	Hvy–*direct*	0	A	100/400/1000	HI/G	d6+1w/2d4+2w/d8m	4	–/50	1000	–	50	15000
A	Machine gun, light	Hvy–*direct*	0	A	60/200/600	HI/O	d6w/d6+3w/d6m	4	–/50	1000	–	10	7000
A	Pistol, semiautomatic	Ranged–*pistol*	0	F	6/12/50	HI/O	d4+1w/d4+2w/d4m	4	15	50	+3	1	600
A	Revolver, heavy	Ranged–*pistol*	+1	F	4/10/40	HI/O	d4+1w/d4+2w/d6m	3	6	30	+2	1	500
A	Revolver, light	Ranged–*pistol*	+1	F	4/8/30	HI/O	d4w/d6w/d4m	3	6	20	+3	1	400
A	Revolver, magnum	Ranged–*pistol*	0	F	6/12/50	HI/O	d4+2w/d4+3w/d4+2m	3	6	60	+1	1	900
A	Revolver, medium	Ranged–*pistol*	0	F	6/12/40	HI/O	d4w/d4+1w/d4m	3	6	30	+2	1	200
A	Rifle, assault	Ranged–*rifle*	0	F/B/A	60/120/300	HI/O	d4+2w/d6+3w/d4+1m	4	30/10	200	–	3	4500
A	Rifle, hunting	Ranged–*rifle*	0	F	70/140/350	HI/O	d6+1w/2d4+1w/d4+1m	3	10	100	–	4	3000
A	Rocket launcher	Hvy–*direct*	+1	F	30/60/150	HI/G	d6w/d4+3w/d4m	1	1	100	–	5	4000
A	SAM, handheld	Hvy–*indirect*	0	F	1000/2000/4000	HI/G	d4w/d6w/d6+4w	1	1	1500	–	8	20000
A	Shotgun	Ranged–*rifle*	0	F	6/12/30	HI/O	d4w/d6w/d4m	2	3	10	–	5	1600
A	Shotgun, heavy	Ranged–*rifle*	0	F	6/12/30	HI/O	d4+1w/d6+1w/d4+1m	2	5	30	+1	3	1000
A	Submachine gun	Ranged–*SMG*	+1	B/A	10/20/80	HI/O	d4+1w/d4+2w/d4m	4	–/10	100	+1	3	2400
S	Cannon, flechette (a)	Hvy–*direct*	0	B/A	60/120/240	HI/O	d8+1w/d8+3w/d8m	4	–/30	300	–	20	25000
S	Cannon, Mark XI blaster (h)	Hvy–*direct*	0	F/B/A	100/250/800	En/G	d8+1w/d8+4w/d8+1m	4	30/10	900	–	10	50000
S	Grenade rifle (h)	Hvy–*indirect*	0	F	60/240/500	As load	As load	4	12	As load	+1	4	15000
S	Grenade, plasma (h)	Athl–*throw*	+1	F	Per STR	En/G	d4+2w/d6+2w/d4m	2	–	–	+3	0.5	3000
S	Grenade, stun (a)	Athl–*throw*	+1	F	Per STR	En/O	d6s/d8s/d8+2s	2	–	–	+3	0.5	1000
S	Pistol, black ray (h)	Ranged–*rifle*	0	F	5/10/20	En/O	d6+1w/d6+3w/d6+1m	2	6	300	–	1	30000
S	Pistol, flechette (a)	Ranged–*pistol*	–1	F	8/16/40	HI/O	d4w/d6w/d4m	4	15	150	+3	1	1500
S	Pistol, laser (h)	Ranged–*pistol*	–1	F	20/40/200	En/O	d4+1w/d6+1w/d4m	4	24	300	+3	1	3500
S	Pistol, Mark V blaster (h)	Ranged–*pistol*	0	F	15/30/100	En/G	d6w/d6+2w/d6m	2	15	300	+2	1	4250
S	Pistol, needler (a)	Ranged–*pistol*	0	F	5/10/20	LI/O	d4s/d4+1s/d4+2s	3	20	300	+3	1	2500
S	Pistol, tangler (a)	Ranged–*pistol*	–1	F	5/10/20	n/a	see description	3	8	300	+2	1	5000
S	Rifle, flechette (a)	Ranged–*rifle*	–1	F/B/A	10/20/50	HI/O	d4+1w/d6+1w/d4+1m	4	30/10	200	–	4	5000
S	Rifle, laser (h)	Ranged–*rifle*	–1	F	100/400/1000	En/O	d6+1w/d6+3w/d4+1m	3	18	300	–	4	6000
S	Rifle, Mark VII blaster (h)	Ranged–*rifle*	0	F	50/100/200	En/G	d6+1w/d8+2w/d6+1m	2	12	300	–	4	7000
S	SMG, flechette (a)	Ranged–*SMG*	0	B/A	8/16/40	HI/O	d4w/d6w/d4m	4	–/10	450	+1	3	3000
S	SMG, laser (h)	Ranged–*SMG*	–1	B/A	20/80/200	En/O	d6w/d6+2w/d4m	4	–/6	300	+1	3	5000
S	SMG, Mark IX blaster (h)	Ranged–*SMG*	0	B/A	15/60/120	En/G	d6+1w/d6+2w/d6m	2	–/4	300	+1	3	9000

(a) Only functions for androids and humans
(h) Only functions for humans

Grenade, smoke: This grenade releases a thick cloud of smoke that fills an area in a 6-meter radius around the explosion site. The smoke lasts for d8+4 rounds. It provides Good cover (+2 penalty to opponents' attempts to attack) and applies a +2 penalty to Awareness checks for all characters within the area of effect.

Some smoke grenades are filled with tear gas. Tear gas works just like smoke with the added benefit of partially incapacitating unprotected characters. Each individual in the area of effect rolls a Constitution feat check to try to counter the effect of the gas: A Critical Failure indicates the victim is helpless for 2d4 rounds, a Failure results in a +3 penalty to all the victim's action checks and actions for 2d4 rounds an Ordinary success results in a +2 penalty, a Good success results in a +1 penalty, and on an Amazing success, the gas has no effect. Characters wearing enviro-suits or using gas masks or other equipment with a separate air supply are unaffected by tear gas.

Hand mortar: This single-shot, breech-loading grenade launcher can fire any grenades of the time period. It resembles a large, single-barreled shotgun.

Machine gun, heavy: This weapon type includes any of the large automatic weapons that use large-caliber rounds and require a sturdy mount to control the recoil. Without the use of such a mount, penalties for using automatic fire are doubled (+2/+4/+6 instead of the usual +1/+2/+3), and the user suffers an additional +1 penalty for lack of accuracy and must roll a successful Strength feat check to keep from being knocked down.

Machine gun, light: This fairly light, air-cooled machine gun came to prominence on battlefields of the era. The mechanism behind the machine gun is brilliant and simple: propellant and energy left over from expending a round of ammunition is used to load the next round into the chamber. It fires its bullets in rapid succession—much faster than a character could empty a single-shot gun.

Pistol, semiautomatic: Smaller but deadlier than the medium revolver, the semiautomatic pistol is an extremely popular handgun. A high-capacity ammo clip and a rapid rate of fire combine to produce an approximation of autofire, although the pistol is incapable of fully automatic action.

Revolver, heavy: A heavier pistol, it's not quite as easy to conceal as the light revolver but delivers greater damage and has longer range.

Revolver, light: Light revolvers and small handguns are in common use for centuries after their invention. The small size makes one ideal for concealment in a hidden holster or pocket.

Revolver, magnum: The most powerful handgun of the 20th century, this formidable weapon is renowned for its hitting power.

Revolver, medium: The medium revolver has a slightly improved range and greater damage potential than the light revolver.

Rifle, assault: The assault rifle—the first firearm capable of both burst mode and autofire—is the standard military weapon of the era. Its range and damage are superior to anything that had come before it.

Rifle, hunting: This is somewhat of a misnomer, since it was also a popular battlefield weapon. This single-shot weapon is often equipped with a scope, decreasing range penalties by 1 step.

Rocket launcher: Introduced as an infantryman's antitank weapon, the shoulder-fired rocket launcher is also useful for busting bunkers and heavy fire support. Many variations of this weapon (such as the LAW rocket or the RPG-7) also exist.

SAM, handheld: This is a shoulder-fired surface-to-air missile with a heat-seeking head. When used against an airborne target that's giving off a significant amount of heat, the missile circles around for a second attack one round later if it misses the target on its first pass.

Shotgun: Shotguns come in several different forms, including pump-action, bolt-action, single-shot, and double-barrel. The 12 gauge is a fairly typical pump-action shotgun. At short range, damage from a shotgun is doubled. At long range, all damage results are halved (round down, to a minimum of 1 point).

Shotgun, heavy: Larger than the normal shotgun, this weapon was often used by police to stop vehicles (hence its nickname, the "Roadblocker"). As with all shotguns, it inflicts double damage at short range and half damage at long range.

Submachine gun: A whole family of small but deadly automatic weapons with astounding rates of fire fall into this category. The submachine gun is an outstanding weapon in relatively close quarters, but it can't match a rifle for range or accuracy.

Shadow Age Ranged and Heavy Weapons

The ranged weapons of the Shadow Age left the slug-throwers of the previous age behind in favor of a variety of new ways to kill enemies from a distance. The first true energy weapons appeared during this time.

The need for increased security also brought with it recognition systems that prevented nonhumans from being able to use these advanced weapons. Those weapons marked with "(a)" function only for androids and humans, while those marked with "(h)" function only for pure strain humans. Any attempt to bypass such a weapon's recognition system permanently disables the weapon.

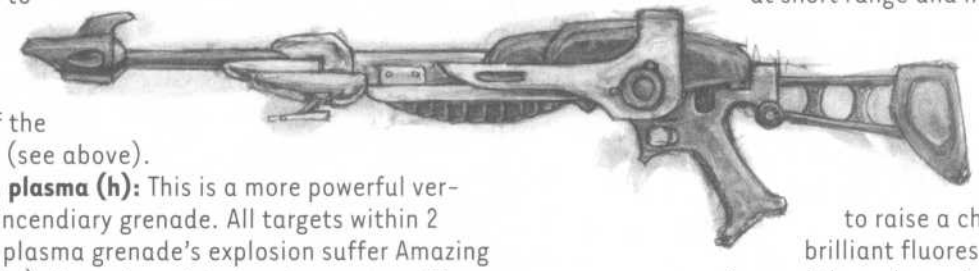
All Shadow Age energy weapons use interchangeable energy cells that can be recharged using an energy cell charger (see Equipment, below). Most require only a single cell unless noted otherwise.



Cannon, flechette (a): Like the smaller versions of this weapon, the flechette cannon fires bundles of razor-sharp projectiles. Its range and autofire capabilities allow it to carve entire crowds to shreds in seconds. Damage is doubled at short range and halved at long range.

Cannon, Mark XI blaster (h): This tripod-mounted cannon is the deadliest direct fire weapon known on Gamma Terra. Entire squads of troops can be kept at bay with bursts of plasma from this weapon. The blaster cannon requires three energy cells, which is reflected in its higher clip cost.

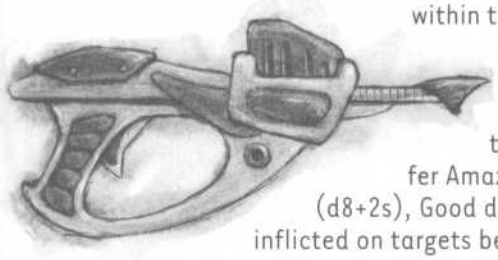
Grenade rifle (h): This advanced grenade launcher can hold up to twelve of the canister-shaped grenades of the time period (see above).



Grenade, plasma (h): This is a more powerful version of the incendiary grenade. All targets within 2 meters of a plasma grenade's explosion suffer Amazing damage (d4m), those from 2 to 4 meters away suffer Good damage (d6+2w), and those from 4 to 8 meters away take Ordinary damage (d4+2w). Targets beyond 8 meters suffer no damage, and fireproof or heat-shielded objects suffer half or no damage, depending on the level of their protection. Flammable objects ignite and burn for d6+1 rounds, taking d4 points of wound damage each round or until the fire is extinguished.

Unlike more primitive grenades, this small canister-shaped device is activated by pressing a thumbpad, which includes a recognition device like that found in other Shadow Age armaments. The grenade only functions for humans; if thrown by any other creature, it's little more than a hunk of metal. It can also be fired from the grenade rifle (see below).

Grenade, stun (a): The stun grenade creates a concussive wave that stuns those within the blast radius. All targets within 2 meters of the impact suffer Amazing damage (d8+2s), Good damage (d8s) is inflicted on targets between 2 and 4 meters away, and targets from 4 to 10 meters away suffer Ordinary damage (d6s). Targets beyond 10 meters suffer no damage.



This grenade is activated in a manner identical with the plasma grenade (see above), but functions for either humans or androids. It can also be fired from the grenade rifle (see below).

Pistol, black ray (h): Despite its short range, this pistol is perhaps the most lethal close-combat ranged weapon on Gamma Terra. It completely ignores armor of less than Amazing toughness, inflicting normal damage as if the armor didn't even exist. Armor of Amazing toughness blocks the beam entirely.



Pistol, flechette (a): This pistol fires tiny bundles of razor-sharp aerofoils. It is particularly deadly in close combat, since damage from a flechette gun is doubled at short range and halved at long range.

Pistol, laser (h): Another application of electrochemical technology, the laser weapon uses an electrical charge to raise a chemical mass to brilliant fluorescence. This light is focused through precisely machined artificial crystals and expelled from the weapon as a white-hot beam.

Pistol, Mark V blaster (h): This weapon has a much shorter range and less accuracy than a laser pistol but makes up for it with a greater damage potential. It fires blasts of pure superheated plasma.



Pistol, needler (a): Though this pistol's needlelike ammunition inflicts a small amount of damage, its primary function is to deliver a concentrated dose of a toxin or pharmaceutical. See below for more information on such chemicals.

Pistol, tangler (h): This pistol fires a glob of sticky goop that entangles its target. On an Ordinary hit, the target suffers a +2 step penalty to all Strength- and Dexterity-based skill and feat checks and moves at

half the normal rate. On a Good hit, the penalty increases to +4 steps and movement is reduced to one-fourth the normal rate. An Amazing hit completely immobilizes the target. A Strength feat check (with a +3 step penalty) can free a target from the goop. The tangler goop can be dissolved with 1 gallon of alcohol; otherwise it dissolves after 1 hour. This weapon functions only for humans.

Rifle, flechette (a): Despite its relatively limited range, this rifle is capable of dealing out murderous damage with burst or autofire. As with other flechette weapons, damage is doubled at short range and halved at long range.

Rifle, laser (h): The laser rifle is a larger, heavier, improved version of the laser pistol—every bit as accurate as the smaller weapon and able to hit a target from as far away as a full kilometer.

Rifle, Mark VII blaster (h): Like the blaster pistol, this weapon makes up for its limited range with high firepower.

Submachine gun, flechette (a): Though it inflicts less damage than a standard SMG, this weapon's improved accuracy makes it dangerous to face.

Submachine gun, laser (h): The laser SMG does more damage, has greater accuracy, and fires more shots per clip than previous SMGs.

Submachine gun, Mark IX blaster (h): A truly lethal weapon, capable of both burst and autofire.

Armor

Just as weapons improve over the millennia, various types of armor emerge over time to protect the vulnerable hero from the deadly array of arms he might encounter. Armor isn't impervious, but it's better than nothing, and a complete suit of armor can guard its wearer against all but the most well-aimed blows.

The finest armor types of the Shadow Age are self-contained tanks, equipped with onboard sensors, computers, and weapons systems, and are appropriate only on the battlefield. In civilized areas, most people view unconcealed armor in much the same way they view a holstered sidearm—it's an indication that the individual expects to shoot and get shot at.

Gamma Age Armor

Armor of the Gamma Age is handmade from hides and metal. A good sign of a specific society's technology level is the quality of their armormaking.

Chain mail: Various types of laminated, scale, brigandine, splint, and banded armor fall under the broad category of chain mail. Formed by linking or sewing metal rings to a plain leather backing, chain mail provides excellent protection against slashing (low impact) attacks. The chain mail suit includes a coif to protect the head.

Shapes and Sizes

Heroes in the Gamma World setting come in all shapes and sizes. Even those heroes of normal size may have wings, extra arms, or other mutations that prevent them from fitting into normal-sized armor.

Assume that any Gamma Age armor can be altered to fit a human-sized hero at a cost of 10–50% of the armor's base cost. Armor of the Ancient or Shadow Ages is much more difficult to adjust; that winged mutant may find it impossible to fit into the shiny suit of powered attack armor she just found.

Heroes significantly larger or smaller than human size must have armor specially made to fit them, which usually adds 50–100% to the armor's base price. (Nonhuman societies, of course, have plenty of suits of armor in the correct size!)

Degrading Damage

In addition to being able to absorb damage, armor that's especially thick or tough protects its wearer in another way—by causing the type of damage she suffers to be degraded.

Here's how it works: If a character using a weapon of Ordinary firepower gets a successful hit against someone wearing armor with a Good toughness rating, the severity of the primary damage is degraded by one level—mortal damage becomes wound damage, wound damage turns into stun damage, and stun damage is negated. Secondary damage is calculated after the original damage is degraded.

◆ ***Example:*** A character wearing a body tank (Good toughness) is targeted by an enemy wielding a laser rifle (energy weapon, Ordinary firepower). The enemy gets an Amazing success and deals out 5 points of mortal damage. This damage is immediately degraded to 5 wounds, and then 2 points of secondary stun damage are assessed. The result of the armor roll for the body tank (2d4+2 vs. En) is 4, meaning that only 1 point of wound damage gets through to the wearer. What started out as a potentially lethal hit has ended up causing only 1 point of wound damage and 2 points of stun damage.

Note: When a character's armor degrades the damage from a weapon attack, he is not subject to being knocked out as the result of being hit by an Amazing success (as set forth in Chapter 3).

The same rule applies to the occupants of vehicles. Note that some vehicles have Amazing (A) toughness ratings. Even a weapon of Good firepower has its damage degraded against such an object, and damage done by weapons of Ordinary firepower is degraded twice—mortal damage becomes stun damage, and wounds and stuns are ignored.

Optional Rule: Upgrading Damage

This optional rule should only be used if the Gamemaster desires a deadly campaign where high-tech weapons are the ultimate desire of any adventurer.

If a weapon's Firepower rating exceeds the target's Toughness rating, the primary damage inflicted is upgraded one class before secondary damage and armor are applied. In other words, stun damage upgrades to wounds, wounds upgrade to mortal, and mortal damage upgrades to double the listed die range for that weapon.

To upgrade mortal damage, simply double the dice without doubling any added damage. For instance, the vibro blade would upgrade from d4+3 mortals to **2**d4+3 mortals against a target of Ordinary toughness.

Be warned: This optional rule makes weapons of Good firepower exceedingly dangerous against lightly armored targets. (Unarmored targets are considered to be of Ordinary toughness.)

Layering Armor

A hero may have good reason for wearing one type of armor over another one, but doing so does not provide extra protection.

On any particular attack, someone who wears layers of armor only enjoys the protection of one of those layers; use dice rolls to determine how much damage each layer of armor absorbs, but apply only the best result. Note also that even though only one layer of armor actually provides protection, the penalties to a character's action check and Dexterity resistance modifier are cumulative, as is the mass.

The Gamemaster determines whether two types of armor can even be put on at the same time; many combinations are outright impossible.

This restriction also applies to characters who have natural (or implanted) body armor, such as that granted by a mutation or a cybernetic enhancement.

Damage to Armor

Depending on the type of campaign you're in, your Gamemaster may ignore damage to armor or may decide that armor gets hurt just as characters do and therefore needs to be repaired.

Here's a simple rule to use: whenever a hero is the target of an Amazing success on an attack, reduce the effectiveness of the armor by 1 point (if the attack causes wounds) or 2 points (if it causes mortal damage). For instance, damaged chain mail would provide protection of d6–2 (LI), d6–5 (HI), d6–5 (En) if struck by an Amazing hit that caused wound damage. If a piece of armor is no longer capable of reducing damage (for instance, if a suit of assault gear were reduced to d6–6 (LI), d6–6 (HI), d6–6 (En)), it is considered destroyed and cannot be repaired.

Damaged armor can be repaired by succeeding at a complex skill check using the Technical Science–*repair* skill. The check requires 4 successes plus 1 success for every point of reduction suffered by the armor (to a maximum of 10 successes). Repairing cybergear armor is more difficult and inflicts a +2 step penalty to the skill check. Armor can never be repaired to a better value than it had when it was new.

If the weapon's firepower (O, G, or A) is less than the armor's toughness, the weapon can't damage the armor under this rule.

Helm: The head is treated to extra protection. A helm can't be used with armors that already contain an integral helmet or hood. The Gamemaster can determine that a helm's protection isn't significant in some situations, especially if it is the only armor being worn.

Hide armor: This armor utilizes the furs and skins of animals that are stitched or fastened together to roughly fit the body of the individual wearing it. The protection it provides is minimal, and it is employed only by particularly primitive societies. This category also includes weaves of thick vegetation made into protective garments.

Leather armor: This protection is easy to craft and maintain and does a decent job of protecting the wearer from the weapons of the day.

Leather coat: The cuir bouilli ("boiled leather") coat isn't the best armor, but it's better than nothing in battle. Leather coats have an advantage in being innately concealable; in many societies, the rugged coat is an item of style.

Plate armor, full: Full plate mail is made from shaped and fitted metal plates riveted and interlocked in such a way as to cover the entire body. Gauntlets, boots, and a visored helmet are included, as well as a layer of thick padding under the armor.

Plate armor, partial: This armor combines a metal breastplate with either chain or brigandine armor. A few metal plates protect vital parts of the body, but not as many are used as in full plate armor.

Shield, medium: A medium shield is heavier than a small shield and is usually a meter or more in diameter. It can be round or square, though most looked like rounded triangles.

Shield, small: A small shield is usually round, about a half-meter in diameter, and worn on the forearm of the secondary hand.

Table GW45: Armor

PL	Armor	Skill	AP	Type	LI/HI/En	Hide	Mass	Cost
G	Chain mail	Armor Op	+1	O	d6–1/d6–4/d6–4	+1	15	350
G	Helm	Armor Op	+1	O	+1/0/0	–	4	50
G	Hide armor	Armor Op	+1	O	d6–3/d4–3/d6–4	–	10	20
G	Leather armor	–	+0	O	d6–2/d6–4/d6–4	+2	7	50
G	Leather coat	–	+0	O	d6–3/d4–3/d4–2	+3	5	150
G	Plate, full	*combat*	+3	O	d6+1/d6–3/d6–3	–	25	1000
G	Plate, partial	*combat*	+2	O	d6/d8–5/d6–4	+1	20	500
G	Shield, medium	*combat*	+2	O	+2/+1/0	–	7	100
G	Shield, small	Armor Op	+1	O	+1/+1/0	+1	4	30
A	Assault gear	*combat*	+3	O	d6–1/d6–1/d6–1	–	10	3500
A	Bulletproof vest	–	+0	O	d6–3/d6–2/d4–2	+2	5	2000
A	Enviro-suit	–	+0	O	d6–3/d6–2/d4–2	–	10	5500
A	Helmet, riot	Armor Op	+1	O	+1/+1/0	–	2	750
A	Shield, riot	*combat*	+2	O	+1/+1/+1	–	4	1000
S	Attack armor	*combat*	+3	O	d4+1/d6+1/d6–1	–	15	10K
S	Attack armor, powered	*powered*	+2	O	d6+1/d6+2/d6	–	25	20K
S	Battle jacket	Armor Op	+1	O	d6–1/d4+1/d4–1	+1	8	5000
S	Body plating	*combat*	+3	O	d6/d4+1/d4	–	40	7000*
S	Body tank (h)	*powered*	+4	G	2d4+1/2d4+1/2d4	–	60	priceless
S	Body tank, airborne (h)	*powered*	+3	G	2d4–1/2d4–1/2d4–1	–	40	priceless
S	Body tank, recon (h)	*powered*	+3	G	2d4/2d4/d6+2	–	45	priceless
S	Enviro-armor	*combat*	+2	O	d6–1/d6/d6–1	–	20	15K
S	Fabristeel coat	–	+0	O	d4/d4/d6–2	+3	4	3000
S	Fabristeel jacket	–	+0	O	d4–1/d4–1/d6–3	+3	3	2250
S	Fabristeel jumpsuit	–	+0	O	d6/d6/d6–1	+4	3	6000
S	Force field (h)	–	+0	O	see description	+3	2	8000
S	Shield, plasteel	*combat*	+1	O	+2/+1/+1	–	4	3000

*Cybernetic armor that requires implantation, see Cybernetic Equipment sidebar
(h) Only functions for humans

Ancient Age Armor

As the importance of hand-to-hand combat waned in favor of slugthrowers, armor technology adapted to the changing battlefield by producing a variety of impact-resistant protective devices.

Assault gear: This is a suit of modern armor, made up of heavy padding, kevlar, and plastic plates.

Bulletproof vest: This category includes all the varieties of protective vests that came into use during the latter half of the 20th century. A normal bulletproof vest can be worn under very bulky clothing, but generally it's meant to be pulled over anything else a person might happen to be wearing. Light versions are designed with concealability and comfort in mind. The vest uses strong ceramic-alloy plates sandwiched between weaves of kevlar to protect the wearer's torso.

Enviro-suit: The enviro-suit is a fairly bulky and awkward garment made of several layers of insulated, tear-resistant fabric. The collar and cuffs seal to gloves, boots, and helmet to provide complete protection from many hostile environments.

The suit includes a portable life-support unit that provides air and a comfortable temperature for the wearer (adjusting temperature levels by one grade toward H2) and lowers radiation exposure by one grade (for instance, from R2 to R1).

Riot helmet: The riot helmet has a clear plastic visor, offering protection while preserving vision.

Riot shield: This is a high-tech, clear plastic, full-body shield, usually used in conjunction with riot gear.

Shadow Age Materials

Three remarkable new materials first appeared during the Shadow Age. Though their true names are lost, Gamma Terra natives have taken to calling these materials fabristeel, plasteel, and duralloy.

Fabristeel is a bulletproof cloth. Many articles of clothing were made of fabristeel, and it was used in the joints of heavier armors.

Plasteel is a lightweight, superhard plastic that resists bullets and other impact weapons.

Duralloy is a super-compressed metal, denser than any substance found on Gamma Terra. It is primarily used in body tanks, though handheld shields of duralloy also exist. Items made of duralloy have Good toughness.

Figuring Out How It Works

Many items of equipment located by the heroes—particularly the artifacts of the ancients—will be unfamiliar to them. To determine what such an artifact does, the hero must tinker with it. To reflect this examination, the hero must make a complex Knowledge–*deduce* skill check. (If the hero doesn't have the *deduce* skill, he may make an Intelligence feat check instead; remember to apply the +d4 base situation die for feat checks!)

Ancient Age items require a base of 5 successes, while Shadow Age gear requires 8 successes. Add to or subtract from this number any appropriate modifiers from TABLE GW46: ARTIFACT EXAMINATION MODIFIERS. The total derived is the number of successes required in the complex skill check to be made by the hero.

TABLE GW46: ARTIFACT EXAMINATION MODIFIERS

Seen it used	–1 success
Obvious function	–1 success
Nonintuitive function	+1 success
Single-function item	–1 success
Complex controls	+1 success

Next, find the number on the Artifact Examination table. Each roll requires 1 minute of examination by the hero. Each time the player rolls a success, reduce the current number on the table by 1 to represent his hero's growing mastery of the device. Describe the result with phrases such as "You hear a click" or "That might be a trigger." When the hero reaches 0 (True Function) on the table, he has discovered how to operate the device.

To improve his chance of success, the hero (or any assisting characters) may make a Technical Science–*artifact knowledge* skill check. For every degree of success, apply a –1 step bonus to the hero's complex *deduce* skill check (a Critical Failure instead inflicts a +1 step penalty). The total assistance can't exceed a –4 step bonus, though, regardless of the number of helpers or successes.

If the player rolls a third Failure, the examination is over. Apply the effect noted at the appropriate position on the diagram. This also occurs if the hero rolls a Critical Failure at any point during the examination; however, in this case, the artifact *also* injures the examining hero or somebody nearby (the Gamemaster is encouraged to be creative applying this effect).

DIAGRAM 2: ARTIFACT EXAMINATION

True Function!	*Failure Indicates . . .*
0	True Function
1	Partial Knowledge
2	False Function
3	Assumed Broken
4	Falls Apart
5	Assumed Useless
6	Broken
7	Falls Apart
8	Assumed Broken
9	Assumed Useless
10	Broken

Assumed Broken: The artifact falls apart and the examining hero assumes he has broken it. No amount of repairing will "fix" the item, though another hero may (with a successful Knowledge–*deduce* skill check) decide it isn't broken and examine it herself.

Assumed Useless: The hero is unable to discern the artifact's operation and assumes that it has no useful function.

Broken: A portion of the artifact is damaged and the hero knows he has broken it. A complex Technical Science–*repair* skill check (with a number of successes equal to the number on the table at which it was broken) can fix the item.

Falls Apart: One or more pieces of the artifact fall off. The pieces are not damaged, but must be put back correctly (a simple Technical Science–*repair* skill check) before anyone can examine it again.

False Function: The hero is certain that he has determined the item's function; however, the Gamemaster should instead supply the player with false information. For instance, a hero examining a Geiger counter might believe it is actually a mutant detector. Should the hero encounter a situation which calls this conclusion into question, a successful Knowledge–*deduce* skill check would allow the hero to start again at the point on the chart at which he left off.

Partial Knowledge: The hero figures out what the item does, but not exactly how to use it. He suffers a +2 step penalty to any skill checks made using the item.

A hero who achieves any of the failure results noted above cannot attempt to learn more about the artifact until the Gamemaster rules that the situation grants the hero additional significant knowledge (for instance, if he sees it being used properly by someone else). In this case, the hero may reexamine the artifact, beginning at the point at which he previously left off.

SHADOW AGE ARMOR

Along with advanced weaponry, the Shadow Age brought new forms of protection as well. These various armors employ one or more of a number of strange new substances which the natives of Gamma Terra call fabristeel, plasteel, and duralloy (see Shadow Age Materials sidebar).

Other than body tanks, all types of armor are usable by any race that can fit into them. Body tanks contain recognition systems and will activate and function only for pure strain humans. Any attempt to bypass this security device permanently disables the armor, rendering it little more than a statue.

Attack armor: A breastplate and helmet of lightweight plasteel guards the user's vital areas while flexible fabristeel covers his limbs.

Attack armor, powered: Powered attack armor is much like normal attack armor, though it also includes a small but powerful computer to manage a simple sensor and communication suite. Built-in extra devices include:

► *Targeting system:* Binoculars reduce long range penalties by 1 step.

► *Image enhancement system:* Night-vision and infrared goggles reduce penalties due to poor lighting or visual conditions by 1 step.

► *Communication suite:* Signal laser and comm gear allow communication over long distances and supervision of remote sensor devices.

► *Trauma pack:* Two trauma packs are attached at the thigh pocket and in the small of the back.

The armor uses two Shadow Age energy cells, which last for a full year of constant use. Without these, the armor's extra devices do not function.

Battle jacket: This fabristeel garment includes plasteel panels for the thighs and arms, as well as an open-faced hood.

Body plating: This combination of fabristeel and plasteel armor is surgically bonded to a character's body. Even the best camouflaged body plating is obvious on close inspection, and many characters who opt for this protection don't bother to try to hide it anyway. Body plating doesn't require a nanocomputer.

Body tank (h): A body tank is just that—a heavy, full suit of armor that turns the soldier wearing it into a mobile fortress. Most of the armor consists of duralloy, with only a few joints made of flexible fabristeel. The armor is powered by tiny servomotors, without which not even the strongest wearer could move. The six energy cells powering a body tank are designed to last for over a year of constant use.

Body tank systems include the following:

► *Targeting system:* Binoculars reduce long range penalties by 1 step.

► *Image enhancement system:* Night-vision and infrared goggles reduce penalties due to poor lighting or visual conditions by 1 step.

► *Communication suite:* Signal laser and comm gear allow communication over long distances and supervision of remote sensor devices.

► *Smart trauma packs:* One of two smart trauma packs activates when the suit's occupant suffers damage; the other one is a spare. Mortal wounds are automatically staunched; the wearer doesn't need to make a Stamina–*endurance* check.

► *Threat receiver:* An electromagnetic/infrared sensor detects active fire control and rangefinding systems directed at the wearer, who gains a -2 step bonus to Awareness checks to detect such threats.

► *Smart display:* Geomapping system provides a view of the surrounding area, granting the user a -1 step bonus to Tactics checks.

► *Laser designator:* Helmet-mounted device allows the wearer to instantly relay requests for fire support or air strikes through his data uplink.

► *Rocket launcher:* A built-in rocket launcher contains a magazine of four rockets.

Body tank, airborne (h): The airborne body tank is the lightest of these types of armor. In addition to the onboard systems listed for the standard body tank, it includes a jet pack that allows the wearer to fly at 60 meters per phase.

Body tank, recon (h): The recon body tank is lighter and more maneuverable than the regular version (reflected in its lower AP). The recon body tank features the same onboard systems as the standard body tank.

Enviro-armor: The enviro-armor withstands harsh punishment in the toughest environments. Similar to the enviro-suit, enviro-armor adds plates of polymere and creates a fully independent and ventilated environment. Enviro-armor alters the effective temperature of the environment by two grades (anything between H0 and H4 becomes H2) and reduces radiation exposure by two grades (for instance, from R4 to R2).

Fabristeel coat/jacket/jumpsuit: This amazing bullet-resistant fabric allowed even average individuals to feel safe from harm. Jackets are short, covering the torso and arms, while fabristeel coats are long (resembling a duster or overcoat), providing protection down to the ankles. Fabristeel jumpsuits are full-body suits of fabristeel combined with microcircuit fibers designed to keep the wearer comfortable in a wide range of temperatures (including H2 and H3 environments). The suit also includes a built-in web harness for holding tools and numerous pockets.

Force field (h): This belt-mounted device, used by the Invaders, emits an energy field that distorts incoming attacks. It increases its wearer's Strength and Dexterity resistance modifiers by +1 step each. Unfortunately, the field inflicts an identical penalty upon the wearer's attacks as well. The force field draws an immense amount of power from its single energy cell, allowing only 10 rounds of use before its charge runs dry. The force field only functions for pure strain humans.

Shield, plasteel: This lightweight shield is extremely resistant to damage and even easier to use than the riot shields of the previous age.

Equipment

The gear listed in Table GW47: Equipment is organized by Age, and each item is briefly described in the accompanying text.

Obviously, this text can't hope to describe all the strange objects a Gamma World character is likely to encounter. The Gamemaster is encouraged to sprinkle a variety of 20th (and 21st!) century oddments throughout her campaign, from pogs and snow globes to staplers and stuffed animals.

Gamma Age Equipment

Animal: A variety of pack, riding, and guard animals are available on Gamma Terra. Most resemble mundane animals of the 21st century (such as mules, horses, and dogs), but if the Gamemaster wants to create unusual versions of normal animals, he is encouraged to do so.

Note that most intelligent animals (such as podogs or brutorz) will refuse to be bought and sold. Instead, their loyalty must be obtained much as the hero might do with a potential henchman.

Backpack, leather: This item can hold up to 15 kg of equipment.

Bedroll: Bedrolls are little more than a simple pair of blankets, though the Ancients had insulated sleeping bags that can cost up to 20 times as much (and weigh only half as much).

Blanket: Keeps your character warm at night. Like the bedroll, the Ancients had lighter blankets that cost much more.

Candle: This is a cylinder of tallow, wax, or some other slow-burning combustible material. The luminosity of a candle is quite weak, extending only 2 or 3 meters in all directions. Candles vary widely in size and longevity. A 10-cm candle lasts a few hours.

Chain: Ten meters of metal chain, capable of holding up to 400 kg.

Clock: Keeps accurate time, requiring only an occasional winding.

Compass: The early compass relies on the principle of magnetism. The needle in a magnetic compass aligns itself with the planetary magnetic field to indicate magnetic north and magnetic south. This isn't necessarily true north and south; the Earth's magnetic pole is located hundreds of kilometers from its actual axis of rotation. Also, large ferrous masses near a magnetic compass can create local distortions. Using a compass provides a -1 bonus to Navigation–*surface navigation* skill checks when applicable.

Grappling hook: A grappling hook is used to secure a rope for climbing. Most grappling hooks can be folded flat for easy carrying. A grappling hook with a rope qualifies as partial climbing gear, providing the user with a -2 bonus on any Athletics–*climb* skill check.

Holster/scabbard: A holster is a case of leather or similar material shaped to hold a pistol. It's worn either on a waist belt or in a shoulder harness. A scabbard is a sheath of leather or similar material used to hold a sword, dagger, or knife. It's usually worn on a waist belt or on a harness across the back.

A concealed holster or scabbard is worn in a place not usually searched and not subject to easy spotting—the forearm, inside of the thigh or calf, the small of the back, or the ankle. The concealed weapon must be either a small handgun or knife. The concealment provides a +2 penalty to all but the most intrusive of searches.

Hourglass: This simple timekeeping device usually lasts 1 hour per turn, but larger or smaller ones are also available.

Jewelry: The listed cost is for high-quality costume jewelry—rings, earrings, bracelets, necklaces, pins, and other adornments not made from precious materials—or inexpensive versions of the real thing (for example, a semi-precious stone in a simple setting). The price for top-quality jewelry can be many times the listed cost, as directed by the Gamemaster. For example, a gold ring might cost as much as 500 gold, while a diamond ring could go for 1,000 or more.

Lantern: This item burns lamp oil to illuminate an area 10 meters wide (or with a beam of up to 20 m in length). A liter of lamp oil burns for 4 hours.

Matches: Easily carried and concealed, matches are slender pieces of flammable material chemically treated to ignite when heated by friction (box of 50).

Mirror: A portable reflective device is useful for signaling, reflecting low-powered laser security devices, examining around corners or confined areas, and viewing one's own image.

Musical instrument: Any of a number of typical items, from horns to woodwinds to stringed instruments.

Oil, lamp: One liter of lamp oil lasts for about 4 hours in a lantern.

Paper: Crude, but quite suitable for writing upon.

Perfume: A 30-ml vial of scented liquid. Grants a +2 step bonus to Awareness–*perception* skill checks made to notice a nearby wearer.

Pouch: This is a leather drawstring bag affixed to the belt. The Ancients had similar items made of artificial fabric which might include multiple zippered compartments (and cost five times as much).

Quiver: This item holds up to 20 arrows or bolts.

Rations, preserved: This consists of cured meat, biscuits, cheese, and other basic foodstuffs that won't easily spoil. They keep a hero nourished for 1 week.

Rope, hemp: The hemp rope supports up to 200 kg.

Sack: A typical sack holds up to 10 kg of equipment.

Saddle: Without one, riders suffer a +1 step penalty to Animal Handling–*animal riding* skill checks.

Sextant: Without this or similar equipment, apply a +2 step penalty to Navigation–*water navigation* skill checks.

Tent: The tent serves the purpose of providing a primitive shelter against weather and the environment. The standard tent fits only two individuals, but larger models can house a dozen or more.

Tool, simple: Primitive stone or metal tools inflict a +1 step penalty to Technical Science skill checks.

Torch: Primitive torches are simple bundles of wood coated in oil that, when lit, shed light in a 10-meter radius around the torch.

Waterskin: This treated leather bag holds 4 liters of water or other liquid and weighs about 4 kg when full.

Whistle: Suitable for calling animals or signaling allies. Can be heard up to 250 meters away.

Wire, copper: Ten meters of sturdy copper wire.

Writing ink: Normally sold in 30-ml vials with a quill.

Ancient Age Equipment

Audiorecorder: A device for recording sound waves, either on cassette tape or compact disc. The recorder ranges in size from large units the size of a man to microrecorders that fit in his pocket.

Backpack, nylon: This high-tech pack has many compartments mounted on a frame. It can hold up to 25 kg of gear (and subtracts 20% from the effective encumbrance of such gear).

Battery: These Ancient Age power sources come in a variety of sizes and shapes, and are required to operate most handheld electronic items. For simplicity, the Gamemaster can assume that replacing the batteries of any such device costs the listed amount.

Binoculars: These devices come in many shapes and sizes; this description assumes a fairly small and concealable instrument. Binoculars magnify distant images 25 times, so an object 500 meters distant may be examined as if it were only 20 meters away.

Cable, metal: Ten meters of sturdy metal cable. Capable of holding up to 500 kg.

Chain hoist: This is a heavy-duty lifting device that uses pulleys, hooks, and clamps. It needs a strong anchor point overhead and, when properly set up, can lift as much as 1,000 kg.

Climbing gear: Climbing gear consists of a piton hammer, 20 pitons, a rappelling belt, crampons, and a climbing ax. Using climbing gear with a rope provides the user with a -3 bonus to Athletics–*climb* skill checks.

Computer, desktop: The standard personal computer includes a processor, a keyboard and mouse, a CD-ROM drive, an internal disk drive, a modem, and a monitor.

Computer, mainframe: This sophisticated system is designed to run powerful workstations in the home or office. They can be accessed by personal workstations (essentially identical with desktop computers). They can be moved (with difficulty) but are not generally considered portable.

Computer, notebook: The first truly portable computer system, this battery-powered device includes a flip-up display screen, built-in keyboard, hard drive, CD-ROM drive, and modem.

Cooler: Keeps up to 5 kg of foodstuffs cool and preserved for up to 24 hours.

Cutting torch: This high-powered, self-oxidizing torch can slice through steel up to 10 centimeters thick. The Technical Science broad skill is necessary for a character to use a cutting torch correctly. Someone without the skill must make an untrained check, with a Failure result indicating something unfortunate (the torch is broken, the character suffers wound damage, the torch's flame cuts in the wrong place) at the Gamemaster's discretion.

Duct tape: Duct, electrical, reflective, phosphorescent, and double-sided tape of various widths are available. The listed cost is for a roll 20 meters in length.

Dynamite: A single stick inflicts d6+2w on contact, d6w out to 2 meters, and d8s out to 4 meters (En/Gd). A bundle of five sticks inflicts d8+4w on contact, d8w out to 4 meters, and d12s out to 8 meters (En/Gd). In either case, a typical fuse burns for d4 phases before igniting the explosive. Dynamite can be thrown at a +1 step penalty for a stick and a +3 step penalty for a bundle.

Ear plugs: Characters whose ears are sensitive to sound or who find themselves exposed to high-intensity or high-decibel sonic vibrations can use ear plugs to get some relief from the condition. Ear plugs reduce any penalty associated with sound waves by 2 steps, but they also make it impossible for the wearer to distinguish normal conversation unless the speaker is standing right next to the wearer.

Fatigues: These are garments designed for manual labor or worn by the standard soldier of the age.

Fire extinguisher: The typical fire extinguisher is portable and contains a sufficient charge to put out a fire of small to moderate size.

First aid kit: No soldier or outdoorsman should be without a first aid kit. Bandages, gauze, surgical thread and needles, and more advanced medical supplies are included. A first aid kit confers a -1 bonus to a user's Knowledge–*first aid* skill check, or a -2 bonus on a skill check involving Medical Science–*treatment*. A first aid kit (or a trauma pack, described below) is necessary if a character wants to use the first aid skill or the Medical Science–*treatment* skill to heal wounds or stabilize mortal damage. See the descriptions of those skills in Chapter 5 for more information on what a first aid kit can do.

Table GW47: Equipment

Age	Item	Mass	Cost
G	Animal, guard	varies	100
G	Animal, pack	varies	50
G	Animal, riding	varies	150
G	Backpack, leather	2	5
G	Bedroll	4	15
G	Blanket	3	5
G	Candle	—	2
G	Chain (10 m)	10	25
G	Clock	5	100
G	Compass	—	50
G	Grappling hook	1	20
G	Holster/scabbard	1	10
G	Hourglass	1	10
G	Jewelry	—	10+
G	Lantern	1	75
G	Matches (box of 50)	—	10/box
G	Mirror	—	10
G	Musical instrument	varies	varies
G	Oil, lamp	2	5
G	Paper (10 sheets)	—	1
G	Perfume (10 ml vial)	—	5
G	Pouch	—	1
G	Quiver	2	5
G	Rations, preserved (1 wk)	2	10
G	Rope, hemp (50 m)	5	10
G	Sack	0.5	1
G	Saddle	10	15
G	Sextant	1	20
G	Tent	10	150
G	Tool, simple	0.5	5
G	Torch	1	1
G	Water, 1 liter	1	1
G	Waterskin, 2-liter	0.5	1
G	Whistle	—	2
G	Wire, copper (10 m)	10	15
G	Writing ink	—	2
A	Audiorecorder	1	100
A	Backpack, nylon	1	200
A	Battery	—	50
A	Binoculars	1	450
A	Cable, metal (10 m)	20	100
A	Chain hoist	20	300
A	Climbing gear	10	200
A	Computer, desktop	10	4000
A	Computer, mainframe	10	75K
A	Computer, notebook	1	4000
A	Cooler	5	100
A	Cutting torch	10	500
A	Duct tape	—	20/roll
A	Dynamite (stick)	1	50
A	Ear plugs	—	20
A	Fatigues	—	100
A	Fire extinguisher	5	50
A	First aid kit	2	100
A	Flare	0.5	10
A	Flare gun	1	250
A	Flashlight	1	50
A	Gas mask	3	500
A	Geiger counter	2	800
A	Generator, portable	25	1000
A	Goggles, imaging	2	600
A	Goggles, infrared	2	500
A	Goggles, protective	—	50
A	Handcuffs	1	100
A	Heater, portable	8	150
A	Land mine	3	500
A	Lighter	—	10
A	Lockpick set	1	150
A	Microphone, parabolic	3	750
A	Padlock	—	20
A	Pharmaceutical, Anesthetic	—	100
A	Pharmaceutical, Antibiotic	—	100
A	Pharmaceutical, Antivenom	—	150
A	Pharmaceutical, Sedative	—	50
A	Pharmaceutical, Stimulant	—	50
A	Plastic explosive	0.5	400
A	Radio, personal	1	350
A	Radio, transmitting	5	700
A	Rations, packaged (1 wk)	2	50
A	Rope, nylon (50 m)	5	50
A	Satchel charge	4	1000
A	Scuba gear	15	1000
A	Stove, portable	4	200
A	Suitcase	2	100
A	Surveillance gear	—	500
A	Toolkit	10	200
A	Toolkit, specialized	10	600
A	Utility harness	—	50
A	Videorecorder	1	1000
A	Videoviewer	7	400
A	Watch	—	100
A	Water condenser	5	500
A	Water purifier	7	350
S	Comm gear	—	500
S	Computer, AI	—	priceless
S	Computer, micro-	1	6000
S	Computer, nano- (a)	—	7500*
S	Computer, super-	20	priceless
S	Cyberlimb	10	4500*
S	Cyberoptics	—	2500*
S	Energy cell	—	300
S	Energy cell charger	5	10K
S	Fast chip	—	6000*
S	Gauntlet, Radar (a)	2	1000
S	Gauntlet, Sensor (a)	2	2500
S	Glow Cube	0.5	100
S	Habitat dome	50	4500
S	Holorecorder	1	3500
S	Holoviewer	3	1500
S	Instrument pack	15	1500
S	Memory crystal	—	50
S	MusclePlus	2	5000*
S	Optic screen	—	1500*
S	Pharmaceutical, Antiradiation	—	300
S	Pharmaceutical, Coagulant	—	150
S	Plasma jelly	0.5	1500
S	Subdermal weapon mount	2	1500*
S	Surgical kit	15	4000
S	Trauma pack (a)	1	1000
S	Trauma pack, smart (h)	2	2000
S	Walker	200	6000
S	Workshop, portable	100	3000

* Cybernetic equipment that requires implantation

(a) Only functions for androids and humans; see Cybernetic Equipment sidebar.

(h) Only functions for humans

A character who is conscious can use a first aid kit on himself, but the Gamemaster might apply a penalty if he uses the kit to heal wounds or stabilize mortal damage. Typically, a first aid kit is used by a character to treat someone else.

A first aid kit contains enough material to provide a bonus on three attempts to heal wounds and up to six attempts to heal stun damage or awaken someone who has been knocked out. It can be used once to stabilize mortal damage. After all of its contents have been exhausted, it must be replaced.

Flare: This describes both the road flare as well as a signal flare (fired from a flare gun; see below).

Flare gun: A flare gun fires a small signal rocket visible for about 10 to 20 kilometers, depending on the conditions. The flare gun can also be used as a weapon (see Ancient Age Ranged and Heavy Weapons, above.)

Flashlight: Most portable, battery-powered lights cannot illuminate more than 20 meters ahead of the user. More advanced flashlights project either a pinpoint beam of light or ultraviolet rays to mark a target. A flashlight battery lasts for 1 week of use and costs 5 gold to replace.

Gas mask: This device filters toxic substances out of the air. The mask requires no power, but its filter cartridge must be replaced after 48 to 96 hours of use, depending on the condition of the local air. Extra cartridges cost 25 gold each.

