

