Geiger counter: This device detects the level of radiation in the immediate area.

Generator, portable: The portable generator uses an efficient, self-oxidizing chemical fuel to drive a combustion engine and produce electricity. The generator can produce enough power to meet the needs of an outpost containing ten people as well as recharge any handheld or portable device.

Goggles, imaging: This device gathers and intensifies existing light in order to improve night vision. Imaging goggles reduce penalties for conditions of low illumination or obscurity by 2 steps. However, they don't enable the wearer to see in total darkness, and he must take a +1 step penalty on Awareness checks due to the limited field of vision provided by the goggles.

Anyone wearing infrared goggles when a bright light is activated is temporarily blinded, losing any remaining actions in the round and taking a +2 step penalty on his next action check.

Goggles, infrared: These goggles convert infrared light to visible light, allowing the user to see well in conditions of low illumination or total darkness. The goggles provide a 3-step penalty reduction in conditions of darkness or obscurity and also grant a -1 bonus to Investigate–*search* or Awareness–*perception* checks when the object sought might be spotted by its temperature.

Hot targets are brighter and clearer than cold ones, and items at the same temperature are hard to distinguish separately. An inanimate object handled by a living creature retains a heat signature for up to 1 hour, depending on the temperature of its surroundings.

Goggles, protective: These come in various forms for different purposes, the most common being a set of eyepieces that protect the wearer from extremely bright light. The standard model reduces any penalty for operating in bright light by 1 step, but if these goggles are worn by a character whose eyes are especially sensitive to light, the penalty can't be reduced to less than +1.

Handcuffs: These restraints prevent a character from using his hands if they are cuffed behind his back; if his hands are bound in front of his body, any actions he is capable of attempting receive a +3 penalty. In either case, a bound character's Strength and Dexterity resistance modifiers are reduced by 1 point.

Handcuffs can be picked (by another character) with a complex Manipulation–*lockpick* skill check (2 successes required). They can be slipped (by the cuffed character) with a Manipulation–*prestidigitation* skill check. Either check suffers a +1 step penalty.

Heater, portable: In cold or arctic environments, a portable heater or heaters are necessary for survival. Unless it's used inside an enclosure, a heater loses its effectiveness and only improves the temperature by a few degrees in its immediate vicinity. A heater's battery has enough power for 48 hours of operation. Extra batteries cost 25 gold each, or a depleted one can be recharged in 4 hours.

Land mine: The typical land mine is set to explode when stepped on. It inflicts d8+2w (Hl/Gd) to anyone in contact with it, d6w out to 2 meters, and d6-1w out to 4 meters.

Lighter: This is a handheld mechanical or electrical device used for starting a fire.

Lockpick set: This item provides a -1 step bonus to Manipulation–*lockpick* skill checks.

Microphone, parabolic: This device allows the user to eavesdrop on distant conversations. It's composed of a handheld microphone ringed by a transparent plastic dish about 30 centimeters in diameter. The parabolic mike amplifies sounds by a factor of 25 so that a conversation 250 meters away sounds as if it's only 10 meters distant. The user receives a -2 bonus to Awareness–*perception* checks on attempts to pick up sounds using the microphone.

Padlock: This common device requires a key or combination to open and inflicts a +1 step penalty to *lockpick* skill checks.

Pharmaceutical, anesthetic: These pharmaceuticals are used to prepare a person for surgery. One injection of anesthetic renders a patient unconscious.

Using anesthetic against an unwilling target in combat requires a successful Unarmed Attack, and the victim is entitled to a Constitution feat check to determine the exact effect: Critical Failure, opponent is knocked out (all stun points lost); Failure, opponent suffers d6+2s; Ordinary, d6s; Good, d6-1s; Amazing, d4-1s.

Pharmaceutical, antibiotics: These pharmaceuticals are used to fight various types of microbial infection. A person suffering from any one of a variety of diseases can be treated with an antibiotic, which is administered either orally or by injection. The drug gives the patient a better chance of making a successful Constitution feat check in order to fight off the disease, with a -3 step bonus.

Treatment with antibiotics usually takes 1 to 8 days, and a patient may need several days thereafter to recover full strength. Antibiotics may not be effective against rare or new alien or domestic microbes.

Pharmaceutical, antivenom: This pharmaceutical is an antidote for a natural poison, such as a snake bite or a scorpion sting. If the victim receives a dose of antivenom within the poison's onset time, he gains a -4 step bonus to his Constitution feat check. This bonus is halved if the antivenom is administered after the poison begins to affect the victim. Antivenom may be ineffective on some alien toxins or unusual venoms.

Pharmaceutical, sedative: This pharmaceutical is used to calm people who might be dangerous to themselves or those around them. Sedated individuals suffer a +3 step penalty to all action checks and actions. That penalty is reduced by 1 step per hour (or some other time unit, as determined by the Gamemaster) until the effect of the drug wears off.

Using a sedative against an unwilling target in combat requires a successful Unarmed Attack roll, and the victim is entitled to a Constitution feat check to fight off the effects: Ordinary, penalty reduced to +2; Good, penalty reduced to +1; Amazing, drug has no effect.

Pharmaceutical, stimulant: This pharmaceutical heightens awareness and alertness, temporarily offsetting the effect of fatigue damage or stun damage or both. Any character, including the one receiving the drug, may administer a dose of stimulant. Each dose of stimulant counteracts some damage, depending on the result of a Constitution feat check by the character receiving the treatment: Critical Failure, 10 points; Marginal, 8 points; Ordinary, 6 points; Good, 4 points; Amazing, 2 points.

The damage offset is first applied to fatigue, and then to stuns if any points are left unaccounted for. (If all the points can't be used to neutralize either stun or fatigue damage, they are lost—but see below.) While a patient is under the effect of a stimulant, he suffers a +1 penalty on any Intelligence, Will, or Personality-based skill checks.

After d4+1 hours the stimulant wears off, and the amount of damage points indicated by the patient's Constitution feat check are immediately applied to the patient, half as stuns and half as fatigue points. If this leaves the character with no stun points or no fatigue points to spare, he loses consciousness and must recover by resting.

The use of a stimulant more often than once every 48 hours is dangerous. Every additional dose of stimulant that a character receives in any 48-hour period provides a cumulative +1 step penalty to his Constitution feat check (+1 for the first additional dose, +2 for the next one, and so on). Also, the first additional dose causes nausea and disorientation that provides a +2 step penalty to any action the character attempts in the following 24 hours. Extra doses beyond the second one cause wound damage: d4+1 for the third dose, 2d4+2 for the fourth dose, and so on.

Plastic explosive: This produces a localized blast and can be molded around a target area like putty. An area of about one-tenth of a square meter can be covered by one block of this substance, which inflicts d6+1w on contact and d8s to anyone within 2 meters. Characters with the Demolitions–*set explosives* skill receive a -1 step bonus when using plastic explosive. Without a detonator, it is useless.

Radio, personal: Mostly used in military, paramilitary, and rescue services, the personal radio (also known as a walkie-talkie) is a durable transceiver with a range of about 50 kilometers. Unlike the cellular phone, no phone circuits or relay towers are necessary.

The personal radio's battery is good for 5 days of moderate use before it needs recharging. Additional batteries are 25 gold each.

Radio, transmitting: The "ham" radio allows its user to transmit and receive signals from other users at a range of up to 1,000 km.

Rations, packaged: Soldiers, explorers, and outdoorsmen carry rations for both regular sustenance and emergency. The food is nourishing but generally not tasty and sustains a hero for 1 week.

Rope, nylon: Synthetic lines are stronger and lighter than natural ropes of similar size. The strongest synthetic ropes can support more than 500 kilos of mass. The cost listed is for 50 meters of rope.

Satchel charge: This pack of explosives is usually used to demolish structures and includes a blasting cap and timer. It inflicts d6+3m to anything within 2 meters, d6+1w out to 6 meters, and d8s out to 10 meters (En/Am).

Scuba gear: A character equipped with scuba gear can make dives as deep as 250 meters for up to 2 hours. Replacement oxygen tanks (which can be refilled) cost 150 gold each.

Stove, portable: Since most societies rely on cooking as a preparation of food, the portable stove is another step to bring comforts to distant environments. A portable stove is powered by a generator or a battery (which lasts about 8 hours).

Suitcase: A standard suitcase holds about 20 to 30 kg of gear. If you're lucky, it may still have a shoulder strap!

Surveillance gear: Here are just a few examples of the types of surveillance gear used by the Ancients. The Gamemaster determines the actual costs and availability of different items, using the listed cost as a base for the more elaborate items.

Microphones include contact microphones that translate vibrations into sound; flexible, tubular microphones that fit in crevices and pick up sounds up to 10 meters away; and wireless microphones that are easily concealable and pick up sounds within 4 meters.

Scramblers interfere with radio transmissions within 3 meters of the wearer.

Sonic trackers use subtle changes in air pressure to locate moving objects. This device is useful for spotting reclusive creatures or hidden threats in conditions of bad visibility or heavy cover. Objects that are large or fast-moving are easier to spot than small, slow-moving ones. Usually, the tracker is set to filter out anything except responses caused by animals of moderate to large size. A character using a tracker gains a -1 step bonus to Awareness skill checks.

Tracers are tiny devices about the size of a coin that transmit a signal that can be located and followed within 12 km. After 72 hours of constant transmission, the power cell burns out.

Toolkit: This collection of implements contains a hammer, pliers, adjustable wrench, screwdrivers, nails, bolts and screws, small clamps, and any other common tool the Gamemaster approves. A toolkit is useful, if not downright necessary, for skill checks involving Technical Science or the *invention, juryrig,* and *repair* specialty skills. Having tools is a favorable condition of Ordinary quality, providing a -1 step bonus.

Toolkit, specialized: This is a toolkit designed to support one specific specialty skill under Technical Science, either *invention*, *juryrig*, or *repair*. The specialized toolkit gives the user a -2 step bonus to skill checks in that specific field.

Utility harness: This is a light, strong utility belt that provides several places to attach packs, toolkits, or similar small devices.

Videorecorder: A device for recording video images, either on tape or some other medium. Videorecorders range in size from shoulder-steadied units to handheld recorders to microrecorders that can be mounted on a shoulder or helmet to leave hands free for other activity.

Videoviewer: A television/VCR combination that allows tapes created with a videorecorder to be viewed.

Watch: The listed cost is for a sturdy, well-crafted, water-resistant timepiece with a lighted display and a built-in stopwatch and alarm. More expensive versions costing up to 10 times the listed price can be adorned with jewels and precious metals and can have special casings to make them waterproof, shockproof, and pressure-resistant.

Water condenser: Useful in areas with some amount of atmospheric water, the condenser uses heat-exchange technology to catch and trap water from the air. It produces enough water to support four people in humid areas, two people in normal areas, or one person in arid areas. If no atmospheric water exists, the condenser is useless.

Water purifier: The purifier is used to produce drinkable water from tainted or mineral-heavy sources. Its power supply (cost 50 gold, not rechargeable) lasts for 1 month of heavy use or 2 months of light use.

Shadow Age Equipment

Only the most valuable equipment of this age tends to have recognition systems like those described earlier in this chapter. Items marked with "(a)" function only for androids or humans, while those marked with "(h)" function only for humans. Any attempt to bypass this recognition system renders the device useless.

Note that while most items of cybergear don't have such a designation, any item that requires a nanocomputer, by default, won't function for a hero for whom a nanocomputer won't work.

Comm gear: The special frequency-agile transceiver inside this microthin headset can cover the entire lower part of the electromagnetic spectrum below microwaves (only the common radio frequencies, and not the infrared and visible spectrums). The unit may also take the form of a thin card or a small pocket phone. By adjusting the VLF to UHF bandwidths up or down, comm gear can locate the best frequency for long-range, short-range, or directional communications. Comm gear has a 1,000 kilometer range.

Computer, AI: These unique devices are self-aware entities that exist on specially designed supercomputer systems. Only a handful exist on Gamma Terra, and they are often worshipped as godlike beings. In addition to having the storage capability of a supercomputer, an AI has Intelligence, Will, and Personality scores (roll 2d4+10, 2d4+6, and 2d4+4, respectively, to generate these) and appropriate skill ranks.

Computer, micro-: This miniaturized computer measures only 15 cm by 10 cm and includes a flip-open screen, a voice-activated interface, an internal solar-powered power supply, and an input jack for plugging in memory crystals.

Computer, nano- (a): A human or android hero who wants to use most forms of cyber gear must have a nanocomputer system installed in his body (see the

Cybernetic Equipment sidebar in this chapter). The computer and its cytronic circuitry system allows electronic signals to travel between neural pathways and cybernetic machinery. Its power source is the body's natural bioelectric field. A nanocomputer has no other use on Gamma Terra.

Computer, super-: The size of a large cabinet or bookcase, a typical supercomputer controls and monitors systems within a business, science, or manufacturing complex. They can be accessed through personal workstations. They have essentially limitless memory storage capabilities.

Cyberlimb: This replaces a limb lost to damage or disease or is installed simply as an "improvement" over the original flesh and bone. Cyberlimbs can have other equipment installed within them—weapons, hidden compartments, computer gauntlets, and so forth—for additional cost. In addition, a cyberlimb adds +1 to a character's Strength, though this increase applies only to the cyberlimb being used. For instance, a hero with an actual Strength of 12 has a +1 increase to damage he inflicts on an Unarmed Attack. If he has a cyber arm installed, his effective Strength with that arm rises to 13, and any attack he makes with that arm now has a +2 increase to damage. A nanocomputer is required to use this device (see the Cybernetic Equipment sidebar in this chapter).

Cyberoptics: This replaces a living eyeball and also provides ×50 magnification. A nanocomputer is required to use this device.

Energy cell: These amazing batteries hold a tremendous charge and are used in most Shadow Age powered equipment. For simplicity's sake, the Gamemaster can assume that such devices require only a single energy cell. They can be recharged by an energy cell charger.

Energy cell charger: This device, powered by light, can recharge a drained energy cell in a single hour of daylight.

Fast chip: A character equipped with a fast chip operates at a level above most other people. The fast chip provides a -1 step bonus to the character's action checks. The fast chip must be accessed to provide its benefit; once accessed, it remains active for 3 rounds or until the character shuts it off, whichever comes first. At the end of a period of use, the character suffers 1 point of fatigue damage. Activating the chip a second time before 2 hours have passed inflicts an additional d4 points of fatigue damage. A nanocomputer is required to use this device.

Gauntlet, radar (a): Resembling an elbow-length glove of tough plastic and synthetic material, the radar gauntlet is a powerful sensor that contains a small phased array radar system. With a successful System Operation–*sensors* skill check, the user can detect vehicles, aircraft, or characters in powered armor. Only metallic or rocky objects can be spotted, since radar signals pass through most organic and plastic materials. Terrain obstructions such as hills or mountains block the radar signal.

The radar's range is 5 km for surface vehicles and 100 km for air vehicles. In confined areas such as urban zones or the passageways of a ship, interference prevents the device from operating.

The gauntlet is an active sensor, meaning that it emits a signal instead of merely receiving input. Any device capable of picking up electromagnetic signals that is within two times the gauntlet's effective range may detect the gauntlet's signal.

Gauntlet, sensor (a): A standard personal detector and analyzer device, the sensor gauntlet appears as a heavy, open-fingered glove that extends to the elbow. Sensors and electronics line the arm and palm of the hand, and collected data is viewed on a screen located on the back of the hand just above the wrist.

The sensor gauntlet combines several important pieces of equipment. First, it's a broad-band electromagnetic scanner that can detect and classify any kind of radiated electromagnetic energy. Second, it includes a spectrometer and an advanced chemical sniffer that can determine the elemental composition of any normal, unshielded object. Finally, the sensor gauntlet can link with a radio or comm gear to transmit data or can record its findings on a data disk for later retrieval and detailed examination. Using a sensor gauntlet gives a -1 step bonus to Life Science, Physical Science, Awareness, and Investigate skill checks.

Glow cube: This cube-shaped portable light source illuminates a 20-meter-radius for 8 hours when activated. This completely drains its single energy cell.

Using Medical Equipment on Nonhumans

As might be expected, pharmaceuticals are designed with the human physiology in mind. Therefore, when using them on nonhuman heroes (including mutants and all other species), the recipient must make a Constitution feat check with a +1 step penalty (if a mutant) or a +3 step penalty (for all other species). With any success, the pharmaceutical or medical equipment works normally (though it may not the next time it is used). On a Failure, the pharmaceutical or medical equipment has no effect. On a Critical Failure, the patient's physiology reacts badly to the pharmaceutical or equipment, suffering d4–1 points of mortal damage.

Note that medical equipment operated manually (such as a first aid kit or surgical kit) functions normally on nonhuman patients—assuming the physician is skilled enough to work on such patients! See Recovery in Chapter 3: Heroes in Action for more information on this topic.

Cybernetic Equipment

Cybernetic equipment (often called cyber gear) combines complex computer electronics with a creature's nervous system. Though the knowledge of how to create and install such equipment does not widely exist in Gamma Terra, rare individuals may have the training and equipment necessary to implant these devices.

In general, no starting heroes (except androids) should begin the game with cyber gear. Instead (assuming the Gamemaster chooses to use it in her campaign at all), it should be acquired during the game as heroes encounter those who have the ability to install it. Note also that since the nanocomputer only functions for androids and humans, most cybernetic equipment is of no use to other species.

Any living creature can be outfitted with cyber gear, though it requires a trained surgeon (at least rank 6 in Medical Science–*surgery),* the proper equipment, and an expenditure of skill points (and probably cash) on the part of the individual to be outfitted. Due to the general lack of proper tools, most installations of cyber gear inflict a +2 step penalty to the *surgery* skill check. In rare cases, cyber surgeons may be lucky enough to locate equipment left over from the days of the Ancients, negating this penalty. If the *surgery* check is a Failure, the installation is unsuccessful and the hero suffers 1 point of mortal damage. On a Critical Failure, this damage increases to d4m.

Also, each time a piece of cyber gear is installed, the hero receiving it must make a Constitution feat check; on a Failure or Critical Failure, the hero's body rejects the cyber gear, he suffers 1 point of mortal damage, and the installation fails (though it can be tried again later). Apply a +1 step penalty to this feat check for each piece of cyber gear already installed (or each piece beyond the first being installed at this time). No hero may have more pieces of cyber gear than one-half his Constitution score (rounded up).

Most cyber gear requires that a nanocomputer be installed to control it (certain exceptions are noted). The first time any hero receives such cyber gear, a nanocomputer must be installed to control the newly acquired equipment. Learning how to issue commands to the nanocomputer requires the hero to spend 10 skill points. These skill points must be spent before the equipment is installed. Androids already have nanocomputers installed and thus do not need to pay this cost.

In addition to the price of the cyber gear, the hero probably must barter for the surgery as well. The exact cost is up to the Gamemaster; anywhere from 10% to 100% of the price of the installed gear is appropriate.

Habitat dome: The habitat dome is completely airtight and insulated for survival in environments with a sparse or nonexistent atmosphere and heat conditions ranging from H0 to H4. The dome is about 4 meters in diameter and 2 meters tall in the center. Its door is actually a small airlock.

Holorecorder: A device for recording holographic images on a memory crystal. Because of the three-dimensional nature of holography, at least two of these devices are needed to record a scene. Holorecorders range in size from shoulder-mounted cameras to hand-held units to optical implants.

Holoviewer: The standard holoviewer appears as a one-half-meter-diameter disk (with a port for insertion of memory crystals) that rests on a flat surface. From a distance of greater than 1 meter, it is impossible to distinguish a three-dimensional holograph from reality. The projection radius is about 3 meters in all directions. Most holoviewers include audio, and some models have controlled odor emitters as well.

Instrument pack: This item comes in several versions, each designed for use with a particular scientific skill. Instrument packs are available for the Life Science specialty skills *biology, botany,* and *zoology,* as well as the Physical Science specialty skills *chemistry* and *physics*.

When a scientist is engaged in field work and needs to make a complex skill check to determine if he uncovers a piece of knowledge, having an instrument pack lessens the complexity of the skill check by one grade; for instance, the character can obtain Expert knowledge by making a skill check of Good complexity instead of Amazing complexity.

Memory crystal: This computer storage device can hold an immense quantity of data or programs. Most are found preprogrammed, though a character with the Computer Science–*programming* skill can change what is contained on a crystal. They can be used with any Shadow Age computer (and some individuals have juryrigged Ancient Age computers to allow use of memory crystals).

MusclePlus: This cybernetic addition replaces living muscle with strong, highly durable synthetic material that increases a character's normal Strength score by 1 point in those limbs that receive the treatment. This increase is cumulative with the Strength improvement granted by a mutation (see Chapter 4: Mutations) or a cyberlimb (see above), but note that a character's bonus to damage because of high Strength can never be more than +5 (see Table GW8: Strength & Damage in Chapter 2: Hero Creation). A nanocomputer is required to use MusclePlus.

Optic screen: An optic screen is a lens attached to a living eyeball or cyberoptic gear. It acts as a heads-up display, showing data from a nanocomputer. The optic

Using Computers

In general, using a computer requires the Computer Science broad skill. In the GAMMA WORLD game, heroes without this skill are hopelessly adrift when using even the simplest desktop computers.

The Computer Science broad skill and its specialty skills (*hacking, hardware,* and *programming*) provide extensive aptitude to characters willing to invest time and training. By itself, the broad skill enables a character to retrieve information from an unprotected computer system, make repairs to a piece of hardware, and perform some basic programming chores, as described in Chapter 5: Skills.

Hardware represents a character's knowledge and proficiency with the physical components that make up a computer. Understanding how a computer system works, being able to set one up quickly, designing and building your own computer, and (at higher ranks) being able to repair computer components are all covered by this specialty skill.

Programming provides a character with the training and expertise needed to write computer codes and modify existing programs to achieve a desired effect.

One Success or Many?

As with many other types of skills in the ALTERNITY game, success when using a computer can be determined in one of two ways.

For simple tasks or in situations when the Gamemaster wants to keep the action fast and furious, he can call for a character to make a single skill check; the better the result, the greater the degree of success.

For time-consuming tasks or in situations when the Gamemaster wants to build tension and suspense, he can require a complex skill check (see Chapter 5: Skills); he assigns a specific number of successes that must be achieved to complete the task.

Computer Hardware

The specific hardware used by most computers isn't terribly important in the GAMMA WORLD game. Assume that any complete computer system includes an input device (such as a keyboard, stylus, touch screen, or voice recognition technology), a display (such as a monitor, digital readout, or holographic display), a processor, and memory.

Most computers encountered in Gamma Terra have a specific purpose, from business applications to analyzing chemicals to running a factory. For game purposes, then, a computer is measured primarily by the modifier it grants to skill checks made using it.

When attempting to break (or hack) into a secure computer system, the modifier on Table GW48 is reversed (in most cases, inflicting a penalty). Particularly secure systems (such as those that once belonged to Ancient military or government installations) may inflict additional penalties to *hacking* skill checks.

For a more in-depth treatment of computers, please refer to the ALTERNITY *Player's Handbook*.

Table GW48: Computers

Computer	Modifier
Notebook computer	+1
Desktop computer	0
Mainframe	–1
Nanocomputer	–1
Microcomputer	–2
Supercomputer	–3

screen doesn't interfere with a character's normal vision (or the vision provided by the cyberoptics); the images it projects are translucent and set out of the direct field of view. When used as a targeting system, it provides a -1 step bonus to any ranged attack.

Pharmaceutical, antiradiation serum: This pharmaceutical is a plasmalike solution administered intravenously. Electrolytic solutions help to prevent cell death. A patient gains a -2 step bonus to his Constitution feat checks when fighting off the effects of any form of radiation.

Pharmaceutical, coagulant: This pharmaceutical causes clotting at the point of injury without thickening blood throughout the body. A dose of coagulant gives a dying character a -3 step bonus to his next Stamina–*endurance* check, making it much more likely that his condition will not worsen for at least the next 24 hours. Coagulant can be administered by any character who makes a successful Knowledge–*first aid* skill check.

Plasma jelly: This small ball of electrochemicals suspended in malleable jelly superheats into explosive plasma when electrocuted by sufficient voltage (provided by the charge cap). A single application can be spread over one-fourth of a square meter. Easy to set up, plasma jelly provides a -1 step bonus to Demolitions–*set explosives* skill checks. Its explosion inflicts d4m to anyone in contact with it and d4+1w out to 2 meters (En/Gd).

Subdermal weapon mount: Subdermal weapons are offensive devices hidden within a character's body that can be exposed to inflict damage. A weapon of up to 1 kg can be mounted in a natural limb or cyberlimb; weapons of 1–3 kg must be installed in a cyberlimb. A nanocomputer is required to use this device.

Surgical kit: A backpack is required to contain this portable operating theater. It includes all the equipment

necessary to perform any surgical procedure short of a cybernetic graft. The kit is necessary if a character wants to attempt a Medical Science–*surgery* skill check on a mortally injured character without a full medical facility.

Trauma pack (a): A trauma pack is the size of a paperback book. A dedicated computer program, medicine injectors, applicators, synthetic drugs, and artificial blood and skin combine to create a portable emergency treatment center.

The device provides a -2 step bonus to the user's Knowledge–*first aid* skill check or a -3 bonus to a Medical Science–*treatment* skill check involving any attempt to heal wounds or stun damage. A trauma pack (or a first aid kit, described above) is necessary if a character wants to use the Knowledge–*first aid* skill or the Medical Science–*treatment* skill to heal wounds or stabilize mortal damage. See the descriptions of those skills in Chapter 5 for more information on what a trauma pack can do.

A character who is conscious can use a trauma pack on himself, but the Gamemaster might assign a penalty to the attempt if he is using the pack to heal wounds or stabilize mortal damage. Typically, a trauma pack is used by a character to treat someone else.

A trauma pack contains enough material to provide a bonus on six attempts to heal wounds and six attempts to heal stun damage or awaken someone who has been knocked out. It can be used twice to stabilize mortal damage.

While a trauma pack can be used by anyone, it only functions on androids or humans.

Trauma pack, smart (h): Basically an intelligent, autonomous version of the trauma pack, this device is designed to be used with body tank armor and some cybernetic body enhancements. When installed, the pack monitors the vital signs of its user and activates at the first sign of damage. When activated, it provides one of the following benefits:

► *Knockout recovery:* When the wearer suffers enough damage to use up the last of his stun points, the pack dispenses a drug that immediately restores enough stun points to leave the wearer with damage equal to only half, or one less than half, of his total stun points. For instance, if a hero with a stun rating of 13 loses all of his stun points, the trauma pack instantly restores 7 of those points, leaving him with 6 points of stun damage. A hero who benefits from this application of the smart trauma pack receives a +2 step action check penalty in the following round.

► *Wound recovery:* The moment the wearer suffers enough wound damage to use up more than half of his wound points, the pack dispenses a drug that immediately restores d4+2 wound points to the character.

► *Mortal damage:* The moment the wearer suffers any mortal damage, the pack dispenses a drug that immediately stabilizes the damage, removing the need for the wearer to make a Stamina–*endurance* check. All actions attempted by the wearer after receiving the stabilizing drug are made with a +3 step penalty until his mortal damage is healed.

Each pack contains drugs sufficient for two applications of each function; no more than one of these packs can be rigged on an individual at a time. Smart trauma packs only operate on humans.

Walker: The walker is a heavy-duty construction and cargo handling machine that is worn by its user like a huge exoskeleton. Its servos and pistons raise the wearer's effective Strength to 18 for purposes of lifting, carrying, or performing heavy labor. This increases the character's Strength-based damage adjustment but doesn't affect his other Strength-based skill scores.

The walker is so clumsy and awkward that action checks and combat actions are made with a +3 step penalty. The walker's power supply allows 8 hours of heavy work or 16 hours of light work before it needs to be recharged (which takes 4 hours). Walkers require the user to have the Vehicle Operation–*land vehicle* skill.

Workshop, portable: At a mass of 100 kg, this item may not seem very portable, but the workshop can be stowed in many vehicles. It includes heavy work surfaces, a multipurpose mill and press, a powered table saw and miter, and a variety of other tools. Its principal purpose is to allow a character in a remote area to perform major vehicular repairs or fabricate small structures or devices.

The workshop is most useful in conjunction with the Technical Science broad skill and the repair specialty. Any complex skill check involving either of those skills is considered to be of Ordinary complexity if the workshop is being used.

It takes 1 hour to set up or take down the portable workshop, and it requires a power supply such as the battery of a vehicle or a generator.

Vehicles

An entire adventure can take place inside a confined space, and heroes might need nothing more than their own two feet for motive power. But more often than not, succeeding on a mission involves traveling—getting from a starting point to a destination and perhaps also being able to move around at high speed to catch someone or avoid being caught. That's where vehicles come in.

This chapter describes some of the basic vehicles available in the Gamma World game, from primitive rafts to flying cars. It provides brief rules for using these vehicles in chases and in combat, and for what happens

when two vehicles attempt to occupy the same place at the same time.

Each of the vehicles described here is a stock vehicle, with average characteristics.

Vehicle Descriptions

Table GW49: Vehicles gives characteristics and statistics for all available vehicles. Like other equipment, they are divided into three categories: Primitive Vehicles, which includes those capable of being crafted by the natives of Gamma Terra (Gamma Age); Ancient Vehicles, which includes those vehicles used by the Ancients before the Cataclysm (Ancient Age); and Invader Vehicles, which includes those brought to Earth by the Invaders (Shadow Age).

Gamma Age Vehicles

Gamma Age vehicles rely on animal power or the medium of water for transport. Obviously, the "Cruise" and "Max" figures are highly variable, since these vehicles are not independently powered; the velocity of a primitive water vehicle is a function of wind speed or water current, while animal-drawn vehicles depend on the speed of the animal in question.

Canoe: This category includes any small boat powered by oars or paddles. The canoe described here is a two-person version, though larger canoes are available for higher cost.

Carriage: Generally reserved for the wealthy or ostentatious, this vehicle differs little in practical terms from the wagon.

Chariot: Typically drawn by one or two horses, this vehicle is used in warfare but rarely as transport.

Raft: A flat flotation device, usually made by tying logs together or by attaching pontoons on opposite sides of a flat surface. Rafts are useful for transporting passengers or cargo down rivers. On a shallow river, the operator can use a pole to maneuver the raft.

Rowboat: A rowboat works much like a canoe, though its size and shape give the rowboat more stability. Locomotion is provided by oars. A larger vessel powered by several rowers would have improved durability, at least twice the values given on the table.

Table GW49: Vehicles

Age	Vehicle	Skill	Drv	Type	Dur	Accel	Cruise	Max	Cost
G	Canoe	Vehicle–*water*	+1	O	3/3/2	2	10	18	35
G	Carriage	Animal–*riding*	+1	O	6/6/3	10	10	16	200
G	Chariot	Animal–*riding*	+1	O	4/4/2	10	10	16	100
G	Raft	Vehicle–*water*	+2	O	3/3/2	2	8	16	25
G	Rowboat	Vehicle–*water*	–	O	5/5/3	2	10	22	50
G	Sailboat	Vehicle–*water*	+1	O	4/4/2	2	10	15	500
G	Wagon	Animal–*riding*	+1	O	5/5/3	10	10	16	50
A	Bicycle	Acrobatics–*daredevil*	–	O	1/1/1	8	28	40	600
A	Cabin cruiser	Vehicle–*water*	+1	G	10/10/5	6	16	30	100K
A	Car	Vehicle–*land*	–	G	10/10/5	50	100	180	30K
A	Helicopter	Vehicle–*air*	+1	G	10/10/5	40	110	400	100K
A	Jet ski	Vehicle–*water*	+1	O	3/3/2	20	30	70	20K
A	Jet	Vehicle–*air*	-1	G	10/10/5	50	500	1000	priceless
A	Motor yacht	Vehicle–*water*	-1	G	6/6/3	10	20	40	160K
A	Motorcycle	Vehicle–*land*	+1	O	4/4/2	60	110	220	25K
A	Propeller plane	Vehicle–*air*	+1	O	4/4/2	20	200	400	40K
A	Raft, inflatable	Vehicle–*water*	+2	O	2/2/1	2	10	20	100
A	Semi	Vehicle–*land*	+1	G	20/20/11	20	100	160	75K
A	Snowmobile	Vehicle–*land*	–	O	5/5/2	20	40	90	25K
A	Speedboat	Vehicle–*water*	–	G	6/6/3	20	60	80	24K
A	Tank	Vehicle–*land*	+1	A	20/20/10	10	40	60	priceless
A	Truck/van	Vehicle–*land*	–	G	16/16/8	40	100	180	50K
A	Ultralight	Acrobatics–*daredevil*	–	O	3/3/2	10	60	100	6000
S	Jetpack (a)	Acrobatics–*daredevil*	+1	O	4/4/2	30	120	300	40K
S	Skybike (a)	Vehicle–*air*	-2	O	8/8/4	250	750	1500	75K
S	Skycar (a)	Vehicle–*air*	-1	G	11/11/5	200	1000	3000	priceless
S	Skytank (h)	Vehicle–*air*	–	A	25/25/13	100	500	2000	priceless

(a) Only functions for androids and humans

Sailboat: This category includes any small boat powered by wind caught in a sail. A standard vessel can hold six people; larger sailing vessels, such as the Spanish galleon, have much greater durability and can be outfitted with weapons.

Wagon: Perhaps the most common of the vehicles of Gamma Terra, this animal-drawn transport is used by almost every tool-wielding species.

Ancient Age Vehicles

The vehicles of the Ancients used internal combustion, high-grade steel, and the airfoil to achieve powered ground, air, and water transport.

Bicycle: Two-wheeled vehicles come in many styles with various functions. The table describes a simple, one-person multispeed bike.

Cabin cruiser: This water vessel typically provides bunking for up to six people and can travel 500 kilometers before requiring refueling.

Car: This generic listing should be used for most automobiles. The Gamemaster can adjust the numbers if desired to reflect different styles of car (such as compact, luxury, or high-performance).

Helicopter: This category includes various aircraft that rely on rotary force for lift and movement. The basic model is a light utility helicopter that holds a pilot and six passengers, capable of traveling up to 500 kilometers on a load of fuel.

Jet: A small jet aircraft, usually with enough room for a pilot and three to eight passengers.

Jet ski: A form of recreation on most worlds, the jet ski can carry two people over a body of water. Its range is 100 kilometers.

Motor yacht: This luxury boat combines some of the best features of the speedboat and the range of a cabin cruiser to create a beautiful vessel capable of days of travel at a respectable speed.

Motorcycle: This two-wheeled, motorized vehicle has room for the operator and one passenger.

Propeller plane: This type of aircraft comes in many styles, but all make use of the aerial propeller to achieve and maintain flight.

Raft, inflatable: This handy but fragile item requires 25 rounds (5 minutes) to inflate, or 5 rounds with a high-pressure air pump. A typical raft can hold four adult humans and comes with a pair of paddles. Larger versions are available at a higher cost.

Semi: A powerful cab and engine that can pull large trailers of various length and capacity.

Snowmobile: Like the jet ski, the snowmobile is used for both recreation and transportation. The standard vehicle holds two people and can only be used over snow-covered or icy terrain.

Speedboat: No sleeping facilities are provided on a small speedboat, unlike the cabin cruiser. It has an effective range of 100 kilometers before requiring refueling.

Tank: A military development to replace cavalry, the tank serves the purpose of heavy assault on the modern battlefield. The standard tank is equipped with a 120mm cannon: d8w/d6+1m/d6+3m, HI/A, and thick alloy armor: d6+1 (LI), d6+1 (HI), d6 (En).

Truck/Van: This listing includes anything from a flatbed pickup truck to a passenger or cargo van. As with the car listing, the Gamemaster can adjust numbers for a specific type of truck or van.

Ultralight: A hang glider with a tiny engine attached, the ultralight is handy because it weighs only 50 kg and can be stowed in a large backpack-style case. The ultralight has a range of 200 kilometers.

Shadow Age Vehicles

Gravity induction technology, developed during this time, simplified air travel as never before.

All vehicles of this age are powered by lanthanide capacitors that carry a charge capable of powering the vehicle for 24 hours. They can be recharged via solar panels at a rate of 6 hours of power per hour of light.

As with other types of equipment, vehicles marked with "(a)" operate only for androids and humans, while those marked with "(h)" function only for humans. Attempting to bypass this recognition system renders the vehicle inoperative.

Jetpack (a): Relying on advanced low-heat, high-thrust engines, the jetpack allows flight at speeds of up to 300 kph, with a range of about 500 kilometers. It weighs about 25 kg and is worn like a backpack on a secure harness. A handheld remote and smart body-position sensors make up the jetpack's control system.

Skybike (a): This single-person flying machine uses gravity induction technology to achieve a high velocity. Transparent polymere shielding (equivalent to attack armor) prevents the pilot of this maneuverable vehicle from being buffeted by the air he travels.

Skycar (a): The skycar is an air vehicle that comes in a variety of styles and makes; a sport coupe is a two-seater with higher speed and better handling, while a luxury sedan can seat six comfortably but can't travel as fast and is less maneuverable (maximum speed 2,000 kph, no Drv bonus).

Skytank (h): This vehicle performs all the functions of helicopters and jets, but it also serves as the backbone of ground assaults. A flechette cannon and heavy plates of cerametal armor (d8 (LI), d8 (HI), d8 (En)) are standard.

chapter SEVEN

Creatures of Gamma Terra

The creatures of Gamma Terra are both wondrous and deadly. A seemingly beautiful plant or animal could be a fierce predator, while a clawed and fanged monster is actually a peaceful scholar.

Each creature is listed with standard mutations. In most cases, these are no different from the mutations listed in Chapter 4: Mutations. However, some specify particular differences, while others are unique to the species.

In addition to the species listed in Chapter 2: Hero Creation, many creatures listed here might be appropriate as heroes. In general, any sentient creature capable of using tools can make a decent hero, though the more powerful species could prove unbalancing. If one of the players wants to play a badder (for example) as a hero, the Gamemaster should work with the player to ensure that the character fits into the campaign. In the case of species with strong cultural or societal attitudes that don't mesh with the rest of the heroes (such as the hoops), the character might be an outcast from the rest of his society. Species that are significantly more powerful than the standard hero species (such as carrin or thought masters) should be off-limits or, if used, significantly limited in power (perhaps born with fewer mutations).

The end of this chapter also includes information on the Gamma World setting's Cryptic Alliances—organizations dedicated to specific causes.

Android

These cybernetic beings are a mixture of flesh and circuitry. Their origins are unknown, even to themselves.

Description: Though appearing humanoid at first glance, veins of circuitry weave through the flesh of these creatures. Their bones are strengthened with metal rods, and even their hair includes tiny cable filaments.

Encounter: In the wild, androids are most often encountered on missions to recover lost artifacts of the Ancients. When possible, they arm themselves with Shadow Age equipment that will function for these nonhuman beings.

Despite their differences from other lifeforms, androids don't have any particular grudge against the other major humanoid species. However, they are particularly protective of humans—an android's starting attitude toward any pure strain human is no worse than Neutral and is usually Friendly (though poor treatment by the human can change this). Even angry androids rarely attack a human, preferring instead to leave the area or to capture the human to "protect" that individual from the hostile environment.

Habitat/Society: Androids apparently reproduce in much the same way that other species do. Though they are born with the nanocircuitry that marks their heritage, other cybergear must be installed after they are born.

Android society is technologically advanced but cold and logical. They often settle near ruined installations of the Ancients.

Game Data

STR	11	(2d4+6)	INT	12	(d8+7)
DEX	9	(2d6+2)	WIL	9	(2d4+4)
CON	11	(2d4+6)	PER	8	(2d4+3)

Durability: 11/11/6/6 Action check: 12+/11/5/2
Move: sprint 20, run 12, walk 4 # Actions: 2
Reaction score: Ordinary/2
Mutations: None

Attacks

Flechette pistol	11/5/2	d4w/d6w/d4m	LI/0
Pulse baton	12/6/2	d8s/d4+2w/d6+2w	En/0

Defenses
+1 resistance modifier vs. melee attacks
+1 INT resistance modifier vs. encounter skills

Skills
Athletics [11]; Melee [11]–*powered [12];* Ranged [9]–*pistol [11];* Stamina [11]–*endurance [12];* Computer Science [12]; Knowledge [12]; Technical [12]–*artifact [15], repair [13];* Awareness [9]–*perception [10];* Interaction [8].

Ark

These carnivorous humanoids are descended from wolves and maintain their ancestors' hunting skills and pack mentality.



Description: Arks stand nearly 3 meters tall. Their hands have adapted to tool use. Their coarse, heavy fur offers substantial protection from the elements. Most have gray or brown fur with spots or stripes of white.

Encounter: The arks' primary strategy is to attack from an ambush with guerrilla tactics, using their Life Leech mutation as much as possible. Since they are not immune to this power themselves, they life leech each other as well as the enemy in combat. However, their life leeching of each other tends to cancel itself out, so ignore it in large fights.

Arks usually arm themselves with great axes, spears, and longbows. They commonly wear leather armor and carry shields in combat. Their pack insignia—a simple object such as an eye, a weapon, or a geometric shape—is usually emblazoned upon their shields.

Arks have an unreasoning fear of flying creatures with wingspans greater than 1 meter. This is the equivalent of the Severe Phobia drawback.

Habitat/Society: The arks travel in loosely knit family units called packs. These packs can be up to two dozen members strong, but the hunting parties rarely number more than a dozen. The pack is ruled by the alpha male, usually the ark with the most combat prowess.

Arks are a primitive civilization, even in Gamma Terra terms. They fear all Ancient Age artifacts but worship Shadow Age devices as totems (despite being unable to use any but the most simple of these devices).

Arks are strict carnivores and consider human hands to be a great delicacy.

Game Data

STR	12	(2d6+5)	INT	9	(2d6+2)
DEX	7	(2d4+2)	WIL	10	(2d4+5)
CON	12	(2d4+7)	PER	9	(d8+4)

Durability: 12/12/6/6 Action check: 12+/11/5/2
Move: sprint 24, run 16, walk 6 # Actions: 2
Reaction score: Ordinary/2
Mutations: Life Leech, Telekinesis; Severe Phobia

Attacks

Bite	13/6/3	d4+1w/d4+2w/d4+3w	LI/0
Great ax*	14/7/3	d6+2w/d6+3w/d4+2m	LI/0
Spear	14/7/3	d4+1w/d4+3w/d4+1m	LI/0
Longbow	9/4/2	d4+1w/d6+1w/d4m	LI/0

*The ark's size and strength negate this weapon's innate +1 step penalty to Accuracy.

Defenses
+1 resistance modifier vs. melee attacks
Thick fur: d6-3 (LI), d4-3 (HI), d6-4 (En)
Leather armor and shield: d6 (LI), d6-3 (HI), d6-4 (En)

Skills
Armor Op [12]–*combat [13];* Athletics [12]–*throw [14];* Melee [12]–*blade [14];* Unarmed [12]–*brawl [13];* Primitive [7]–*bow [9];* Stamina [12]–*endurance [13];* Knowledge [9]; Tactics [9]; Awareness [10]–*perception [11];* Investigate [10]–*track [12];* Interaction [9]–*intimidate [10].*



Attercop

These giant mutated garden spiders are solitary hunters, capable of bringing down prey as large as a sasquatch.

Description: Standing fully 1.5 meters tall at the shoulder and with a 3-meter legspan, attercops look like something out of an arachnophobe's worst nightmare. They have long bristles across their bodies, making them unpalatable prey to all but the largest creatures. Attercops have twelve eyes located all over their heads, giving these creatures 360° sight.

Encounter: The attercop only attacks single or isolated targets. Just before attacking, it activates its Electric Aura to deliver a powerful shock with its bite. If it fails to disable its target within 2 rounds, it generally flees.

Otherwise, once its victim stops moving, the attercop trusses it in sticky webbing. Creatures held in this manner must make a Strength feat check (with a +1 step penalty) to escape. (Those merely coming in contact with the sticky web make a normal Strength feat check to break free.) Attercops keep their prey as long as four days before they settle down to feed.

As noted under Mutations, below, the attercop's Psychic Void mutation does not extend to Illusion Generation. For some reason, the creature is particularly vulnerable to such effects and suffers a +3 step penalty to Awareness–*intuition* skill checks to see through them.

Habitat/Society: Two types of attercops exist. One dwells strictly in its huge web (which can cover an area up to 60 meters in diameter), while the second variation is an active hunter, preferring to use its web only to shackle its prey. Regardless of its hunting practices, the attercop is a solitary creature, allowing no others of its kind within its web or territory except during fall breeding.

Carrin consider young attercops a delicacy and often send their blood bird servants to gather them.

Game Data

STR	12	(d6+8)	INT	2	(Animal 11 or d6+7)
DEX	10	(d6+6)	WIL	12	(d6+8)
CON	10	(d6+6)	PER	1	(Animal 5 or d6+1)

Durability: 10/10/5/5 Action check: 14+/13/6/3
Move: sprint 22, run 14, walk 4 # Actions: 2
Reaction score: Ordinary/2
Mutations: Electric Aura; Psychic Void (except illusions)

Attacks

Bite*	12/6/3	d4+1w/d4+3w/d4+1m	LI/0

*For the first 2 rounds of combat, this bite also delivers the damage of the Electric Aura mutation.

Defenses
+1 resistance modifier vs. melee attacks
+1 WIL resistance modifier vs. encounter skills

Skills
Athletics [12]–*climb [18];* Stealth [10]–*hide [12], sneak [12];* Stamina [10]; Awareness [12]–*perception [13];* Resolve [12]–*mental [14].*

Badder

These mutated badgers all have evil dispositions. They are inclined toward chaotic violence, bursts of inexplicable rage, and given to raiding their neighbors and gleefully engaging in wanton destruction.

Description: Badders walk erect (standing about 1.5 meters tall) and have humanlike hands with opposable thumbs, allowing them to wield any weapon they get their hands on. They generally wear chain or leather armor, often decorated with the skins of their recent kills.

Encounter: Badders prefer to swarm their opponents. By overpowering their enemies with the sheer frenzy of their attacks, they hope to confuse them. Their battle fury is so impressive that outnumbered or underpowered opponents must make Resolve–*mental resolve* skill checks to avoid fleeing. Badders typically reinforce this with Empathic Blasts of fear.

Though most badders carry axes or spiked clubs, leaders often wield swords and flintlock muskets or (rarely) shotguns.

Habitat/Society: Most badder societies resemble human feudal cultures, with barons, counts, and the like as their leaders. The nobility makes the rules and is usually obeyed without question. Any badders questioning rules or orders are killed immediately and placed on display as an example for the rest of the society.

Badder villages and steadings consist of underground, earthen tunnel complexes containing up to 100 males of fighting age, an equal number of females who fight without weapons, and young.

Game Data

STR	9	(2d6+2)	INT	10	(2d4+5)
DEX	13	(2d4+8)	WIL	11	(2d4+6)
CON	10	(2d6+5)	PER	7	(2d6)

Durability: 10/10/5/5 Action check: 15+/14/7/3
Move: sprint 22, run 14, walk 4 # Actions: 2
Reaction score: Ordinary/2
Mutations: Night Vision, Empathic Blast (fear)

Attacks

Axe or club	11/5/2	d4+1w/d4+2w/d6+2w	LI/0
Sword*	11/5/2	d4+2w/d6+2w/d4m	LI/0
Flintlock musket*	14/7/3	d6+1w/d6+3w/d6+1m	HI/0

*Leaders only



Defenses
Chain mail: d6-1 (LI), d6-4 (HI), d6-4 (En)
+2 resistance modifier vs. ranged attacks
+1 WIL resistance vs. encounter skills

Skills
Armor Op [9]–*combat [10];* Athletics [9]–*climb [10];* Melee [9]–*blade [11], bludgeon [11];* Ranged [13]–*rifle [14];* Stamina [10]–*endurance [11];* Knowledge [10]; Awareness [11]–*perception [12];* Interaction [7]–*intimidate [8].*

Bearcat

Also called the grizlion, this fearsome predator is actually neither bear nor cat, but rather a giant mutation of the wolverine. If anything, its ferocity has increased with size.

Description: This great beast is fully 3 meters from nose to tail and over 1.5 meters tall at the shoulder. Its

fur is black or dark brown, often with dark yellowish coloration around the face or haunches. It has vicious claws, and its mouth of razor-sharp teeth is usually twisted in a snarling grimace.

Encounter: The bearcat is most often encountered hunting for food. Though it prefers meat, bearcats consume almost anything when hungry—some have been cut open to reveal cloth, wood, or even metal within.

When it attacks, it attempts to lock its jaws onto its prey and then disembowel with its great claws. A hit with the bite attack grants two claw attacks, with a -1, -2, or -3 step bonus based on the success of the bite.

Despite the bearcat's bloodthirsty nature, it is remarkably clever (for an animal) and often stalks prey for some time before striking. It often preys on large animals slowed by illness, injury, or age. It never shies away from a fight, however, no matter how large its opponent.

Habitat/Society: Thankfully, bearcats live in forested hills and mountains, usually far from civilization. During particularly harsh winters, however, bearcats have been known to come down to lower altitudes and find food in or near settled areas.

Game Data

STR	16	(2d6+9)	INT	6	(Animal 11 or 2d4+6)
DEX	11	(2d4+6)	WIL	11	(d8+6)
CON	12	(2d6+5)	PER	3	(Animal 8 or 2d6+1)

Durability: 16/16/8/8 Action check: 15+/14/7/3
Move: sprint 30, run 20, walk 6 # Actions: 2
Reaction score: Ordinary/2
Mutations: Enhanced Metabolism, Toxin Tolerance

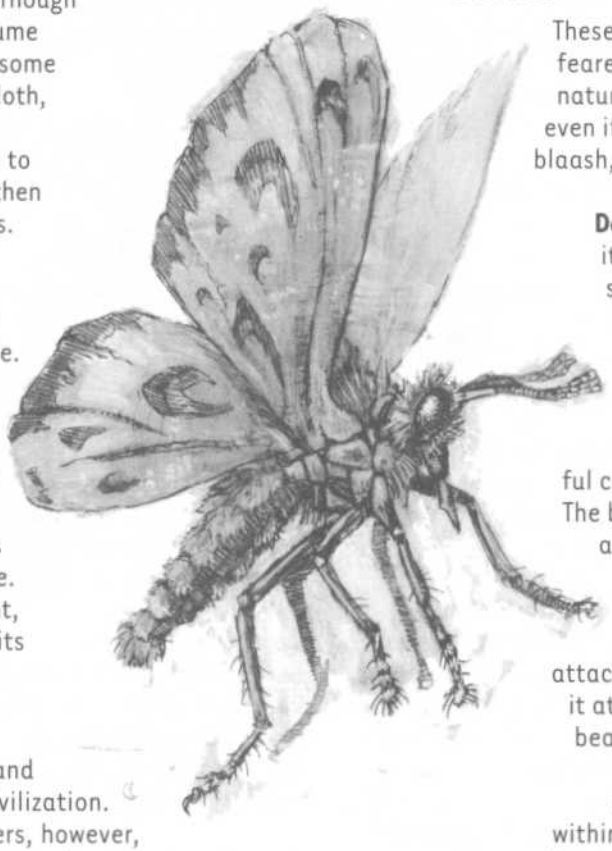
Attacks

Bite	16/8/4	d4+3w/d6+3w/d4+3m	LI/O
Claws (2)	8/4/2	d4w/d4+2w/d4+4w	LI/O

Defenses
+3 resistance modifier vs. melee attacks
+1 resistance modifier vs. ranged attacks
+1 WIL resistance modifier vs. encounter skills

Skills
Athletics [16]–*climb [18];* Movement [12]–*trailblazing [13];* Stamina [12]–*endurance [16];* Awareness [11]–*perception [14];* Investigate [11]–*track [13].*

Blaash



These giant mutated moths are greatly feared, not only for their carnivorous nature but also for their radioactivity—even if you survive an encounter with a blaash, you may not live out the month.

Description: The blaash resembles its original stock in color and shape only. The creature has soft hair across its whole body, with two large antennae allowing it to detect motion from 20 meters away. Its wings are thick and leathery, with beautiful coloring that looks like giant eyes. The blaash's body is a meter long, with a wingspan of 2 meters.

Encounter: Because it prefers fresh meat, the blaash only attacks moving and live targets. When it attacks, the blaash emits powerful beams of radiation from its compound eyes. Because of their spacing, this affects anything within 5 meters in a 180° arc. Only creatures above or behind the blaash are safe. As it swoops over its target, the blaash also buffets the target with its wings.

Assuming its targets aren't incapacitated by its physical attack, the blaash retreats, following the (likely sickened) victims until they show signs of radiation poisoning before resuming its attack. If the blaash's victims don't show any signs of illness after a few hours, it leaves to hunt a different target.

Habitat/Society: The blaash is an animal tied to its birthplace. It never strays more than 3 kilometers from its cocoon. The eggs it lays hatch into large caterpillars in the spring. In the fall they spin cocoons, which in turn hatch into blaash in the spring, forming a two-year cycle.

Game Data

STR	6	(d6+2)	INT	1	(Animal 6 or d6+2)
DEX	7	(d6+3)	WIL	6	(d6+2)
CON	9	(d6+5)	PER	1	(Animal 4 or d6)

Durability: 9/9/5/5 Action check: 12+/11/5/2
Move: walk 2, glide 12, fly 24 # Actions: 2
Reaction score: Ordinary/2
Mutations: Radiating Eyes, Radiation Tolerance

Attacks

Wing buffet	12/6/3	d4s/d4+1s/d4+2s	LI/0
Bite	10/5/2	d4w/d4+1w/d4+2w	LI/0
Radiating eyes	n/a	special	special

Defenses
-1 resistance modifier vs. melee attacks
-1 WIL resistance modifier vs. encounter skills

Skills
Acrobatics [6]–*flight [10];* Awareness [4]–*perception [8];* Resolve [6]–*mental [12].*

Blood Bird

Despite preferring insects and rodents, this large mutation of the scarlet tanager can also be a danger to larger animals. Carrins (see below) frequently use blood birds as servants, messengers, and guards.

Description: The blood bird retains the startling red plumage of its ancestor, but is much larger, standing nearly a meter tall. Its serrated beak is as formidable as the spurs on its wings. On the top of its red head, the blood bird carries two long spurs that apparently serve no purpose. Its eyes are exceptionally keen.

Encounter: The blood bird's primary attacks are pecking with its beak or raking with its wing spurs. However, it is also one of the most radioactive creatures of Gamma Terra. Its blood literally flows with radiation, making it rather unappetizing to predators. While not dangerous to be near, contact with a blood bird necessitates a Constitution feat check (at a -1 step bonus). Any wound or mortal damage inflicted upon a blood bird exposes its radioactive blood to the air, forcing all within 3 meters to make a Constitution feat check (with a +1 step penalty). The blood bird itself is highly resistant to radiation and suffers no damage from its own radioactivity.

Habitat/Society: When not serving carrins, the blood bird is a loyal member of a very small family consisting of two adult mates and their young. Blood birds never fight to the death, unless protecting their nest, young, or mate.

When serving a carrin, the blood bird follows its master's telepathic commands unswervingly. It is unknown exactly how the carrins demand such total loyalty.

Game Data

STR	8	(d4+5)	INT	3	(Animal 9 or d4+6)
DEX	11	(2d4+6)	WIL	12	(d6+8)
CON	8	(d4+5)	PER	2	(Animal 8 or d4+5)

Durability: 6/6/3/3 Action check: 13+/12/6/3
Move: walk 2, glide 18, fly 36 # Actions: 2
Reaction score: Ordinary/2
Mutations: Radiation Tolerance, Radioactive Flesh

Attacks

Beak	12/6/3	d4+2s/d4w/d4+2w	LI/0
Wing spurs	10/5/2	d4s/d4+2s/d4w	LI/0

Defenses
+1 resistance modifier vs. ranged attacks
+1 WIL resistance modifier vs. encounter skills

Skills
Acrobatics [11]–*flight [14];* Stamina [8]; Awareness [12].

Brutorz

These intelligent mutated percherons strike awe into most who see them, though they live in peaceful coexistence with most other creatures.

Description: The shoulders of a brutorz are level with a human's head, and the beast weighs nearly 1,000 kilograms. Their coloring ranges from pure white to jet black and from soft beige to chocolate brown. A proud animal, the brutorz's head sits high on its massive neck, and its long flowing tail stands out from its body.

Encounter: The brutorz prefers to coexist peacefully with animals and intelligent plants, but it never backs down from a fight when pressed. These massive beasts attack with a bite or with two kicks with their front legs. If attacked from the back, the brutorz can strike with its two back hooves. As an attack of last resort, the brutorz can trample over an opponent of human size or less.

The brutorz uses its Battle Sense and Telepathic Scan to great advantage in combat. It always seems to know what an opponent is going to do before he does it. Frequently, brutorz taunt their enemies telepathically, trying to get them to break and run.

Habitat/Society: Brutorz live in herds, much like their ancestors. While they are smart enough to use technology, they disdain its use. They also lack the opposable manipulative digits needed to effectively use most technology. Brutorz refuse to ally with humanoids and creatures who do not respect them. In a like manner, heroes who plan to use a brutorz for their own means, without a thought toward the creature, can never hope to gain the brutorz' cooperation.



Brutorz occasionally agrees to serve as draft animals, but refuse bits, bridles, or confining harnesses. They can lift and carry up to 160 kilograms at full movement, up to 320 kilograms at three-quarters movement, up to 400 kilograms at half movement, and up to 480 kilograms at one-quarter movement.

Game Data

STR	16	(d4+13)	INT	10	(d6+6)
DEX	9	(d6+5)	WIL	10	(d6+6)
CON	12	(2d4+7)	PER	7	(d4+4)

Durability: 16/16/8/8 Action check: 13+/12/6/3
Move: sprint 28, run 18, walk 6 # Actions: 2
Reaction score: Ordinary/2
Mutations: Battle Sense, Contact, Telepathic Scan

Attacks

Hooves	14/7/3	d6+3s/d6+4s/d6+5s	LI/0
Bite	16/8/4	d4+3s/d4+1w/d4+3w	LI/0
Rear hooves	12/6/3	d6+4s/d6+5s/d6+6s	LI/0
Trample	18/9/4	d8+3s/d6+3w/d4+3m	LI/0

Defenses
+3 resistance modifier vs. melee attacks

Skills
Movement [12]–*race [16];* Stamina [12]–*endurance [18];* Awareness [10]–*intuition [12], perception [11];* Resolve [10]–*mental [11], physical [11];* Interaction [7].

Carrin

These sinister and highly intelligent creatures live in complex societies, often ruling large areas of land.

Description: Carrins are 3-meter-tall mutated vultures, weighing nearly 50 kg. Taloned bird hands grow out of their wings along the front blade. They are usually dark colored or black and prefer to live in dimly lit locations. Most carry a ceremonial staff with some sort of totem attached to the top, such as a humanoid skull.

Encounter: Carrins are rarely without a plan or scheme. Most avoid personal combat, preferring to have servants (such as blood birds) fight for them. They use Telepathic Scan to anticipate enemies' actions and Contact to relay this information to their servants.

When forced into combat, carrins defend themselves with ranged weapons or by firing their poisoned quills. They flee as soon as possible.

Habitat/Society: Known by many cultures as "dark emperors," the carrins gained this name (and their evil reputation) by ruling large areas with an iron fist. They are extremely savvy in the realms of politics and business. Their society is a complicated structure where the wealthy make the rules and Machiavellian intrigue is common. Elaborate plans, twisted promises, and double-crossing are ways of life.

Game Data

STR	12	(d8+7)	INT	13	(d4+10)
DEX	9	(d6+5)	WIL	12	(2d4+7)
CON	12	(d6+9)	PER	13	(2d4+8)

Durability: 12/12/6/6 Action check: 13+/12/6/3
Move: run 10, walk 4, glide 22, fly 44 # Actions: 2
Reaction score: Ordinary/2
Mutations: Natural Attack (quills), Poison Attack (insinuative hemotoxin), Contact, Telepathic Scan

Attacks

Pistol	11/5/2	by weapon	HI/0
Quills	14/7/3	d6+3s/d4+1w/d4+3w	LI/0

Defenses
+1 resistance modifier vs. melee attacks
+2 INT resistance modifier vs. encounter skills
+1 WIL resistance modifier vs. encounter skills

Skills
Athletics [12]–*throw [14];* Acrobatics [9]–*flight [11];* Ranged [9]–*pistol [11];* Business [13]–*illicit [15], small [15];* Knowledge [13]–*deduce [15];* Administration [12]; Animal



Handling [12]–*training (blood bird) [14];* Awareness [12]–*perception [14];* Street Smart [12]; Culture [13]–*diplomacy [15], etiquette (carrin society) [16];* Deception [13]; Interaction [13]–*bargain [15].*

Dabber

These humanoid mutated raccoons retain much of their parent species' inquisitiveness. They are generally friendly except when denied an object they desire.

Description: Dabbers stand about 1 meter tall and have the trademark furry masked face of the raccoon (as well as the tail). They wear human clothing of all types, including boots and shoes. Their highly dexterous hands allow them to manipulate small objects with ease.

Encounter: When confronted with equal or greater numbers, dabbers use Illusion Generation to muster up visions of kamodos, blaash, or other frightening predators while using Telekinetic Hand to steal shiny or valuable-looking items (particularly weapons). Only when the dabbers have numerical or weapon superiority do they engage in physical combat; even then, they prefer to ambush with ranged weapons (such as short bows) rather than close to melee range with daggers.

Dabber leaders occasionally carry flintlock pistols or (rarely) revolvers (and have a rank or two in the appropriate skill).

Habitat/Society: Dabbers are found in small, family-oriented groups. These groups, in turn, are only a small section of a larger clan. These clans, or cities, consist of up to 100 dabber families.

Dabbers are intrigued with anything shiny. If they see another creature with such an object, they approach cautiously, asking for it. If turned down nicely, the dabber leaves distraught, but understanding and accepting that the object is cherished by its current owner. If turned away cruelly, the dabber runs away. Often (90% of the time), the dabber then comes back with d8 friends to take the object and anything else that strikes his and their fancy.

Game Data

STR	8	(2d6+1)	INT	10	(2d4+5)
DEX	12	(2d4+7)	WIL	11	(2d4+6)
CON	9	(2d6+2)	PER	9	(2d6+2)

Durability: 9/9/5/5 Action check: 14+/13/6/3
Move: sprint 20, run 12, walk 4 # Actions: 2
Reaction score: Ordinary/2
Mutations: Empathic Scan, Illusion Generation (or Photokinesis or Kinetic Shield, self), Telekinetic Hand

Attacks

Dagger	9/4/2	d4w/d4+1w/d4+2w	LI/O
Short bow	14/7/3	d4w/d4+2w/d4+3w	LI/O

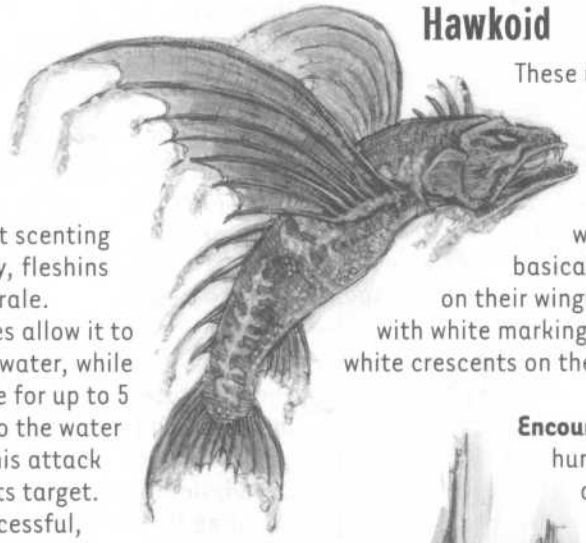
Defenses
+1 resistance modifier vs. ranged attacks
+1 WIL resistance modifier vs. encounter skills

Skills
Athletics [8]–*climb [9];* Melee [8]–*blade [9];* Manipulation [12]–*pickpocket [14];* Ranged [12]–*bow [14];* Stealth [12]–*hide [13], sneak [13];* Knowledge [10]; Awareness [11]–*intuition [12], perception [13];* Deception [9], Interaction [9]–*bargain [10].*

Fleshin

These large mutated fish live only in large bodies of water. However, their ability to leap from the water and glide for up to a minute makes them a dangerous predator to low-flying birds as well.

Description: These 2-meter-long fish have broad pectoral fins that can function as glider wings. Their oversized mouths have a protruding lower jaw, and their backs are studded with spines.



Encounter: Fleshins are strictly carnivores, attacking anything and everything when they are hungry. The scent of blood in the water can drive them into a feeding frenzy, initiated by a failed morale check when first scenting this blood. If in a feeding frenzy, fleshins attack until killed, ignoring morale.

The fleshin's powerful muscles allow it to leap up to 10 meters above the water, while its glider fins let it stay airborne for up to 5 rounds (though it must return to the water after this time or suffocate). This attack usually comes as a surprise to its target. If their initial bite attack is successful, the fleshin clamps onto its target and immediately whips its back spines up into the target it has bitten. These spines carry a powerful and fast-acting insinuative neurotoxin (+2 step penalty, onset 1 rounds, duration 3 rounds).

Habitat/Society: The fleshin is physically related to the flying fish, but its mind is far closer to that of the shark. They tend to swim in small schools, hunting both above and below the water. The scent of blood can bring fleshins from kilometers away.

Game Data

STR	12	(d6+8)	INT	2	(Animal 9 or d8+4)
DEX	6	(d4+3)	WIL	7	(d6+3)
CON	10	(d6+6)	PER	1	(Animal 8 or d8+3)

Durability: 12/12/6/6 Action check: 12+/11/5/2
Move: swim 30, glide 18 # Actions: 2
Reaction score: Ordinary/2
Mutations: Gliding, Poison Attack

Attacks

Bite	14/7/3	d6+1w/d6+3w/d4+1m	LI/O
Spines*	16/8/4	d4+1s/d4+3s/d4+1w	LI/O

*Requires successful bite attack; delivers Poison Attack

Defenses
+1 resistance modifier vs. melee attacks
-1 resistance modifier vs. ranged attacks
Scaly flesh: d4 (LI), d4-1 (HI), d4+1 (En)

Skills
Movement [10]–*swim [18];* Stamina [10]–*endurance [16];* Awareness [7]–*perception [16].*

Hawkoid

These mutated sparrow hawks are proud, carnivorous hunters.

Description: Hawkoids grow to a height of 1.5 meters, with a wingspan nearly twice that. They are basically humanoid, with clawlike hands on their wings and feet. Their feathers are brown with white markings. Male hawkoids have beautiful white crescents on the undersides of their wings.

Encounter: Aggressive and fearless hunters, the hawkoids attack almost any reptilian or mammalian life form for food.

Hawkoids almost always attack first by swooping silently down upon their prey. After that, they usually remain in melee range of a chosen victim.

If hard-pressed, or if their prey is protected by a powerful guardian, hawkoids use their Instill Phobia to create a fear of birds in their target. They generally only use their Kinetic Shield when retreating (with or without victims).



Habitat/Society: A proud species, hawkoids live alone except when raising their young, when a male and a female remain in or near the nest at all times. They consider the flesh of a hoop to be a special delicacy and often nest (secretly) near a community of the rabbitoids. They consider most other intelligent birdlike creatures (particularly carrins) disgusting and do not associate with them.

The ability to fly is so precious to a hawkoid that if some reason one loses that ability, it generally commits suicide as soon as possible (often by entering a battle it cannot win).

Game Data

STR	9	(2d6+2)	INT	9	(2d4+4)
DEX	13	(2d4+8)	WIL	11	(2d4+6)
CON	9	(2d6+2)	PER	6	(2d4+1)

Durability: 9/9/5/5 Action check: 15+/14/7/3
Move: walk 4, glide 24, fly 48 # Actions: 2
Reaction score: Ordinary/2
Mutations: Duality, Instill Phobia, Kinetic Shield

Attacks

Claw (32)	12/6/3	d4w/d4+1w/d4+2w	LI/0
Bite	11/5/2	d4+1s/d4+3s/d6w	LI/0

Defenses
+2 resistance modifier vs. ranged attacks
+1 WIL resistance modifier vs. encounter skills

Skills
Unarmed [9]–*brawl [12];* Acrobatics [13]–*dodge [14], flight [18];* Stamina [9]; Knowledge [9]; Awareness [11]–*perception [15];* Resolve [11]–*mental [12];* Interaction [6]–*intimidate [8].*

Hoop

These mutated rabbitoid creatures live in quasi-medieval militaristic societies.

Description: Hoops average 2.5 meters in height (not counting their long ears, which add as much as another meter) when standing erect, though they often crouch, ready to spring at a moment's notice. Their fur is usually white, though some have brown or yellow markings. Most wear leather armor, though they don chain mail for battles.

Despite their original species, hoops do not look cute or cuddly in the slightest. They usually bear cruel expressions, and their malicious grins show their sharp teeth.

Encounter: Hoops patrol their home area in military units of 2d4 individuals. When they spot an intruder,

they attack first with ranged weapons (usually short bows) then leap to attack (up to 10 meters) in an organized manner.

Once they enter melee, they first attempt to touch any metal items carried by their opponents (Unarmed Attack–*brawl* with -1 step bonus). If successful, the molecular bonding of the metal item is altered, and it becomes soft and stretchy like rubber. This effect (which lasts d4 hours) renders any metal item useless.

After this opening salvo, the hoops draw their swords and axes and continue fighting, using their Contact mutation to maintain organization.

Habitat/Society: Hoop society is based on a military structure, and a community's leader is always called "general." Hoops are a Gamma Age culture, generally disdaining artifacts of higher technology. They are omnivorous and favor temperate forests or plains.

Game Data

STR	10	(2d6+3)	INT	9	(2d6+2)
DEX	11	(2d6+4)	WIL	11	(2d4+6)
CON	10	(2d6+3)	PER	9	(2d6+2)

Durability: 10/10/5/5 Action check: 14+/13/6/3
Move: sprint 20, run 12, walk 4 # Actions: 2
Reaction score: Ordinary/2
Mutations: Contact, Improved Mental Enhancement, Soften Metal, Telepathic Scan

Attacks

Broadsword	12/6/3	d4+2w/d6+2w/d4m	LI/O
Great axe	12/6/3	d6+1w/d6+2w/d4+1m	LI/O

Defenses
+1 resistance modifier vs. ranged attacks
+1 WIL resistance modifier vs. encounter skills
Leather armor: d6-2 (LI), d6-4 (HI), d6-4 (En)
Chain mail: d6-1 (LI), d6-4 (HI), d6-4 (En)

Skills
Armor Op [10]–*combat [11];* Athletics [10]–*jump [14];* Melee [10]–*blade [12];* Unarmed [10]–*brawl [11];* Ranged [11]–*bow [13];* Knowledge [9]; Tactics [9]–*infantry [10];* Awareness [11]; Interaction [9]–*intimidate [10].*

Kamodo

This enormous, mutated iguana is perhaps the most feared animal on Gamma Terra. Wherever a kamodo goes, devastation follows.

Description: Nearly 20 meters from nose to tail and a full 6 meters tall at the shoulder, there is no question why this monstrosity is also known as a "thunder lizard." Its terrible roar echoes for kilometers, and most creatures hearing it flee the area and never look back. It has mottled gray-green scales, teeth the size of long daggers, and a spiny back ridge reminiscent of the ancient dinosaurs.



Encounter: The kamodo is a true omnivore, in the sense that it eats virtually anything, plant or animal, that gets in its way. They open combat with a powerful roar, which inflicts Amazing damage at up to 5 meters range, Good damage up to 20 meters, and Ordinary damage at 50 meters. Victims rendered unconscious by this should perhaps count themselves lucky, as the kamodo ignores them to pursue still-moving targets. However, it eventually returns to consume its incapacitated prey.

After a particularly fulfilling meal, the kamodo has been known to nap for days, though they are light sleepers and awaken quickly.

Habitat/Society: Kamodos are only encountered singly, and two rarely exist within 100 kilometers of one another. They gather only when mating, and even then, the male leaves soon after while the female guards her eggs.

The kamodo prefers open country, as it finds forests annoying (though by no means impossible) to move around within.

Game Data

STR	18	(d6+14)	INT	1	(Animal 8 or d6+4)
DEX	6	(d6+2)	WIL	10	(d6+6)
CON	14	(d6+10)	PER	1	(Animal 5 or d4+2)

Durability: 24/24/12/12 Action check: 12+/11/5/2
Move: sprint 24, run 16, walk 6 # Actions: 2
Reaction score: Ordinary/2
Mutations: Energy Reflection; Battle Sense, Mental Enhancement, Psychic Awareness, Psychic Void

Attacks

Roar	n/a	d6+2s/d6+4s/d6+6s	LI/0
Bite	18/9/4	d6+4w/d8+4w/d6+2m	LI/0
Tail slap	12/6/3	2d4+2s/2d6+2s/2d4+2w	LI/0

Defenses
+4 resistance modifier vs. melee attacks
Thick hide: d6 (LI), d4 (HI), d4 (En)

Skills
Movement [14]–*trailblazing [18];* Stamina [14]–*endurance [18];* Awareness [10].

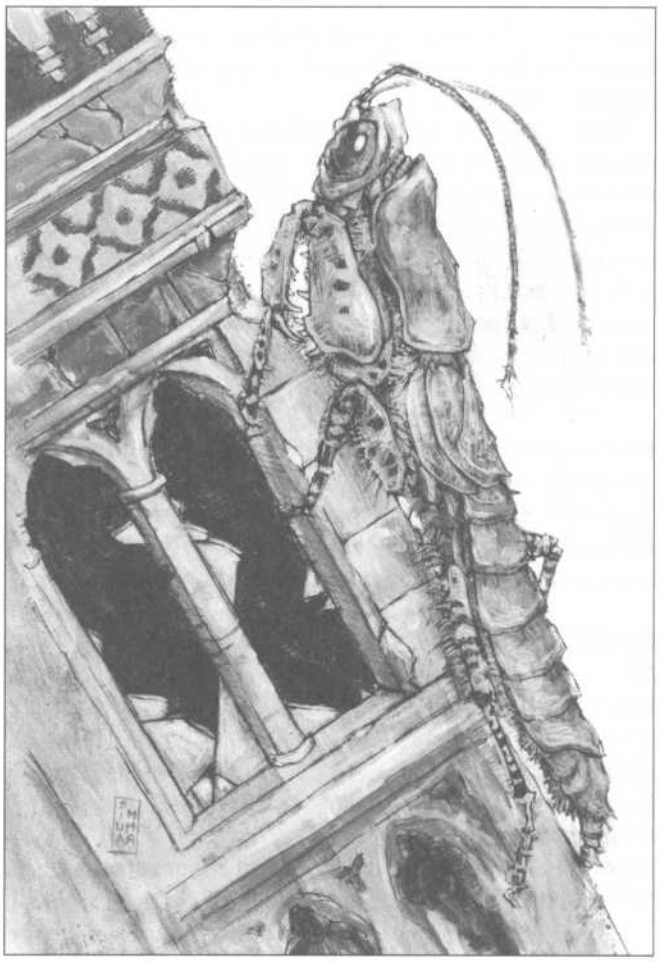
Mantid

Also called green renders, these gigantic mutated praying mantises are voracious carnivores that can stand against nearly any creature in Gamma Terra.

Description: These horrifying predators stand 3 meters high and are armed with powerful jaws and dangerous claws. Their green coloration varies subtly through the spring, summer and fall to best imitate the seasonal vegetation the render hunts in, granting it superior hiding capability.

Encounter: Mantids are deadly fast and have been known to run down many a foolish creature whose only panic-stricken thought was to run. They are not afraid of numbers but hesitate to attack a group of victims that is clearly stronger, such as a kamodo or a band of 10 or more humanoids.

Mantids are extremely dangerous in hand-to-hand combat. They usually open by attacking with both clawed forelimbs; if both hit, the victim is held. Bite attacks made against a held victim gain a -3 step bonus to hit. Freeing oneself from the grip of a mantid requires a Strength feat check with a +2 step penalty. Alternatively, if the mantid suffers 6 or more wounds or a single mortal, it drops whatever it holds and seeks to escape.



Habitat/Society: Green renders are solitary creatures that are fortunately seldom encountered in groups. On rare occasions, a mated pair may be encountered, but this is possible in only a few weeks out of the year, as the female devours the male after mating. Mantids are intelligent enough to be bribed with food but do not understand any language beyond their own system of gestures and preening.

Game Data

STR	14	(d6+10)	INT	4	(Animal 8 or d4+5)
DEX	11	(2d4+6)	WIL	7	(d6+3)
CON	11	(2d4+6)	PER	1	(Animal 5 or d4+2)

Durability: 11/11/6/6 Action check: 16+/15/7/3
Move: sprint 30, run 20, walk 6 # Actions: 2
Reaction score: Ordinary/2
Mutations: None

Attacks

Claws (32)	14/7/3	d4w/d4+2w/d4m	LI/0
Mandibles	10/5/2	d4+2s/d4+1w/d4+3w	LI/0

Defenses
+2 resistance modifier vs. melee attacks

+1 resistance modifier vs. ranged attacks
Exoskeleton: d4+1 (LI), d4 (HI), d4-1 (En)

Skills
Stealth [11]–*hide [16];* Stamina [11]–*endurance [14];* Awareness [7]–*perception [9].*

Menarl

The menarl is a huge 10-armed mutated water snake that, while aggressive in the hunt, is relatively friendly toward humanoids of all sorts.

Description: Menarls have the body of a 10-meter-long snake with five pairs of humanlike arms sprouting from the front half of their torsos. Their scales are predominantly brown with an off-white underside, though those inhabiting particularly verdant swamps often have green splotches. Their hands and arms are the same color as their bodies and are covered in fine scales.

Encounter: Menarls are immensely strong and very aggressive. They wait in the water for prey to get very close then attempt to strike from concealment. The never attack with their bite, instead using their fists or any available weapons (usually driftwood clubs). Menarls have a modified form of the Duality mutation that allows them to attack with different weapons (and against multiple targets) at no penalty.

In addition, a menarl may make one constriction attack per round. If successful, the victim is trapped in the menarl's muscular coils and suffers d4+1s each round. A trapped individual can free himself with a Strength feat check (at a +3 step penalty).

Habitat/Society: Often dubbed "slime devils" in reference to their swampy home, menarls have little in the way of society. Though a few of them are often found in the same place, they have only limited contact with one another except during mating.



Though basically a species without a culture or civilization, they often hire themselves out as mercenaries or guards, and their employers may then provide them with superior weapons.

Game Data

STR	15	(d4+12)	INT	8	(d6+4)
DEX	10	(2d4+5)	WIL	10	(d4+8)
CON	11	(d4+8)	PER	5	(d6+1)

Durability: 14/14/7/7 Action check: 12+/11/5/2
Move: run 10, walk 4, easy swim 4, swim 8 # Actions: 2
Reaction score: Ordinary/2
Mutations: Duality (special)

Attacks

Fist	16/8/4	d4+3s/d4+4s/d4+5s	LI/0
Club	16/8/4	d4+4s/d4+3w/d4+4w	LI/0
Spear	16/8/4	d4w/d4+2w/d4m	LI/0
Constrict	n/a	special	LI/0

Defenses
+3 resistance modifier vs. melee attacks
Scaly hide: d4+1 (LI), d4-1 (HI), d4-2 (En)

Skills
Athletics [15]–*throw [16];* Melee [15]–*bludgeon [16];* Unarmed [15]–*brawl [16];* Stealth [10]–*hide [14];* Movement [11]–*swim [14];* Stamina [11]; Knowledge [8]; Awareness [10]; Interaction [5]–*bargain [6], intimidate [8].*

Orlen

These two-headed, four-armed humanoids are among the most technologically savvy of any on Gamma Terra. They are generally peaceful, but their physical and mental strength (as well as their collections of high-tech equipment) ensure that they rarely lose a fight.

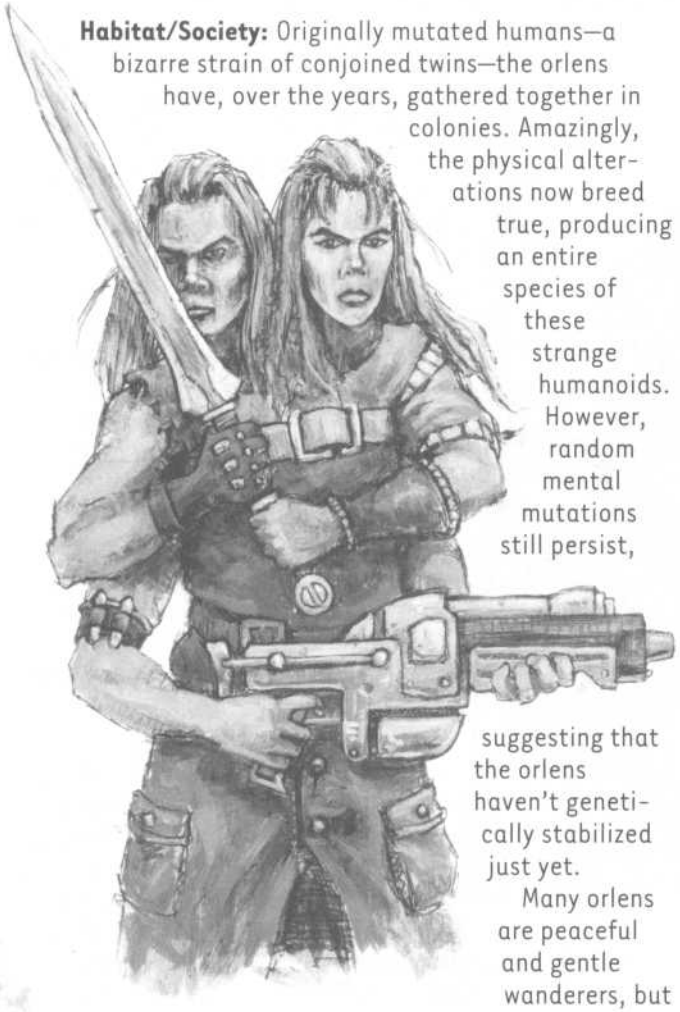
Description: Standing 2.5 meters tall, orlens tower above most other humanoid species of Gamma Terra. The orlen's two heads are always twins of one another—either identical (same-sex) or fraternal (different sex)—and have entirely separate consciousnesses (and different names). Despite their

size, they are not exceptionally muscular, though their four arms give them double the melee capability of a typical humanoid.

Encounter: Orlens prefer not to resolve problems by combat, but their size and armament ensure that they are not caught unprepared when trouble comes looking for them. The orlen's twin heads allow it exceptional versatility in combat; each head commands a separate pair of arms and has access to its own set of mental mutations. Thus, an orlen could fire a rifle while using a mental mutation, swing a pair of greatswords, and so forth.

As a fairly advanced culture, orlens commonly wield Ancient Age firearms (such as semiautomatic pistols and SMGs or even assault rifles) and fine steel swords (equal to katanas). When prepared for combat, they often carry metal shields and even wear crude bulletproof vests.

In addition to their standard mutations, each head of an orlen has an additional 2 points of mental mutations (either two Ordinary or one Good mutation). These should be selected by the Gamemaster or rolled randomly.



Habitat/Society: Originally mutated humans—a bizarre strain of conjoined twins—the orlens have, over the years, gathered together in colonies. Amazingly, the physical alterations now breed true, producing an entire species of these strange humanoids. However, random mental mutations still persist, suggesting that the orlens haven't genetically stabilized just yet.

Many orlens are peaceful and gentle wanderers, but there is a significant segment of the species that likes to settle down, sometimes forming towns of dozens or even a hundred or more. The urban orlens are more aggressive than their nomadic cousins and love sporting events, particularly those with a lot of physical contact.

Game Data

STR	10	(2d6+3)	INT	10	(2d6+3)
DEX	9	(2d4+4)	WIL	11	(2d6+4)
CON	10	(2d6+3)	PER	10	(2d6+3)

Durability: 10/10/5/5 Action check: 12+/11/5/2
Move: sprint 18, run 12, walk 4 # Actions: 2
Reaction score: Ordinary/2
Mutations: Extra Body Parts (limbs, head); Left head: Contact, Telepathic Scan, +2 mental mutation points; Right head: Mental Enhancement, Telekinesis, +2 mental mutation points.

Attacks

Katana	11/5/2	d4+2w/d6+2w/d4+1m	LI/0
9mm pistol	11/5/2	d4+1w/d4+2w/d4m	HI/0
Assault rifle	10/5/2	d4+2w/d6+3w/d4+1m	HI/0

Defenses
+1 WIL resistance modifier vs. encounter skills
Bulletproof vest & shield: d6-2 (LI), d6-1 (HI), d4-1 (En)

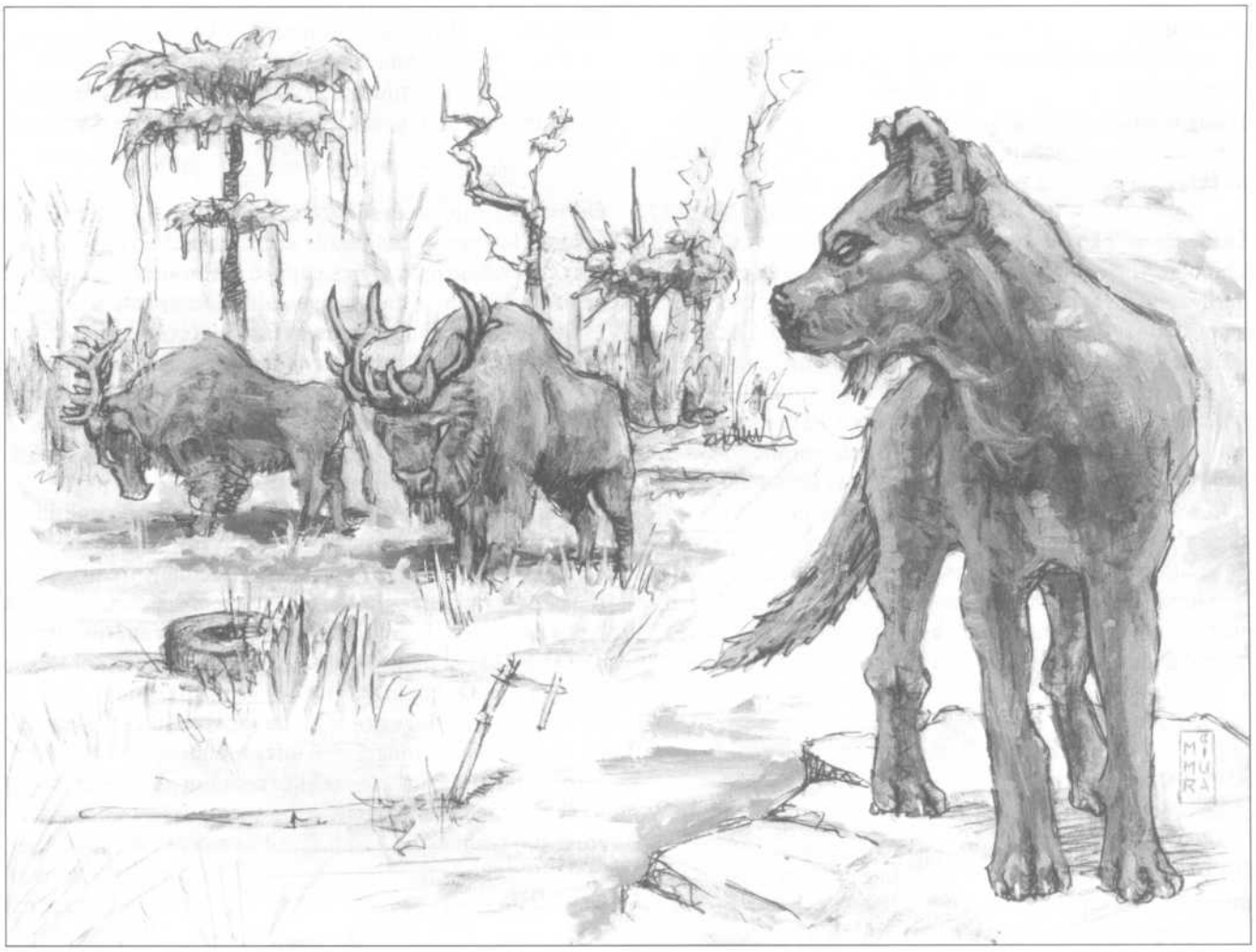
Skills
Armor Op [10]–*combat [11];* Athletics [10]; Melee [10]–*blade [11];* Ranged [9]–*pistol [11], rifle [10];* Stamina [10]; Knowledge [10]; Technical Science [10]–*repair [11];* Awareness [11]; Culture [10]–*diplomacy [12];* Interaction [10].

Podog

These huge, intelligent mastiffs live in packs but are often bred and trained as steeds because of their physical power.

Description: A podog stands more than a meter and a half high at the shoulder. Podog coloring is usually a deep bay, but some run toward a chocolate or black coat.

Encounter: Podogs begin combat with a rush, charging and leaping for the throat of their victim. This grants a -1 step bonus to their first bite attack, and an Amazing hit forces a human- or smaller-sized victim to make a Strength feat check (with a +2 step penalty) or be knocked down. When fighting as mounts, this rush attack is not available; however, podog steeds are often outfitted with leather armor to protect their head, neck, and body.



Note that despite their intelligence, podogs have no qualms with preying on humanoids.

Habitat/Society: Podogs are very intelligent creatures and have a rich oral pack tradition. They are not tool users, but they certainly understand some basic implements like bows and arrows or simple machines. In the wild, podogs are clever and dangerous hunters, making fast, hit-and-run attacks to weaken strong prey.

One in one hundred podogs is a prize breed, with the *dual brain* mutation and its attendant additional one to three mental mutations. These animals, when encountered, are always the leaders of their packs.

Game Data

STR	13	(2d4+8)	INT	8	(d6+4)
DEX	10	(2d4+5)	WIL	8	(d8+3)
CON	11	(2d4+6)	PER	6	(2d4+1)

Durability: 11/11/6/6 Action check: 13+/12/6/3
Move: sprint 26, run 16, walk 6 # Actions: 2
Reaction score: Ordinary/2
Mutations: None (except leaders)

Attacks

Bite	14/7/3	d4+2w/d4+4w/d4+2m	LI/0

Defenses
+2 resistance modifier vs. melee attacks
Leather armor*: d6-2 (LI), d6-4 (HI), d6-4 (En)
*Only as steeds

Skills
Unarmed [13]–*brawl [14];* Movement [11]–*race [13];* Stamina [11]–*endurance [14];* Knowledge [8]; Tactics [8]–*infantry [9];* Awareness [8]–*intuition [10], perception [10];* Investigate [8]–*track [12];* Interaction [6].

Rakox

These slow but powerful mutated oxen roam the open spaces of Gamma Terra in herds. Despite their resemblance to cattle, few dare pester a wild herd of rakoxen.

Description: Both male and femal rakoxen sport a tough cluster of horns that angle generally forward from a bony plate across the crown of their heads. Young rakoxen begin growing the horns shortly after they are weaned. Adult rakoxen are about 2 meters tall at the shoulder.

Encounter: Rakoxen typically attack when they are spooked. The rakox gores enemies with its extraordinarily dense set of horns and can charge if the target is more than 10 meters away. If a charging rakox hits, it inflicts +2 damage.

Habitat/Society: Rakoxen roam plains areas in large herds, grazing in groups of 20d10. Though prone to panic and stampede, they are favored by many Gamma Age cultures as draft animals. Rakoxen are rarely ridden, since they tend to buck off riders.

Some races butcher older rakoxen for food and other supplies. The meat is salty but otherwise palatable. The hide can be cured and used, though it is less flexible than standard cowhide. The horns are hollowed out and made into musical instruments or storage containers, like gunpowder horns.

Game Data

STR	16	(d4+13)	INT	2	(Animal 7 or d4+4)
DEX	8	(d4+5)	WIL	5	(d4+2)
CON	14	(d4+12)	PER	2	(Animal 6 or d4+3)

Durability: 16/16/8/8 Action check: 10+/9/4/2
Move: sprint 24, run 16, walk 4 # Actions: 1
Reaction score: Marginal/1
Mutations: Dermal Armor

Attacks

Gore	12/6/3	d4+3w/d4+5w/d4+3m	LI/0

Defenses
+3 resistance modifier vs. melee attacks
-2 WIL resistance modifier vs. encounter skills
Dermal Armor: d6+1 (LI), d4+1 (HI), d4 (En)

Skills
Stamina [14]–*endurance [18];* Awareness [5]–*perception [8].*

Sasquatch

Once docile and secretive inhabitants of woodlands and mountains worldwide, these beings have mutated into fearsome (yet philosophical) killing machines.

Description: Standing 2.2 meters tall and weighing 180 kilograms, the sasquatch is an imposing figure. Their fur and long manes range from blacks and browns through shades of gray. Their fingers are tipped with deadly claws.

Encounter: Though sasquatch prefer to keep to themselves, they are occasionally encountered when tracking prey. Such hunting parties carry crossbows and won't hesitate to defend themselves with deadly force.

Still, the sasquatch code of honor prevents them from attacking creatures smaller than themselves without good reason. In addition, they freely accept opponents' offers of surrender, seeing no glory in defeating an opponent who is already beaten.

Habitat/Society: Sasquatch view the world as something to be protected and valued for itself, rather than being changed to fit the needs of the locals. They are loyal to a fault, passionate for both war and debate, and suspicious of Ancient or Shadow Age technology. In fact, they suffer a +2 step penalty when using anything other than Gamma Age technology.

Sasquatch villages tend to be located in secluded vales, hidden clearings, and lofty mountain ranges. They respect humans and most other sentient races—as long as those species don't cross the sasquatch—but don't trust the technologically altered androids.

Game Data

STR	13	(d8+8)	INT	9	(2d4+4)
DEX	8	(2d4+3)	WIL	9	(2d4+4)
CON	13	(d8+8)	PER	8	(2d4+3)

Durability: 19/19/10/10 Action check: 13+/12/6/3
Move: sprint 20, run 12, walk 4 # Actions: 2
Reaction score: Ordinary/2
Mutations: Durability Increase (unique*), Natural Attack
*A sasquatch's durability is determined by multiplying its Constitution by 1.5, rounding fractions down.

Attacks

Claws	16/8/4	d4+2w/d4+4w/d4+2m	LI/0
Crossbow	10/5/2	d4+2w/d6+2w/d4+1m	LI/0

Defenses
+2 resistance modifier vs. melee attacks

Skills
Athletics [13]; Unarmed [13]–*brawl [16];* Ranged [8]–*crossbow [10];* Stamina [13]–*endurance [15];* Knowledge [9]; Awareness [9]–*intuition [10], perception [11];* Interaction [8]–*intimidate [9].*

Skeeter

These gargantuan, man-eating mosquitoes no longer have wings but make up for it with their camouflage and strong poison.

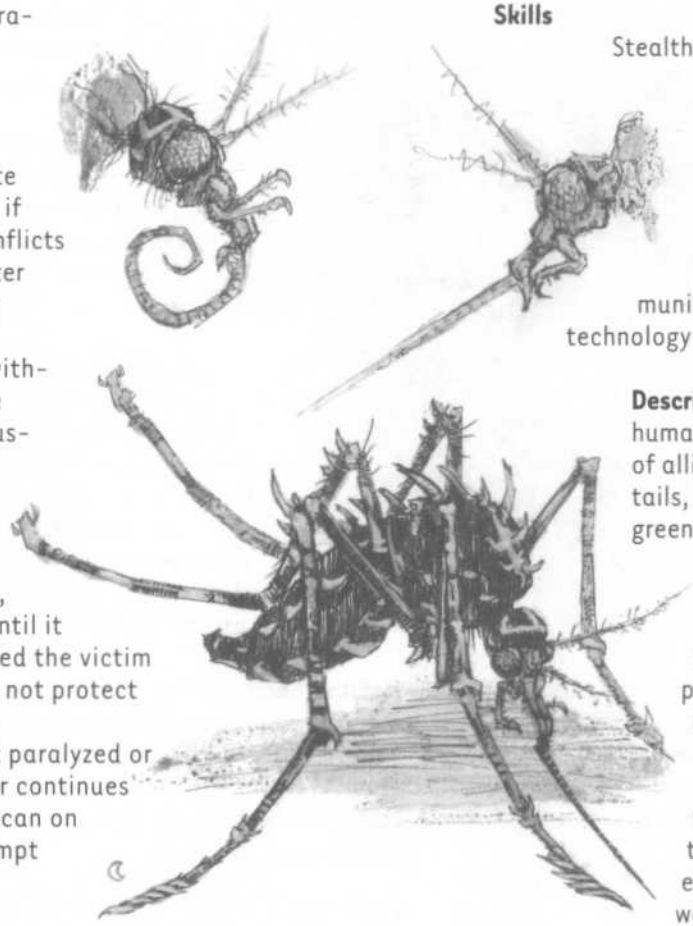
Description: Skeeters grow to 1.5 meters in length and about that tall. Except for the lack of wings, they look exactly like a normal mosquito, only bigger. Though flightless, skeeters can scurry over any terrain at an incredible speed. Their ability to do this comes from their long, spindly legs which support their thin, streamlined bodies.

Skeeters prefer terrain where they can hide easily and strike from cover. They use their Chameleon Flesh mutation to remain undetected and their large, faceted eyes to easily detect prey.

Encounter: The skeeter prefers to attack prey that is sleeping, paralyzed, or otherwise alive but immobile. Once it strikes a target with its 2-meter-long feeding tube, it injects a strong insinuative paralytic poison (+1 step penalty, onset 2 rounds, duration per Constitution feat check) to incapacitate its victim. (Note that if the skeeter hits but inflicts no damage, the skeeter cannot begin drawing blood; see below.)

The skeeter then withdraws blood from the paralyzed victim, causing d4s per phase. Once its victim's stun points are exhausted, it drains d4w per round, then 1m per round, until it has completely drained the victim of blood. Armor does not protect against this damage.

If the target is not paralyzed or immobile, the skeeter continues to strike anywhere it can on the target in an attempt to eventually cause paralysis.



Habitat/Society: Skeeters travel in small swarms of around four.

Skeeters exhibit typical insectlike preening, mating, and swarming behaviors. They lay their eggs in shallow water.

Game Data

STR	6	(d4+3)	INT	1	(Animal 6 or d4+3)
DEX	11	(d4+8)	WIL	6	(d4+3)
CON	8	(d4+5)	PER	1	(Animal 4 or d4+1)

Durability: 8/8/4/4 Action check: 14+/13/6/3
Move: sprint 24, run 16, walk 6 # Actions: 2
Reaction score: Ordinary/2
Mutations: Chameleon Flesh, Poison Attack; Battle Sense

Attacks
Feeder tube 12/6/3 d4s/d4w/d4+2w LI/0

Defenses
-1 resistance modifier vs. melee attacks
+1 resistance modifier vs. ranged attacks
-1 WIL resistance modifier vs. encounter skills

Skills
Stealth [11]–*hide [14], shadow [12], sneak [12];* Stamina [8]; Awareness [6]–*perception [14].*

Sleeth

These peaceful reptilian humanoids live in scholarly communities. They frequently use advanced technology for defense and daily life.

Description: Sleeths are lizardlike humanoids with snouts resembling those of alligators. They have an erect stance, tails, and dextrous hands. They are dark green in color.

Encounter: Sleeths are normally peaceful. They use Telepathic Scan to divine the intentions of potential foes and prefer using their other mental mutations to defend themselves. If forced, they fight using swords or primitive firearms while coordinating their efforts via telepathic Contact with one another. Sleeth leaders (or particularly well-armed sleeth communities) occasionally carry Ancient Age firearms.

In addition to their standard suite of mutations, each sleeth has 2 points of mental mutations (either two

Ordinary or one Good mental mutation). These should be selected by the Gamemaster or rolled randomly.

Sleeth are also completely immune to telepathic illusions of any sort.

Habitat/Society: Sleeths live in peaceful, scholarly communities. Each sleeth village is headed by a dean who often presides over a governing body called a faculty. In times of trouble, the deans of neighboring villages gather together and form a college. They then elect a president from among their number to preside during their decisionmaking. Once the trouble is dealt with or the major decision made, the college and presidency dissolve and the deans return to their villages. The faculty is composed of professors, the most respected members of sleeth society. Beneath the professors are teachers and students. Visitors are often referred to as transfers.



Sleeths tend to be friendly to those of other species. They are arrogant in the extreme, however, believing themselves to be mentally superior to all other races. This arrogance is most clear in their dealings with dabbers, whom they consider to be nothing more than greedy pests. Interestingly, the sleeths' intuitive nature allows them to see through most dabber illusions with ease.

Sleeths build beautiful villages and towns. Most contain a few Ancient Age items that they can use to ease living conditions or for defense.

Game Data

STR	10	(2d6+3)	INT	9	(2d6+2)
DEX	9	(2d6+2)	WIL	11	(2d6+4)
CON	10	(2d6+3)	PER	11	(2d6+4)

Durability: 10/10/5/5 Action check: 11+/10/5/2
Move: sprint 18, run 12, walk 4 # Actions: 1
Reaction score: Marginal/1
Mutations: Rejuvenation; Contact, Telepathic Scan, +2 mental mutation points

Attacks

Broadsword	11/5/2	d4+2w/d6+2w/d4m	LI/0
Flintlock musket	11/5/2	d6+1w/d6+3w/d6+1m	LI/0

Defenses

+1 WIL resistance modifier vs. encounter skills

Skills

Athletics [10]; Melee [10]–*blade [11];* Ranged [9]–*rifle [10];* Stamina [10]; Knowledge [9]; Awareness [11]–*intuition [12], perception [12];* Culture [11]–*diplomacy [13], first encounter [12];* Interaction [11]–*bargain [12], charm [13].*

Spiny

Though primarily nocturnal, these large quill-covered mammals occasionally venture out into the daylight in search of tasty grubs or insects.

Description: Spinies are large mutated porcupines that grow up to two meters in length. They are slow-moving, preferring to climb a tree or use their quills to defend against predators.

Encounter: Spinies generally shy away from contact with humanoids, though if encountered near their den, they can be ferociously protective. If they are in a position to flee, they use Fatigue Generation to slow pursuers; otherwise, they slap opponents with a quill-covered tail, leaving d6-2 quills embedded with a successful attack. Removing a quill causes d4-2s.

Habitat/Society: Most spinies are solitary, creating dens in hillsides or under fallen trees. Males and females come together to mate in autumn, after which the male remains to protect the pregnant female in her den. Young are born in late spring and the male leaves soon afterward.

Game Data

STR	11	(2d6+4)	INT	2	(Animal 7 or 2d6)
DEX	9	(2d6+2)	WIL	7	(2d6)
CON	12	(2d6+5)	PER	1	(Animal 5 or 2d4)

Durability: 12/12/6/6 Action check: 11+/10/5/2
Move: run 14, walk 4 # Actions: 1
Reaction score: Marginal/1
Mutations: Night Vision; Fatigue Generation.

Attacks

Tail slap	11/5/2	d4+2w/d6+2w/d4+1m	LI/0

Defenses
+1 resistance modifier vs. melee attacks
Thick quills: d6 (LI), d6-2 (HI), d4-2 (En)

Skills
Athletics [11]–*climb [16];* Stamina [12]; Awareness [11]–*perception[12].*

Thought Master

These fierce humanoids travel in seminomadic bands, pillaging each new area and destroying the population. They are rightly feared by most intelligent species of Gamma Terra.



Description: Standing just under 2 meters in height, thought masters are easily identified by the ridged, bony plate that covers the top and back of their skull and most of their chest and back, as well as by their clawed fingers. They frequently wear chain mail and carry axes and rifles.

Encounter: Though they much prefer to engage in mental combat as opposed to physical melee, thought masters are deadly in either arena. After opening with a Telepathic Blast or rifle shot, the thought master closes to use Life Leech. In addition, they can secrete a powerful insinuative neurotoxin (+1 step penalty to Constitution feat checks, onset 2 rounds, duration 10 minutes) which is delivered via their claw attack. They save their Death Field Generation for situations when they are severely outnumbered or near defeat (preferring to commit potential suicide rather than be beaten by their opponents).

Habitat/Society: Thought masters are either encountered as a small patrol of 2d4 or in large "brigades" of 5d20+50 individuals. (A brigade will include 30% females and 30% children.) Thought masters are militant and prefer to dress in uniforms imitating ancient military and police designs, using these as clan symbols. Strong antipathy exists between brigades; some potential victims of the thought masters have delayed their destruction by luring a second brigade into the area to battle the first! However, rumors exist of powerful thought master leaders that have overcome this hatred to create enormous armies of the foul humanoids.

Though primarily a Gamma Age society, thought masters stockpile and use Ancient firearms. They are nomadic, moving from one area to the next as food becomes scarce.

Game Data

STR	9	(2d6+2)	INT	10	(2d6+3)
DEX	9	(2d6+2)	WIL	12	(2d4+7)
CON	9	(2d6+2)	PER	11	(2d6+4)

Durability: 9/9/5/5 Action check: 13+/12/6/3
Move: sprint 18, run 12, walk 4 # Actions: 2
Reaction score: Ordinary/2
Mutations: Dermal Armor, Natural Attack, Poison Attack, Toxin Tolerance; Death Field Generation, Life Leech, Photokinesis, Telepathic Blast

Attacks

Claw*	11/5/2	d4+1s/d4+2s/d4w	LI/0
Hand axe	12/6/3	d4+1w/d4+2w/d4+3w	LI/0
Hunting rifle	12/6/3	d6+1w/2d4+1w/d4+1m	HI/0

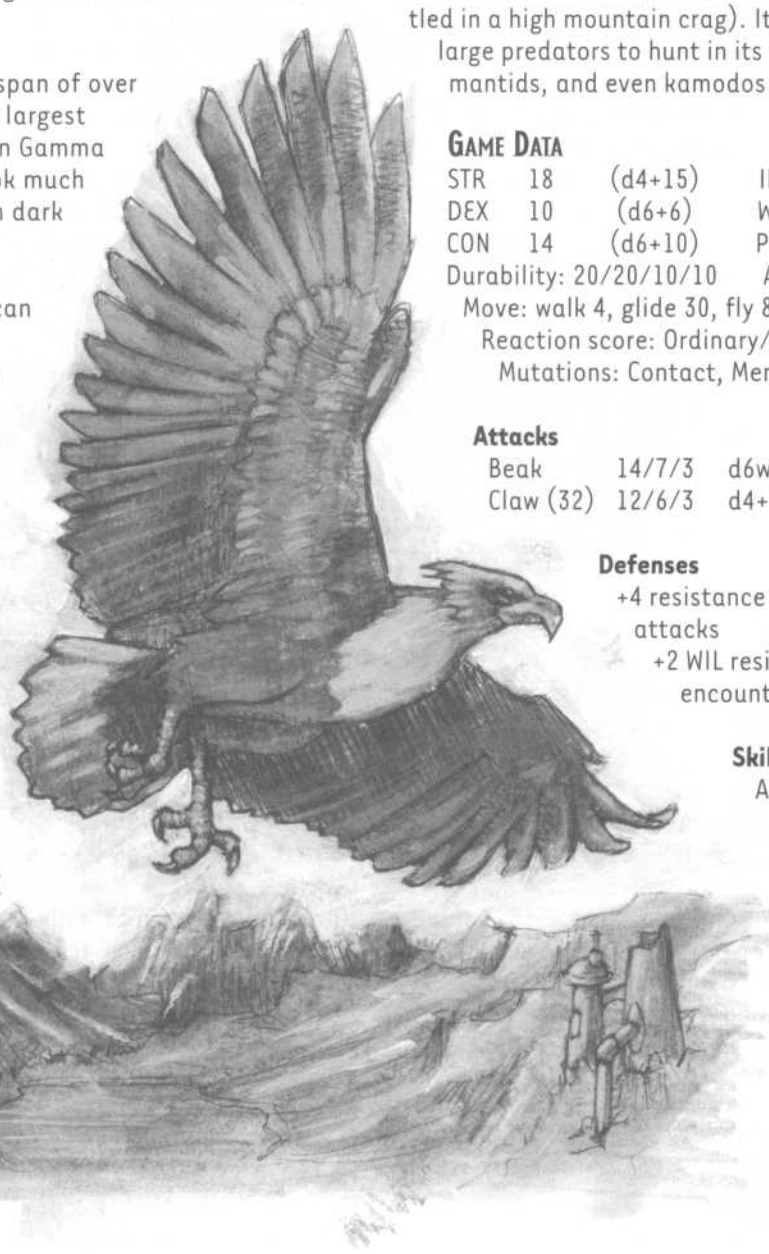
*May include Poison Attack

Defenses
+1 WIL resistance modifier vs. encounter skills
Dermal Armor: d6+1 (LI), d4+1 (HI), d4 (En)

Skills
Melee [9]–*blade [12];* Unarmed [9]–*brawl [11];* Ranged [9]–*rifle [12];* Knowledge [10]–*deduce [11];* Tactics [10]–*infantry [12];* Awareness [12]–*perception [13];* Resolve [12]–*mental [14];* Interaction [11]–*intimidate [14].*

Thunderbird

These great mutated bald eagles take their name from ancient human stories of giant birds that lived in hidden mountain lairs.



Description: With a wingspan of over 20 meters, these are the largest avian creatures known on Gamma Terra. They otherwise look much like their ancestors, with dark brown or black feathers and a white-feathered head. Their keening cry can be heard for miles around, and their talons can grasp and pick up a rakox with ease.

Encounter: These magnificent birds generally leave their mountainous aeries only to hunt prey. They have no qualms about consuming intelligent beings, even humanoids, though stories tell of rare individuals who persuaded a thunderbird to spare its life in exchange for stories or other knowledge of the world. Thankfully for their environment, the thunderbird's metabolism is surprisingly slow and it requires only infrequent meals.

Those unfortunate enough to be targeted by a thunderbird as prey are subjected to a deafening screech and targeted by the creature's Mental Paralysis mutation. This usually serves to immobilize the bird's prey, which it then snatches up and takes back to its nest.

Habitat/Society: Thunderbirds lead lonely lives, only coming together with others of their kind for mating. Once the young hatch, the male leaves the nest (and the area).

A single thunderbird's territory can stretch for dozens of kilometers in all directions from its nest (usually nestled in a high mountain crag). It does not allow other large predators to hunt in its territory, taking on yexil, mantids, and even kamodos without fear.

Game Data

STR	18	(d4+15)	INT	10	(d6+6)
DEX	10	(d6+6)	WIL	14	(d6+10)
CON	14	(d6+10)	PER	12	(d6+8)

Durability: 20/20/10/10 Action check: 13+/12/6/3
Move: walk 4, glide 30, fly 80 # Actions: 2
Reaction score: Ordinary/2
Mutations: Contact, Mental Paralysis

Attacks

Beak	14/7/3	d6w/d6+2w/d4+2m	LI/0
Claw (32)	12/6/3	d4+1w/d4+3w/d4+1m	LI/0

Defenses
+4 resistance modifier vs. melee attacks
+2 WIL resistance modifier vs. encounter skills

Skills
Acrobatics [10]–*flight [16];* Stamina [14]–*endurance [16];* Knowledge [10]; Awareness [14]–*intuition [16], perception [16];* Resolve [14]–*mental [18];* Culture [12]–*diplomacy [14];* Interaction [12]–*interview [14].*

Yexil

This exotic beast looks like a cross between a bat and a lion. Despite this fearsome appearance, they are generally friendly to intelligent creatures.

Description: The yexil has a 9-meter batlike wingspan, with a human hand at the point of each blade. Its head looks like a lion with the addition of two pinching mandibles. It stands on two lionlike paws. The yexil is covered with a thick pelt of orange fur with an extremely bushy mane of golden brown. Females have a marsupial pouch in which they carry their young until the infants reach the age at which they are able to learn to fly.

Encounter: In general, unless their young are threatened or they have been cornered or captured, yexils do not stay and fight, preferring to flee to safety. When pressed, yexil open combat with a photogenerative flash, potentially blinding opponents within 10 meters. They then close and attack with their mandibles.

Yexils are extremely miserable when kept in captivity—even as a whole family—and soon die from this.

Habitat/Society: Yexils are friendly creatures but slightly slow-witted. They travel in small prides of d4 individuals, or sometimes as an extended family of 5d4 yexils, and they mate for life. They are very receptive to intelligent interaction with other species.

The most striking oddity about yexils is their love of various types of hide and cloth, particularly synthetic fibers, as food. They are known to trade virtually anything, including artifacts (for which they have little use), in exchange for material for tasty sustenance. If killed, their pelts do not maintain their unusual ability to resist cold, so yexils are generally left in peace.

Game Data

STR	15	(d4+12)	INT	6	(d6+2)
DEX	10	(2d4+5)	WIL	6	(d6+2)
CON	12	(2d4+7)	PER	7	(d6+3)

Durability: 14/14/7/7 Action check: 12+/11/5/2
Move: walk 4, glide 30, fly 60 # Actions: 2
Reaction score: Ordinary/2
Mutations: Environmental Adaptation (cold), Photogeneration

Attacks

Bite	14/7/3	d4+3w/d6+3w/d4+3m	LI/0

Defenses
+3 resistance modifier vs. melee attacks
-1 INT, WIL resistance modifier vs. encounter skills

Skills
Stamina [12]–*endurance [13];* Knowledge [6]; Awareness [6]; Interaction [7].



Cryptic Alliances

During the long years after the Apocalypse, those who survived searched for meaning for their lives. In many cases, charismatic leaders forged groups of like-thinking individuals into what are now called Cryptic Alliances. These groups are generally dedicated to a specific mission or way of thinking, from a shared hatred of a particular species to a worship of the artifacts of the past.

Information about five such organizations, plus game statistics of an average member, is presented below. The Gamemaster can use this game data as a template to create additional members as needed.

Followers of the Voice

This secretive alliance worships computers (particularly AIs) as gods. They are believed to have originated in the Northwest but have spread their beliefs across the continent.



Description: Favoring secrecy over fashion, a typical Follower of the Voice dresses in a nondescript manner appropriate to his surroundings. Most have a tattoo of a computer chip or CD-ROM somewhere on their bodies, signifying their allegiance to the group.

Encounter: In most encounters with a lone Follower of the Voice, the heroes aren't likely to ever realize the individual's membership. However, in certain circumstances, a computer AI might give a group of Followers a task that sends them out into the world—perhaps to recover a lost bit of programming or piece of hardware to add to the system. In most cases, the Followers prefer to avoid fights, though they defend the computer with their lives.

Habitat/Society: Most Followers live near an active computer (their "temple") so that they may worship there more easily. In general, Followers tend to come from the disaffected "middle class" of Gamma Terra society—those who want someone else to solve their problems. For them, the computer represents the ultimate source of order.

Some Follower groups maintain secret bases inside the installations of the Ancients. Such headquarters (usually centered around a computer AI) are heavily guarded and fortified. Those who live in the general populace keep their involvement with the alliance a secret, as the general public doesn't trust the Followers.

Followers share some similarity with Archivists, though alliances aren't particularly common. They oppose the Restorationists, since that group wishes to restore computers to the role of mere tools.

Followers have their own currency, which they trade with one other—pieces of paper called "options." An option has about the same buying power as 100 gold.

Follower of the Voice Game Data

Pure Strain Human Nonprofessional

STR	9	(0)	INT	12	(+1)
DEX	9	(0)	WIL	8	(0)
CON	9		PER	7	

Durability: 11/11/5/5 Action check: 11+/10/5/2
Move: sprint 18, run 10, walk 4 # Actions: 2
Reaction score: Marginal/1 Last Resorts: 0
Mutations/Drawbacks: None (though a mutant Follower would have appropriate mutations and drawbacks).

Attacks

Unarmed*	4/2/1	d4s/d4+1s/d4+2s	LI/0
Dagger*	9/4/2	d4w/d4+1w/d4+2w	LI/0

*+d4 base situation die (untrained)

Defenses

+1 INT resistance modifier vs. encounter skills

Skills

Athletics [9]; Melee Weapons [9]; Stamina [9]; Computer Science [12]–*programming [13];* Knowledge [12]; Technical Science [12]; Animal Handling [8]; Awareness [8]; Interaction [8].

Iron Society

This alliance believes that mutants represent the future of the world and is devoted to exterminating all pure strain humans.

Description: As secrecy is of paramount importance to the Iron Society, no two agents look alike. Members of this allegiance come from all walks of life, though their recruitment focuses on those cast out of human society for one reason or another. Indeed, the only true shared characteristic of all agents of the Iron Society—besides their bad feelings toward pure strain humans—is their mutant status.

The symbol of the Iron Society is a stone hammer in a circle. Many members carry a coin minted with this symbol as identification.

Encounter: Most Iron Society agents disdain flashy weaponry, preferring to rely on their mutations. Still, they don't ignore the utility of a firearm—if combat is necessary, they recognize the value of winning the fight.

A lone Iron Society agent is most often encountered on a mission—from spying to theft to sabotage—and prefers escape over conflict.

If a group of agents is encountered, they may choose to silence the heroes so that their cell is not compromised.

Other Cryptic Alliances

Many other Cryptic Alliances exist on Gamma Terra, and this book can't hope to cover all of them in detail. The Gamemaster is encouraged to expand on the following brief descriptions to populate her campaign.

Archivists: This poor and primitive alliance worships (but does not use) the artifacts of the Ancients.

Brotherhood of Thought: This nearly anarchist alliance spreads its beliefs of peaceful coexistence throughout the land.

The Created: This alliance is composed entirely of a splinter group of androids who believe themselves to be divinely created and the deserving inheritors of Earth. They seek to snuff out all noncybernetic life forms.

Friends of Entropy: This brutal alliance (dubbed the Red Death by outsiders) seeks the extinction of all life and the cessation of all mechanical activity.

Healers: This monastic order is dedicated to healing the sick and injured of any race or alliance.

Peace Brigade: Members of this splinter faction of the Restorationists travel from village to village, educating the populace and improving public works, for which they expect fair payment.

Ranks of the Fit: This antihuman militaristic alliance is composed entirely of mammalian humanoids (such as badders, arks, and dabbers).

Seekers: This alliance disdains the use of most technology beyond the Gamma Age and lives in agricultural communities of humans and mutants.

Habitat/Society: The Iron Society is organized into cells, where each group knows the identities only of the other agents in their cell (which may number as many as a dozen individuals). Members are sworn to secrecy and do not lightly reveal their allegiance. The cell's leader has a higher-ranking contact that occasionally passes orders down from above, though the cell's leader rarely knows the contact's true identity.

Each cell has its own agenda, though all revolve around the fight against pure strain humans. Some take on high-profile activities, such as sabotaging human settlements, while others take a more long-term approach by instilling rebellious thoughts in the mutant populace.

As might be expected, the Iron Society is the mortal enemy of the Knights of Genetic Purity (see below). They rarely pass up an opportunity to thwart the Knights when possible.

It is rumored that a special division of the Iron Society—known as the Thought Police—has the task of tracking down and destroying traitors to the alliance.

Iron Society Agent Game Data

Level 1 Mutant Free Agent

STR	10	(0)	INT	9	(0)
DEX	12	(+1)	WIL	10	(0)
CON	10		PER	9	

Durability: 10/10/5/5 Action check: 13+/12/6/3
Move: sprint 22, run 14, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 1
Mutations*: Enhanced Senses, Improved Reflexes; Danger Sense, Psychic Perception, Telepathic Blast.
Drawbacks*: Light Sensitivity, Minor Physical Change, Thermal Intolerance.
*Example only. Vary mutations and drawbacks as desired.

Attacks

Light revolver	13/6/3	d4w/d46w/d4m	HI/0
Unarmed	11/5/2	d4s/d4+1s/d4+2s	LI/0
Mutation	———	by mutation ———	

Defenses

Leather armor: d6-2 (LI), d6-4 (HI), d6-4 (En)
+2 resistance modifier vs. ranged attacks*
*Includes Free Agent bonus

Skills

Athletics [10]–*throw [11];* Unarmed [10]–*brawl [11];* Ranged [12]–*pistol [13];* Stealth [12]–*shadow [13];* Stamina [10]–*endurance [11];* Survival [10]; Knowledge [9]; Awareness [10]–*perception [11];* Resolve [10]; Interaction [9].

Knights of Genetic Purity



These zealots seek to maintain the "purity" of humanity by stamping out all mutantkind. Though they look down on other sentient species as inferiors, they have no particular hatred for any except mutated humans.

Description: Knights of Genetic Purity display their identity boldly for all to see, usually with the emblem of a red square with an unbalanced scale. Most wear at least partial plate armor (or better, if they can find it) and carry swords and rifles. Leaders arm themselves with the best weaponry available. (As pure strain humans, they can and do use any artifacts up to and including Shadow Age technology).

Encounter: Knights of Genetic Purity are rarely encountered in groups of less than half a dozen.



They are always armed—usually with broadswords and assault rifles—and typically wear partial plate armor. Knights also frequently use steeds (horses or sometimes podogs). Of course, better-armed and armored squads are not uncommon, and the sight of a squad of Knights in attack armor packing laser rifles is something few mutants live to see twice.

Knights attempt to slay any mutants they encounter, and may also attack even pure strain humans who appear to have befriended the mutants (calling them "race traitors" or worse). Other, so-called "inferior animal" species (such as sleeth or dabbers) are only attacked if they raise arms against the Knights.

Habitat/Society: The members of this alliance thrive on their hatred of mutants, blaming the ills of the world (past and present) on those radiation-altered beings. Strangely, they have no such hatred for the various species mutated from animal stock, though they look upon such creatures as of second-class status, at best.

As their name suggests, the Knights are organized in a feudal-military fashion. A group of up to ten Knights (called a squad) is led by a sergeant, while groups of up to 100 are commanded by a colonel. Extremely powerful and charismatic leaders (called Protectors of Purity) occasionally arise to lead groups of over 100 Knights.

Knight of Genetic Purity Game Data

Level 1 Pure Strain Human Combat Spec

STR	12	(+1)	INT	9	(0)
DEX	10	(0)	WIL	9	(0)
CON	11		PER	9	

Durability: 13/13/6/6 Action check: 13+/12/6/3
Move: sprint 22, run 14, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 1

Attacks

Broadsword	13/6/3	d4+2w/d6+2w/d4m	LI/O
Assault rifle*	12/6/3	d4+2w/d6+3w/d4+1m	HI/O

*-d4 base situation die (Combat Spec ability)

Defenses

Partial plate: d6 (LI), d8-5 (HI), d6-4 (En)
+1 resistance modifier vs. melee attacks

Skills

Armor Op [12]–*combat [13];* Athletics [12]; Melee [12]–*blade [13];* Ranged [10]–*rifle [12];* Stamina [11]–*endurance [12];* Knowledge [9]; Animal Handling [9]; Awareness [9]–*intuition [10], perception [10];* Resolve [9]–*physical [10];* Interaction [9]–*intimidate [10].*

Radioactivists

This strange group worships the "divine glory" of radiation, reveling in the mutations and drawbacks that it causes.

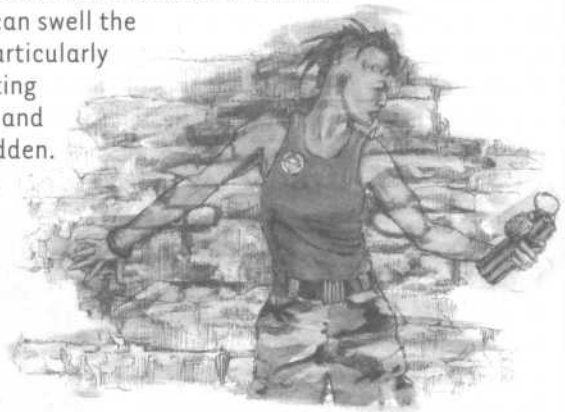
Description: Due to their varied mutations, no two Radioactivists are likely to look the same. Most have at least some visible physical change; in fact, such mutations and drawbacks are often signs of divine favor among them.

The symbol of the Radioactivists is a yellow circle with three black inward-pointing triangles. Every member of the alliance has this symbol somewhere on his clothing, though it is often hidden.

Encounter: Radioactivists seek to control the so-called "rad zones" as well as spread radioactivity throughout the world. However, knowing that most oppose this goal, they prefer to keep their activities secret from others.

Members of this alliance take any chance to expose themselves to radiation, often encouraging others to come along.

Habitat/Society: This quasi-religious alliance doesn't have much of a structure. Charismatic leaders can swell the ranks, particularly by targeting the poor and downtrodden. After all, with nothing to lose, why not take a chance on some radiation? Most Radioactivists thus have a distaste (or even a hatred) for those with money and status. Among those of this alliance, the glow is the ultimate equalizer.



Radioactivists who locate sites of radiation (such as nuke craters and old nuclear plants) designate such areas as shrines, setting up defenses and settling down to protect their find from others.

As expected, they don't get along well with the Knights of Genetic Purity. It is believed that the Iron Society occasionally recruits from within this group.

Radioactivist Game Data

Mutant Nonprofessional

STR	9	(0)	INT	8	(0)
DEX	9	(0)	WIL	8	(0)
CON	10		PER	10	

Durability: 9/9/5/5 Action check: 9+/8/4/2
Move: sprint 18, run 12, walk 4 # Actions: 2
Reaction score: Marginal/1 Last Resorts: 0
Mutations*: Biorhythm Control, New Body Parts, Radiation Tolerance; Confusion, Suggestion.
Drawbacks*: Major Physical Change
*Example only. Vary mutations and drawbacks as desired.

Attacks

Unarmed*	4/2/1	d4s/d4+1s/d4+2s	LI/0
Mutation	———	by mutation	———

*+d4 base situation die (untrained)

Defenses
None (or by mutation)

Skills
Athletics [9]; Stamina [10]–*endurance [11];* Survival [10]; Knowledge [8]; Awareness [8]; Resolve [8]–*mental [9], physical [9];* Interaction [10]–*charm [11].*

Restorationists

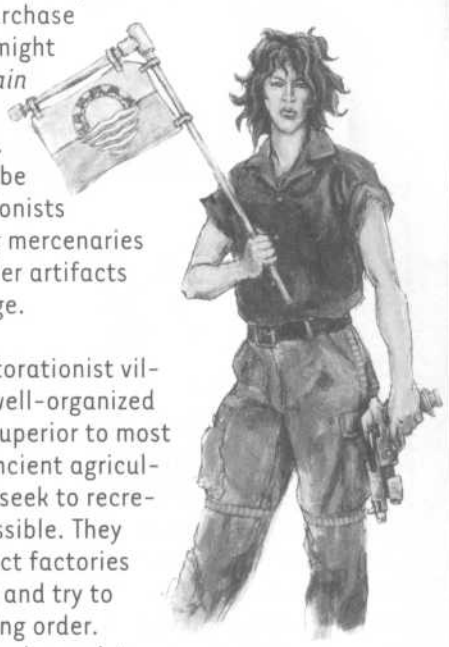
This alliance seek to restore Gamma Terra to the glory it had before the Apocalypse.

Description: Restorationists tend to be well-dressed and well-equipped. Though most Restorationists are pure strain humans, some mutants and other species occasionally join.

Most Restorationist settlements fly the rising sun flag the alliance has adopted as their emblem. However, few wear this insignia in the wild, fearing retribution from the various antitechnology factions.

Encounter: Restorationists prefer to keep encounters with strangers peaceful, hoping to trade for technology that can further their mission. However, they are quite capable of defending themselves and are frequently armed with high-tech weapons (particularly when on an artifact-recovery mission) such as revolvers, flechette pistols, or laser pistols. Restorationist teams anticipating combat may also wear leather coats, bulletproof vests, or fabristeel clothing.

When given an opportunity to talk, Restorationists frequently offer to purchase any artifacts heroes might have. Their high *bargain* skill score ensures they get a good price.



Should bargaining be impossible, Restorationists are not against hiring mercenaries to seek out and recover artifacts and ancient knowledge.

Habitat/Society: Restorationist villages and towns are well-organized and technologically superior to most others. They utilize Ancient agricultural techniques and seek to recreate industry when possible. They often settle near intact factories or other installations and try to restore them to working order.

The Restorationists also seek to rebuild the governmental bodies of old and therefore operate under a quasi-democratic order. Leaders are elected by the members of the alliance, serving until they are no longer able.

Restorationist Game Data

Level 1 Pure Strain Human Diplomat (Tech Op)

STR	9	(0)	INT	11	(+1)
DEX	9	(0)	WIL	10	(0)
CON	10		PER	11	

Durability: 12/12/6/6 Action check: 12+/11/5/2
Move: sprint 18, run 12, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 2
Mutations/Drawbacks: None (though a Mutant Restorationist would have appropriate mutations and drawbacks).

Attacks

Unarmed*	4/2/1	d4s/d4+1s/d4+2s	LI/0
Pistol	10/5/2	by weapon	HI/0 or En/0

*Base situation die +d4

Defenses
+1 INT resistance modifier vs. encounter skills

Skills
Athletics [9]; Ranged [9]–*pistol [10];* Vehicle Op [9]; Stamina [9]; Knowledge [12]–*ancient lore [13], deduce [13], first aid [13];* Life Science [12]; Technical [12]–*juryrig [13], repair [13];* Animal Handling [10]; Awareness [10]–*perception [11];* Investigate [10]–*search [13];* Interaction [11]–*bargain [14].*

chapter EIGHT

The Land of Settle

The adventures in this book are based in the land of Settle, named after the ruined city of the Ancients that dominates the area. As Settle is only the locals' name for the region, there are no official boundaries. In addition to the city itself, located between the Putrid Sound and Lake Ash, most include the many towns and villages in the surrounding areas—from Aroma in the south to Ever in the north—in their definition of Settle.

West of the Rainy Mountains, the forest has reclaimed most of the Ancients' domain. Unbroken woodland now stretches from Coover in the north to the Lumby River in the south, and from the Great Western Ocean to the foothills of the Rainy Mountains. It is composed of a mix of evergreen and deciduous trees, the oldest of which may still have memories of the Ancient Age.

Many predators roam the lands of Settle, including attercops, blaash, and mantids, as well as tribes of malicious humanoids. Trade routes are magnets for bands of brigands intent on separating travelers from their goods (or their lives). Radioactive ruins of the Ancients lure scavengers with promises of hidden treasure. Lofty mountain peaks beckon explorers, but reward them only with frozen doom.

Thankfully, civilization still clings to existence in these perilous lands. Particularly in the lush greenery of Settle, most villages are friendly to visitors, welcoming them into their warm inns and taverns. Of course, even the most hospitable townsfolk won't hesitate to defend themselves from those who would endanger their livelihoods, and most settlements can field at least a small militia (10 to 25 percent of the town's population) for defense.

The heroes in these adventures hail from the town of Ent, which lies near the south end of Lake Ash. This small but prosperous fishing village is populated almost entirely by pure strain humans and mutants, and is further detailed under "Ent," below, as well as in Part One of the adventure presented in Chapter 9.

Beyond Settle

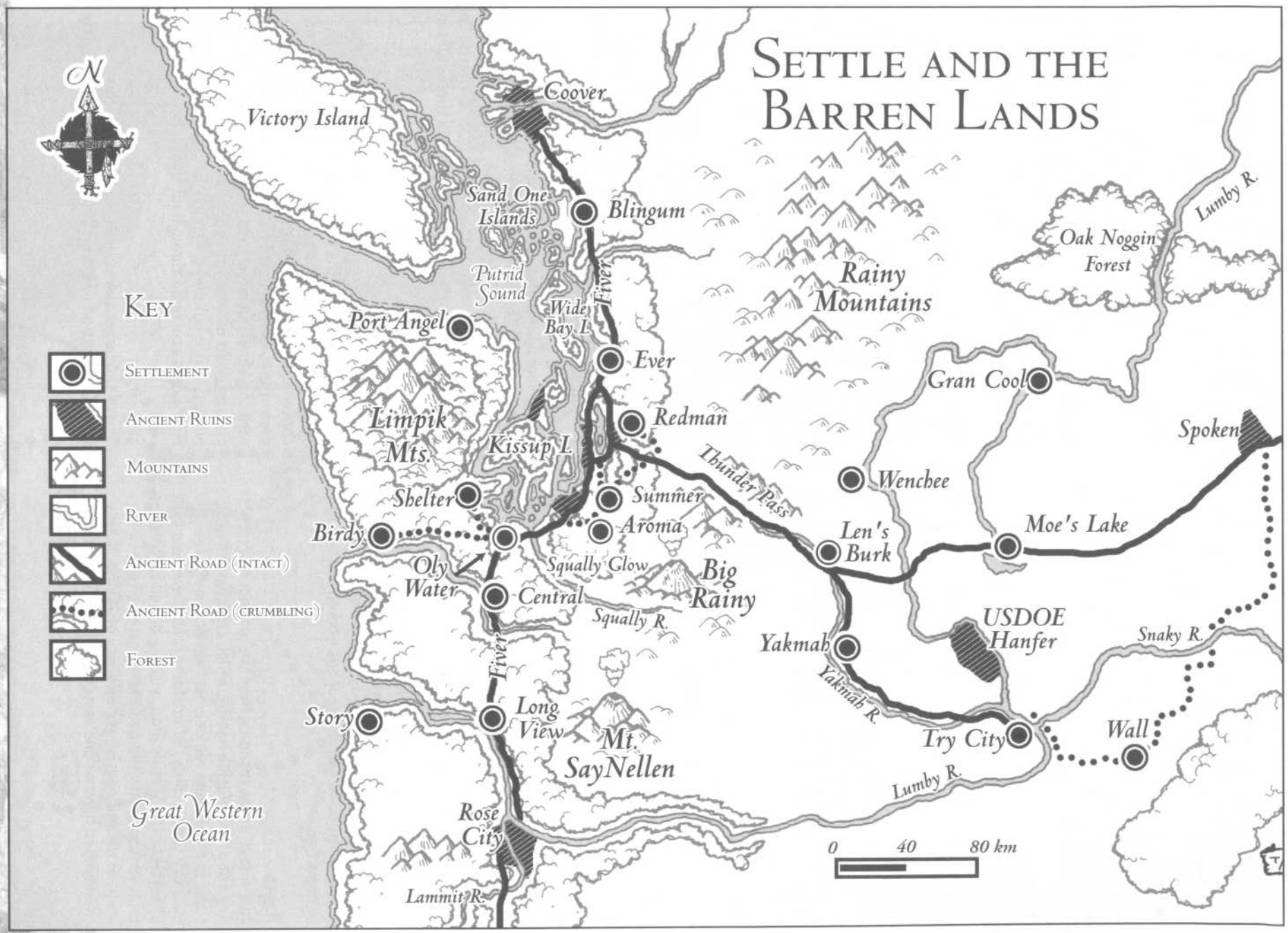
Many other towns and villages exist outside this arbitrarily designated area, some of which are described below. Denizens of these settlements have heard of Settle (and some of their traders may even have traveled there in the past), but they aren't very knowledgeable about that area. Across the Rainy Mountains lie the Barren Lands, a region of dry grasslands and rocky desert kept alive by the mighty Lumby River or its tributaries. Most settlements in this region are built along rivers or the Ancient roads still used as trade routes.

Area Descriptions

Below are capsule descriptions of many of the settlements, Ancient ruins, and other landmarks of the region. Only very basic information is included, to allow the Gamemaster to customize these areas to his campaign as needed. Need a powerful mutant town leader? Put him in Birdy, or Ever, or Kirk. Want another village between Settle and Ever? Make it up, or adapt one of the towns listed here. It's your GAMMA WORLD campaign, after all, and you can do whatever you'd like with it.

AROMA

Winds blowing up from the Squally Glow give this area the pungent smell that led to its name. Despite this, a village of 320 (primarily mutants) has grown up along the shore of Common Bay, a small inlet of Putrid Sound. The town also operates a sail-powered ferry system across the narrow strait between Aroma and Kissup Island.


Settle and the Barren Lands
N
Key
Settlement
Ancient Ruins
Mountains
River
Ancient Road (intact)
Ancient Road (crumbling)
Forest
Victory Island
Coover
Sand One Islands
Blingum
Putrid Sound
Wide Bay I.
River
Port Angel
Ever
Limpik Mts.
Kissup L.
Redman
Rainy Mountains
Oak Noggin Forest
Lumby R.
Gran Cool
Spoken
Thunder Pass
Wenchee
Shelter
Summer
Aroma
Birdy
Oly Water
Central
Squally Glow
Big Rainy
Squally R.
Len's Burk
Moe's Lake
Yakmah
USDOE Hanfer
Snaky R.
Yakmah R.
River
Story
Long View
Mt. SayNellen
Try City
Wall
Lumby R.
Great Western Ocean
Rose City
Lammit R.
0 40 80 km

Bang
Located on Kissup Island, this ruined Ancient military base still holds untold treasures—but guards them with the deadly glow of radioactivity.

Blingum
This free-spirited village happily invites travelers along Fiver to stay and lose their worries in a haze of herb-induced stupor. Their continued existence is primarily due to the brisk trade of said herbs.

Big Rainy
Big Rainy is the highest peak of the Rainy Mountains, which lie to the east of the Settle region. Said to have erupted during the Cataclysm, Big Rainy still rumbles and smokes from time to time.

Bing Fields
This grassy plain between Putrid Sound and Fiver, just south of Settle, is dotted with enormous rusting hangars and hulking tubes of metal. It has been thoroughly scavenged over the decades, though it still provides plenty of hiding places.

Birdy
This fishing village lies at the western end of Gray Harbor. Its 150 inhabitants (mostly mutants) don't get many visitors, but are generally friendly to those who happen by.

Blue
This once-upscale city now lies in ruins, and the forests that men once cleared away in the name of urban growth have returned to reclaim the area. A warren of badders exists underneath the city, with over two hundred inhabitants ruled by a baron. Despite the badders' frequent forays aboveground, these buildings doubtless still hold many artifacts of the Ancients.

The badders have an uneasy peace with the carrin of Mercy Island. In exchange for his people being left alone by the vulture-men and their servants, the baron agreed to supply the carrin with slaves captured by the badders in their patrols. So far, the deal has worked out well for both parties.

Buried
This village draws its name from the artifact fragments dug out of the hillside nearby, which create a thriving trade in metals and replacement parts. Though the quantity (and quality) of artifacts is nowhere near that of Settle or the Squally Glow, visiting Buried is far safer than venturing into the android-infested city to the north or the radioactive region south of Aroma. Nearly two hundred humans and mutants make a living here.

Burn
This small community exists in the charred remnants of an Ancient mall. The 125 humans and mutants tend farms surrounding the mall, supplying them with plenty of food.

Central
A waypoint along Fiver, this village features a number of decent inns for travelers heading north or south. Occasionally, someone who has grown tired of traveling stops here and joins the other two-hundred-odd souls who have made the same decision. Prices are a bit steep, but few complain—the village has several powerful mutants working as peacekeepers.

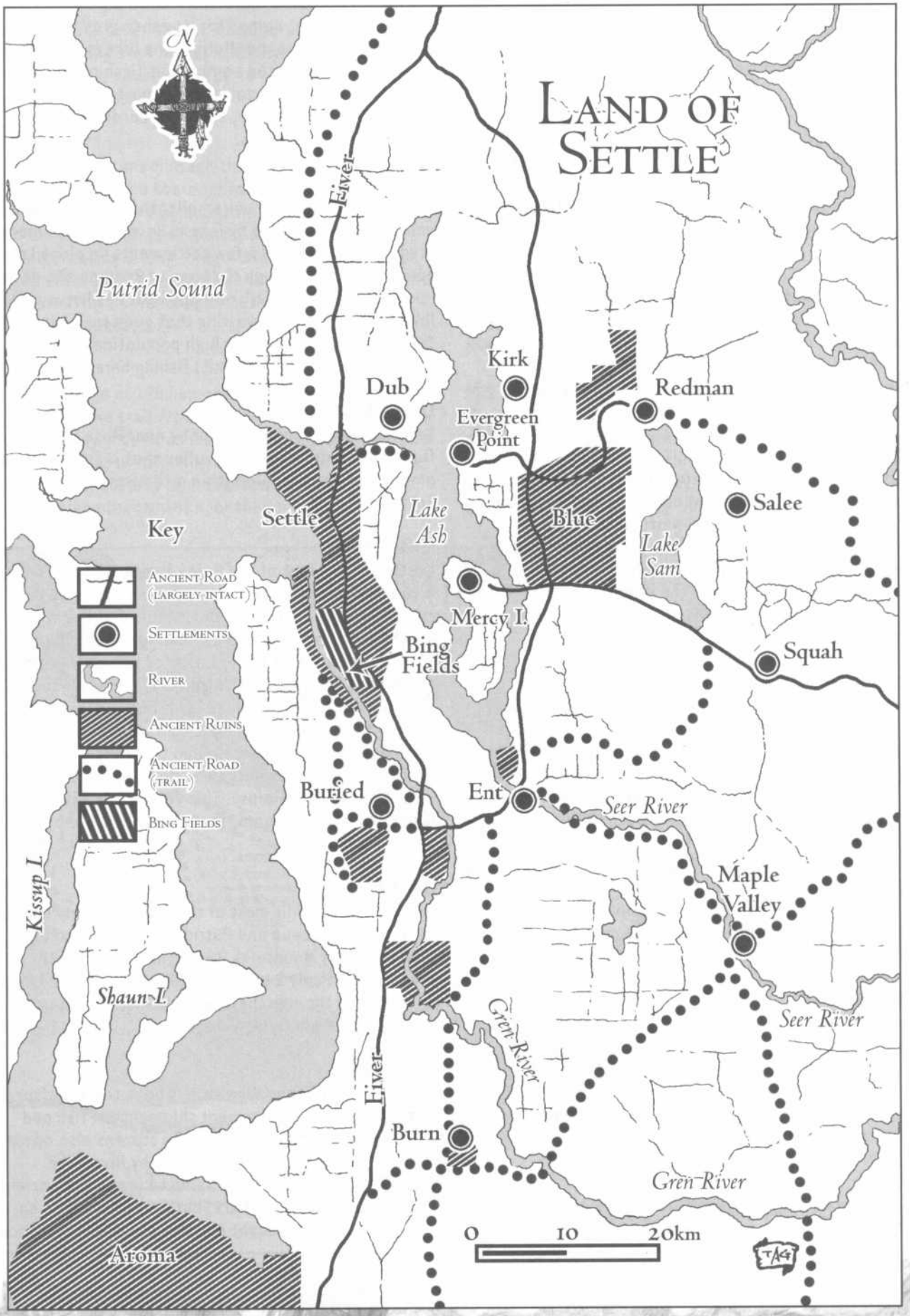
Coover
This large ruined city of the Ancients offers Gamemasters (and players) who have exhausted the opportunities of Settle another area to explore. It isn't nearly as rich in artifacts as Settle, though the lack of an android presence here makes it a bit more palatable to scavengers. Gamemasters interested in expanding Coover should use their imagination (and the examples presented in this book) to make it fit their campaigns.

Dub
This sleeth community north of the ruined city of Settle is perhaps the greatest center of learning in the region. Nearly two hundred sleeth live in this town, along with nearly a thousand students drawn from the ranks of humans, mutants, and other sentient races. Built on the ruins of an Ancient university, Dub boasts a large library, two labs, and several restored dormitories.

Carrying weapons is frowned upon in Dub, as the sleeth here believe that education is best achieved in a place of peace and tranquility. Those who bring weapons here must secure them to prevent them from being drawn quickly, and firearms must be unloaded at all times. Only the sleeth "unicops" are allowed to break these rules in their enforcement of local laws.

Ent
Almost four hundred humans and mutants call this village home (including the heroes, if you use the adventures in this book). Located just south of Lake Ash and conveniently near Fiver—the primary trade route of the area—the townsfolk in Ent make a decent living bartering with travelers and merchants passing through. They supplement their income with goods scavenged from warehouses, office buildings, department stores, and industrial plants scattered throughout the region.

Ever
One of the larger towns in the Settle area, this settlement (population 650, mostly human) was founded by


Land of Settle
N
River
Putrid Sound
Kirk
Dub
Redman
Evergreen Point
Salee
Settle
Lake Ash
Blue
Lake Sam
Key
Ancient Road (largely intact)
Settlements
River
Ancient Ruins
Ancient Road (trail)
Bing Fields
Mercy I.
Bing Fields
Squah
Buried
Ent
Seer River
Maple Valley
Kissup L.
Shaun L.
Seer River
Gren River
River
Burn
Gren River
Aroma
0 10 20km
TAG

Restorationists and thus boasts a higher quality of living than most other villages. Unfortunately, this also makes it a target of frequent Iron Society thefts and sabotage.

Evergreen Point
This small dabber village of 120 makes its living by fishing from Lake Ash and scavenging Blue for artifacts. They are friendly to travelers, particularly those willing to trade with them.

Fiver
This great road of the Ancients stretches from Coover in the north all the way south to Rose City. Despite its great age, the road remains the best trail known in the region; travelers using Fiver can't get lost and gain a -1 step bonus to Stamina–*endurance* checks made to avoid fatigue damage.

Fortress Island
This tiny island in the southern end of Putrid Sound boasts the ruins of an Ancient prison, now restored and serving as the "castle" of a powerful mutant named "King Snake" who styles himself the lord of all he surveys. He commands an "army" of a few dozen mutants who patrol the waters around the island in jet skis. Intruders are captured, imprisoned, and tortured for the lord's pleasure.

Gran Cool
A colony of fifty Restorationists are hard at work here trying to rebuild a ruined hydroelectric power plant. Amazingly the dam still stands, a testament to Ancient engineering. The Restorationists guard the dam day and night, for they know that any damage to it could endanger the lives of hundreds or even thousands downriver.

Kirk
Named after a famous military captain of the Ancients, this town of four hundred humans and mutants enjoys brisk trade with Redman.

Kissup Island
This extremely large island fills most of the southern portion of Putrid Sound. No bridges connect Kissup to the mainland, though a few coastal towns have ferries that charge a few coins to make the trip. Large portions of the island–including most of the northern half–remain radioactive.

Lake Ash
After the ruined city itself, this large lake is the central feature of the Settle area. Towns and villages dot the coast of this lake, named for its ashen gray color. Despite this apparent pollution, the lake is well stocked with fish (including the carnivorous fleshin). Travel across the lake is by boat, though most avoid the southern end of the lake, since the carrin of Mercy Island don't like visitors.

Lake Sam
This body of water is much smaller than Lake Ash and is completely surrounded by forest. Because of the many predators in the woods, few settlements lie along Lake Sam's shoreline, though the town of Redman sits at the lake's northern end. Fish of many varieties live within the lake, free from the harvesting that goes on in Lake Ash. There is also a particularly high population of fleshin in Lake Sam, which further limits fishing here.

Lammit River
Before this river joins the Lumby near Rose City, it flows northward through a valley that is reputed to be among the most fertile within a thousand miles of Settle.

Len's Burk
Nestled at the feet of the Rainy Mountains, Len's Burk is the first friendly town seen by travelers after they cross eastward across the mountains and the last for westbound travelers before climbing toward Thunder Pass. Its location at the junction of two major Ancient roads (one heading east to Spoken, the other south to Yakmah and Try City) makes Len's Burk an important trading post as well. The merchants specialize in winter clothing, selling it to westbound travelers and buying it from eastbound travelers (who don't want to carry the weight across the plains). This village has 250 inhabitants; most are mutants, though humans are by no means rare.

Limpik Mountains
This small range fills most of the peninsula between the Great Western Ocean and Putrid Sound. Much smaller than the Rainy Mountains, the highest peaks of the Limpiks stand only 2 to 3 kilometers tall. Several tribes of arks roam through these wooded mountains, occasionally raiding outlying villages.

Long View
The river port of Long View enjoys brisk trade with nearby towns, and sends frequent shipments of fish and other goods north along Fiver. The citizens also operate a small ferry service across the Lumby River. The townsfolk have considered trying to repair the Ancient bridge that once stood here, but fear it would be an invitation for the thought masters of Rose City to focus

their attentions here. Almost six hundred mutants and humans call Long View home, but they have no illusions that their militia could stand up to a concentrated thought master attack.

Lumby River

This mighty river runs through the region, making it nearly as important a thoroughfare as the Ancient roads that still cross the mountains. Amazingly, the dam near Grand Cool still stands, holding the waters back and creating a long lake that snakes well over a hundred miles back upriver. Were the dam to fail, towns as far downriver as Wenchee or perhaps even Try City could be inundated.

Maple Valley

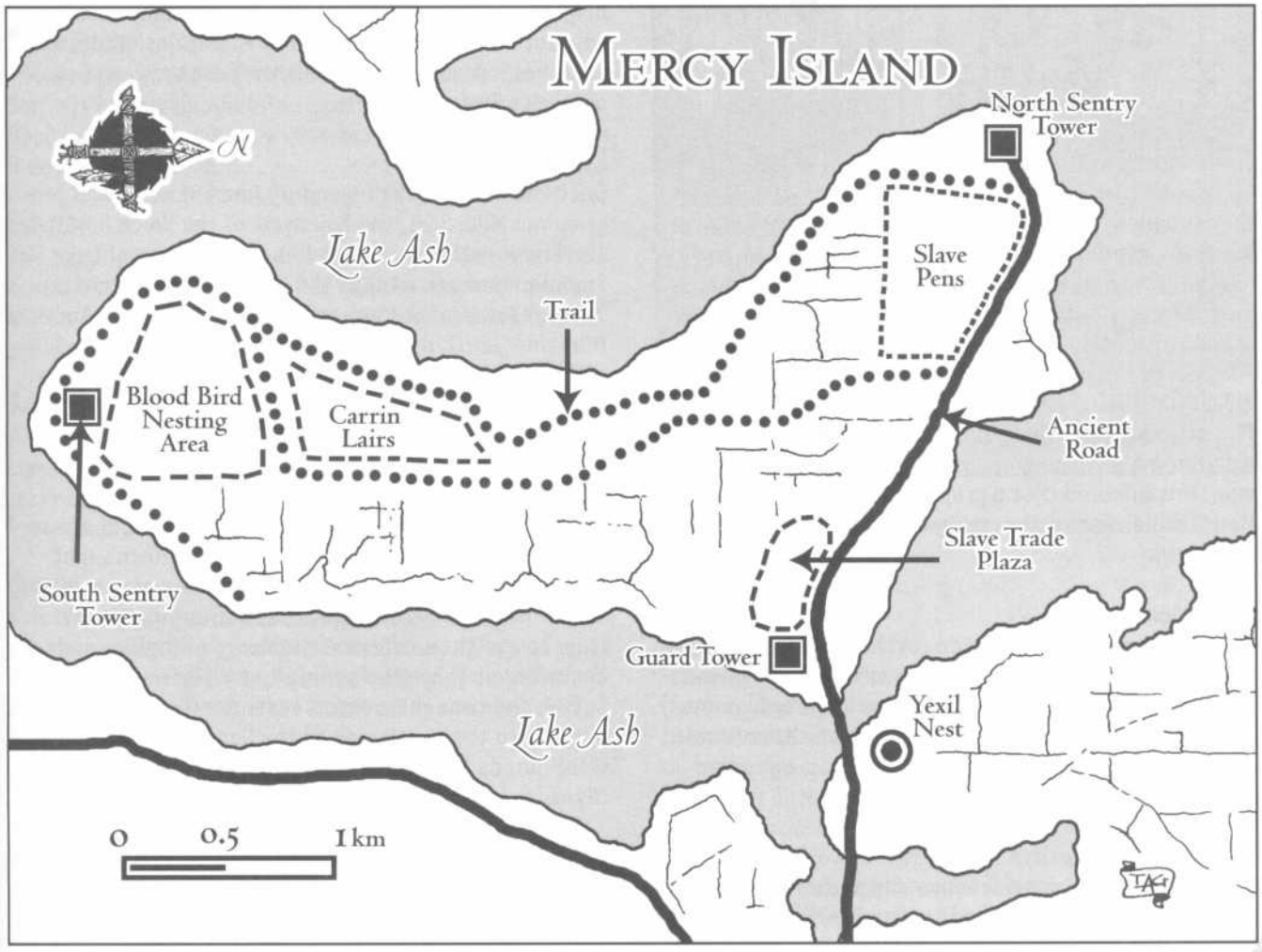
This small village of 120 humans and mutants sits at the crossroads of two trade routes and near the Seer River, a minor waterway that flows from the Rainy Mountains into Lake Ash. Its out-of-the-way location, far from the bustle of the Fiver, ensures that the locals enjoy a quiet existence. Like other towns near the foothills of the mountains, Maple Valley is occasionally visited by sasquatch or other denizens of the highlands.

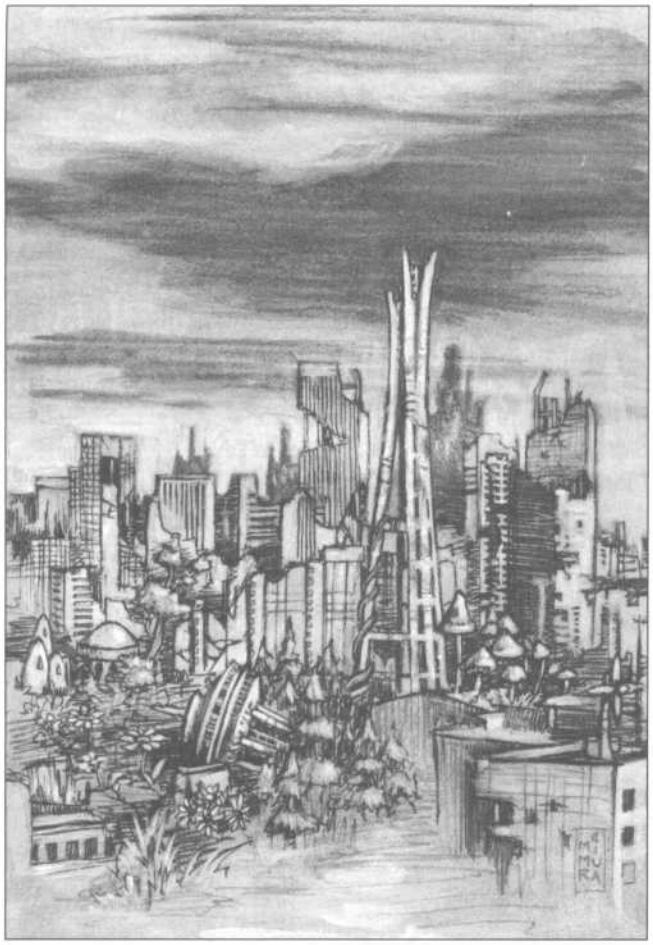
Mercy Island

This ironically named island in Lake Ash is ruled by the tyrannical vulturelike carrin. A population of nearly three hundred human and mutant slaves lives here, too terrified of their carrin masters to try to escape. Only a single bridge still exists between the island and the mainland—the ruined remains of an Ancient road that links Mercy to the east side of Lake Ash—guarded by a yexil who serves the carrin in return for regular meals of delicious fabrics. Of course, the twenty-three carrin and eighty-two blood birds that live here have easy access to the mainland thanks to their power of flight.

Moe's Lake

This scenic body of water has attracted a large number of settlers to establish an anarchic commune on its shores. Harboring nearly three hundred individuals, the settlement includes humans, mutants, dabbers, a few sleeth, and an orlen. They welcome visitors as long as





they're willing to chip in and help out (fishing, harvesting crops, repairing buildings, and so forth). Newcomers may be surprised at the residents' casual disregard of ownership, particularly when their artifacts are "borrowed" by locals.

Mount Say Nellen

This periodically active volcano still belches plumes of ash from time to time, and mudslides are not uncommon. It is rumored that a prophet (called the "True Man") still lives in a tiny cabin in the shadow of the mountain.

Oak Noggin Forest

This vast wooded area (named for the prevalence of deciduous trees) covers thousands of square miles east of the Rainy Mountains. Largely unexplored by humans since the time of the Ancients, it undoubtedly conceals entire tribes of sasquatch, dabbers, hoops, and other forest-dwellers.

Olywater

This town of six hundred humans and mutants boasts a restored Ancient brewery and some magnificent ruins of once-beautiful buildings of marble. The friendly citizens of Olywater send barrels of ale as far north as Ever and as far south as Rose City.

Port Angel

This coastal town is the frequent victim of ark raiding parties from the Limpik Forest to the south, as well as occasional boatloads of hoops sailing across from Victory Island. Still, the 150 or so humans and mutants somehow muddle through, relying on a plentiful harvest of fish and lumber to trade with towns further into the Putrid Sound.

Putrid Sound

This greasy bay leads out into the Specific Ocean. It is dotted by islands, including the Sand One island chain and Victory Island, which some claim is populated by hundreds of hoops.

Rainy Mountains

This range of mountains lies to the east of the Settle region. Though passes still lead through these mountains, few travelers have the courage to risk the cold, snowy heights except at the height of summer. Many small sasquatch tribes live in the Rainy Mountains, and it is said that a thunderbird guards the pass between Squah and Len's Burk.

Redman

Once the home of the legendary Ancient computer programmer Mike Soft, the Followers of the Voice now secretly rule this town that lies on the shore of Lake Sam. Rumors persist that the Followers safeguard an "ay-eye," one of the powerful computers of the Ancients that they worship as a god, in a collection of ruined office buildings not far from the town. Approximately five hundred pure strain humans and several dozen mutants live here.

Rose City

This ruined city of the Ancients is a stronghold of several hundred mutants led by a conclave of thought masters, one of the most vicious species of sentient life on Gamma Terra. From here, marauding bands travel throughout the area, looting, pillaging, and enslaving as they go. Thankfully for the people of Settle, the thought masters restrict most of their activity to the south side of the Lumby River, though small bands have been known to travel as far north as Olywater in the past.

Salee

A clan of dabbers occupies this ruined Ancient town, now little more than a clearing of green in the midst of

Eastside Forest. Nearly 150 dabbers live here, a collection of thirty-five families. Having thoroughly scavenged the Ancient buildings, the dabbers are now forced to trade with the nearby settlements of Redman and Squah to acquire new items.

Sand One Islands

This island chain north of the Putrid Sound has only a scattering of inhabitants—mostly humans, mutants, and others seeking privacy (or refuge) from their fellows.

Settle

Once the jewel of the region, the metropolis formerly known as the Emerald City now lies in ruins. Though it remains a treasure trove of Ancient artifacts, the presence of several hundred androids—the largest concentration of these biomechanical beings in the region—encourages all but the bravest scavengers to give Settle a wide berth. Even pure strain humans, who normally have little to fear from androids, don't fare well here: They are captured and put into a prison camp (built from the ruins of an Ancient sports arena) by the androids "for their own safety."

Shaun Island

This wooded island in Putrid Sound between Aroma and Settle is largely uninhabited except for a few families of dabbers who occasionally swim across the strait between it and Kissup Island.

Shelter

This logging community prides itself on its isolation from others. Its population of 250 is equally divided between mutants and humans. Outsiders are turned away, with violence if necessary.

Snaky River

Another tributary of the Lumby, the Snaky River joins the Lumby just downriver of Try City. Its headwaters lie in a rocky region far to the south, an area unmapped by any known explorer.

Spoken

This is another good-sized Ancient city, though nowhere near the size of Settle or Coover. Sites of interest for explorers include a small ruined airport, a few small colleges, and the usual array of shops and homes to loot.

Squah

This town of 120 mutants lives along the primary trade route between the Settle region and the lands east of the Rainy Mountains. Curious sasquatch occasionally visit them—it has apparently become something of a "rite of passage" for young sasquatch to steal an item from the town.

Squally Glow

This irradiated region fills a large area south of Aroma. Formerly the site of two Ancient military installations (an army base and an air force base), this 20-mile long, 10-mile wide area requires those traveling along Fiver to skirt through a stretch of R3 radiation (see "Radiation" in Chapter 3: Heroes in Action). Those willing to brave the risk of radiation poisoning sometimes venture farther into the Glow to recover lost artifacts.

A group of twenty-three Radioactivists have settled in this area near the Squally River Delta. Depending on

Your Own Private Gamma World

The campaign presented in this book is set near the ruins of what was once the Ancient city of Settle, located in the northwestern corner of the once-powerful Knighted States. We chose the area because, to be frank, we live here, and know the area, and that familiarity grants a good basis for adventures. In a similar fashion, you—the Gamemaster—may choose to locate your Gamma World campaign somewhere familiar to you.

There are a number of advantages in this—you can use the wreckage of local landmarks as identifiers, or ancient museums as secret headquarters of Cryptic Alliances, or half-destroyed factories as the base for marauding gangs. It gives a weird feeling of comfort (you know where everything is) and disorientation (but it's not the same) at the same time.

If you chose to do this and build your own, look at this book as a collection of cool items, monsters, and concepts that you can loot to put your own campaign into action. The mutations remain the same whether you're in Australia or Pittsburgh, and the weapons are fairly common regardless of location. You may choose to highlight different Cryptic Alliances (or create new ones entirely) in your campaign, depending on what you find interesting.

This demonstrates the flexibility of roleplaying games. You can build your own worlds out of the information that is provided here. If you're looking for something you can use immediately (or want to find out if your friends are interested in the quirky, postapocalyptic adventures of Gamma Terra), use the material as written. But if you have a great idea that involves your local mall or school, which survived the Shadow Age and is now occupied by hoops, go ahead.

We won't stop you. In fact, we don't mind at all.

their mood, they either welcome visitors or attack them for supplies. This marshy lowland also holds swarms of skeeters and an occasional menarl.

Squally River
This river flows from the Rainy Mountains into Putrid Sound. However, since it passes through the Squally Glow, its waters are considered poisonous by travelers.

Story
Sixty-five orlens live in this colony, located near the ruins of a great Ancient bridge that once spanned the Lumby River. As with most "urban" orlens, the citizens of this town hold frequent athletic competitions, including the quadrennial "Story Games" that draw competitors from as far away as Settle and Yakmah.

Summer
Located on the shore of a small lake, this pleasant community prides itself on "just getting by." They don't need any newfangled ideas or technological gizmos to trouble their existence. Just under a hundred mutants and humans live here in peace and harmony—while they don't treat visitors rudely, neither do they encourage them to stick around unless they're willing to take up the Summer way of life.

Thunder Pass
A remnant of an Ancient road crosses the Rainy Mountains at this point. Like any other pathway through the mountains, it is snowed in during the winter. Unlike the others, it is rumored to be guarded by a great thunderbird (hence the name of the pass). Despite this, it is the most heavily used pass across the mountains, as its lower altitude allows it to remain snow-free for more months than any others.

Try City
A group of over three hundred Radioactivists resides at the confluence of the Lumby and Yakmah Rivers, making frequent trips to bask in the Glow of the nearby Usdoe Hanfer. They also enjoy bathing in the slightly radioactive waters of the Lumby. The Radioactivists occasionally travel to Yakmah, Len's Burk, or Moe's Lake to spread their faith and "convert" new worshipers to the Glow.

Usdoe Hanfer
A large collection of ruined buildings marks this Ancient installation that once tamed and controlled radiation. Today, it is considered holy ground by the Radioactivists of Try City and elsewhere, and is often the destination of pilgrimages by such individuals.

Wall
This heavily armed encampment of Knights of Genetic Purity numbers in the hundreds. Any mutant stupid enough to come within 100 kilometers of Wall deserves what he gets.

Wenchee
One of the larger towns along the Lumby River, Wenchee's high elevation ensures extremely cold winters. This makes for a tough populace, and the 180 humans and mutants in this town prove that well.

Wide Bay Island
This long island is located at the mouth of the Putrid Sound. Its northern end is a radioactive wasteland (surrounding the wreckage of an air base), but the southern end is pleasant and heavily forested. Several dabber families live on this island, occasionally swimming across to Ever or Kamno Island in order to trade.

Victory Island
This island is rarely visited by denizens of the Settle region, as it is said to be home to hundreds or perhaps even thousands of hoops. These vicious humanoids constantly war against one another for territory, occasionally raiding the mainland south of the island for food, valuables, and other goods.

Yakmah
Seventy-six orlens have settled here, restoring a number of Ancient buildings (including a hospital and a library). The orlens here are friendly to outsiders and are happy to trade agricultural goods for other supplies they can't make themselves.

Yakmah River
This tributary of the Lumby flows southeast from the Rainy Mountains. Both Len's Burk and Yakmah draw sustenance from its waters.

chapter NINE

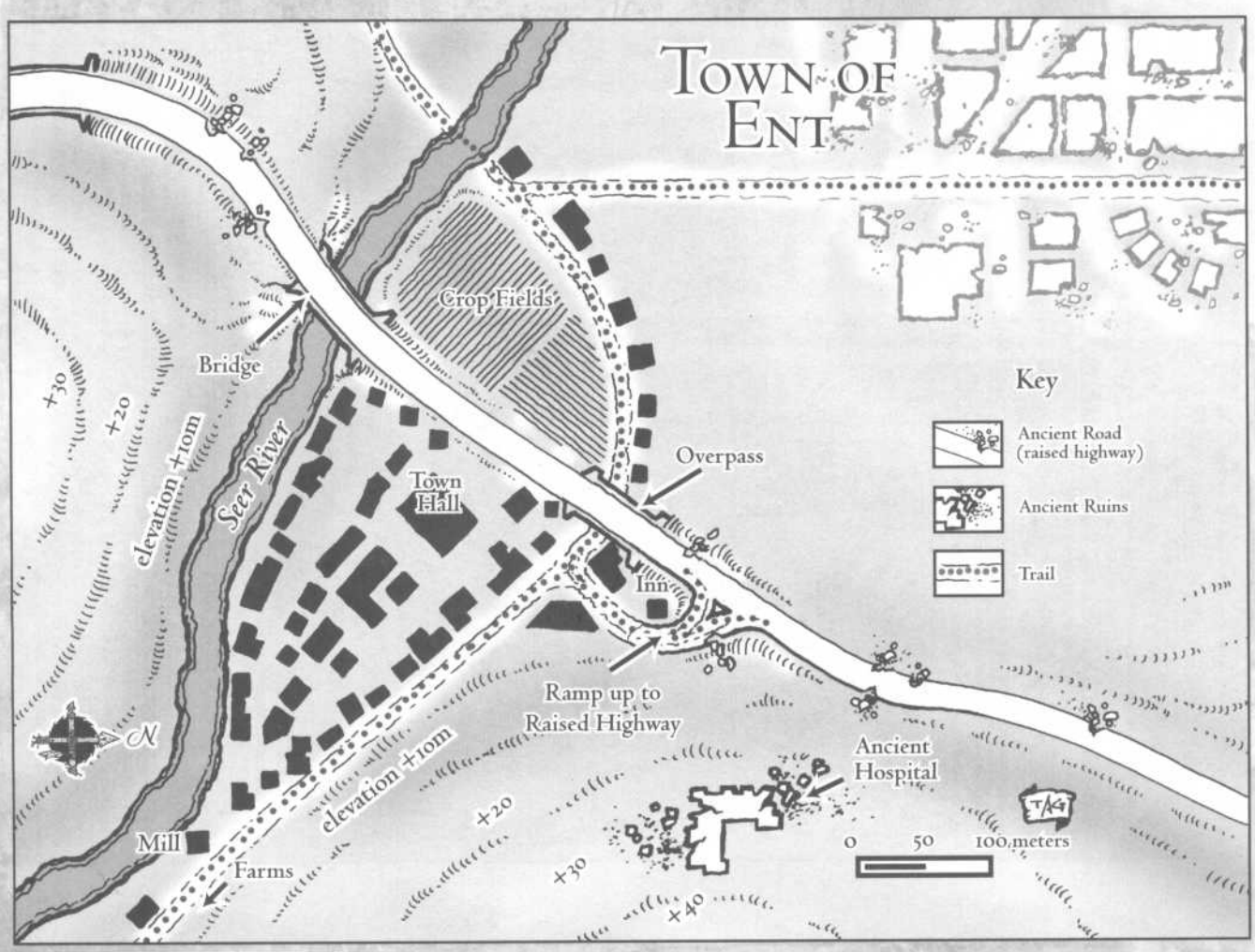
Adventures in Gamma World

The three adventures in this chapter are meant to provide a framework for the Gamemaster's Gamma World campaign. Rather than a series of successive adventures, they are designed as a beginning, middle, and end for the campaign. Each adventure is intended for use by four to six heroes of the listed level; adjust the challenge level up or down as necessary.

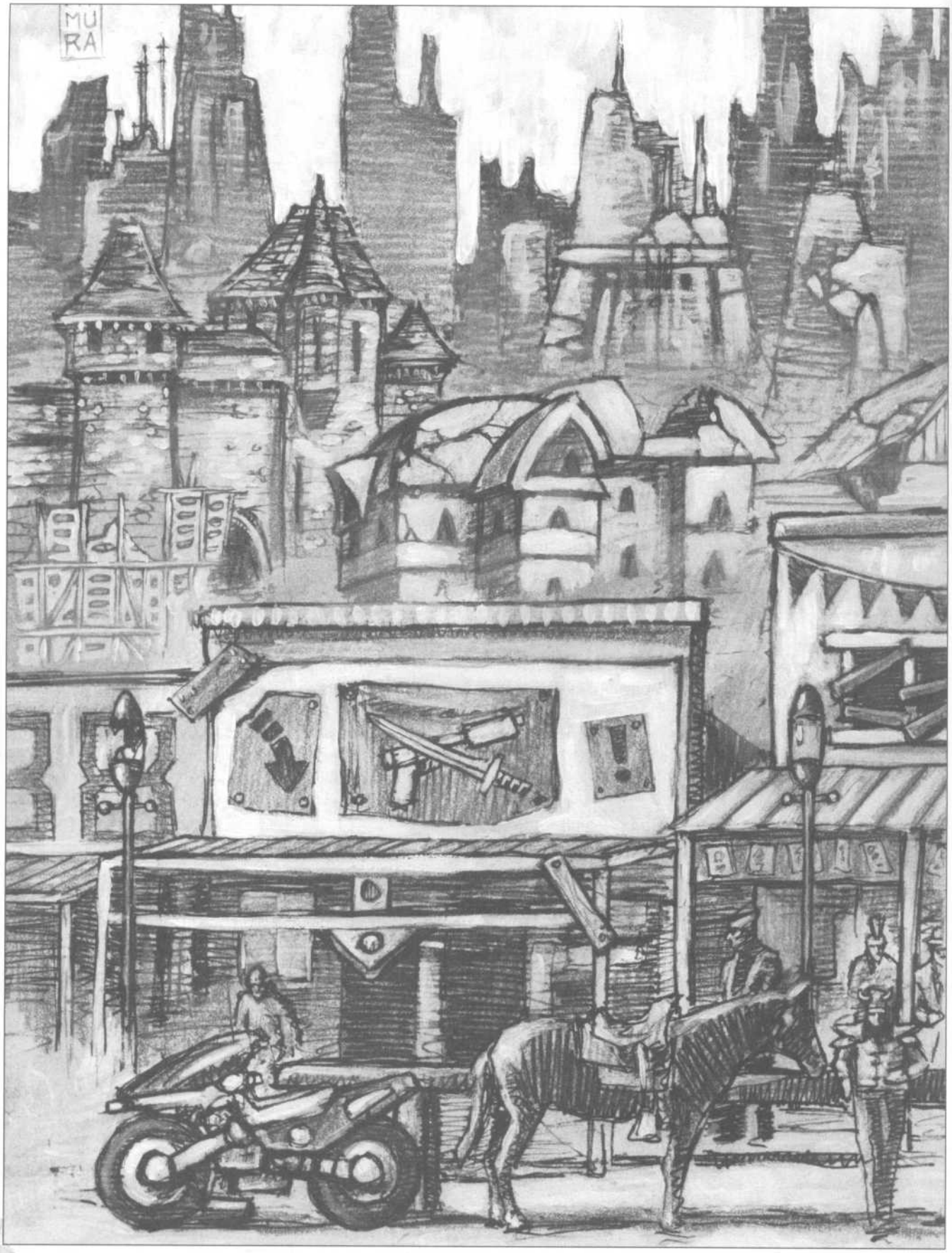
Part One, "Young Heroes," is designed as the heroes' first adventure. Here, 1st-level characters can be introduced to the hazards of Gamma Terra without straying too far from home.

Part Two, "Storms of War," is designed for heroes who have a few more adventures under their belts. In it, the mid-level (approximately 4th to 8th) heroes uncover a plot that threatens their town and perhaps all of Settle.

In Part Three, "Return of the Ancients," high-level heroes (levels 10 or above) must prevent the rebirth of the weapons that almost destroyed the world years ago. The secrets discovered by successful characters have the potential to shake their beliefs to the very core.



Adventures in Gamma World



To best use these adventures, Gamemasters should utilize the material in this book to create additional activities for their players' heroes, thereby weaving an entire campaign. For instance, unresolved plot threads in the adventures can lead to new quests. The Gamemaster can expand on interesting places detailed in Chapter 8: Land of Settle that aren't visited in this chapter (such as Fortress Island, the Limpik Forest, Coover, or Gran Cool). Supporting cast members who show up in this chapter can reappear in later adventures, or new rumors can surface for the heroes to track down.

Gamemasters who aren't up to the demand of adventure design, or those who want a shorter campaign, have another option. To reflect the passage of time without actually playing intervening adventures, simply advance the heroes' levels between Parts One and Two, and again between Parts Two and Three. This may be less satisfying than a full-scale campaign, but it lets your players experience a range of Gamma World flavors nonetheless.

Part One: Young Heroes

This adventure opens in the heroes' hometown of Ent, described briefly in Chapter 8: Land of Settle. Having recently reached adulthood, the heroes are tasked with delivering an important item to the town of Redman, located some 25 kilometers or so to the north. Once there, they will receive payment for the delivery and return to Ent.

After the players have finished creating their heroes, begin the game by reading or paraphrasing the following text:

You live in the village of Ent, located just south of Lake Ash in the land known as Settle. Each of you has recently reached adulthood, and to prove your worthiness to your fellow townsfolk, you have been assigned a quest. You are to take an important package to the town of Redman, a settlement about 20 or 25 kilometers to the north. The journey will take you through dangerous territory, so it won't be easy. Once you get to Redman, you are supposed to give the package to the town leader in exchange for payment. When you return to Ent with the payment, you will be welcomed as adults.

The package itself is a small parcel—about the size of a large book—wrapped in paper and tied with twine. It weighs about 3 kg. Inside the wrapping is an Ancient notebook computer, which the heroes discover should they disobey their elders by unwrapping the package. Of course, it's unlikely that any of the heroes will know exactly what the item is, even if they see it.

Let the heroes equip themselves with whatever Gamma Age items they can afford. The town elders give each hero two days' worth of dried rations, as well as a full waterskin. They also receive a crude map, detailing the best route as well as some of the potential hazards they can expect along the way. Show (or photocopy and give) the "Land of Settle Players' Map" found in this chapter to the players. If the heroes have any questions about what's on the map, read or paraphrase the answers below:

- **Blue.** "These ruins are infested with vicious burrow-dwelling humanoids called badders. They're fierce fighters and have no love lost for humans or mutants. They can see in the dark, so be careful if you camp near the ruins of Blue."
- **Mercy Island.** "Don't even think about going near this island. Not only is the bridge guarded by a terrible winged monster, despite the island's friendly name, it's actually a slave colony run by the vulturelike carrin. In fact, if you see any large red birds, run away! Those are blood birds, the servants of the carrin, looking for more slaves."
- **The Forest.** "This thick woodland stretches all the way from Lake Ash to the foothills of the Rainy Mountains. It's full of dangerous animals, so stay close to the road whenever possible."
- **Lake Ash.** "Since it's a saltwater lake, Lake Ash isn't a good source of drinking water. Also, the blood birds of Mercy Island patrol the shoreline across from the island, so you'll want to stay away from the water."
- **Redman.** "The town is mostly human, but is friendly to most species. They're a little weird, though, so don't stay too long."

The elders recommend that the heroes get an early start. With any luck, they should be able to reach Redman with a single day's easy travel.

Alternate Beginnings

If your campaign isn't using the Native Sons model (see the sidebar "Alternative Heroes" in Chapter 2: Hero Creation), you'll need to adapt the starting point of this adventure to match your campaign. For instance, heroes from another world or dimension (perhaps having been "adopted" by the friendly townsfolk of Ent) might hear that the Followers of the Voice are willing to pay handsomely for computers and decide to trade theirs for more desperately needed supplies. How exactly you hook your heroes into the adventure isn't critical—whatever works is just fine!


Land of Settle
Players' Map
N
Kirk
Dub
Redman
Lake Ash
Blue
Lake Sam
Settle
Putrid Sound
Mercy Island
Key
Settlement
Ancient Road (intact)
Ancient Road (trail)
Ancient Ruins
Bing Fields
Buried
Eut
Seer River
River
Maple Valley

Scene 1: The Badders of Blue

The heroes set off heading north, walking (or riding, if mounted) along the remnants of an Ancient road. The rules for long-range movement are found under "Strategic Movement" in Chapter 3: Heroes in Action. Depending on the heroes' mode of travel, they'll cover 4, 6, or 8 km per hour (modified by encumbrance). The heroes shouldn't need to force march, though they may choose to do so if in a hurry. Read the following boxed text to the players:

The sun shines brightly on this warm spring morning. Thanks to some rain last night, the air smells fresh and clean. The sky is still dotted with a few clouds, but it doesn't look like any more rain is forthcoming soon.

You head north, following the remains of one of the roads of the Ancients. According to your map, this road should lead you most of the way to Redman.

Within only a few minutes, you've left your childhood home behind in the distance. Ahead of you lies the open road, and your destiny.

Shortly after crossing Cedar River, the heroes encounter a roving patrol of four badders from Blue. Make an Awareness–*perception* check for the badders (skill score 12), and let the hero with the best *perception* score make a similar check. The side with the higher degree of success sees their opponents first (at a range of about 250 meters) and may react; the other side doesn't notice the other one yet. A tied success means both sides notice each other simultaneously—roll action checks and begin the encounter. (If both sides fail, reroll until one side succeeds, subtracting 50 meters from the encounter distance each time.)

If the heroes see the badders first, they can act as they wish (probably seeking cover)—it's possible to avoid this encounter entirely if the heroes stay quiet and hidden. Otherwise, the badders set up an ambush unless the heroes appear exceptionally tough or well armed. When the heroes approach their position, allow each hero an Awareness–*intuition* skill check to realize something "isn't quite right," though they'll have only a single phase to act before the badders attack.

Each badder targets a hero with an Empathic Blast, selecting the larger heroes first (Resolve–*mental resolve* skill check to resist). After this, they charge from their hiding places in the forest shouting and brandishing battle axes. Each hero who sees this attack must make a *mental resolve* skill check (at a +2 step penalty, if he was affected by the Empathic Blast) or flee for d4 rounds.

The badders count on this strategy to send at least a couple enemies running; if after a couple of rounds they remain (or become) outnumbered, they attempt to break off combat and flee back into the forest. If the Gamemaster deems it reasonable, escaping badders may try to follow the heroes and attack them again later, perhaps with reinforcements.

Each badder wears a shirt of chainmail (which can fit small human characters) and carries a battle axe and a pouch with d4 gold and a day's worth of dried rations (though some heroes may balk at eating these unidentifiable pieces of meat). One also carries a ragged argyle sock.

A captured badder talks big, but won't resist long if questioned. A successful Interaction–*interrogate* or *intimidate* skill check reveals that the badder and his patrolmates were hunting for slaves to deliver to the carrin on Mercy Island. The sock they carry is meant as a treat (and bribe) for the great winged beast guarding the bridge. None of the badders know anything about the island's defenses or anything else of particular value.

Scene 2: A Bridge Too Near

After several hours of walking (not including potential delays because of the badder patrol), the heroes near the ruined city of Blue, only to be spotted by the yexil guarding the bridge to Mercy Island. Read or paraphrase the following text:

As the crumbling towers of Blue appear in the distance, you reach the crossroads marked on your map. To the east lie the Rainy Mountains, and to the west is Mercy Island. Your route lies ahead of you, northward through the ruins.

A shadow passes over you, and you look up into the cloudy sky. Above you, you can see a winged shape circling in the air. Its wingspan stretches at least 10 meters, and you can make out a pair of large mandibles jutting from its face. Suddenly, it banks and begins to descend toward you!

What do you do?

Have the heroes make action checks. The yexil begins the round about 100 meters above them (and gliding at 30 meters per phase). Thus, the heroes have only a single round to react before the yexil is within melee range.

Unless the heroes were able to learn about the yexil from the badders encountered earlier, they're likely to start a fight. However, the yexil isn't diving to attack, but rather swooping to land (which can be noticed by a hero making a successful Knowledge–*deduce* or Tactics skill check).

Sure enough, unless attacked while airborne, the yexil lands at the end of the round and begins conversing with

Random Encounters

If you feel the need to spice up the adventure with additional encounters—for instance, if the heroes are having too easy a time of it—roll or select an encounter from the table below. Most of these entries can be selected more than once (all except for #6—if rolled a second time, reroll).

Roll d6	Encounter
1	**Badder patrol** (2d4). Like the group in Encounter 1, these badders are looking for potential slaves to deliver to Mercy Island. They are equipped similarly, though feel free to throw in an unusual weapon (such as a musket or grenade) or piece of gear to spice things up.
2	**Blood bird scouts** (d4). Most often encountered near the shore of Lake Ash, these servants of the carrin are scouting the area for potential dangers to the island. They prefer to flee rather than fight strong, armed opponents.
3	**Attercop** (1). This spiderlike creature attempts to pick off lone heroes. See Scene 4 for more information on this creature.
4	**Mantid** (1). This deadly predator attacks the heroes on sight. (Warning—the mantid is a particularly dangerous creature; be wary of using it against weak or wounded heroes unless you're feeling especially mean.)
5	**Followers of the Voice** (d4+1). These Redman natives are on their way to Blue to search for Ancient computer devices, though they maintain secrecy about their allegiance and mission. If told of the heroes' task (and a Neutral or better result is achieved by an encounter skill check), they provide the heroes with a useful bit of information or warning (depending on exactly where they're met). They carry quarterstaves and wear leather armor.
6	**Iron Society spy** (1). This agent (whose name is Tark Rasco) has been dispatched to reinforce the Iron Society's presence in Redman. When encountered, he's heading north toward that town, and agrees to join the heroes if asked (and a Friendly or better result is achieved). He won't tell the heroes his mission, claiming he's "just a merchant from down south." Once the group reaches Redman he bids them farewell, but until then he helps out (but not at the risk of his own life). Use the Iron Society agent statistics in Chapter 7: Creatures of Gamma Terra for Tark.

the heroes. Of course, if she's attacked before this, she defends herself with a burst of light from her Photogeneration mutation, potentially blinding anyone within 10 meters. She follows up with bite attacks, focusing on heroes who can still see.

If the yexil is allowed to land unmolested, she politely tells the heroes that they aren't allowed to cross the bridge. Though she's not particularly bright, she follows her orders from the carrin well. The yexil (whose name is Kreesha) won't volunteer any information about her masters unless the heroes can sway her reaction to Charmed (offering the argyle sock grants a -2 step bonus to encounter skill checks, while any other item of cloth grants a -1 step bonus). Even then, she doesn't know much—paraphrase the information about Mercy Island found in Chapter 8: The Land of Settle.

Even friendly heroes will be shooed along by the yexil after a few minutes. If they part kindly, Kreesha warns them to beware of badder ambushes as they pass through Blue.

Should the heroes actually manage to defeat Kreesha, they are free to cross the bridge to Mercy Island. This certainly isn't part of their quest, and it's probably a really bad idea. If you want to discourage them from doing this (either out of mercy for the heroes or because you don't feel like writing up more information on the island just yet), let them see a patrol of twenty or thirty badders approaching from the island toward shore. If that doesn't stop the heroes, they deserve what they get. After all, nobody said that Gamma Terra was a friendly place!

Scene 3: Blue Valley Ambush

By the time the heroes reach Blue, they're probably feeling a bit jumpy. That's fine; in fact, it's a healthy reaction to a dangerous world.

The road that passes through Blue is actually below the level of the city, essentially running along a trench between city streets. The road is littered with debris, creating dozens of places for potential ambushers to hide. Luckily for the heroes, the badders' ambush here has already been sprung.

Read the following text to the players:

As you pick your way carefully through the trenchlike road leading through Blue, you hear a familiar sound: the shouting of those furry humanoids you encountered earlier in the day. At first you think you're being ambushed again, but then you realize that the sound is coming from up around the bend, a good hundred meters or more away from you.



Perhaps someone else had the misfortune of running into a badder ambush?
What do you do?

The heroes have a choice. They can try to avoid the conflict ahead (by climbing up into the city and sneaking around it), or they can investigate what's going on.

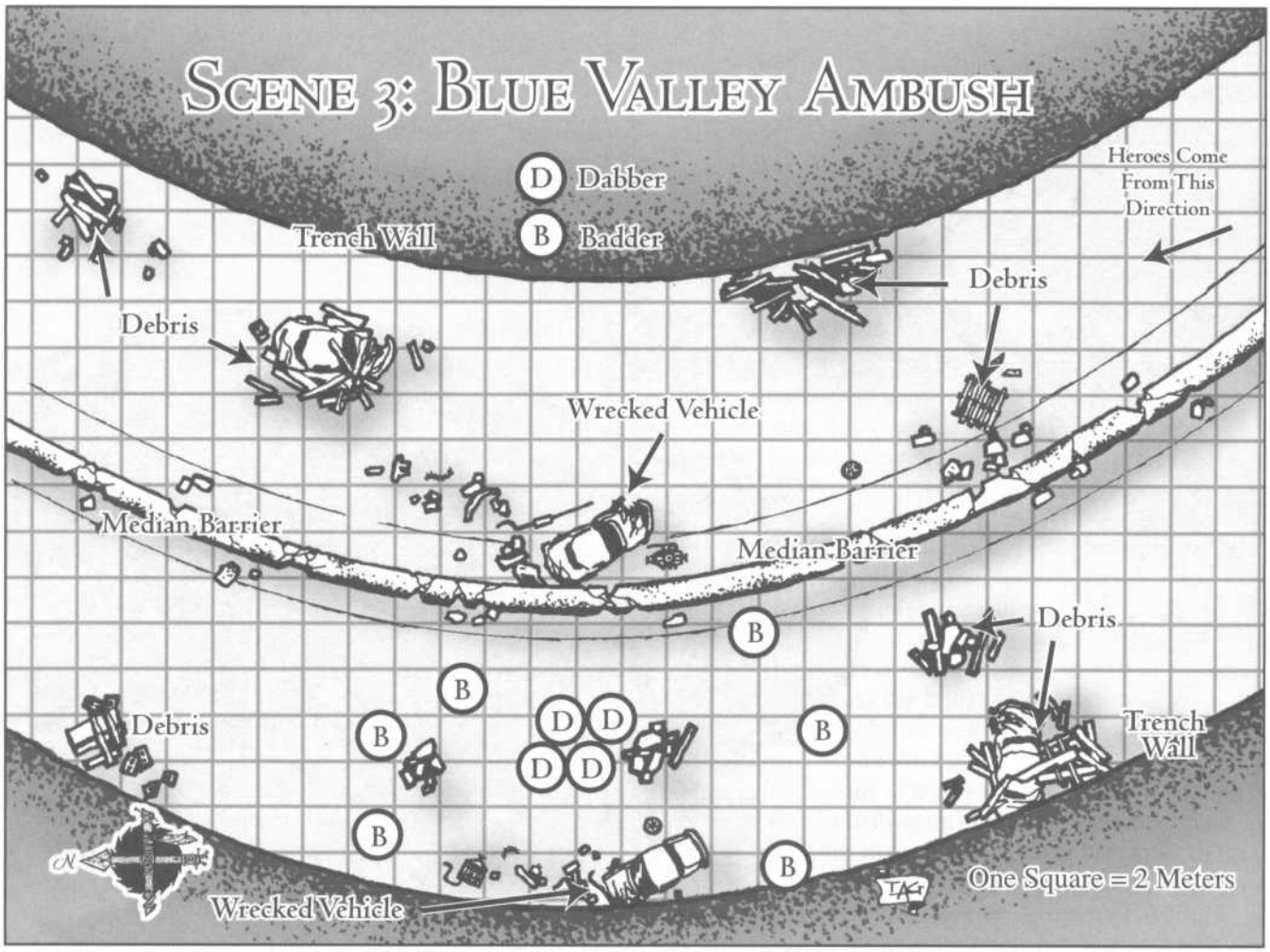
Should they choose the first option, they can pass by without alerting the badders (who are too busy attacking the dabbers down on the road). This is certainly the safer option, though the heroes who go on to the second adventure in this book may regret their choice. The Gamemaster can require Athletics–*climb* and Stealth–*sneak* skill checks if he so desires.

Heroes who choose to investigate can sneak to within 50 meters without difficulty, at which point they can make out a fight between six badders and four small raccoonlike humanoids (dabbers), two of which are unconscious and badly injured (zero wound points left). It's clear that the badders will soon defeat their smaller opponents.

Have the heroes make action checks as soon as they see the battle. Heroes attacking from a hidden position should gain a -1 or -2 step bonus to hit on their first attack, after which four of the badders break off and move to attack the heroes. The badders are armed with spiked clubs and wear leather armor. They carry d4 gold each, and one also has a flintlock musket and ten shots of ammunition.

Assuming that the heroes and dabbers defeat or drive off the badger-men, the dabbers will be extremely grateful to the heroes. The leader of the group introduces himself as Tee Chee, from the dabber town of Evergreen Point (on the shore of Lake Ash). He and the other dabbers had traveled to Blue in the hopes of finding some "shinies," as they call the shiny objects they so love to collect.

In fact, as they calm down a bit, the dabbers ask if the heroes have any shinies they'd like to trade. The dabbers each carry a dagger, a short bow, a dozen arrows, and a pouch with d6 gold and a day of rations. Tee Chee also has a butane lighter, but it would take a good deal to pry it from his hands. If turned down, they won't be upset



(they're still just happy to be alive), but won't be terribly interested in continuing the conversation.

On the other hand, if a trade is made, the dabbers part company in high spirits after warning the heroes to be careful of "big spiders" that live in the forest northeast of Blue.

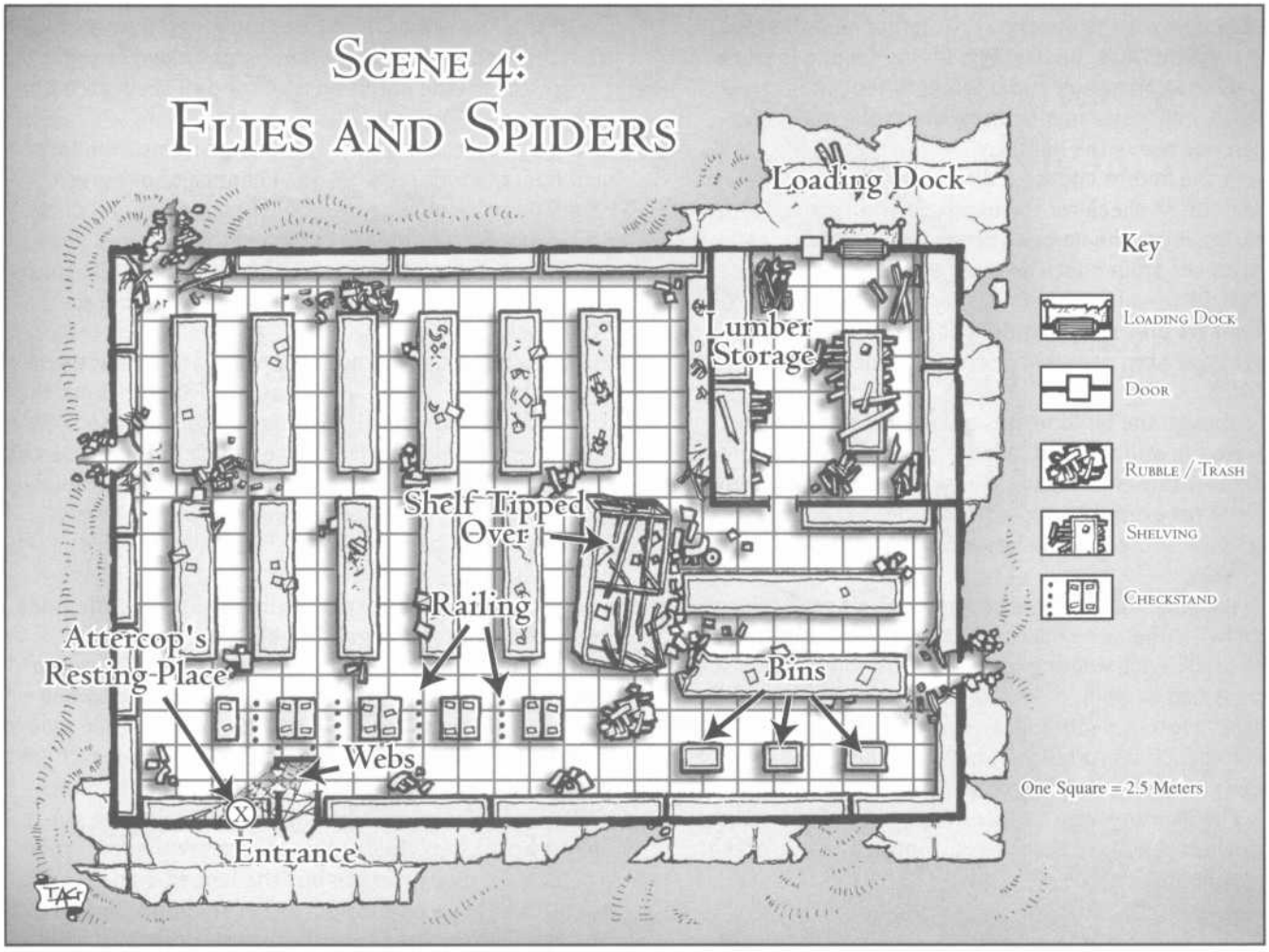
If the badders manage to overpower the heroes and dabbers, they truss them up, making sure to relieve them of any weapons or equipment, and drag them into their lair through a secret tunnel entrance nearby. In this case, the Gamemaster may wish to detail some of the badder tunnels (particularly if the heroes manage to overpower their guards), though the heroes should be encouraged to escape rather than investigate further. After about an hour of imprisonment, a group of ten badders (armed with axes, two with flintlock muskets) loads the prisoners into a wagon and head for Mercy Island to deliver these newly captured slaves to the carrin.

Investigating Blue

Some of the more curious heroes will no doubt wish to search through some of the ruined buildings, trying to recover interesting trinkets or artifacts. If the heroes' greed overcomes their fear of the badders, they can scale the wall (requiring an Athletics–*climb* skill check) and forage through the city. Each hero may make an Investigate–*search* skill check for every half-hour of scavenging. Use the "Scavenging" sidebar in Chapter 3 to determine what the heroes find; on a Critical Failure, the hero runs into a pack of 2d4 badders doing the same (who immediately attack).

Scene 4: Flies and Spiders

After leaving the badder-infested ruins of Blue, the heroes turn east into the Eastside Forest. Read or paraphrase the following text:



At the last crossroads you turned east, leaving the ruins of Blue behind you. Now the dark woods of the Eastside Forest loom around you, crowding around the crumbling road and casting long shadows over you. In some places the roadway itself almost disappears beneath the encroaching underbrush, and you are forced to hack your way through the fast-growing weeds or scramble over fallen trees.

No longer do you hear the cries of gulls wheeling over Lake Ash; instead, their plaintive cries are replaced by an eerie silence, punctuated by the occasional chirps and twitters of forest birds.

Through the trees, you catch the glint of something reflecting sunlight—perhaps a shard of metal or glass. Then you realize that it's the crumbling remains of an Ancient building, its broken panes of glass shining in the sun. Who knows what treasures might still be hiding inside?

What do you do?

Play up the fact that the heroes just barely noticed the building because of the angle of the sun—otherwise, it's almost invisible from the road (and a good 50–75 meters away). If the heroes continue on without investigating, move to Scene 5.

The more likely result is that one or more heroes will leave the road to check out the ruined building. They'll have to hack through the underbrush to reach it (consider it to be "rugged" terrain as described in "Special Combat Conditions" in Chapter 3: Heroes in Action—1/4 normal movement).

About 60 meters from the road, the heroes reach their goal. The building itself was once a hardware store, but is now completely overgrown. The ceiling has collapsed in places, allowing plants to grow inside the walls as well. A number of holes in the wall allow access, though the open front doors beckon.

Unfortunately, the easiest entrance is also the most dangerous, as it has been selected by the attercop living inside as a fine place for its web. Have the lead character make an Awareness–*perception* check (with a +1 step penalty). Success indicates that he notices the strands

of web across the doorway just before he walks into them. Otherwise, he blunders into them and is stuck fast (requiring an action and a Strength feat check to break free), which also immediately alerts the attercop perched above the doorway.

If the heroes choose a different entrance, make a *perception* check for the attercop (skill score 13) for each minute the heroes spend inside. Any success indicates the spider notices them and moves to attack (and neutralize) a lone hero. If it can accomplish this, it hauls its prey up into a dark corner to wrap it tightly in webs (+2 step penalty to Strength feat checks to escape).

Though the building has been searched by many, there are still a fair number of potentially valuable items within. An Investigate–*search* skill check may be made for every 10 minutes of searching, but after two hours of searching the heroes shouldn't find any more items.

If the heroes defeat the attercop and search its webs, they find the dried husks of six previous victims: four badders, each wearing leather armor and carrying spiked clubs and d4 gold; a dabber carrying a short sword, a light revolver, eight bullets, and 15 gold; and a human wearing a bulletproof vest and carrying a shotgun, ten shotgun shells, and 35 gold.

The attercop won't attack any group of more than two heroes, and it flees if confronted by three or more opponents.

Scene 5: Welcome to Redman

Barring any long delays, the heroes should arrive in Redman by mid- to late afternoon. Read the following text to the players, adjusting it if necessary:

The afternoon sun is growing low in the sky as you crest a hill and see the town of Redman below you. Lake Sam lies to the south of a collection of wood and stone buildings arranged neatly around a central courtyard. You can faintly smell the welcome scent of a cookfire—no doubt a warm inn with your names on it.

What do you do?

Once in town, the heroes find a friendly looking inn (called "The Mother Board") that caters to travelers. Rates are reasonable (just two gold per night, plus an additional gold per stabled animal), and dinner smells like roast chicken (only one more gold for the meal). Encourage the heroes to take a meal, rent a room, and drop off their packs before continuing their quest.

The town itself is fairly quiet, as the heroes discover if they walk around a bit before tracking down the recipient of their package. The heroes are greeted with smiles from the locals, though android heroes may get some strange looks (the natives aren't used to seeing the biomechanical beings).

The heroes can buy any Gamma Age items from local merchants, and there's a 1-in-4 chance of any given Ancient Age item being available here as well. All prices are as listed in Chapter 6: Equipment. The heroes can also trade in any goods for 20% of the listed price (plus 10% per degree of success of an Interaction–*bargain* skill check).

When the heroes inquire about delivering their package to the town leader, any local can direct them to the town hall—a medium-sized stone building next to the lake. The town elder, a human named Seth Talbot, can be found there just about any time day or night. A friendly man, Talbot greets the heroes warmly—even more so when he opens the package and sees what they've delivered.

After taking the package, Talbot asks, "So, the price was three thousand in gold, right?" The heroes can accept this price or negotiate; a successful Interaction–*bargain* skill check raises Talbot's final offer to 3,500 (for an Ordinary success), 4,000 (Good), or 4,000 plus a 9mm pistol and two clips of ammunition (Amazing). Once the negotiations have concluded, Talbot counts the coins out of a locked filing cabinet (plus the gun, if appropriate), pay the heroes, and thank them for their troubles. He also offers to buy the heroes dinner (or drinks, if they've already eaten) at their inn. Unfortunately, before they have a chance to exit the building, an Iron Society saboteur strikes! Go immediately to Scene 6.

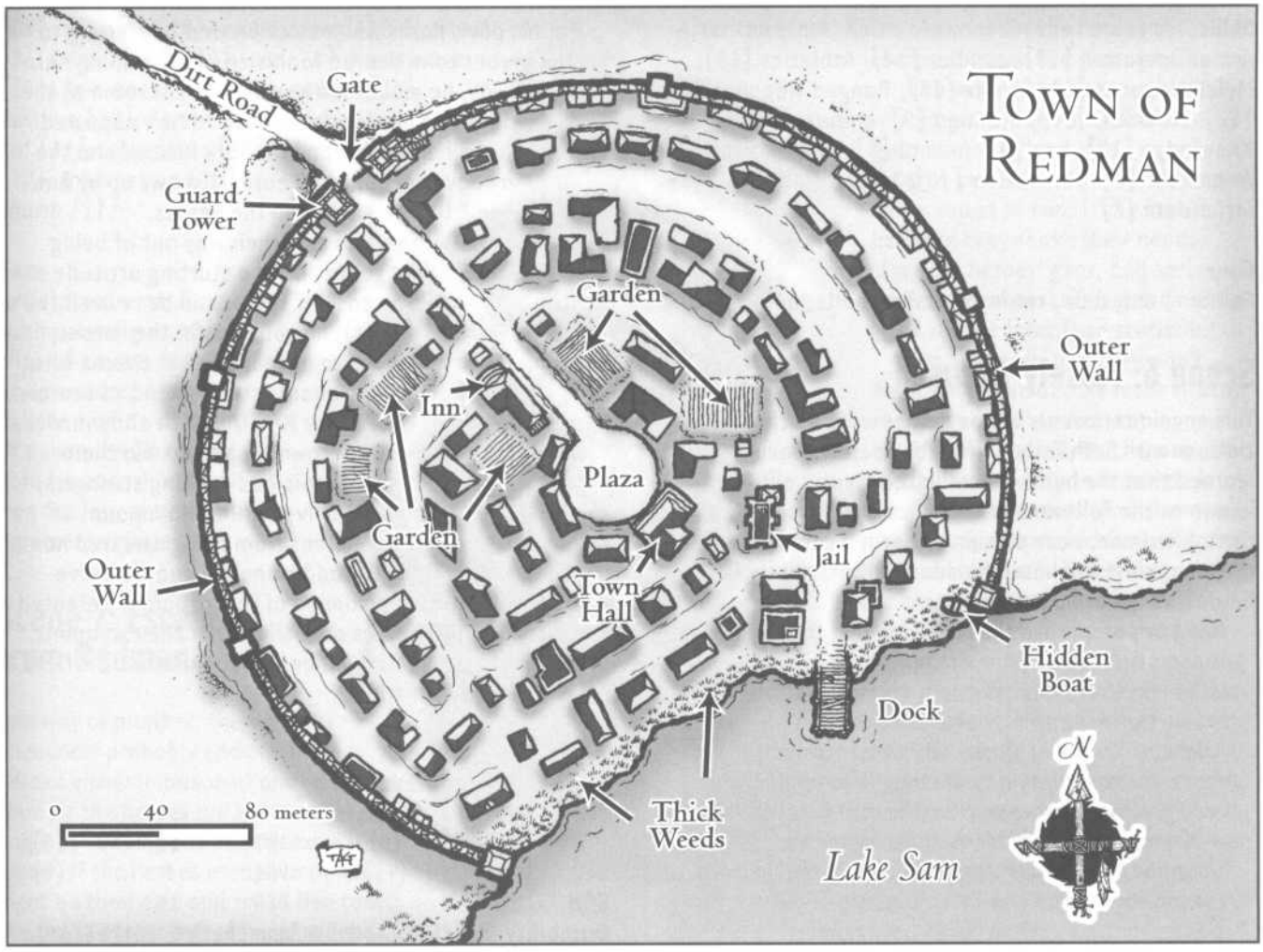
If the heroes are violent or threatening, Talbot defends himself, calling for his guards, d4 of whom arrive every 5 rounds (maximum twenty). Defeated heroes are dumped a few hundred meters outside town with nothing but their clothes and whatever food or water they're carrying. Should this occur, the Gamemaster needs to create an alternative return trip for the heroes, since Scenes 6 and 7 won't be appropriate. If the heroes return to Redman after this, they'll be attacked on sight.

Seth Talbot

Redman Town Elder
Pure Strain Human Level 5 Diplomat (Tech Op)

STR	8	(0)	INT	12	(+1)
DEX	9	(0)	WIL	12	(+1)
CON	6		PER	13	

Durability: 8/8/3/3 Action check: 12+/11/5/2
Move: sprint 16, run 10, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 3



Attacks

Unarmed*	4/2/1	d4s/d4+1s/d4+2s	LI/0
Semiautomatic pistol	12/6/3	d4+1w/d4+2w/d4m	HI/0

Defenses

+1 INT, WIL resistance modifier vs. encounter skills

Skills

Athletics [8]; Melee Weapons [9]; Ranged Weapons [9]–*pistol [12];* Stamina [6]; Computer Science [12]–*hardware [14], programming [13];* Knowledge [12]–*deduce [13];* Law [12]–*local justice [14];* Technical Science [12]; Animal Handling [12]; Awareness [12]–*perception [13];* Culture [13]–*diplomacy [14];* Interaction [13]–*charm [14];* Leadership [13]–*command [15].*

Gear

Semiautomatic pistol, two clips of ammo, 4,000 gold (locked in cabinet).

Redman Guards

Pure Strain Human Level 1 Combat Spec

STR	13	(+2)	INT	9	(0)
DEX	12	(+1)	WIL	8	(0)
CON	11		PER	7	

Durability: 13/13/6/6 Action check: 14+/13/6/3
Move: sprint 24, run 16, walk 6 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 0

Attacks

Unarmed*	6/3/1	d4+2s/d4+3s/d4+4s	LI/0
Polearm	15/7/3	d6+3w/d4+5w/d4+3m	LI/0
Crossbow	14/7/3	d4+2w/d6+2w/d4+1m	LI/0

*+d4 base situation die (untrained)

Defenses

+2 resistance modifier vs. melee attacks
+1 resistance modifier vs. ranged attacks
Chain mail: d6-1 (LI), d6-4 (HI), d6-4 (En)

Skills
Armor Operation [13]–*combat [14];* Athletics [13]; Melee Weapons [13]–*blade [15];* Ranged Weapons [12]–*crossbow [14];* Stamina [9]–*endurance [10];* Knowledge [12]; Law [9]; Animal [8]–*riding [9];* Awareness [8]–*perception [10];* Interaction [7]–*intimidate [8].*

Gear
Polearm, crossbow, twenty crossbow bolts, d4 gold each.

Scene 6: Falsely Accused

This encounter occurs as the heroes wrap up their negotiations with Seth Talbot. The Iron Society, having learned that the human-dominated cryptic alliance known as the Followers of the Voice are the secret masters of Redman, have chosen to begin a campaign of terrorism against the hated humans. Unfortunately for the heroes, they've chosen tonight.

Read or paraphrase the following text to the players.

You've just shaken hands and exchanged the package for your payment when the building is rocked by an explosion! Shards of glass and fragments of stone rain down around you as you struggle to regain your bearings. Your eyes water from the dust and your ears are ringing from the blast, but you notice that Seth Talbot has been knocked unconscious by flying debris. What do you do?

The bundle of dynamite placed by Shen Karns has caved in the front entrance of the town hall and weakened the overall structure of the building. Each round the heroes remain within, there is a 1-in-20 chance that one of them is struck by falling debris for d4s (LI). An Awareness–*perception* or Knowledge–*deduce* skill check identifies this risk.

Heroes who exit the town hall within 1 round bump into a man (Karns) running around from the front of the building. He attempts to disengage and flee, seeking to lose himself in the crowd that soon gathers to view his act of sabotage. A successful Awareness–*perception* skill check (at a +1 step penalty) allows a hero to note that the man is carrying a long, bulky item under his coat (his submachine gun).

The heroes have only a single round to react to Karns's presence before they see eight guards (use statistics from Scene 5) running toward the heroes. The guards falsely suspect the heroes (including Karns) of this act of sabotage and attempts to apprehend them (using force if necessary). The fact that, before he set the dynamite, Karns wrote "Death to Humans" in charcoal on the wall where the heroes are now standing doesn't help.

For his part, Karns won't stick around, preferring to let the heroes take the rap for his crime. Assuming Karns can slip away, he makes his way back to his room at the Mother Board and lies low for a while. If he's captured along with the heroes, his partner Tark Rasco (who the heroes may have encountered earlier) shows up by himself in Scene 7 to free Karns and the heroes.

The heroes can try to talk their way out of being arrested, though the guards have a starting attitude of Hostile, so it won't be easy. If Talbot can be revived (he's lost all his wound points), he vouches for the heroes, granting a -2 step bonus to encounter skill checks with the guards. However, the guards still demand to search the heroes' room, where they find the stick of dynamite and crudely drawn map of town that Karns hid there after seeing the heroes—suspicious-looking strangers, and perfect for framing—arrive earlier. No amount of talking will prevent the heroes from being arrested now.

If the heroes fight, an additional d4 guards arrive every 5 rounds, to a maximum of forty guards. Defeated (or surrendering) heroes are stripped of their weapons, armor, and gear (which will be stored in Talbot's office) and imprisoned for trial.

Shen Karns

Iron Society Saboteur
Level 6 Mutant Free Agent

STR	10	(0)	INT	10	(0)
DEX	12	(+1)	WIL	9	(0)
CON	9		PER	10	

Durability: 9/9/5/5 Action check*: 14+/13/6/3
Move: sprint 22, run 14, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 1
*-1 step bonus to action check from mutation
Mutations: Improved Reflexes, Night Vision; Confusion, Telepathic Reflection
Drawbacks: Light Sensitivity, Radiation Sensitivity, Susceptible to Damage (En)

Attacks

Submachine gun	13/6/3	d4+1w/d4+2w/d4m	HI/0
Unarmed	11/5/2	d4s/d4+1s/d4+2s	LI/0
Inc. grenade*	11/5/2	d4w/d4+2w/d4+3w	En/G
Confusion	n/a	special	n/a

*+d4 base situation die (Accuracy)

Defenses
Bulletproof vest: d6-3 (LI), d6-2 (HI), d4-2 (En)
+2 resistance modifier vs. ranged attacks*
*Includes Free Agent bonus

Skills
Athletics [10]–*throw [11];* Unarmed [10]–*brawl [11];* Ranged [12]–*SMG [14];* Stealth [12]–*hide [14], sneak*

[13]; Stamina [10]–*endurance [11];* Survival [9]; Demolitions [10]–*set [12];* Knowledge [10]; Awareness [10]–*perception [11];* Resolve [10]; Street [10]–*criminal [11];* Deception [10]–*bluff [12];* Interaction [10]–*charm [11].*

Gear
Bulletproof vest, long coat, submachine gun, three clips of ammo, four incendiary grenades, butane lighter, bundle of five sticks of dynamite (in room), 120 gold (in room), coin with Iron Society symbol (stone hammer in circle).



Scene 7: Escape from Redman

One way or another, the previous encounter probably ends with the heroes either imprisoned or fleeing town. If the heroes are jailed, begin by reading the boxed text below. If the heroes escape imprisonment on their own and try to flee town, see the "Getting Out of Town" sidebar.

Despite your best efforts, you now sit in a stone-walled cell, awaiting what will no doubt be a quick and painful trial, followed by a slow and painful death. So much for becoming adults in the eyes of your village.

Your reverie is interrupted by a whispered "Hsst!" from the barred window high on the wall. Looking out, you see two men crouched by the outer wall, carrying several packs and extra weapons—your packs and weapons! One of them looks up at you, and you recognize him as the man you saw outside the town hall right after the explosion.

"Move away from the wall, now!" he whispers, flicking a small item in his hand that produces a tiny flame.

What do you do?

Karns won't wait for a response before lighting his second (and last) bundle of dynamite, placed carefully against the jail wall. Roll action checks; the heroes have only d4 phases to react before the wall explodes inward. The blast inflicts d4+1w to anyone within 1 meter, d6+1s to anyone within 2 meters, and d4+1s out to 4 meters.

After the blast, Karns beckons for the heroes to escape through the gaping hole in the wall. "Come on, we have your gear. Hurry before the guards arrive!"

Karns and Rasko won't wait long—only a round or two. If the heroes hesitate they shake their heads, drop the heroes' gear, and sprint into the darkness. Ten guards arrive d4 rounds later (use statistics from Scene 5), and they won't hesitate to use deadly force to stop the "criminals" from escaping.

If, as expected, the heroes use the opportunity to leave their cell, the saboteurs lead them to their escape boat, hidden along the shore of Lake Sam. There, Karns bids the heroes farewell, telling them that his partner will take them the rest of the way, before disappearing into the shadows. Of course, Karns and Rasko don't really care about the heroes, but instead are looking to pin their crimes on the "escaped criminals." Thus, they have no compunctions against rescuing pure strain human heroes, if any are among the group. However, if a mutant hero has impressed Karns or Rasko with his or her ability, the Iron Society agents may mention to that hero that the Society is always looking for new recruits interested in striking against the human oppressors.

The heroes may instead try to apprehend the saboteurs themselves. For their part, the saboteurs prefer to flee rather than engage in combat with either the heroes or the guards. The guards won't discriminate in who they attack, though once the Iron Society agents are defeated, the heroes stand a decent chance of explaining the truth to the guards. Should the heroes help capture the Iron Society agents, Talbot rewards them with an additional 2,000 gold, his 9mm pistol, and two clips of 9mm ammo (if the heroes already bargained him out of the pistol in Scene 5, substitute a .38 caliber revolver and a dozen bullets instead). Each hero can also pick one item from the equipment of the captured saboteurs. Furthermore, Talbot offers the heroes the use of a boat (either a sailboat belonging to the town or the captured watercraft of Karns) and a guide to hasten their journey home via Lake Sam.

If the heroes refuse to make any escape attempts, the Gamemaster must adjudicate the results of their incarceration (and possibly, a trial). Talbot vouches that the heroes were with him during the explosion, though he

Getting Out of Town

If the heroes flee the guards in Scene 6 or escape the jail in this encounter, they may need to get out of town in a hurry. Two main avenues exist for escaping Redman:

- **Through the front gate.** Probably a bad idea, as it's in view of at least a dozen guards, plus the tower (armed with a light machine gun operated by a guard with a skill score of 14 in Heavy Weapons–*direct fire*).
- **Across the lake.** A much better idea–the lakeshore is unguarded. Also, Karns has hidden a small watercraft equipped with an Ancient motor (the equivalent of a speedboat) not far from town (found with a successful Investigate–*search* skill check).

can't rule out the possibility that their presence was designed as a distraction while others set the explosives. The heroes need to use their encounter skills to get out of this situation, but it shouldn't be impossible.

Scene 8: Death On The Water

Whether the heroes are escaping in a hurry or are receiving a heroes' farewell, they set off from the small lakefront dock of Redman to traverse the length of Lake Sam. If the heroes aren't on their own, the boat is piloted either by Tark Rasco or a town guide (all ability scores 9, no special skills or abilities). In either case, the pilot has a Vehicle Operation–*water* skill score of 12.

The trip along the lake is about 10 kilometers long, and takes about 15 minutes (if in the speedboat) or an hour (if sailing). Either way, about halfway into the trip the boat is attacked by a pair of fleshin. Read the following text, adjusting as needed:

The boat was a good idea–certainly easier than walking. You'll still have a bit of a hike after you land, but it should shave some time off the return trip. Your pilot has been quiet, only mentioning that you should keep your fingers out of the water unless you want something to bite them off.

You hear a faint splash from off to the right. A giant winged fish–at least as big as a person–is gliding in your direction!

What do you do?

Have each hero make an action check and begin the encounter from there. The fleshin seen by the heroes is only one of two in the area–the second leaps from the water in the second round, attacking the smallest target available. One additional fleshin arrives every 5 rounds after that unless the heroes finish the fight and leave the area (the fleshin can smell blood in the water from kilometers away).

The boat's pilot–unless it's one of the heroes–prefers to pilot rather than fight, though Rasko defends himself if attacked.

Scene 9: A Safe Return

Eventually, the heroes reach land once again, not far from an Ancient road that leads back toward Lake Ash. Their guide says goodbye at this point and head back out onto the lake.

From there, the heroes can head west along the road to the crossroads south of Blue, and then south to Ent. If the Gamemaster wishes, he can add more encounters (such as the random encounters detailed at the beginning of the adventure), though the heroes are probably ready for a break about now.

When the heroes reach their home village, read or paraphrase the following text:

The familiar homes and shops of Ent come into view. As the villagers see you, they smile in recognition, but it's a different smile than you're used to. Before you left, they looked at you like children. Now, they nod knowingly, as if to welcome you into a new life.

And in a sense, they are. Your childhood is over. Now the world belongs to you, as adults. Only time will tell if you deserve the gift.

Aftermath

Though the heroes must deliver the payment received from Talbot to the village mayor, each hero receives 100 gold from the payment as a reward. In addition, they are free to keep any weapons or equipment recovered along the way.

Of course, if the heroes failed to make the exchange or to deliver the payment, no reward is forthcoming, and the village may well look upon them as failures. The Gamemaster is encouraged to devise another adventure that can allow the heroes to regain their townsfolk's respect–perhaps slaying a mantid that is menacing nearby farms, or bringing back a valuable artifact from Blue or Settle.

Each hero who survived the adventure should receive 1 achievement point for each of the following tasks the group accomplished:

- completing the adventure
- delivering the package
- returning with the payment
- rescuing the dabbers from the badder ambush
- capturing one or both Iron Society saboteurs
- recovering one or more artifacts worth at least 1,000 gold

In addition, you can give each hero another 1 or 2 achievement points for good roleplaying or smart ideas.

This completes the first adventure of this book, "Young Heroes." The next adventure, "Storms of War," is intended for mid-level heroes, so the Gamemaster should design some intervening activities for the heroes. Chapter 8 details a number of interesting locations to visit. The GM might also expand on some of the plots begun in this adventure. For instance, the heroes might make a return trip to Blue or Redman. Maybe the Iron Society tries to recruit one of the mutant heroes of the group. Be creative!

Part 2: Storms of War

This adventure is intended for use with the same group of heroes that participated in Part 1: Young Heroes. By the time of this adventure, the heroes should have progressed in experience and level, but the campaign should still be centered around the heroes' hometown, Ent. (If not, the Gamemaster needs to devise a reason for the heroes to be in Ent as the adventure opens—perhaps attending a festival or the funeral of a loved one.)

In this adventure, the heroes are introduced to the evil of the thought masters and must rely on allies to save their hometown from destruction.

You can use the following rumors (either inserted into your ongoing campaign or given out randomly to players before starting the adventure) to help enrich the campaign, creating the feeling that many events are going on outside the heroes' small town. If you assign the rumors randomly, roll d6 for each hero and consult the Rumor List below.

Rumor List

1 The sleeth community of Dub is rumored to be stockpiling weapons for defense against the androids.
2 Merchants traveling from Aroma report that caravans from points south haven't been arriving at their destinations.
3 The brewery in Olywater had to cancel shipments of their latest batch of ale after the first couple barrels turned out to be toxic.
4 If you're traveling north, don't go by boat—the carrin of Mercy Island are on the hunt for more slaves.
5 The friendly folks down in Burn lost most of their herd of rakoxen last week to some kind of disease or bad grain or something.
6 A month-old report from Long View says that the thought masters have rebuilt a bridge across the Lumby River at Rose City.

At the beginning of this adventure, the mutant army of the thought masters is 300 kilometers from Ent. Each day, the army moves an average of 30 kilometers (including stops for pillaging). Thus, the heroes have only 10 days to complete their quest (though they shouldn't know this until Scene 9).

Scene 1: A Spy Among Us

This encounter occurs on an otherwise peaceful day, as the heroes are relaxing. Perhaps they've just returned from an expedition in the wilds, or maybe they're just visiting family—it doesn't really matter to the adventure. The encounter features the reappearance of the Iron Society saboteur first met by the heroes in Redman during "Young Heroes"—Shen Karns. If Karns was killed in that adventure, simply change the name and use the updated statistics for Karns presented below (perhaps varying the mutations slightly).

As the heroes are carrying out the mundane activities of day-to-day life in Ent, have each player roll an Awareness–*perception* skill check for his or her hero. A success indicates that the hero recognizes Karns walking around in the town. (Of course, if Karns isn't a familiar face—for instance, if the hero joined the campaign after "Young Heroes"—the hero shouldn't make a *perception* check.) If you introduce a new Iron Society agent, have the heroes make Awareness–*intuition* skill checks instead to notice the "suspicious stranger" who seems to be scoping out the town.

In any case, one or more of the heroes should come to the conclusion that the agent could only mean trouble for, and that they should probably try to stop it. If they call the village guards, d4 guards arrive in d4 rounds, though any commotion causes the Iron Society agent to flee the area.

A wiser course of action might be for the heroes to deal with the problem themselves. If they follow Karns (or whoever the agent happens to be), he leads them to the stable where he has hidden a satchel holding a bundle of dynamite and a flask of concentrated ingestive neurotoxin. After retrieving the poison he heads to the village well, where he plans to poison the local water supply. If the heroes still haven't interfered, Karns returns to his room at the local inn, surreptitiously disposing of the empty poison flask along the way.

The heroes can confront Karns at any point along the way. If Karns recognizes the heroes (with a successful Awareness–*perception* check), he attempts to flee immediately. Otherwise, he pretends to be a traveler passing through town on his way north.

If a fight ensues (and the agent won't go quietly under any circumstances), the mutant does his best to avoid capture. However, he is badly outnumbered and will most likely be apprehended, either by the heroes or

by the half-dozen guards who show up d4 rounds into any combat.

When Karns is subdued, the guards take him into custody, though they're happy to let the heroes follow them to find out the mutant's fate.

If Karns Escapes

If Karns somehow manages to escape, you have a couple of options. You can allow the heroes to find (or be informed of) some notes found in Karns's room, detailing his sabotage plans and some basic information about the upcoming attack. This allows you to paraphrase the information found in Scene 2, below, and let the heroes learn about the threat to their town.

Alternatively, you can have the heroes remain ignorant of the reason for Karns's presence. In this case, a traveling merchant rides into town a day or two later, telling wild stories of an army of mutants heading up from the south, destroying everything in their path.

The important thing is to move the story to Scene 3 so that the heroes set off for Settle.

Shen Karns

Iron Society Saboteur
Level 11 Mutant Free Agent

STR	10	(0)	INT	10	(0)
DEX	12	(+1)	WIL	9	(0)
CON	9		PER	10	

Durability: 9/9/5/5 Action check*: 15+/14/7/3
Move: sprint 22, run 14, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 1
*-1 step bonus to action check from mutation
Achievements: Action Check Increase
Mutations: Improved Reflexes, Night Vision; Confusion, Telepathic Reflection
Drawbacks: Light Sensitivity, Radiation Sensitivity, Susceptible to Damage (En)

Attacks

Submachine gun	13/6/3	d4+1w/d4+2w/d4+2w	HI/0
Unarmed	11/5/2	d4s/d4+1s/d4+2s	LI/0
Inc. grenade*	11/5/2	d4w/d4+2w/d4+3w	En/G
Confusion	n/a	see text	n/a

*+d4 base situation die (Accuracy)

Defenses

Bulletproof vest: d6-3 (LI), d6-2 (HI), d4-2 (En)
+2 resistance modifier vs. ranged attacks*
*Includes Free Agent bonus

Skills

Athletics [10]–*throw [12];* Unarmed [10]–*brawl [12];* Ranged [12]–*SMG [15];* Stealth [12]–*hide [16], sneak [15];* Stamina [10]–*endurance [11];* Survival [9]; Demolitions [10]–*set [13];* Knowledge [10]; Awareness [10]–*perception [13];* Resolve [10]; Street [10]–*criminal [12];* Deception [10]–*bluff [14];* Interaction [10]–*charm [13].*

Gear

Bulletproof vest, long coat, submachine gun, three clips of ammo, four incendiary grenades, butane lighter, bundle of five sticks of dynamite (hidden in stable), flask of ingestive neurotoxin (hidden in stable), 150 gold (in room), coin with Iron Society symbol (stone hammer in circle).

Scene 2: The Interrogation

Once Karns is captured, the town elders want to find out why he was in Ent. If the heroes remember their previous encounter with Karns, they may be able to shed some light on the situation.

Ultimately, an interrogation will probably be necessary. Unfortunately for telepathic heroes, Karns's Telepathic Reflection mutation means that they'll have to do this the old-fashioned way. The Investigate–*interrogate* skill is appropriate (rather than the Interaction–*interview* skill, which is used on friendlier targets).

The Gamemaster has two options for playing out this scene:

► Each question requires a simple *interrogate* skill check. This is the easiest method to adjudicate, though it may grow tiresome to players.

► The entire encounter represents a complex *interrogate* skill check requiring 6 successes. In this case, each successful roll represents progress toward the goal of a "confession" by Karns, and should be represented by hints of the truth or small bits of information. If the complex check fails, Karns clams up and refuses to divulge anything more.

In either case, the interrogators have a base +2 step penalty. If Karns remembers the heroes, he is inclined to be a bit friendlier, reducing the penalty by 1 step. At the Gamemaster's option, a successful Deception–*bluff* or Interaction–*charm* or *intimidate* skill check (if used as part of a reasonable line of interrogation) could apply a -1, -2, or -3 step bonus to the complex skill check (for an Ordinary, Good, or Amazing result).

Here are the important pieces of information that can be learned by the heroes during this scene:

► Karns hates humans and believes that the world rightly belongs to the mutants.

► He thinks that mutants who live in peace with humans are "traitors to the cause of freedom."

► Karns works with others who share his beliefs–an alliance of mutants called the Iron Society.

► The Iron Society is dedicated to destroying pure strain humans and ending their illegitimate control of the world.

► Karns was assigned to weaken the infrastructure of Ent—poisoning the well and sabotaging key buildings. He doesn't know why.

► Karns has heard rumors about an army of mutants forming in the south. The Iron Society doesn't raise armies, preferring to work quietly in small groups.

This information, coupled with the rumors floating around about trouble to the south, should lead the heroes to the following conclusions:

► An organized plan of sabotage—probably attributable to the Iron Society—is targeting towns and villages along Fiver.

► The thought masters and their army of hostile mutants have improved access to attack towns along that same road.

► Some connection may exist between the Iron Society (an antihuman alliance of mutants) and the thought masters (a fierce species of mutants who specialize in pillaging and destroying).

Scene 3: Council of War

By the time that Scene 2 has ended, the heroes (and the town elders) should be very concerned. Spies infiltrating our town? Mutant armies? Thought masters? It all adds up to trouble, and who's better equipped to deal with trouble than the heroes?

The heroes are invited to attend an emergency meeting of the town council. They're encouraged to share their experiences and opinions regarding the matter.

This scene shouldn't involve any action, but it's a good opportunity for heroes to increase their standing in the community by expressing cogent, rational opinions to their elders. Some of the plans bandied about during the meeting, and the likely responses, are below.

► **Stand Our Ground.** Suicidal in the extreme—there is almost no way that the people of Ent can withstand an army of bloodthirsty mutants without help.

► **Solicit Help from Local Communities.** While nearby towns share the same risks as Ent, they also will be too busy protecting themselves to offer significant assistance.

► **Hire Mercenaries.** A possibility. However, time is limited and the likelihood of attracting a sufficient number of "hired guns" willing to fight the army of the thought masters is probably slim.

► **Summon Reinforcements from the North.** One of the stronger possibilities, particularly if such towns can be convinced to make Ent the "final stand" against the thought masters. It would be best to approach groups on good relations with Ent—examples from "Young Heroes" might include the dabbers of Evergreen Point or the town of Redman, depending on the heroes' actions during that adventure.

► **Acquire Better Weapons/Defenses.** An excellent idea, though probably not enough on its own. The sleeth community of Dub, just north of Settle, is reputed to have a stockpile of high-tech weapons.

Ultimately, the council should decide that they require assistance to defend their town. While individual messengers can be sent to nearby human and mutant towns, the heroes are tasked with contacting the sleeth. The heroes are to obtain weaponry from the sleeth, using 20,000 gold drawn from the town treasury and a pledge of up to 5,000 kg of foodstuffs over the next 12 months (a value of approximately 10,000 gold).

The heroes should leave as soon as possible, since time is limited. The council recommends that the heroes travel by land—despite the fact that this path takes them through the android-controlled ruins of Settle—because of the frequent carrin patrols over Lake Ash. The council provides a mule-drawn wagon, along with two weeks of preserved rations and a 100-liter barrel of water.

Scene 4: Knights In Shining Armor

In this scene, the heroes encounter a group of Knights of Genetic Purity that has been sent to contact the androids of Settle in regards to a potential alliance. The squad, led by Sergeant Marissa Darkrider, is returning to Wall with an android "ambassador."

Having been entrusted by the town council to solicit assistance from the sleeth, you set off toward the ruins of Settle. How the sleeth of Dub will react to your proposal. Will they be amenable to trading away their prized weapons, or will you be forced to return to Ent in failure?

Abruptly, you notice a half-dozen mounted figures approaching you on the road. Then your heart sinks as you glimpse a red banner fluttering in the breeze above one of the riders—a flag bearing the unbalanced scale emblem of the Knights of Genetic Purity, scourge of mutantkind!

What do you do?

The squad of five Knights is 500 meters away from the heroes and closing fast (100 meters per round), so the heroes have barely a minute before the riders are on top of them (and even less before they are in range of the Knights' weapons). The Knights ride loyal podogs, and they attack any group of heroes that includes at least one visible mutant. Assume that severe physical mutations (such as wings or extra body parts) are visible at 200 meters, while more minor changes can be made out at 50 or 100 meters.

Otherwise, they merely approach and ask the heroes if they have seen any mutants in the vicinity. The heroes may use their encounter skills to resolve the situation—the Knights begin as Neutral unless the group appears entirely human, in which case they start out as Friendly. Should the interaction result in a Hostile or Combative attitude, the Knights attack the heroes for their insolence. Regardless of the Knights' actions, the android will not attack any human hero except to defend himself.

For the four rank-and-file Knights and their podog steeds, use the statistics given in Chapter 7: Creatures of Gamma Terra. The android ambassador's statistics are identical to those given for androids in Chapter 7, except that he also has Culture [8]–*diplomacy [11]*. The statistics for Sergeant Darkrider are below. In addition to their gear, each Knight carries 2d20 gold and a few days of packaged rations. The android carries no equipment besides his weapons.

Marissa Darkrider

Sergeant, Knights of Genetic Purity
Level 11 Human Combat Spec

STR	11	(+1)	INT	9	(0)
DEX	11	(+1)	WIL	9	(0)
CON	11		PER	10	

Durability: 13/13/6/6 Action check: 16+/15/7/3
Move: sprint 22, run 14, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 1
Achievements: Action Check Increase (×2), Personality Increase

Attacks

Laser rifle*	16/8/4	d6+1w/d6+3w/d4+1m	En/O
Chainsword	15/7/3	d8+2w/d8+3w/d4+2m	LI/O
Plasma grenade	12/6/3	d4+2w/d6+2w/d4m	En/G

*-d6 base situation die (Accuracy, Combat Spec ability) +d4 base situation die (Accuracy)

Defenses

Attack armor & duralloy shield: d4+3 (LI), d6+2 (HI), d6 (En)
+2 resistance modifier vs. melee attacks
+1 resistance modifier vs. ranged attacks

Skills

Armor Op [11]–*combat [14]*; Athletics [11]–*throw [12]*; Melee [11]–*blade [13], powered [15]*; Ranged [11]–*rifle [16]*; Stamina [11]–*endurance [13]*; Knowledge [9]; Animal [9]–*riding [11]*; Awareness [9]–*intuition [10], perception [10]*; Resolve [9]–*physical [10]*; Culture [10]–*diplomacy [12]*; Interaction [10]–*bargain [12], intimidate [11]*; Leadership [10]–*command [12]*.

Gear

Attack armor, duralloy shield, chainsword, laser rifle (with three energy cells), two plasma grenades, three days of packaged rations, waterskin, 250 gold.

Scene 5: Into the Ruins of Settle

Once the heroes have successfully dealt with the Knights—either peacefully or otherwise—they may continue into Settle. The Ancient highway is raised above the ground on sturdy concrete pillars as it heads into the city—a testament to the engineering expertise of its builders.

The main encounter of this scene takes place as the heroes pass through a short tunnel, where the Fiver actually passes underneath a crumbling skyscraper. When this occurs, read the following text:

After the encounter with the Knights of Genetic Purity, you continue on into the ruined Ancient city of Settle. Making your way along the raised roadway, you look down onto crumbling buildings below, the legacy left by the people who lived here so long ago.

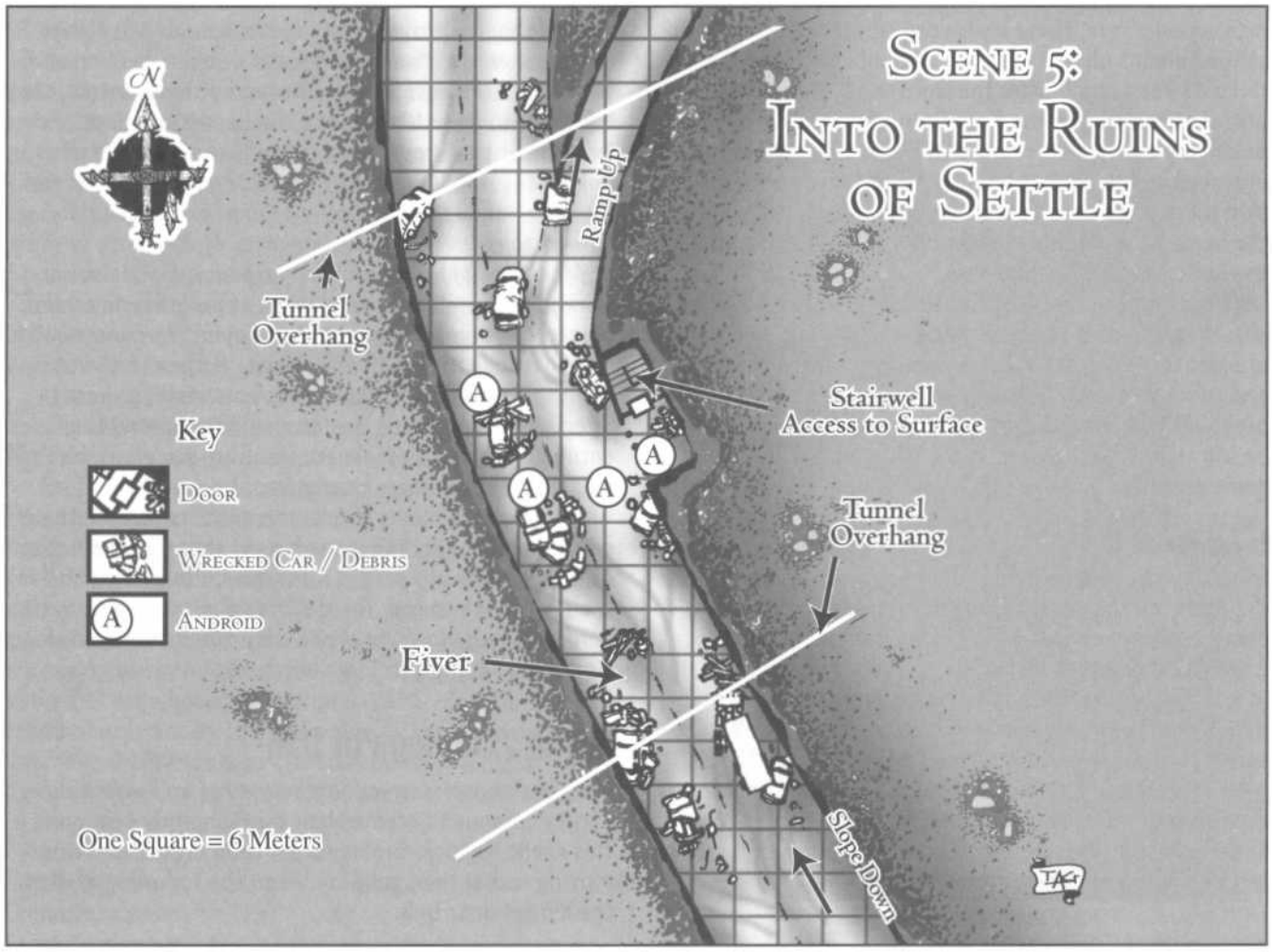
As you move deeper into the city, tall structures of metal, stone, and glass rise up around you. Ahead, a tunnel mouth looms, its dark opening both beckoning and foreboding of danger. Your path leads through this tunnel–going around would take time and no doubt expose you to a greater risk of meeting a patrol of androids.

What do you do?

The heroes must either pick their way carefully through the tunnel—a cleared path leads through the rubble—or climb up and over the tunnel, a task made extremely difficult if the heroes have mounts and a wagon along.

The former option is simpler: the tunnel, though dark, has a few holes that let in a bit of light. Unfortunately, it's also exactly what the android patrol guarding the tunnel is expecting. As the heroes reach the mid-point of the tunnel, four androids attack from the front while another three (including the patrol leader) scramble down behind the heroes, blocking their exit. They attack nonhuman heroes mercilessly, but prefer to capture pure strain humans rather than killing them.

Should the heroes pursue the second option (climbing up and over the tunnel) the androids hiding above the tunnel attack when one or more heroes are partway up. The androids inside the tunnel then strike from darkness at those heroes still on the ground. This method isn't as efficient for the androids—it's possible for the heroes to flee—but it's just about as deadly.



Novimus Three

Patrol Leader
Level 8 Android Tech Op

STR	11	(+1)	INT	12	(+1)
DEX	10	(0)	WIL	9	(0)
CON	11		PER	8	

Durability: 11/11/6/6 Action check: 13+/12/6/3
Move: sprint 20, run 12, walk 4 # Actions: 2
Reaction score: Ordinary/2
Achievements: Dexterity Increase

Attacks

Flechette SMG*	14/7/3	d4w/d6w/d4m	LI/0
Pulse baton	14/7/3	d8s/d4+2w/d6+2w	En/0
Stun grenade	12/6/3	d6s/d8s/d8+2s	En/0

*-d4 base situation die (optic screen)

Defenses

Body plating: d6 (HI), d4+1 (LI), d4 (En)
+1 resistance modifier vs. melee attacks
+1 INT resistance modifier vs. encounter skills

Skills

Armor Op [11]–*combat [17];* Athletics [11]–*throw [12];* Melee [11]–*powered [14];* Ranged [10]–*pistol [12], SMG [14];* Stamina [11]–*endurance [12];* Knowledge [12]; Technical [12]–*artifact [15], repair [13];* Awareness [9]–*perception [10];* Interaction [8]; Leadership [8].

Gear

Flechette SMG, pulse baton, four stun grenades, optic screen (-1 step bonus to ranged weapon attacks), cyberoptics, body plating.

Of course, the heroes may well be tempted to veer from their course by the lure of potential loot in the surrounding buildings. Should this occur, use the information in the "Scavenging" sidebar in Chapter 3: Heroes in Action to determine their success. Allow one Investigate–*search* skill check per hour if the heroes stay close to the road, but if they move farther into the city, you can increase the frequency of checks as desired.

On a Critical Failure, the heroes encounter an android patrol identical with the one listed above. Like the patrol

mentioned above, these androids prefer to capture pure strain humans alive if possible. Should combat ensue, roll a d8 each round after the third—on a 1, another patrol arrives to join the fray. Every third such group will be driving a restored Jeep with a flechette cannon mounted on the back (assume Heavy Weapons–*direct* skill score of 12). Up to ten such patrols are available—the heroes are probably better off fleeing than fighting the entire population of Settle.

If the Gamemaster feels particularly creative, the heroes could instead encounter another group of treasure-hunters. Such a group numbers from three to six, and has levels approximately equal to the heroes. They probably also carry decent weaponry, and aren't likely to be too friendly to those who are "competing" for the same rewards.

If The Heroes Lose

Should the heroes be defeated or captured by the androids, all their gear is taken from them. Pure strain humans are taken to a prison camp built from the ruins of an Ancient sports arena just south of Settle (and well in view of the Fiver), while all other heroes are tied up and dumped unceremoniously in a small forested peninsula jutting from Settle toward Mercy Island. Within an hour or so, these heroes are discovered by a patrol of a dozen blood birds from the island looking for more slaves. The Gamemaster has to adjudicate the results of rescue operations or escape attempts.

Scene 6: Lowland Marshes

As the heroes reach the northern edge of Settle, the terrain grows wet and marshy. With the bridge that once spanned this expanse in ruins, the heroes must wade through the muck to reach Dub. Thankfully, the androids give this swamp a wide berth—and the heroes soon find out why.

Rubble-strewn streets give way to swampland as you leave the heart of Settle behind you. You're near your goal, but you still must cross a kilometer or two of marshy lowlands before you reach Dub.

Allow each hero to make an Awareness–*perception* skill check with a +3 step penalty; success indicates that the hero sees the hidden swarm of skeeters before they attack. Otherwise, the skeeters get a free phase of actions (leaping from hiding places to attack) before action checks are rolled.

The eight skeeters fight until the number of conscious heroes is at least double the number of active skeeters. In the fourth round of combat, a pair of dabbers—in the area hunting for skeeter eggs, considered a delicacy by many dabbers—arrive, drawn to the sounds of combat. Use the statistics for skeeters and dabbers in Chapter 7.

If the heroes are incapacitated by the skeeters, they continue to draw blood until the heroes are dead. Remember that heroes who have lost all their stun points but who have not yet suffered wound or mortal damage can make Resolve–*physical resolve* skill checks to recover.

After the fight, the dabbers introduce themselves as Tavv and Rik and (naturally) offer to trade for any shiny objects the heroes happen to be carrying. Any heroes who helped rescue the dabbers in "Young Heroes" and who identify themselves to the dabbers are instantly recognized. It turns out that the rescued dabbers told their entire village what happened, resulting in a great deal of respect for the heroes in question.

If told of the plight of Ent, the dabbers express their sorrow, and suggest that the heroes visit their hometown of Evergreen Point—only a short row across Lake Ash—on their way back to Ent. The dabbers won't accompany the heroes to Dub, however, since they aren't too fond of sleeth, particularly in large numbers.

Scene 7: College of Dub

The sleeth have restored large areas of an Ancient university campus to create their own scholarly community. This scene requires brains rather than brawn, and role-playing rather than gunplay. Read the following text as the heroes near Dub.

As you reach the edge of the marsh, you see a collection of stone and brick buildings peeking over the top of a fortified wall. This must be Dub, the community of the sleeth and the goal of your journey.

A large wrought-iron gate appears to be the main entrance into the village. As you approach, you notice that a pair of the reptilian sleeth armed with rifles guards it. They peer curiously at you, but don't seem hostile.

What do you do?

The guards use their Telepathic Scan mutation to learn the heroes' reason for visiting Dub, and gladly allow them to enter the city. However, they require that weapons be kept secured and unloaded at all times while inside the walls, for the safety of the students within.

Once inside, the heroes can marvel at the incredibly diverse population of Dub. While sleeth make up a large portion of the population, they are far outnumbered by the humans, mutants, and other sentients who live and study here. Perceptive heroes can pick out orlens, androids, dabbers, and even a few sasquatch and badders!

Any of the locals can tell the heroes where to find the leader of the village (called the "dean"), who gladly talks with the heroes (starting attitude of Friendly, unless the party has more than two dabbers, in which case he will be Neutral). The heroes can either negotiate from this starting attitude or attempt to shift it to a more favorable one using skills such as Culture–*diplomacy* or *etiquette (sleeth)*, Interaction–*charm*, or perhaps even Deception–*bluff*. (Only one skill check can be made to alter this starting attitude—the appropriate skill depends on the heroes' strengths as well as their choice of interaction strategy.)

Assuming the heroes don't completely botch the encounter, they can then use Interaction–*bargain* to negotiate a trade for arms or other assistance.

Apply the appropriate attitude modifier to the *bargain* skill check. The result of this check indicates the total value of goods the dean is willing to trade and (assuming that the majority of these goods are applied to the war effort in Scene 10) the modifier to the *bargain* check: Critical Failure—25% of the value of the heroes' trade goods (no modifier); Marginal—75% of value (-1 step bonus); Ordinary—100% of value (-2 step bonus); Good—150% of value (-3 step bonus); Amazing—200% of value (-4 step bonus). A list of available goods appears below; use the values listed in Chapter 6: Equipment.

List of Goods

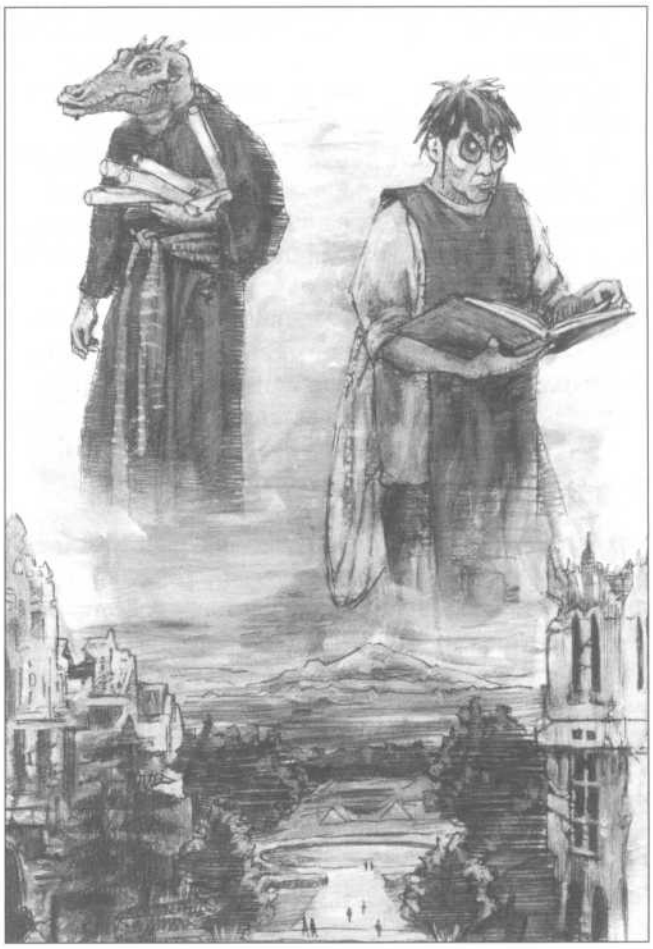
Grenade, concussion (24)
Grenade, smoke (24)
Rifle, assault (8)
Flamethrower (2)
Machine gun, heavy (4)
Grenade launcher (2)
SAM, handheld (2)
Battle vest (12)
Assault gear (4)
Land mines (24)

Once the deal is concluded, the sleeth help load the heroes' wagon. If the heroes express interest in crossing Lake Ash, the dean lends them a barge that allows them to bring their wagon and mounts along.

Scene 8: Across The Lake

This encounter assumes that the heroes accept the invitation of the dabbers encountered in Scene 6 and visit the small village of Evergreen Point. If the heroes instead choose to return through Settle, the Gamemaster can use the information presented in Scene 5 to run the return journey.

Read or paraphrase the following text to the players:



Having decided to take the dabbers up on their offer of hospitality, you slowly paddle across Lake Ash. Luckily, Evergreen Point is only a short few kilometers across a narrow point of the lake, so it's only a short time until you draw up on shore.

As you disembark, a dozen of the small raccoon-like dabbers scurry out of the forest toward you, greeting you with happy smiles.

While in Evergreen Point, the heroes are treated like, well, heroes. The village remembers how they helped Tee Chee and his companions in Blue and holds them in the highest esteem. So respectful are the dabbers that they won't even try to steal any of the heroes' shinies!

This scene provides the heroes with an excellent opportunity to recruit additional assistance in the upcoming battle. The dabber leaders have a starting attitude of Friendly. If an encounter skill check can improve this to Charmed, they offer twenty armed dabbers for the cause (which applies a -1 step bonus to the battle check in Scene 10). If a Fanatic result is achieved, the entire able-bodied population—one hundred armed dabbers—follows the heroes to Ent (which applies a -3

step bonus to the battle check). Either way, the dabbers will be ready to go in only 24 hours.

Regardless of the heroes' success or failure in recruiting help, they must eventually return to Ent. Unless the heroes have had a particularly easy time of it, the Gamemaster should make the last leg of the trip relatively uneventful—especially if the heroes bring a horde of dabbers in tow. The badders are smart enough to know that easier pickings will come along later. If the Gamemaster feels an encounter is necessary, consult "Young Heroes" for some appropriate denizens to place in the heroes' way (upgrading the difficulty as needed).

Scene 9: Council of War, Part Two

When the heroes arrive back at Ent, they find the townsfolk busily preparing for battle: smiths sharpening blades, leatherworkers tanning hides for armor, laborers digging ditches and building earthen walls, and farmers gathering livestock and any crops they can.

The heroes should seek out the town council again, informing them of their success (or failure) in obtaining assistance in the form of weapons or soldiers. From this point, the heroes can be involved as much or as little as they wish in the preparations for the upcoming battle. Certainly, any heroes with Tactics or Leadership skills are invited to participate, but if the heroes prefer to remain out of the picture, the council (reluctantly) agrees.

As noted earlier, the mutant army of the thought masters was 10 days from Ent at the beginning of the adventure. Thus, the town probably has no more than a week to prepare, and perhaps much less (depending on how long it took the heroes to complete their journey).

Tasks that the heroes can be involved in (and the effect on the upcoming battle) include the following:

► **Create battle plans.** This simple Tactics–*infantry* skill check (requiring one full day of planning) applies a -1, -2, or -3 step bonus (for an Ordinary, Good, or Amazing success) to the battle check in Scene 10. A Critical Failure applies a +1 step penalty instead.

► **Oversee defensive measures.** A successful complex Security–*protection protocols* skill check (4 successes, 1 roll per day) applies a -1 step bonus to the battle check.

► **Set traps.** A successful complex Security–*set/disarm traps* skill check (6 successes, 1 roll per day) applies a -1 step bonus to the battle check.

► **Set explosives.** A successful complex Demolitions–*set explosives* skill check (6 successes, 1 roll per day of work) applies a -1 step bonus to the battle check. Apply a modifier to the *set explosives* skill check based on the quantity of explosives used: up to 6, +1 step penalty; 7–12, no modifier; 13–24, -1 step bonus; 25+, -2 step bonus.

► **Rally troops.** A simple Leadership–*command* skill check (requiring a full day of visiting the troops) applies a -1, -2, or -3 step bonus to the battle check. This bonus drops by one step per day after the rallying, which may require additional *command* skill checks to "keep up the morale." (The total bonus can't be greater than -3 steps.) A Critical Failure applies a +1 step penalty instead, which lasts throughout the battle and can't be counteracted.

In each case, the hero making the skill check can be assisted by other characters (see "Assisting Actions" in Chapter 3: Heroes in Action). The Gamemaster is encouraged to allow creative assistance attempts—for instance, a hero with the Tactics skill might be able to use that skill to assist another hero setting explosives (for instance, by suggesting proper placements and blast patterns). Just don't let the players to abuse the rules too badly. Also, if the players come up with other reasonable tasks that you think might influence the battle, adjudicate them as best you can.

Scene 10: The Battle

Because of the complexity involved in running a combat scene of this size, this scene instead offers an abstraction of the battle between the thought masters' army and the townsfolk of Ent. Rather than running a full-scale combat, this scene presents a combination of a modified complex skill check and a series of encounters on the battlefield to simulate the adventure.

Read or paraphrase the following text to the players:

> *As dawn breaks on the morning of the battle, you rise and walk among the townsfolk of Ent. Unlike the bustle of the past few days, the town seems strangely quiet and subdued, as each person ponders the upcoming struggle. Even the bravado of the youth seems forced, as if they were covering up their own anxiety.*
>
> *You've received your assignment: head to the battlefield and engage any scouts you encounter. After that you are to advance, pushing the fight as far from the town as possible.*

The forces of Ent are led by Hevastos Moritur, a seasoned adventurer and respected member of the community. Ultimately, it is a combination of Moritur's tactical skill (represented by his skill score of 16 in Tactics–*infantry*) and the heroes' success in a series of battlefield encounters that determines the battle's outcome.

Only the first and last encounters of the battle are fixed—all other encounters depend on the "battle check" being made "in the background." At the end of each

encounter, have one of the players make a roll against Moritur's Tactics–*infantry* skill score of 16. This battle check has a base +3 step penalty, plus any modifiers determined by the previous scenes of this adventure. Between each encounter, the heroes can rest for as long as needed, however, each hour (after the first) spent away from the battle inflicts a cumulative +1 step penalty to the battle check. If they lost the fight or fled from the battle, apply a +2 step penalty to the battle check. (If the heroes don't have anyone with medical skills, assume that the town's doctor has a Knowledge–*first aid* skill score of 14.)

The success or failure of the battle check indicates the heroes' next encounter. Most are on the battlefield, though a few are noncombat encounters. On a Marginal success, move to the next listed encounter. With an Ordinary success, the heroes can skip the next encounter and move to the one listed after that. On a Good success, the heroes can skip the next two encounters, and with an Amazing success, the heroes can skip the next three encounters. A Critical Failure *or any total result greater than 20* indicates that the heroes must "replay" the same encounter (with slight modifications by the Gamemaster to ensure it doesn't feel exactly the same).

◆ ***Example:*** The heroes defeat the mutant scouts in Encounter 1 and roll a Marginal success on the battle check. The next encounter will therefore be Encounter 2 (Mutant Soldiers). After this encounter, the heroes roll an Ordinary success and skip to Encounter 4 (Thought Master Patrol). If the heroes were to roll a Critical Failure after Encounter 4, they would repeat the encounter.

Note that Encounter 10 (Izaros the Bloody) can't be skipped.

If the heroes flee an encounter and leave one or more of their comrades behind in the hands of the mutant army, the Gamemaster must adjudicate the results. If the Gamemaster feels charitable, he might allow the heroes to reengage the same group of opponents to free their comrades, or run a mini-encounter revolving around an escape attempt by the captured heroes. Otherwise, captured heroes are simply out of the adventure until the end of the battle (consider allowing the players of such heroes to create new characters so that they can continue their participation in the adventure).

► **Encounter 1: Mutant Scouts.** The heroes encounter d6+2 scouts (use statistics found below). These scouts retreat after suffering 50% casualties.

► **Encounter 2: Mutant Soldiers.** The heroes encounter a unit of infantry containing d4+2 mutant soldiers (use statistics found below). These soldiers fight bravely, but must make a Resolve–*mental resolve* skill check if reduced by 50% or more to avoid fleeing.

► **Encounter 3: Interrogation.** The heroes are called to participate in the interrogation of a captured scout. To interrogate the prisoner, one of the heroes must make a complex Investigate–*interrogate* skill check (6 successes required, +2 step penalty, one check per 10 minutes). Skills that could assist the complex check include Interaction–*charm* or *intimidate,* Deception–*bluff,* or the like. A variety of mental mutations could also help, including Empathic Blast, Empathic Scan, Mental Domination, Suggestion, and Telepathic Scan.

Success grants a -1 step bonus to the next two battle checks, as the heroes have learned some important battlefield plans from the prisoner.

If the heroes refuse to take part (for whatever reason) the encounter is considered a complete failure (+2 step penalty to the next battle check).

► **Encounter 4: Thought Master Patrol.** The heroes encounter a patrol of d6+1 thought masters (use the statistics found in Chapter 7: Creatures of Gamma Terra). The thought masters fight to the death.

► **Encounter 5: Mutant Bikers.** The heroes encounter d4+2 mutants riding motorcycles (use statistics below). They encircle and strafe the heroes while moving, only closing to melee when their opponents appear vulnerable. If the heroes defeat all but one of the bikers, the remaining mutant must make a Resolve–*mental resolve* skill check at the beginning of each round to avoid fleeing.

► **Encounter 6: Mixed Unit.** The heroes encounter a unit containing d4 scouts, d4+1 soldiers, and d4 bikers (use statistics given below). If all the bikers are defeated, the soldiers must each make a Resolve–*mental resolve* skill check or flee. If all the bikers and soldiers are defeated or flee, the scouts must also make a *mental resolve* skill check each round or flee.

► **Encounter 7: Examine Captured Equipment.** The heroes are called to examine some equipment recovered from the battlefield. The items include a personal radio, a bullhorn, a pocket calculator, and a set of imaging goggles. Use the rules found in Chapter 6: Equipment for determining the function of unknown items. The personal radio, if properly figured out, can be tuned to the frequency used by General Izaros and his lieutenants (granting a -1 step bonus to battle checks). Other items' use in the battle are up to the players and the Gamemaster.

► **Encounter 8: Thought Master Patrol with Soldiers.** The heroes encounter a group of d4 thought masters with 2d4 mutant soldiers. As long as any thought master remains, the soldiers fight to the death; if all thought masters are defeated, each soldier must make a Resolve–*mental resolve* skill check each round or flee.

► **Encounter 9: Thought Master Patrol with Bikers.** The heroes encounter d4 motorcycle-riding thought masters (with 1 rank each in Vehicle Op–*land*) with d4+2 mutant bikers. As with Encounter 7, the bikers need not check their morale until the all thought masters are defeated.

► **Encounter 10: Izaros the Bloody.** This is the climactic encounter of the battle, wherein the heroes must face the general of the thought master army himself (his statistics appear below). He is attended by four thought masters and eight mutant soldiers, all of whom fight to the death.

If the heroes are forced to flee this encounter, do not roll another battle check—they must return to this encounter after recuperating. If they are defeated and unable to flee, then it is likely that Izaros's army captures Ent. See "The Battle Is Lost?" in "Aftermath," below.

If the heroes defeat Izaros and his retinue, the battle is effectively over—the remaining mutants are routed by the forces of Ent and flee into the surrounding wilderness. Go to "Aftermath."

Mutant Scout

Level 1 Mutant Free Agent

STR	10	(0)	INT	10	(0)
DEX	12	(+1)	WIL	10	(0)
CON	9		PER	9	

Durability: 9/9/5/5 Action check*: 14+/13/6/3
Move: sprint 22, run 14, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 0
*-1 step bonus (from mutation)
Mutations*: Enhanced Senses, Improved Reflexes, Night Vision; Danger Sense, Telepathic Shield.
Drawbacks*: Minor Physical Change, Radiation Sensitivity, Weak Immunity.
*Examples only. Vary mutations and drawbacks as desired.

Attacks

Short bow	14/7/3	d4w/d4+2w/d4+3w	LI/0
Dagger	12/6/3	d4w/d4+1w/d4+2w	LI/0
Unarmed*	10/5/2	d4+1s/d4+2s/d4+3s	LI/0

*+d4 base situation die (untrained)

Defenses
Leather armor: d6-2 (LI), d6-4 (HI), d6-4 (En)
+1 resistance modifier vs. ranged attacks

Skills
Athletics [10]–*throw [11];* Melee [10]–*blade [12];* Unarmed [10]; Ranged [12]–*bow [14];* Stamina [9]–*endurance [10];* Survival [9]; Knowledge [10]; Awareness [10]–*perception [12];* Interaction [9].

Gear
Short bow, twenty arrows, dagger, leather armor, d4 gold.

Mutant Soldier

Level 1 Mutant Combat Spec

STR	12	(+1)	INT	9	(0)
DEX	11	(+1)	WIL	10	(0)
CON	11		PER	8	

Durability: 14/11/6/6 Action check: 14+/13/6/3
Move: sprint 22, run 14, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 0
Mutations: Biorhythm Control, Dermal Armor, Improved Durability, Improved Strength, Increased Precision.
Drawbacks: Minor Physical Change, Photodependent.

Attacks

Broadsword	15/7/3	d4+3w/d6+3w/d4+1m	LI/0
Crossbow‡	13/6/3	d4+2w/d6+2w/d4+1m	LI/0
Unarmed	14/7/3	d4+1s/d4+2s/d4+3s	LI/0

-d6 base situation die (includes mutations)
‡-d4 base situation die (includes mutations)

Defenses
Dermal armor: d6+1 (LI), d4+1 (HI), d4 (En)
+1 resistance modifier vs. melee attacks
+1 resistance modifier vs. ranged attacks

Skills
Athletics [12]; Melee [12]–*blade [15];* Unarmed [12]–*brawl [14];* Ranged [11]–*crossbow [13];* Stamina [10]–*endurance [11];* Survival [10]; Knowledge [9]; Awareness [10]–*perception [11];* Resolve [10]; Interaction [8].

Gear
Broadsword, crossbow, twelve arrows, 2d4 gold.

Mutant Biker

Level 4 Mutant Combat Spec

STR	12	(+1)	INT	9	(0)
DEX	13	(+2)	WIL	10	(0)
CON	10		PER	9	

Durability: 10/10/5/5 Action check: 15+/14/7/3
Move: sprint 24, run 16, walk 6 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 1
Mutations: Improved Strength, Enhanced Dexterity; Duality, Kinetic Shield (self).
Drawbacks: Diminished Senses (slight), Minor Physical Change, Radiation Sensitivity.

Attacks

Submachine gun	17/8/4	d4+1w//d4+2w/d4m	HI/0
Unarmed	13/6/3	d4+1s/d4+2s/d4+3s	LI/0

–d0 base situation die (includes Combat Spec bonus)

Defenses
Dermal armor: d6+1 (LI), d4+1 (HI), d4 (En)
Kinetic shield (when active): +2 (LI), +1 (HI), +0 (En)
+1 resistance modifier vs. melee attacks
+2 resistance modifier vs. ranged attacks

Skills
Athletics [12]; Melee [12]–*blade [13];* Unarmed [12]–*brawl [13];* Ranged [13]–*SMG [17];* Vehicle Op [13]–*land [14];* Stamina [10]–*endurance [11];* Survival [10]; Knowledge [9]–*first aid [10];* Awareness [10]–*intuition [11], perception [11];* Resolve [10]–*mental [11];* Interaction [8].

Gear
Submachine gun (with two clips of ammo), motorcycle, first aid kit, 3d6 gold.

Notes
Thanks to their Duality mutation, these mutant bikers can fire their SMGs while driving at no penalty, suffering only a +2 step penalty to any Vehicle Operation skill checks made while doing so.

Izaros the Bloody

Brigade General
Level 12 Thought Master Combat Spec

STR	11	(+1)	INT	10	(0)
DEX	11	(+1)	WIL	12	(+1)
CON	9		PER	11	

Durability: 9/9/5/5 Action check: 15+/14/7/3
Move: sprint 18, run 12, walk 4 # Actions: 2
Reaction score: Ordinary/2
Achievements: Action Check Increase, Strength Increase (×2), Dexterity Increase, Personality Increase
Mutations: Dermal Armor, Natural Attack, Poison Attack, Toxin Tolerance; Death Field Generation, Life Leech, Photokinesis, Telepathic Blast

Attacks

Claw*	11/5/2	d4+2s/d4+3s/d4+1w	LI/0
Katana	16/8/4	d4+3w/d6+3w/d4+2m	LI/0
Assault rifle	16/8/4	d4+2w/d6+2w/d4+1m	HI/0

*May include Poison Attack
-d6 base situation die (Accuracy, Combat Spec ability)

Defenses
Dermal Armor: d6+1 (LI), d4+1 (HI), d4 (En)
+1 resistance modifier vs. melee attacks
+1 resistance modifier vs. ranged attacks
+1 WIL resistance modifier vs. encounter skills

Expanding the Battle

If you desire, you can expand the battle in Scene 10 beyond its abstract form into a full-fledged combat scene. Keep in mind that this requires a lot of advance preparation on the part of the Gamemaster, and will be extremely difficult to run—keeping track of dozens of mutants is quite a task! Still, a scene like this is likely to be remembered by you and your players for years to come, and experienced (and energetic) Gamemasters may find it an enjoyable challenge.

Skills
Athletics [11]; Melee [11]–*blade [16];* Unarmed [11]–*brawl [14];* Ranged [11]–*rifle [16];* Stamina [9]–*endurance [11];* Knowledge [10]–*deduce [11];* Tactics [10]–*cavalry [14], infantry [16];* Awareness [12]–*perception [14];* Resolve [12]–*mental [14];* Interaction [11]–*intimidate [14];* Leadership [11]–*command [14].*

Gear
Katana, assault rifle (and four clips of ammo), fatigues, binoculars, 50 gold.

Aftermath

This adventure assumes that eventually, the heroes and their fellow townsfolk triumph over the army of Izaros the Bloody. (For other outcomes, see "The Battle Is Lost?" below.) Read or paraphrase the following as the heroes realize their victory has arrived.

Bruised, battered, and bloodied, you stand on the battlefield and survey your surroundings. Bodies lie scattered about; some moan in pain while others turn sightless eyes to the clouds above. As you catch your breath, you hear the distant sounds of cheering and realize that the remaining forces of the mutant army are fleeing the field! Within moments you are surrounded by the townsfolk of Ent, waving their makeshift weapons triumphantly and hoisting you up into the air. The battle is won, and you are heroes!

Surviving characters are treated as war heroes, with feasting and celebrations. Those who fell in battle are given respectful burials, with toasts raised in their memories later.

As far as material rewards go, the Gamemaster should use his discretion. Certainly the heroes are welcome to keep any weapons or gear they used (or found) during the battles, and monetary rewards of a few thousand gold would be appropriate. It's also unlikely that the

heroes will have to pay for any mundane supplies in Ent ever again, as local merchants long remember their bravery. Seats on the town council are a possibility, particularly for heroes who contributed to the planning and preparations before battle.

Don't let the heroes abuse their newfound positions of respect, however. If they insist on receiving extravagant rewards or let their fame go to their heads, it's appropriate to have the townsfolk slowly (or quickly) lose their respect for the heroes. Younger townsfolk looking to make names for themselves might see the heroes as targets, much as young gunfighters in the American Old West sought to prove themselves against more legendary figures. Whatever happens, make it interesting.

Also, just because the mutant army was defeated is no guarantee that grudges against Ent and its heroes won't survive. Surviving soldiers looking for revenge might become warlords in their own right, leading small bands of brigands or bandits. Iron Society assassins might target the heroes for elimination. It's precisely this kind of continuity that makes players feel invested in the campaign—when actions have repercussions that can be seen later on, players realize the campaign is a living, breathing thing rather than a string of adventures with no connections.



The Battle Is Lost?

Should the heroes be defeated in the climactic encounter with Izaros the Bloody, all is not necessarily lost. If any heroes survive, they are taken prisoner (and might get a chance to escape later). Another option is to allow the players to create new heroes (other natives of Ent, for instance) that can carry on the battle.

On the other hand, there's nothing wrong with a campaign in which the thought master army wins, pillages Ent, and moves on. Certainly a few townsfolk survive the battle, and defeated heroes might be left behind for dead. The heroes—whether survivors of this adventure or brand-new replacements—face the grim task of rebuilding their home village and restoring their way of life. A difficult life, for certain, but well within the postapocalyptic genre of the Gamma World setting.

Part 3: Return of the Ancients

This adventure is designed as the climax of a Gamma World campaign, and is best used with a group of four to six heroes of 10th level or higher who have acquired a fair array of advanced weapons and defenses. In the adventure, heroes confront a group of Knights of Genetic Purity who seek to rebuild one of the most dreaded weapons of the Ancients: the atomic bomb. With the Ancients' radiation bombs at their disposal, the Knights' ability to purge the world of mutants can accelerate dramatically.

This adventure is best played during late autumn or early spring, to ensure that travel over Thunder Pass will be difficult but not impossible. During this time, snowdrifts across the road through the pass create "varied" terrain (as described in "Special Combat Conditions" in Chapter 3). This applies to the action in Scenes 2 and 3. Though the temperature remains within the H2 range, heroes suffer a +1 step penalty to exhaustion checks forced by travel.

For an added challenge, you can place this adventure during the winter. Conditions between December and February are substantially worse, as the deep snowfall creates "rugged" terrain and inflicts a +2 step penalty to exhaustion checks.

Scene 1: Rekindling the Fire

On an otherwise peaceful day in Ent, the heroes learn of a dire plot being carried out by the Knights of Genetic Purity.

You are relaxing in Ent when you hear a rising commotion. Investigating, you find a small group of townsfolk gathering in the road. As you approach, you overhear one of them saying "Where's the doc when you need him?"

Pushing your way through the growing crowd, you find that they are surrounding an injured woman lying on the ground. She's clearly a mutant, and it looks like she's been badly beaten.

What do you do?

The woman, Shandra Fletcher, is currently suffering from wound and mortal damage (3 of 9 and 2 of 5 remaining, respectively), and she requires medical

attention. Whether or not the heroes provide such help, the town doctor arrives within a few minutes to tend to her. Once stabilized, she can be moved to the town's small clinic. (If the players ask about Fletcher's wounds, a successful Knowledge–*first aid* or Medical Science–*treatment* skill check [with a -2 step bonus] identifies them as knife wounds and laser burns; she also seems to be suffering from radiation sickness.)

After Fletcher has been tended to, the doctor allows the heroes to talk to her for "a few minutes." She will be grateful to the heroes for helping her if they did so, and volunteers her name and hometown (Try City, which lies across the Rainy Mountains). Below are the answers she gives to other questions (no skill checks are required to elicit this information):

► **What happened?** I was attacked and left for dead by some people I was traveling with.

► **Who were you traveling with?** A group of humans called the Knights of Genetic Purity. We met up with some androids in Settle.

► **Why were you here?** They wanted to find some of the Ancient weapons hidden in the old military base, Bang. I think the androids told them about the weapons.

► **What did they need you for?** They needed me to retrieve the weapons. I'm good at taking things apart, and I could survive the radiation. That's why they took me prisoner rather than just killing me back when they took over Try City.

► **What kind of weapons?** Powerful ones–the radiation bombs that the Ancients used to destroy the world. I think they called them "warheads."

► **What do the Knights want with these weapons?** They want to figure out how to make more of them.

► **Where are the Knights taking the weapons?** Back to Try City. That's where they're going to build more of them, unless someone stops them.

► **What happened to Try City?** A small army of Knights of Genetic Purity took over a few weeks ago. They wanted control of the facilities that the Ancients once used to control radiation.

► **Why did they attack you?** The Knights aren't too fond of mutants, and since they didn't need me any more, they figured they could just kill me and be done with it. I tried to run, but they shot me with their lasers. I fell into the river, and they figured I would just drown, but I guess I didn't.

By the end of this scene, the heroes should realize that the Knights of Genetic Purity can't be allowed to rebuild the radiation bombs of the Ancients. Shandra isn't well enough to travel, but she can tell the heroes how to reach Try City (follow the Ancient road through Thunder Pass, across the Rainy Mountains, and head south at Len's Burk). She warns them to be careful–the Knights are extremely well armed and seem to be working with the androids of Settle. Still, the force of Knights in Try City isn't too large–most are probably still in the fortified town of Wall–so the heroes should be able to get into town without too much trouble.

Assuming the heroes decide to investigate the goings-on in Try City, they have a long road ahead of them–roughly 400 kilometers, including the rugged Rainy Mountains. Mounts (or vehicles) are highly recommended, since the heroes need to bring plenty of food, water, and warm clothing for the journey. The heroes can purchase plenty of supplies in Ent, and once across the mountains the town of Len's Burk can replenish their food stores.

Random Encounters

If you feel the need to spice up the adventure with additional encounters–for instance, if the heroes are having too easy a time of it–you can add random encounters with other denizens of the area.

For encounters west of the Rainy Mountains, roll d4 on the chart found in "Young Heroes." You can increase the number of opponents encountered to reflect the higher level of the heroes. Otherwise, roll d4 on (or select from) the chart below. Add 2 if the heroes are between Len's Burk and Try City.

Rainy Mountains

1 **Thunderbird sighting.** The heroes see a huge bird–the thunderbird that lives in a nearby mountain eyrie–wheeling far overhead. If they are so foolhardy as to fire upon the bird, it either swoops down to destroy them or leaves the area (equal chance for either).
2 **Mantid** (1). This voracious predator attack (from hiding) unless the group numbers 10 or more. Alternatively, it might be hiding within an Ancient building that the heroes choose to search.
3 **Radioactivist refugees** (3d6). These travelers were fortunate enough to escape Try City and are searching for a new home. They have heard that there are sites of Ancient radiation across the mountains and are heading in that direction.
4 **Blaash** (1). This giant radioactive moth targets the heroes with its beams of radiation, then follow the potentially sickened victims until it can attack them in a weakened state.
5 **Knights of Genetic Purity** (2d4). This patrol is simply out searching for mutants to kill. The Knights take no prisoners. Use statistics from Chapter 7: Creatures of Gamma Terra.
6 **Kamodo signs** (1). The heroes hear the kamodo (see Scene 5) bellowing in the distance, find a set of kamodo footprints, or come across a wagon torn to shreds.

Note: If the heroes have, in the course of the campaign, managed to acquire a vehicle allowing air travel (and are capable of flying it), they have the capability of bypassing most of the encounters in this adventure. You will have to adjust the adventure accordingly, or come up with reasons to prevent the heroes from using such a vehicle (for instance, they may not have sufficient fuel for the round trip). Ultimately, though, you shouldn't penalize the heroes for ingenuity or past achievements—if they come up with a reasonable plan to use air travel, you can always create a couple of extra encounters (including flying threats) to add at appropriate times during the adventure.

Scene 2: Into The Rainy Mountains

Though no encounters are listed for the heroes' travel from Ent to the mountains, you can add a random encounter or two from the list presented in "Young Heroes" if desired.

Once the heroes begin ascending into the mountains, read or paraphrase the following to the players:

The Ancient road leads up into the foothills of the Rainy Mountains. Far to the south is Big Rainy, the tallest peak in the range. Thankfully, you won't be climbing anywhere near as high. As the lowest pass in the mountains, Thunder Pass is the primary route between the Putrid Sound region and the dry plateaus of the east.

As your altitude increases, the composition of the forest changes from a mix of leafy and coniferous trees to almost entirely evergreen. The woods crowd close to the road, with an occasional pine tree sprouting up from a crack in the roadway. Snow has recently fallen in the area, coating the landscape in a four-inch thick blanket of white.

The air here is crisp and clean, far from the greasy waters of the Putrid Sound or Lake Ash. This must be what the world of the Ancients smelled like—fresh, green, and alive.

A patrol of sasquatch (one per hero, plus a leader whose statistics appear below) lurks hidden in the trees, waiting to ambush the heroes. These sasquatch are searching for the killers responsible for the deaths of two young sasquatch a few days earlier. They know only that the murderers (in actuality the group of Knights of Genetic Purity described in Scene 1) carried weapons that left burn marks on the victims. Being unfamiliar with advanced technology, they falsely assume that the heroes—who carry strange weapons themselves—must be to blame.

Have each hero make an Awareness–*perception* skill check with a +3 step penalty; success indicates that they detect the presence of the sasquatch patrol just before they attack and may act during the "surprise phase" (see "Surprise" in Chapter 3: Heroes in Action). Those who fail the check are caught flat-footed and may not act until the round begins.

The sasquatch open combat by firing their crossbows, after which they close to attack with their claws. They begin combat 20 meters from the heroes, and charge shouting epithets of "murderer" and "killer." Remember that movement is halved in the varied terrain created by the snow.

It is possible for the heroes to talk their way out of this fight, if they do so quickly. The sasquatch begin with a Hostile attitude, which applies a +2 step modifier to any encounter skill checks made by the heroes (see "Encounter Skills" in Chapter 3). If one or more of the heroes is a sasquatch, apply a -1 step bonus to encounter skill checks. If the heroes return fire or otherwise engage in combat before negotiating, apply an additional +1 step penalty to encounter skill checks (it's hard to talk these sasquatch out of a fight once they've started). Still, it's not an impossible task.

If the heroes manage to reach a truce with the sasquatch, Kurgan apologizes for the attack and offers to take wounded heroes back to the sasquatch village a few kilometers away. There, they are tended to by a sasquatch healer (Knowledge–*first aid* skill score 12), fed a simple meal, and can have their store of rations replenished. The sasquatch ask only that the heroes keep their eye out for those who might be responsible for the deaths of their young.

Barring a truce, these sasquatch neither ask for nor offer quarter, as they believe they are battling savage murderers. They retreat only if defeat seems inescapable. Each carries only a crossbow, a dozen arrows, and a pouch of dried meat and berries (approximately 2 days of rations for a man-sized creature).

Kurgan Longclaw

Patrol Leader
Level 7 Sasquatch Combat Spec

STR	14	(+2)	INT	9	(0)
DEX	8	(0)	WIL	9	(0)
CON	12		PER	9	

Durability: 18/18/9/9 Action check: 13+/12/6/3
Move: sprint 22, run 14, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last resort points: 1
Achievements: Personality Increase
Mutations: Durability Increase (unique), Natural Attack

Attacks

Claws*	20/10/5	d4+2w/d4+4w/d4+2m	LI/0
Crossbow	12/6/3	d4+2w/d6+2w/d4+1m	LI/0

*-d4 base situation die (Combat Spec ability)

Defenses
+2 resistance modifier vs. melee attacks

Skills
Athletics [13]–*climb [14], throw [14];* Unarmed [14]–*brawl [20];* Ranged [8]–*crossbow [12];* Stamina [12]–*endurance [15];* Survival [12]–*mountain [15];* Knowledge [9]; Awareness [9]–*intuition [10], perception [11];* Interaction [8]–*intimidate [10];* Leadership [9]–*command [10].*

Scene 3: Snowbound

This is a challenge scene, as described in Chapter 3: Heroes in Action. In it, the heroes must deal with the effects of a sudden blizzard as they travel through the pass.

Read or paraphrase the following text to the players:

> *For at least the fourth time during your journey, a light snowfall has begun. After a few minutes it hasn't tapered off–in fact, it seems to be growing thicker. Looking behind you, you notice that a mass of dark clouds has gathered in your wake.*
>
> *What do you do?*

Heroes with Survival–*training (mountain)* or Physical Science–*astronomy* may make the appropriate skill check with a -2 step penalty; success indicates that they realize a very large snowstorm is headed their way, and arrive in no more than an hour.

The heroes have two choices: forge ahead, or find shelter and ride out the blizzard. If they choose to continue, the blizzard reaches full force within an hour. This creates rugged terrain (1/4 movement) and creates a serious exposure challenge: Each hero must make a Stamina–*endurance* skill check every 30 minutes as described under "Exposure Challenge" in Chapter 3, possibly suffering stun damage. In addition, the environment inflicts a +4 step penalty to Stamina–*endurance* skill checks made to resist fatigue damage from overland travel (see "Strategic Movement" in Chapter 3); a Movement–*trailblazing* skill check can reduce this penalty by 1, 2, or 3 steps for an Ordinary, Good, or Amazing success.

Should the heroes seek shelter, a successful Survival–*training (mountain)* skill check (or an Investigate–*search* check with a +2 step penalty) locates a place to ride out the storm. The success of the skill check–Ordinary, Good, or Amazing–applies a -1, -2, or -3 step bonus to Stamina–*endurance* skill checks made to resist exposure (which must be made each hour during the blizzard).

In either case, the storm subsides after about 4 hours, leaving high drifts of snow ("rugged" terrain) across a 30-kilometer stretch of road. If the heroes continued moving during the storm, subtract the distance they traveled from this amount to find the remaining distance before returning to "varied" terrain. Traveling this stretch inflicts a +3 step penalty to exhaustion checks, which can be reduced by a Movement–*trailblazing* skill check as noted above.

Note that stun damage lost to exposure can't be regained until the heroes remove themselves from the environment. Unfortunately, conditions aren't likely to improve until the heroes reach Len's Burk. Alternatively, a hero with Survival–*training (mountain)* or Technical Science–*juryrig* can build a crude shelter with a successful complex skill check (6 successes required at a +1 step penalty, one roll per 15 minutes). A full night's sheltered rest (and a hot meal or two) should be enough to restore any lost stun points from the exposure.

Scene 4: Out of the Mountains

Once the heroes navigate Thunder Pass, the road follows the twisting course of the Yakmah River, gradually sloping down toward the vast plateau east of the Rainy Mountains: the Barren Lands. This is desolate territory, with dry, barren hills stretching as far as the eye can see.

Eventually the heroes arrive at Len's Burk, a small town growing up from the ruins of an Ancient city that once stood at the junction of two Ancient roads. From here, one path stretches to the east toward Spoken, while a second road leads south to Yakmah and eventually, Try City.

Len's Burk is a good place for the heroes to restock their provisions, though the locals charge a high price for goods (125% of list value). They'll also buy any extra cold-weather clothing, blankets, or similar gear that the heroes don't want to carry any longer, paying 50% of list price. The natives aren't unfriendly, just hard bargainers who know the value of their trade goods.

The Foot of the Mountains Inn caters to travelers, with a dozen private rooms (ranging from 2 to 5 gold per night) and a communal bunkroom (for 1 gold per night). A hot dinner and cold breakfast are included in the room price. Stabling costs an additional 1 gold per mount.

Since the heroes aren't likely to spend much time in Len's Burk, it isn't necessary for the Gamemaster to role-play the scene extensively. However, if the heroes interact with the locals, a Neutral or better reaction elicits a warning to beware the "dragon" that hunts between Len's Burk and Yakmah (see Scene 5).

Scene 5: Battling the Dragon

About 30 kilometers south of Len's Burk, have each player make an Awareness–*intuition* skill check for his hero. Heroes traveling in a motor vehicle suffer a +3 step penalty to this check. Those who succeed should be told

that the area seems unusually quiet—no birds can be heard, and no herd animals are visible at all.

The heroes can react to this information in whatever manner they wish, but 10 minutes later (in game time) each character may make an Awareness–*perception* check. Again, heroes in a motor vehicle suffer a +3 step penalty. This time, success indicates the hero hears a rumbling sound and sees a rising cloud of dust from over the next hill, a couple hundred meters away.

The heroes have 1 round to react to this information, and then read the following to the players:

Over the crest of a nearby hill appears a stampeding herd of rakoxen. There must be at least two hundred of them, rumbling in your direction. After a moment you realize why the rakoxen are stampeding: They're being pursued by a gigantic lizard, fully 20 meters from nose to tail, which lets out a bellowing roar as it grabs up rakoxen in its maw, shakes them, and tosses them aside to continue chasing the herd. You have only seconds before the herd—and the giant lizard—are upon you.

What do you do?

The herd and the kamodo are heading straight toward the heroes, moving at nearly 100 meters per round. Thus, they close the distance between them with only 2 rounds of all-out movement.

The kamodo is a truly fearsome beast and is highly resistant to many of the weapons or attack forms the heroes are likely to have available. This should be a grueling encounter, but one that the heroes should be able to survive, given decent strategy (or a properly timed escape).

Should the heroes flee directly away from the herd, it is possible (though unlikely) that they might be able to outrun it. Getting out of the way of the herd might also work, though there is a 1-in-4 chance that the herd happens to head in the same direction as the heroes.

Alternatively, the heroes may decide to "hunker down" and let the herd stampede past. In this case, each hero must make an Acrobatics–*dodge* skill check, the result of which indicates the amount of trampling damage incurred: Critical Failure d4m; Failure d4+2w; Ordinary d4+2s; Good d4s; Amazing no damage. If the heroes are also actively attempting to conceal their presence from the kamodo, have each hero make a Stealth–*hide* skill check; on an Ordinary or better result, the kamodo doesn't notice the hero. If it sees a hero, the kamodo must make a Will feat check to maintain pursuit of the herd in favor of the heroes.

If the heroes end up battling the kamodo, it opens combat with its mighty roar, inflicting stun damage to all within 50 meters. It then closes to attack with bite and tail slap.

The kamodo pursues fleeing prey for up to 5 rounds; after this time, if such prey is still outside the range of its roar, it leaves them to look for an easier meal.

Scene 6: Orlens of Yakmah

After crossing the Yakmah River, the Ancient road parallels the river for a couple of kilometers before passing through the orlen town of Yakmah, a collection of homes and farms between the road and the river. This fertile territory has allowed the orlens to raise abundant crops and create a relatively high standard of living (for Gamma Terra). A large dome-shaped building left over from the time of the Ancients still stands across the road from Yakmah and is used by the orlens in their athletic competitions.

The locals are friendly toward visitors as long as they don't cause any trouble, and are happy to sell or trade provisions to travelers for low prices (75% of the listed value).

Heroes may also notice that most orlens in Yakmah carry firearms of one sort or another. In fact, the town is heavily armed with Ancient Age weaponry, which the heroes can barter for if they wish. Assume that any Ancient Age pistol, rifle, or SMG (and appropriate ammunition) can be found somewhere in Yakmah, and the sale price depends on an Interaction–*bargain* skill check: Marginal, 110% of list value; Ordinary, 100% of list value; Good, 90% of list value; Amazing, 75% of list value. The orlens take any Ancient Age items (or gold) in trade.

The orlens also have a few skilled healers (skill score 14 in Medical Science–*surgery* and *treatment*) that work out of a restored hospital a couple kilometers south of town. They're happy to administer to injured heroes at a cost of 10 gold per skill check made.

Thanks to a handful of Radioactivist refugees passing through, the orlens know of the situation at Try City. They are also familiar with the Ancient radiation zone of Usdoe Hanfer, and give direction to those who ask: "Head south along the road to where it crosses Yakmah River, then turn east staying on the north bank of the river. Stay along the river as it turns north, and as it bends south again, look to the north for the round towers of Usdoe Hanfer on the horizon."

If the heroes follow these directions, go to Scene 7. If they head directly to Try City, go instead to Scene 8.

Should the heroes prove troublesome (particularly if they assault any orlen), the entire town of seventy-six orlens works together against the intruders. Unless the heroes are particularly well armed (and bloodthirsty), the orlens should be able to overcome them relatively quickly. The heroes' ultimate fate in this case is up to the Gamemaster's discretion.

Scene 7: Investigating Usdoe Hanfer

The Ancient nuclear facility known as Usdoe Hanfer once supplied power to the region. It also supplied nuclear weapons to the Ancient military forces, and Knights were able to recover or reconstruct much of the materials used for that task. These they took back to their fortress of Wall, located some 100 kilometers to the southeast as the yexil flies.

Note that the entire area is an R2 zone, and areas of greater radiation are noted. (At night, these areas of higher radiation emit a visible soft greenish-white glow). See "Radiation" in Chapter 3: Heroes in Action for information on the frequency of Constitution feat checks required by radiation zones, and the ramifications of failed checks. Heroes concerned about their exposure may choose to obtain enviro-suits such as those worn by the Knights here.

Read or paraphrase the following text to the players:

After spotting the tall, round towers on the horizon, it was only a couple of hours before the Ancient facility appeared within sight. Dozens and dozens of crumbling buildings are scattered around the towers you saw from a distance. From your vantage point atop a low rise a few hundred meters from the nearest structure, you can make out a handful of guards patrolling the area. Each is dressed in a bright yellow full-body suit (including a helmet with a clear faceplate) and carries a rifle.

Tyrell Dalles (see Scene 9) left six Knights behind as a rear guard, in case anyone tried to follow their tracks. Use the statistics for Knights of Genetic Purity found in Chapter 7: Creatures of Gamma Terra, except that they wear enviro-suits (d6-3 Ll, d6-2 Hl, d4-2 En).

If a Knight is captured, he can be questioned using the Investigate–*interrogate* skill at a +2 step penalty (Interaction–*interview* won't work unless the hero can somehow obtain at least a Neutral result from an encounter skill check). Each success solicits an answer to a question. Typical questions and answers are listed below; other questions should be adjudicated based on the information elsewhere in the adventure (keeping in mind that these guards don't know much about the plans of their leaders).

► **What were you doing here?** Guarding against intruders like you.

► **Why did the Knights come here?** To recover some of the Ancients' tools for creating radiation.

► **Why did the Knights attack Try City?** To destroy the mutants there.

► **Why were some mutants captured?** They were needed to retrieve some radioactive materials.

► **Where were these materials retrieved from?** Mostly here, but one patrol went west. (This is the group described in Scene 1.)

► **Where were these materials taken?** Back to Wall, but you can forget about stealing them. Nobody gets in there.

► **Why are the androids cooperating with the Knights?** Maybe they don't like mutants either.

► **What are these suits for?** Let's just say you'll be sorry you don't have one.

Should the heroes search for clues, have the group designate a "lead searcher" (this should be the hero with the best Investigate–*search* skill score). Assisting heroes can grant a bonus to the *search* skill check (see "Assisting Actions" in Chapter 3: Heroes in Action). Ask the players whether they are carrying out a quick, moderate, or careful investigation. The first option takes 4 hours (and inflicts a +3 step penalty), the second 8 hours (and inflicts a +1 step penalty), and the third 12 hours (at no penalty). A hero with the Leadership skill may attempt a *command* skill check to create an organized search; this grants a -1, -2, or -3 step bonus to the *search* skill check.

On an Ordinary success, the hero finds four dead mutants in various locations, three with bullet or laser wounds (the fourth died of radiation poisoning).

A Good success confirms that a large, coordinated search was made of this area within the past few weeks. Several buildings have clearly been looted of tools, supplies, and paperwork.

With an Amazing success, the searching hero also determines that at least fifty troops, some in heavy armor, took part in the search. They apparently arrived and left in some sort of vehicle that leaves no wheel tracks (the skybus described in Scene 10).

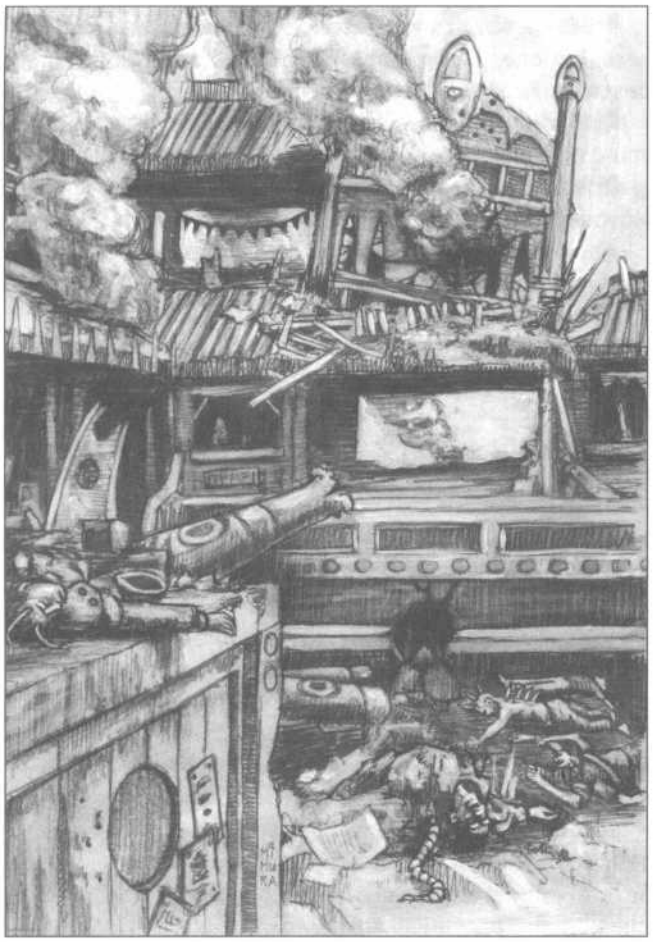
Scene 8: Ruins of Try City

Whether or not the heroes investigate Usdoe Hanfer in Scene 7, they eventually end up in Try City, a town that once was home to over three hundred Radioactivists. Today, the farms and shops of Try City are smoking ruins, destroyed by the Knights of Genetic Purity.

Read or paraphrase the following text to the players:

Thin trails of smoke rose ahead of you as you approached the town, and now you look upon the ruins of Try City. Most buildings are burned almost to the ground, and charred corpses litter the street. Whoever did this was serious about destroying the town, and carried out the grisly work with a methodical efficiency.

Have each hero make an Awareness–*perception* skill check; success allows the hero to hear the sound of



movement from behind a pile of rubble. If the heroes investigate, they find a survivor of the slaughter—a Radioactivist named Rand Carthage. Rand flees from any group that has at least one human (or human-appearing mutant), though it isn't difficult to catch up to him if the heroes so desire.

Assuming they can corral Carthage, the heroes can question him about what happened with a successful Investigate–*interrogate* or Interaction–*interview* skill check. Unless they calm his terror (accomplished by a successful Interaction–*charm* or Medical Science–*psychology* skill check), apply a +3 step penalty to checks made to elicit information from the frightened mutant.

Carthage knows the following:

► The attack came from the east a few weeks ago—several flying vehicles that disgorged armored men with guns when they landed.

► The attackers moved through town building by building, killing almost everyone they could find and burning the buildings. Those they didn't kill were taken captive.

► Many of the townsfolk tried to escape, but the attackers chased down most of them.

► Carthage himself hid in a cellar until the shooting started. He's been scavenging here ever since.

► There are a few more like him here, congregated in the cellar of the inn.

► After the killing, the attackers flew off to the north. He thinks they were headed to Usdoe Hanfer, the Ancient site that once created radiation.

Any Radioactivist can tell the heroes how to find Usdoe Hanfer: Just head northwest from Try City along the old road, and after about 25 kilometers or so you can see the round towers in the distance to the north. Most are also aware of the location of Wall, the fortress of the Knights of Genetic Purity to the southeast.

Carthage and the other survivors will be happy to hear of any plan of the heroes that involves battling the Knights of Genetic Purity, though they have little to contribute to such a plan. They did manage to swipe a fully charged laser pistol from a fallen Knight, and they happily trade it for a few days of rations, a couple of blankets, or similar supplies.

Scene 9: Bridge Guards

After crossing the Lumby River at Try City, the heroes pass through a collection of ruined buildings of the Ancients. These have been well searched (+3 step penalty to scavenging attempts), but curious heroes might be able to locate a few items of interest.

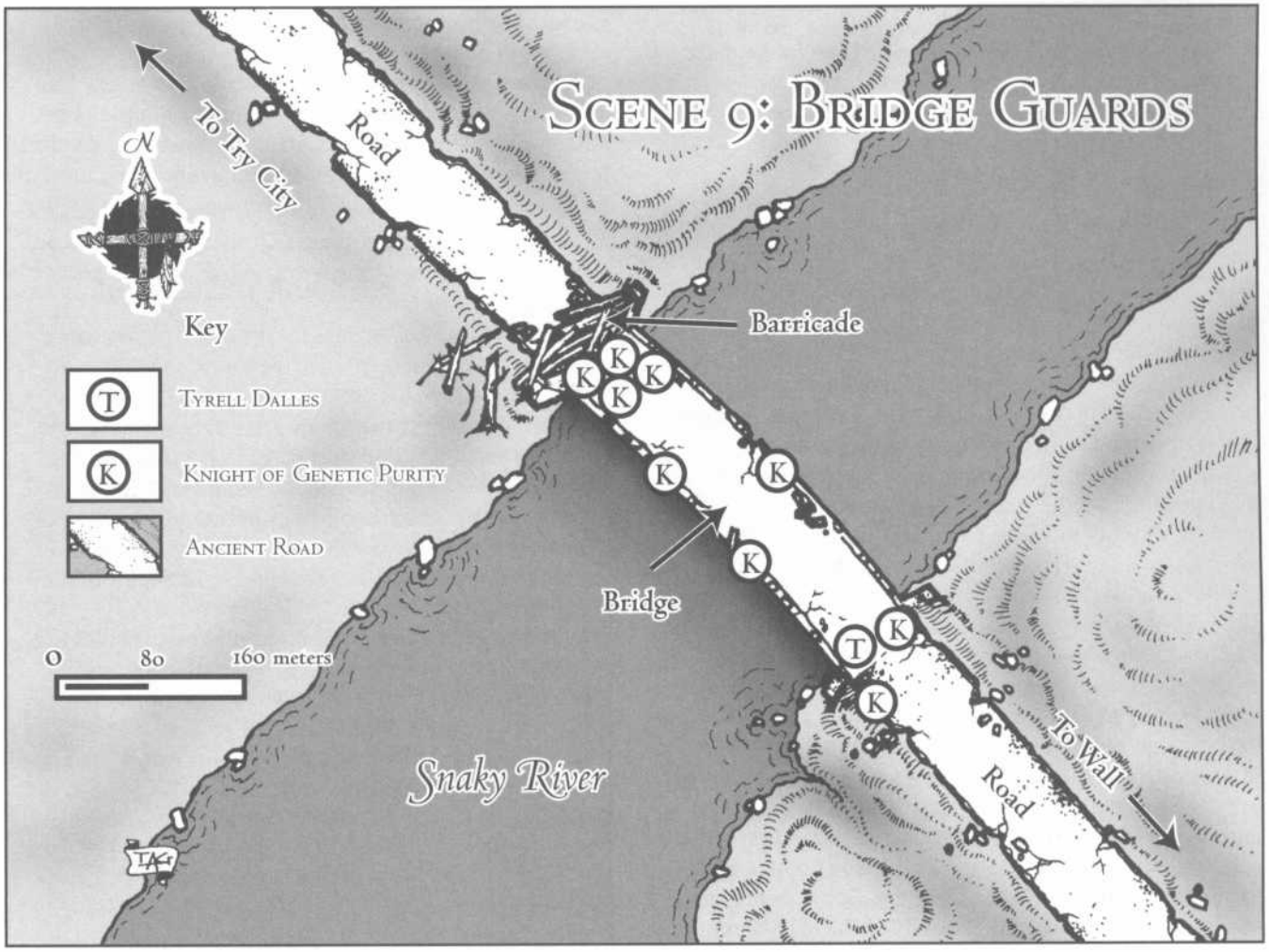
A couple kilometers outside these ruins, a bridge crosses Snaky River. Here, the Knights of Genetic Purity have established a guard post as extra insurance against curious outsiders from getting too close to their work at Wall. As the heroes approach within visual range of the bridge (about 500 meters), read or paraphrase the following:

Ahead of you a sturdy Ancient bridge spans the river. However, a crude barricade of logs has been erected at the near end of the bridge, blocking passage across. You can make out several human-sized figures guarding the barricade, as well as a large metallic figure standing behind them. All are carrying rifles.

What do you do?

Ten Knights of Genetic Purity guard the barricade. Nine are average members of the cryptic alliance (use statistics from Chapter 7: Creatures of Gamma Terra). The tenth, their leader, is named Tyrell Dalles and is detailed below. These Knights are charged with destroying any strangers approaching the bridge, and fight to the death in doing so. Defeated opponents are shot and their bodies dumped into the river.

If the heroes are wearing the distinctive enviro-suits taken from the Knights in Scene 7, they might be able to pass themselves off as Knights, though Dalles knows all the guards posted there, so apply a +3 step penalty



to any Deception–*bluff* skill checks. Of course, if any hero appears nonhuman, the plan has virtually no chance of success.

Should the heroes choose to retreat from or bypass this encounter, they must cross the 500-meter-wide river under their own power (using any of a number of methods). No other bridges across either the Snaky or Lumby Rivers exist for at least 100 kilometers in either direction.

Tyrell Dalles

Sergeant, Knights of Genetic Purity
Level 11 Pure Strain Human Combat Spec

STR	13	(+2)	INT	9	(0)
DEX	10	(0)	WIL	9	(0)
CON	11		PER	10	

Durability: 13/13/6/6 Action check: 15+/14/7/3
Move: sprint 22, run 14, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 1
Achievements: Strength Increase, Personality Increase, Action Check Increase (×2)

Attacks

Mark VII blaster rifle*	16/8/4	d6+1w/d8+2w/d6+1m	En/G
Gravmace	15/7/3	d8+4s/d6+4w/d8+4w	LI/O
Unarmed	16/8/4	d4+2s/d4+3s/d4+4s	LI/O
Plasma grenade	15/7/3	d4+2w/d6+2w/d4m	En/G

*-d4 base situation die (Combat Spec ability)

Defenses

Recon body tank: 2d4 (LI), 2d4 (HI), d6+2 (En) [Good toughness]
+2 resistance modifier vs. melee attacks

Skills

Armor Op [13]–*combat [14], powered [17];* Athletics [13]–*throw [15];* Melee [13]–*powered [15];* Unarmed [13]–*brawl [16];* Ranged [10]–*rifle [16];* Stamina [11]–*endurance [14];* Knowledge [9]; Animal [11]–*riding [12];* Awareness [9]–*intuition [10], perception [12];* Resolve [9]–*mental [10], physical [10];* Interaction [10]–*intimidate [12];* Leadership [10]–*command [12].*

Gear
Recon body tank, Mark VII blaster rifle (and four energy cells) gravmace (and four energy cells), two plasma grenades, security keycard (see Scene 10), footlocker key.

Scene 10: Fortress of Wall

The Fortress of Wall is a converted Ancient prison. Once responsible for housing criminals of all stripes, it now serves as a regional headquarters for the most bloodthirsty and xenophobic Cryptic Alliance on Gamma Terra: the Knights of Genetic Purity.

KGP technicians have been studying Ancient manuals and computer archives day and night since recovering the materials from Usdoe Hanfer, and they are on the verge of a breakthrough. They only needed a sample warhead to disassemble, and the team of Knights described by Shandra Fletcher in Scene 1 has delivered that to them.

Obviously, security is particularly high, and Protector of Purity Lorelei Wyker has her most alert guards on duty (Awareness–*perception* skill score 14). Still, there are a number of ways that heroes might choose to gain entrance to the compound.

► **Sneak past the guards.** Though many ruined buildings are nearby, virtually no cover exists within 100 meters of Wall, a fact that imposes a +4 step penalty to Stealth–*hide* skill checks during the day. At night, this penalty is reduced to +2. In either case, a successful Security–*protection protocols* skill check applies a -1, -2, or -3 step bonus (for an Ordinary, Good, or Amazing success). Compare the worst result of the skill checks to an Awareness–*perception* skill check of the guards; they immediately open fire on anyone spotted sneaking up to the compound.

► **Fast-talk the guards.** Heroes who appear human can attempt to pose as Knights of Genetic Purity to gain access. A Deception–*bluff* or Interaction–*charm* or *intimidate* skill check (possibly replaced or augmented by a mutation) can get the heroes past the guards; initial attitude will be Neutral. (If the heroes disguise themselves as Knights, and the guard fails an Awareness–*perception* skill check, the initial attitude is Friendly.) A Friendly or Charmed result indicates that the bluff has succeeded, while Neutral result indicates that the guard calls over the sergeant at area 14 for verification. A Hostile result means the guard sees through the bluff and attacks. Of course, the guards open fire on any nonhuman hero approaching the facility.

► **Cause a diversion.** A substantial diversion (such as an explosion or feinted assault) could draw the attention of some of the guards. Allow the hero devising the diversion to make a Security–*protection protocols* skill check; success inflicts a +1, +2, or +3 step penalty to the guards' Awareness skill checks for d6 minutes, plus 1 minute per degree of success.

► **Frontal assault.** Probably suicidal, as nearly four hundred Knights of Genetic Purity live within the compound. Beginning d4 rounds after the sounds of combat begin, d4 additional Knights appear every round until all arrive, and they won't pull any punches.

Fortress of Wall Room Descriptions

This section is broken out from the scenes since it may well encompass several different encounter, challenge, or combat scenes.

Remember that the Knights are at an uncommonly high level of alert due to their current activities. A patrol of d6+2 Knights responds to any cry for help within d4+1 rounds, and more continue to arrive as long as combat continues. It's entirely possible that unwary heroes might attract the entire population of Wall by starting a fight.

On the other hand, careful heroes might be able to search most of the fortress without alerting anyone to their intrusion, particularly if they can pass as human or android. Human-looking heroes in the armor or uniform of a Knight probably won't get a second look unless they act suspiciously (grant a –2 step bonus to any encounter skill checks while so disguised).

Random Encounters Within Wall

While the heroes move around within Wall, there is a chance that they run into other denizens of the fortress. Roll d6 every 10 minutes of game time; on a 1, roll on the table below to determine who the heroes encounter.

d4	Wall Encounter
1	**Off-duty Knights** (d4). The heroes encounter a group off-duty Knights going to or from their quarters. The Knights are armed but not armored. They do not question any humans or androids encountered, but immediately open fire on any other heroes while calling for help.
2	**Knight patrol** (d6). This group of Knights is just going on or off guard duty, so they are fully armed and armored. Otherwise they react as the off-duty Knights, above.
3	**Security detail** (d4+2). These Knights are on a routine security sweep of the compound. They question anyone out of uniform or otherwise appearing unusual, and immediately attack intruders.
4	**Android technicians** (d4). These androids are part of the group working for Quintek on the

bomb project. They don't know anything about Wall security, and won't look twice at human heroes. They try to strike up a conversation with android heroes, and call for guards if they see any other race of hero.

A Note About Security: Security doors (as marked on the Fortress of Wall map) require a keycard to pass through. The following individuals carry keycards: Protector Wyker, Quintek, and all sergeants. If the heroes don't have a keycard, they can either try to disarm or destroy the security door.

To disarm the door, one of the heroes must make a complex Security–*set/disarm traps* skill check (6 successes required, +1 step penalty, 1 check per round). Destroying a security door requires 20w of Ordinary-firepower damage or 10w of Good-firepower damage (mortals count for 2w each, ignore stun damage), though it dispels any chance of surprising the individuals inside and is likely to draw the attention of those nearby.

1. Outer Wall
This 6-meter-high wall is topped by razor-wire; anyone trying to pass through it must make an Acrobatics–*dodge* skill check to determine how much damage is suffered: CF d6+1w, Failure d4w, Ordinary d4+1s, Good d4s, Amazing no damage. (A Security–*set/disarm traps* or Technical Science–*juryrig* skill check grants a –1, –2, or –3 step bonus to the *dodge* skill check.)

A catwalk along each wall connects the guard towers.

2. Guard Tower
At each corner is a 15-meter-high guard tower, occupied by two Knights with normal equipment plus a heavy machine gun (skill score 14) and ten belts of ammunition.

Guard towers in the center of the walls are 10 meters tall. The two Knights within have normal equipment (but no machine gun).

All Knights in towers have medium cover; ranged attacks against them suffer a +2 step penalty. Each tower has a spiral staircase that leads down to ground level.

3. Front Gate
In the days of the Ancients, a large administration building surrounded this entrance, inside which prisoners were processed and visitors cleared for entry.

Today, that building is gone, and only the great barred double doors are left. Four Knights stand guard outside the gate, and two more stand just inside the inner door.

The Knights have juryrigged the original electronic locks, the controls of which are located on the wall inside the inner door. Only one door can be opened at a time (similar to an airlock), and only from that control panel.

4. Courtyard
This open yard is used for combat practice, drilling, and oratory. At any time during the day d6+4 Knights can be seen practicing or just hanging out. At night, d6–2 Knights loiter here.

5. Vehicle Gate
This back entrance is used for vehicles and steeds. It can only be opened from the inside, where four Knights stand at all times. Unlike the front gate, there is only a single large gate, which opens into a 4-meter-tall "hallway" through the wall.

6. Back Yard
This grassy area serves as a grazing area for steeds and vehicle storage. Twenty-two horses are currently here, and a skybus is parked here during most hours.

7A–E. Barracks
Once home to prisoners, the cellblocks now serve as barracks for the Knights. For simplicity's sake, assume that each of the three levels of each building have the same floorplan as that indicated on the map. Dotted lines indicate catwalks on the upper floors (in the case of Barracks C, the entire hallways of levels 2 and 3 are catwalks).

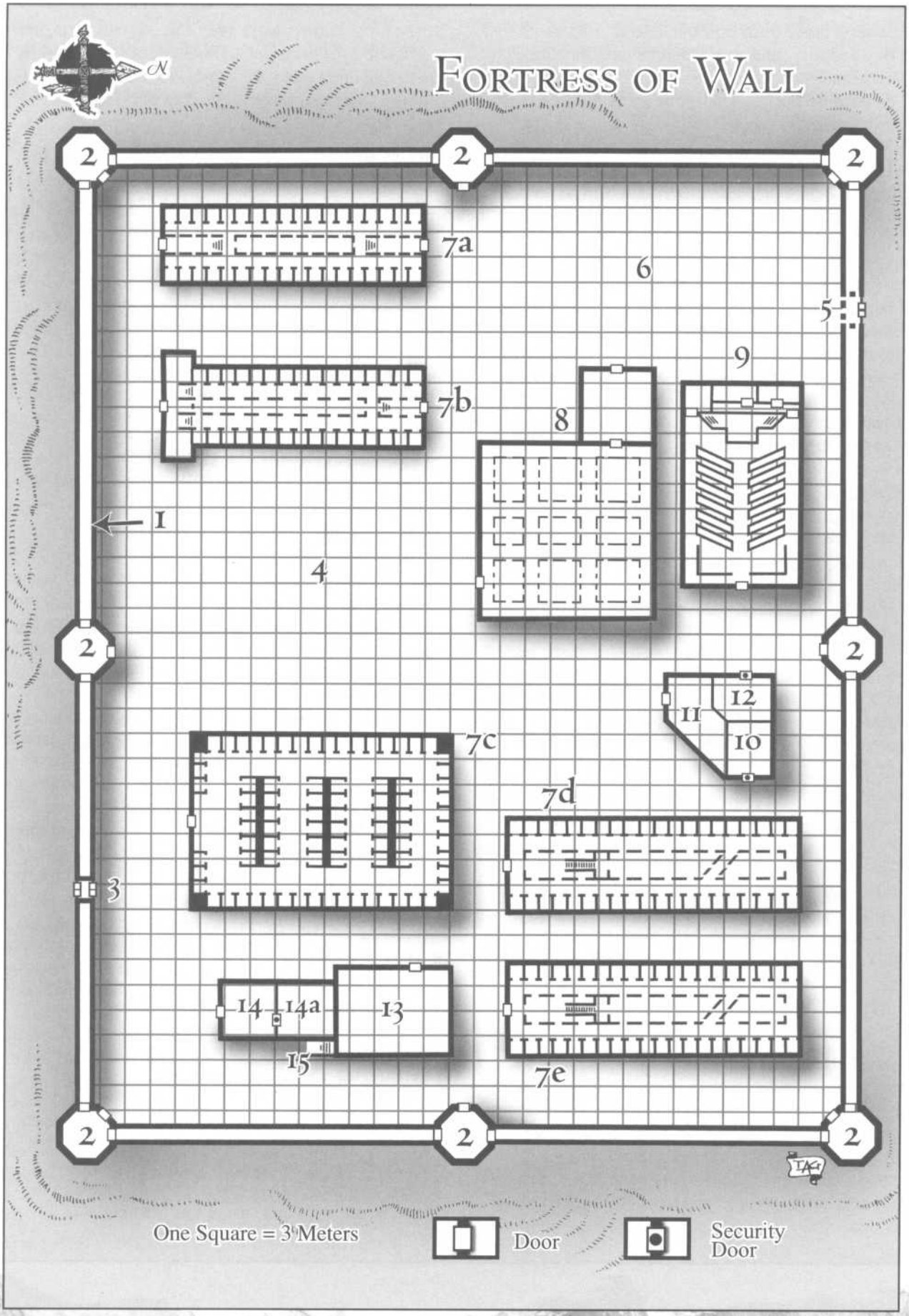
Cell doors are open at all times, since the Knights have been unable to restore power to these buildings. For each cell investigated, roll d6. On a 1, there is a sleeping Knight within. On a 2, there is a Knight awake (but not wearing his armor or weapons). On a 3 or 4, the cell is currently unoccupied, and the resident has taken his equipment with him. On a 5 or 6, the cell is uninhabited.

If a fight occurs, assume that 1/6 of the cells are occupied by sleeping Knights and 1/6 by awake Knights.

8. Mess Hall/Kitchen
At any hour of the day or night d6–1 Knights are present in the mess hall, though there is a 1–in–6 chance that the heroes stumble upon a meal in progress, when 2d6+2 Knights are here eating. They react similarly to other Knights encountered within Wall.

This building is a full 6 meters tall, though it has only one "floor." A rusting and disused catwalk runs along the inner wall of this building (and across the middle at regular intervals) at a height of 3 meters. Anyone standing on the catwalk has an excellent view of the entire mess hall, as well as the nearby buildings through the windows at this height.

Adventures in Gamma World



The adjoining kitchen is relatively advanced for Gamma Age standards, as the Knights have been able to restore electricity to the cooking appliances here.

9. Chapel
Protector Wyker uses this former prison chapel for inspirational speeches. It seats approximately 250 people, with room for another 150 standing or sitting in the aisles. Other than during such addresses, the building stands empty.

The leftmost back room is an empty storage chamber. The other two rooms are offices occasionally used by high-ranking Knights for meetings.

10. Sergeants' Quarters
This room is the living quarters for the six sergeants: Tyrell Dalles (currently on bridge guard duty, see Scene 9), Max Rulo, Connor Drummond, Sheel LaCrosse, Dale Marengo, and Athena Delaney. During the day, there d4–2 sergeants are present; at night, d4–1 will be sleeping here. Note that Sgt. Marengo mans the Supply Depot during the day, so he'll only rarely be encountered here during that time.

Each sergeant has statistics identical with Dalles, except that they wear attack armor (d4+1 Ll, d6+1 Hl, d6–1 En) and carry flechette rifles (d4+1w/d6+1w/d4+1m) and tasers (d4+1s/d4+3s/d6+4s). Anyone entering the room will be questioned; if the intruder doesn't have a good story (Deception–*bluff*), the residents call the guards.

Under each bunk is a padlocked footlocker holding clothing, an extra d4 clips of ammunition, and 5d6 gold. Each guard carries the key to his or her locker, as well as a security keycard.

11. Android Quarters
This room is reserved for the dozen androids who work at Wall. At any given time 2d4 androids can be found here (use statistics from Chapter 7: Creatures of Gamma Terra). They assume that any humans encountered within Wall are Knights of Genetic Purity, though heroes of other races draw attention (and a call for the guards).

12. Protector's Quarters
Two Knight guards (standard statistics) stand at attention outside this door. They initially prevent any hero from entering, but a successful Deception–*bluff* or Interaction–*charm* or *intimidate* skill check convinces them to notify the Protector of the heroes' presence. (If she isn't here, they tell the heroes to go look in the Laboratory.) This room is accessed through a security door (see above), but only Wyker's key unlocks it.

The room contains a large desk, a wardrobe, an armor and weapon rack, and (behind a movable partition) a queen-sized bed. A small locked chest under the bed (the key is in a desk drawer) holds some personal effects, 500 gold, and a few pieces of jewelry (worth a total of 1,000 gold).

During the day, Wyker can often (3-in-6) be found here; otherwise, she is in the Laboratory, overseeing the work of the android Quintek. At night, she sleeps here, but wakes immediately at the slightest noise. Her statistics are presented in Scene 11.

Since she's the only one whose key opens the door, she immediately calls for the guards if anyone manages to enter without her permission. She prides herself on knowing all the Knights under her command, and questions anyone unfamiliar to her.

13. Infirmary
This twenty-bed infirmary is currently occupied only by a medic (as Knight with Medical Science–*treatment* skill score 12) and two patients. The first is an android suffering from radiation sickness (+2 step penalty to all actions), and the second is a Knight wounded in target practice (only 6w and 6s remaining). The doctor carries a semiautomatic pistol (skill score 12) and wears no armor; the patients are unarmed and wear no armor. If they spot any suspicious individuals, they call for the guards.

Note that because of its proximity to the Laboratory, this room is an R2 zone. This shouldn't affect the heroes (since Constitution feat checks are only required once per week).

Heroes who loot this room for medical equipment may make an Investigate–*search* skill check (using Knowledge–*first aid* or Medical Science–*treatment* or *surgery* to assist); a Marginal, Ordinary, Good, or Amazing result allows 1, 2, 3, or 4 rolls on the chart below to discover what is located. Each *search* skill check requires five minutes.

d8	Item Found (maximum found)
1	First aid kit (6)
2	Anesthetic (8)
3	Antibiotics (12)
4	Sedative (6)
5	Antiradiation serum (12)
6	Coagulant (4)
7	Trauma pack (3)
8	Smart trauma pack (1)

14. Supply Depot
Sergeant Dale Marengo (see Sergeants' Quarters for information) is in charge of tracking and distributing all arms and ammunition to the Knights, and he takes his job seriously. He won't give out even a single clip of ammo unless presented with a signed release from another sergeant, Protector Wyker, or Head Technician

Quintek. Any encounter skill check attempted to bypass Marengo's policies suffers a +2 step penalty.

Like the Infirmary, this room is an R2 zone because of its proximity to the Laboratory. This shouldn't affect the heroes (since Constitution feat checks are only required once per week). However, it has resulted in a slight case of radiation sickness for Sgt. Marengo (+2 step penalty to actions).

A security door (see above) leads from this room to the weapons storeroom (14A). Marengo carries a key-card that accesses it. Inside the storeroom are the following items:

- Uniforms (60)
- tasers (4)
- pulse batons (2)
- semiautomatic pistols (12) (24 clips)
- flechette pistols (4) (12 clips)
- laser pistols (2)
- assault rifles (24) (120 clips)
- flechette rifles (6) (24 clips)
- laser rifles (2)
- 9mm submachine guns (6) (24 clips)
- laser submachine guns (2)
- heavy machine gun (1) (20 belts of ammo)
- handheld SAMs (4)
- concussion grenades (48)
- fragmentation grenades (24)
- stun grenades (18)
- plasma grenades (12)
- energy cells (24)
- energy cell charger (1)
- suits of partial plate armor (12)
- suits of assault gear (6)
- suits of attack armor (2)
- suits of enviro-armor (12)
- and one damaged recon body tank (which requires a complex Technical Science–*repair* skill check of 10 successes at a +3 step penalty, one roll per two hours, before it functions).

15. Laboratory

This room is directly above the Infirmary and Supply Depot, and can only be accessed through a security door (see above) at the top of the indicated staircase. Two Knight guards stand outside the door at all times, though they can be bluffed, charmed, or intimidated into letting human or android heroes inside.

When the heroes gain access to this room, move to Scene 11.

Scene 11: Inside the Lab

All research and development work on reconstructing the Ancient nuclear weapons is carried out in this room.

Assuming that the heroes haven't already encountered her elsewhere, there is a 3-in-6 chance that Protector Lorelei Wyker is also within the Laboratory, watching the androids through the window. While here, she wears enviro-armor over her fabristeel jumpsuit.

In the workroom are Quintek (the head technician), and six android technicians (use statistics from Chapter 7: Creatures of Gamma Terra, except that they wear enviro-suits and carry no pulse batons). The androids assume that any humans entering are Knights of Genetic Purity, and that any androids are additions to the work force. Any other hero species elicits a call for the guards outside.

On the tables of the workroom are two partially assembled nuclear weapons, along with shelves full of equipment and tools. It is up to the Gamemaster to decide whether heroes who investigate this room might be able to complete the work.

The storage room is full of radioactive material, from barrels of toxic waste to containers of uranium or plutonium.

Note that the workroom and storage room are R5 zones (Constitution feat check every minute), while the main room is an R4 zone (Constitution feat check every hour) because of the poorly shielded work room. If the shielding is breached (for instance, by a Critical Failure achieved by anyone shooting in its general direction), the entire floor becomes an R5 zone. See "Radiation" in Chapter 3: Heroes in Action for more information on this topic. Wyker and the androids take special care to avoid damaging the shielding.

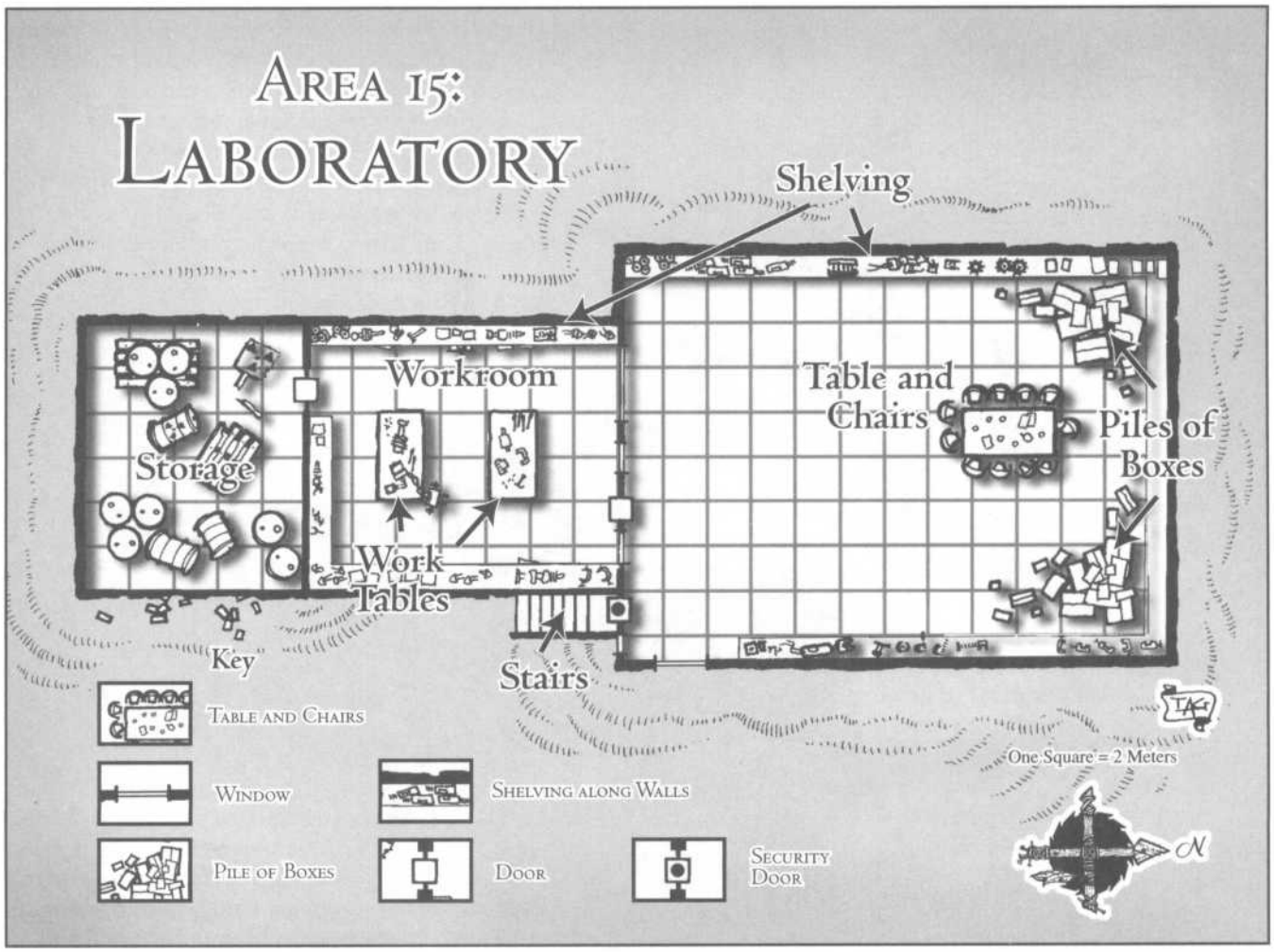
If it becomes clear that their operation has been compromised, Wyker attempts to organize any remaining Knights to destroy the intruding heroes. Should this be impossible, she flees with as many of her troops as possible, reconnoitering a few kilometers east of Wall. A sound tactician, Wyker can recognize when a situation is untenable, and won't attempt to retake the fortress if outmatched by the heroes. Otherwise, she and her troops return in 2d6 hours to regain their home.

The androids, on the other hand, seek first to protect their work, and then to defend the humans of Wall. Failing either of these tasks, they leave the area, returning to their brethren in Settle.

Quintek

Head Technician
Level 12 Android Tech Op

STR	8	(0)	INT	14	(+2)
DEX	10	(0)	WIL	8	(0)
CON	12		PER	8	



Durability: 12/12/6/6 Action check: 13+/12/6/3*
Move: sprint 18, run 12, walk 4 # Actions: 2
Reaction score: Ordinary/2 Last Resorts: 1
*-d4 base situation die when fast chip activated

Attacks

Unarmed*	4/2/1	d4s/d4+1s/d4+2s	LI/O
Tangler pistol	14/7/3	special	special

*+d4 base situation die (untrained)

Defenses

Enviro-armor: d6-1 (LI), d6 (HI), d6-1 (En)
+1 resistance modifier vs. melee attacks

Skills

Armor Op [8]–*combat [9];* Athletics [8]; Ranged [10]–*pistol [14];* Stamina [12]; Computer Science [14]–*hardware [16], programming [16];* Demolitions [14]–*disarm [16], scratch-built [20], set [16];* Knowledge [14]–*deduce [16];* Technical Science [14]–*artifact [20], juryrig [20], repair [16];* Awareness [8]–*perception [9];* Resolve [8]–*mental [10];* Interaction [8]–*bargain [10];* Leadership [8].

Gear

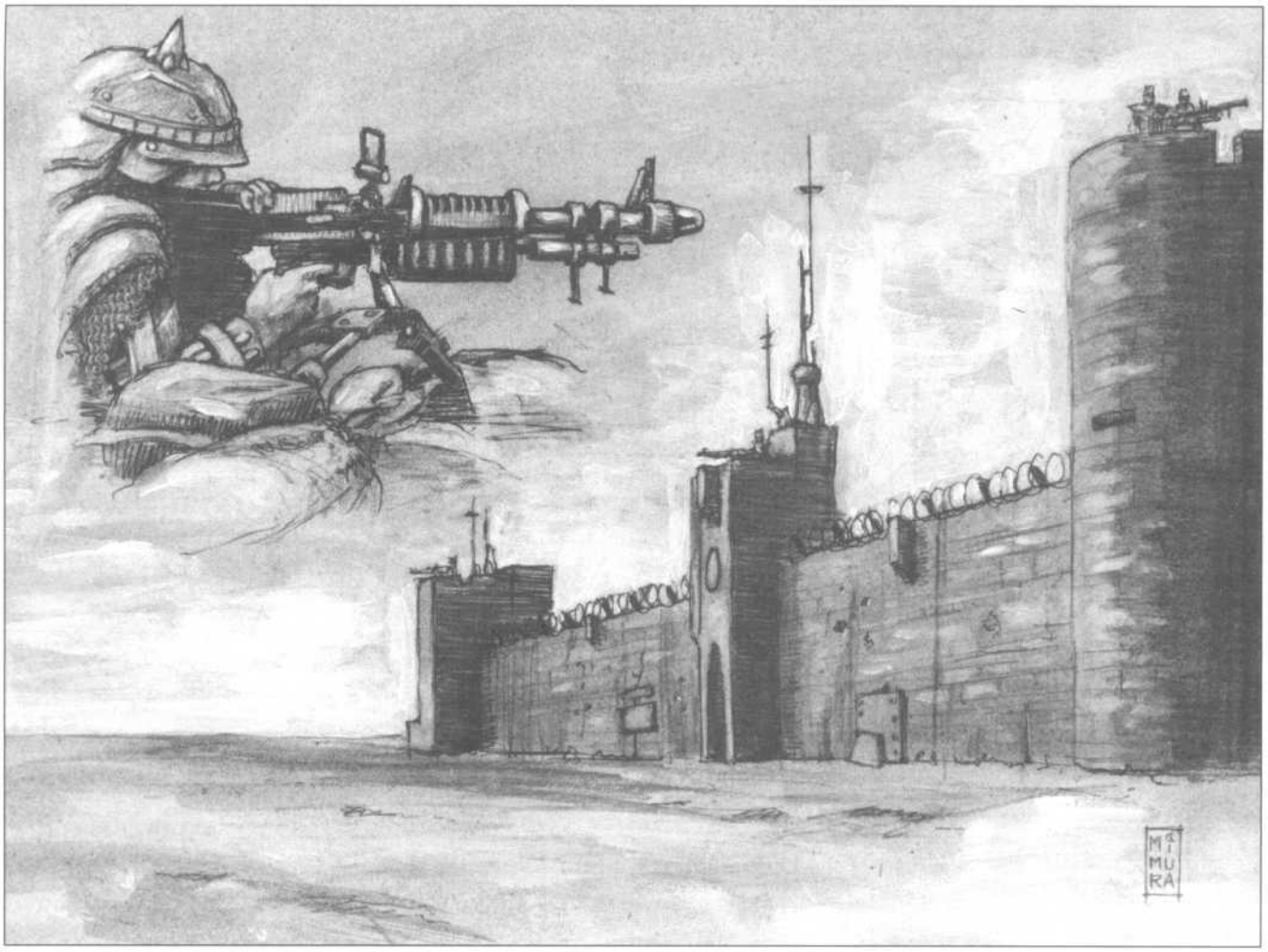
Nanocomputer (implanted), cyberoptics, optic screen, fast chip, enviro-armor, black ray pistol (and four energy cells), specialized toolkit (*juryrig*), microcomputer (see Scene 11), security keycard.

Lorelei Wyker

Protector of Purity
Level 20 Pure Strain Human Combat Spec

STR	11	(+1)	INT	9	(0)
DEX	10	(0)	WIL	11	(+1)
CON	10		PER	11	

Durability: 12/12/5/5 Action check: 15+/14/7/3
Move: sprint 22, run 14, walk 4 # Actions: 3
Reaction score: Ordinary/2 Last Resorts: 2
Achievements: Action Check Increase (×2), Extra Action, Constitution Increase, Personality Increase



Attacks

Vibro blade*	18/9/4	d4+1w/2d4w/d4+1m	En/G
Mark IX blaster SMG	16/8/4	d6+1w/d6+2w/d6m	En/G
Stun grenade‡	13/6/3	d6s/d8s/d8+2s	En/0

*-d4 base situation die (Accuracy)
-d6 base situation die (Accuracy, Combat Spec ability)
‡+d4 base situation die (Accuracy)

Defenses

Fabristeel jumpsuit: d6 (LI), d6 (HI), d6-1 (En)
OR Enviro-armor: d6-1 (LI), d6 (HI), d6-1 (En)
+1 resistance modifier vs. melee attacks
+1 WIL resistance modifier vs. encounter skills

Skills

Armor Op [11]–*combat [14];* Athletics [11]–*throw [13];* Melee [11]–*powered [18];* Ranged [10]–*rifle [12], SMG [16];* Stamina [11]–*endurance [14];* Knowledge [9]–*deduce [11];* Tactics [9]–*infantry [14];* Animal [10]–*riding [12];* Awareness [11]–*intuition [15], perception [16];* Resolve [11]–*mental [16], physical [14];* Interaction [11]–*charm [14], intimidate [14];* Leadership [11]–*command [16].*

Gear

Fabristeel jumpsuit, enviro-armor, vibro blade (and four energy cells), Mark IX blaster SMG (and four energy cells), four stun grenades, security keycard.

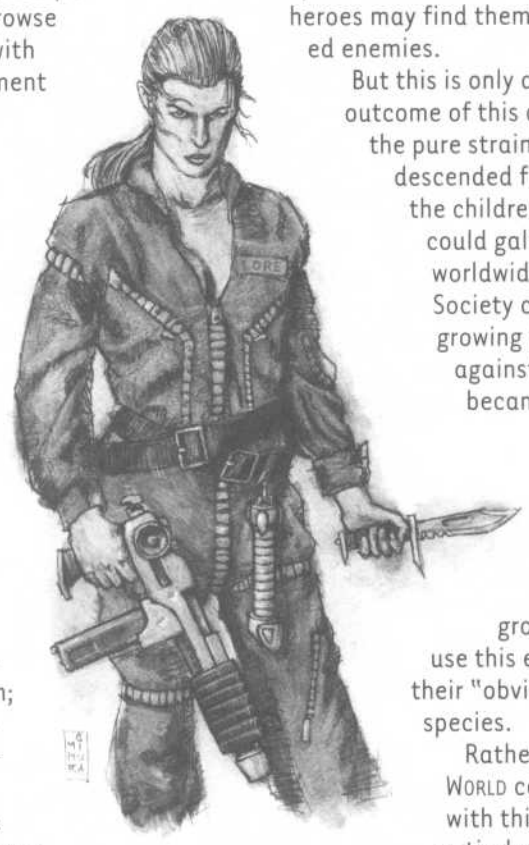
Scene 12: The Discovery

Heroes with the Computer Science skill can attempt to access the files on Quintek's microcomputer. A simple Computer Science–*hacking* or *programming* skill check brings up the equivalent of a file menu, with topics such as Construction Timeline, Resources, Device Schematics, Personnel Schedule, and so forth. These are generally self-explanatory, detailing plans to rebuild the nuclear weapons of the Ancients.

However, unknown even to Quintek, there are files buried deep within the computer's memory—files dating back to the Shadow Age. Allow the hero working with the

computer an Awareness–*intuition* skill check (with a -1 step bonus for every three ranks of *hacking* or *programming* the hero has). Success indicates that he gets the feeling the computer is running more slowly than it should, based on the quantity of information contained in the file directory. (If the hero doesn't immediately think to check for hidden files, allow him a Knowledge–*deduce* skill check (with the same bonus as noted above) to come to that conclusion.)

These secret files can be accessed with a complex Computer Science–*hacking* or *programming* skill check (5 successes, +2 step penalty, one roll per minute). Once accessed, the hero can browse through an entire hidden subdirectory, with topics such as Troop Deployment, Armament Allocations, and Conquest Parameters, Resettlement Proposals. These plans detail a proposed conquest of Earth (in this case, a city called "Seattle") through the use of soldiers who were part human, part machine. One topic, entitled Security Measures, describes how the conquerors had perfected a method of genetic recognition that prevented their opponents from utilizing captured weapons. Even the biomechanical soldiers were limited in their access to the best equipment to prevent them from overthrowing their masters.



One file is an image of a high-ranking official of the invading force giving a speech to a large crowd. The man delivering the address looks completely human; in fact, he appears to be a perfect specimen of humanity–flawless skin, tall powerful stature, and winning smile. Indeed, the entire crowd looks similar, each one a vision of human perfection–just like the pure strain humans of the Gamma Age. The architecture, however, looks nothing like anything the heroes have ever seen–even the ruined buildings of the Ancients don't resemble it in the least.

In fact, these files are proof that the pure strain humans of Gamma Terra are in fact descendants of the Invaders, whose presence ushered in the Shadow Age and led to the downfall of Ancient civilization. What, if anything, the heroes choose to do with this information is up to them (see Aftermath, below).

Aftermath

At a minimum, the heroes should be able to slow or halt the Knights' plans to rebuild the nuclear weapons of the Ancients. They may be so successful as to substantially disable the Knights' operations in this area of the world. Certainly if Wyker is slain and the Knights of Wall dispersed, it will be some time before they can rebuild their power structure here. Of course, small bands of Knights of Genetic Purity still exist, regardless of the heroes' success. Indeed, if word gets out as to who was responsible for this strike against the Knights, the heroes may find themselves with some very dedicated enemies.

But this is only a small part of the potential outcome of this adventure. The realization that the pure strain humans, rather than being descended from the Ancients, are actually the children of the Invaders themselves, could galvanize antihuman sentiment worldwide. Groups such as the Iron Society could see their memberships growing by leaps and bounds as violence against the offspring of the Invaders became popular among mutants of every stripe. Androids would be forced to decide whether they should return to the service of their creators' children or remain independent. And human-first groups like the Knights would only use this evidence as further proof of their "obvious" superiority to other species.

Rather than being the end of a Gamma World campaign, what the heroes do with this information could spark an entirely new direction for the campaign. Some heroes will no doubt choose to destroy this information and take the secret of the humans to their graves, rather than risk the strife that might be caused by such a revelation. On the other hand, releasing this evidence could send the world in a totally new direction as heroes were forced to choose a side in the inevitable conflict.

The future of Gamma Terra is in the hands of you and your players. What you do with it is up to you.

► Alternity® Science Fiction Roleplaying Game Hero Sheet ◄

Hero's Name _____ Player's Name _____

Species _____ Gender _____ Profession _____ Career _____

Attributes _____ Last Resorts _____ ☐☐☐☐☐

Setting _____ Gamemaster _____ Last Resort Cost _____

ABILITY	Score	Untrained	Res. Mod.
Strength			
Dexterity			
Constitution			
Intelligence			
Will			
Personality			

ACTION CHECK SCORE

Marginal	Ordinary	Good	Amazing
+			

DIE ( ) ACTIONS PER ROUND ( )

COMBAT MOVEMENT RATES

Sprint _____ Run _____ Walk _____

Easy Swim _____ Swim _____ Glide _____ Fly _____

DURABILITY

Stun ( ) ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Fatigue ( ) ☐☐☐☐☐☐☐☐☐☐

Wound ( ) ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Mortal ( ) ☐☐☐☐☐☐☐☐☐☐

ARMOR

(LI)	(HI)	(En)

PERSONAL DATA

Age _____ Height _____ Weight _____

Appearance _____

Allegiance _____

Social Status _____

Contacts _____

Enemies _____

Wealth _____

GAME DATA

Special Abilities _____

Perks _____ Flaws _____

Other _____

ATTACK FORMS

Attack Forms	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	___/___/___		LI/0	Personal	___/___/___
	___/___/___				___/___/___
	___/___/___				___/___/___
	___/___/___				___/___/___

SITUATION DIE STEPS SCALE

BONUS												PENALTY
–d20	–d12	–d8	–d6	–d4	+d0	+d4	+d6	+d8	+d12	+d20	+2d20	+3d20

ACHIEVEMENT TRACK Skill Points Spent _____ Stored _____

Hero's Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

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▶ Gamma World Skill Sheet ◀

STR Skills	Rank	Score
Armor Operation	___	[__/__/__]
Combat	___	[__/__/__]
Powered	___	[__/__/__]
Athletics	___	[__/__/__]
Climb	___	[__/__/__]
Jump	___	[__/__/__]
Throw	___	[__/__/__]
Heavy Weapons	___	[__/__/__]
Direct fire	___	[__/__/__]
Indirect fire	___	[__/__/__]
Melee Weapons	___	[__/__/__]
Blade	___	[__/__/__]
Bludgeon	___	[__/__/__]
Powered	___	[__/__/__]
Unarmed Attack	___	[__/__/__]
Brawl	___	[__/__/__]
Power mar. arts	___	[__/__/__]

DEX Skills	Rank	Score
Unarmed Attack	___	[__/__/__]
Acrobatics	___	[__/__/__]
Daredevil	___	[__/__/__]
Defensive mar.arts	___	[__/__/__]
Dodge	___	[__/__/__]
Fall	___	[__/__/__]
Flight	___	[__/__/__]
Manipulation	___	[__/__/__]
Lockpick	___	[__/__/__]
Pickpocket	___	[__/__/__]
Prestidigitation	___	[__/__/__]
Ranged Weapons	___	[__/__/__]
Bow	___	[__/__/__]
Crossbow	___	[__/__/__]
Pistol	___	[__/__/__]
Rifle	___	[__/__/__]
Sling	___	[__/__/__]
SMG	___	[__/__/__]
Stealth	___	[__/__/__]
Hide	___	[__/__/__]
Shadow	___	[__/__/__]
Sneak	___	[__/__/__]
Vehicle Operation	___	[__/__/__]
Air	___	[__/__/__]
Land	___	[__/__/__]
Water	___	[__/__/__]

CON Skills	Rank	Score
Movement	___	[__/__/__]
Race	___	[__/__/__]

CON Skills	Rank	Score
Swim	___	[__/__/__]
Trailblazing	___	[__/__/__]
Stamina	___	[__/__/__]
Endurance	___	[__/__/__]
Survival	___	[__/__/__]
Survival training	___	[__/__/__]

INT Skills	Rank	Score
Computer Science	___	[__/__/__]
Hacking	___	[__/__/__]
Hardware	___	[__/__/__]
Programming	___	[__/__/__]
Demolitions	___	[__/__/__]
Disarm	___	[__/__/__]
Scratch-built	___	[__/__/__]
Set explosives	___	[__/__/__]
Knowledge	___	[__/__/__]
Ancient language	___	[__/__/__]
Ancient lore	___	[__/__/__]
Deduce	___	[__/__/__]
First aid	___	[__/__/__]
_____ *(specific)*	___	[__/__/__]
Law	___	[__/__/__]
Local justice	___	[__/__/__]
Moral code	___	[__/__/__]
Life Science	___	[__/__/__]
Biology	___	[__/__/__]
Botany	___	[__/__/__]
Mutations	___	[__/__/__]
Zoology	___	[__/__/__]
Medical Science	___	[__/__/__]
Psychology	___	[__/__/__]
Surgery	___	[__/__/__]
Treatment	___	[__/__/__]
Navigation	___	[__/__/__]
Land	___	[__/__/__]
Water	___	[__/__/__]
Phys. Science	___	[__/__/__]
Astronomy	___	[__/__/__]
Chemistry	___	[__/__/__]
Physics	___	[__/__/__]
Security	___	[__/__/__]
Protection protocols	___	[__/__/__]
Set/disarm traps	___	[__/__/__]
Tactics	___	[__/__/__]
Cavalry	___	[__/__/__]
Infantry	___	[__/__/__]
Technical Science	___	[__/__/__]
Artifact knowledge	___	[__/__/__]

INT Skills	Rank	Score
Invention	___	[__/__/__]
Juryrig	___	[__/__/__]
Repair	___	[__/__/__]

WIL Skills	Rank	Score
Animal handling	___	[__/__/__]
Animal riding	___	[__/__/__]
Animal training	___	[__/__/__]
Awareness	___	[__/__/__]
Intuition	___	[__/__/__]
Perception	___	[__/__/__]
Investigate	___	[__/__/__]
Interrogate	___	[__/__/__]
Search	___	[__/__/__]
Track	___	[__/__/__]
Resolve	___	[__/__/__]
Mental	___	[__/__/__]
Physical	___	[__/__/__]
Street Smart	___	[__/__/__]
Criminal elements	___	[__/__/__]
Ruins knowledge	___	[__/__/__]
Teach	___	[__/__/__]
_____ *(specific)*	___	[__/__/__]

PER Skills	Rank	Score
Culture	___	[__/__/__]
Diplomacy	___	[__/__/__]
Etiquette (specific)	___	[__/__/__]
Deception	___	[__/__/__]
Bluff	___	[__/__/__]
Bribe	___	[__/__/__]
Gamble	___	[__/__/__]
Entertainment	___	[__/__/__]
Act	___	[__/__/__]
Dance	___	[__/__/__]
Musical instrument	___	[__/__/__]
Sing	___	[__/__/__]
Interaction	___	[__/__/__]
Bargain	___	[__/__/__]
Charm	___	[__/__/__]
Interview	___	[__/__/__]
Intimidate	___	[__/__/__]
Seduce	___	[__/__/__]
Taunt	___	[__/__/__]
Leadership	___	[__/__/__]
Command	___	[__/__/__]

Note: Underlined skills can't be used untrained.

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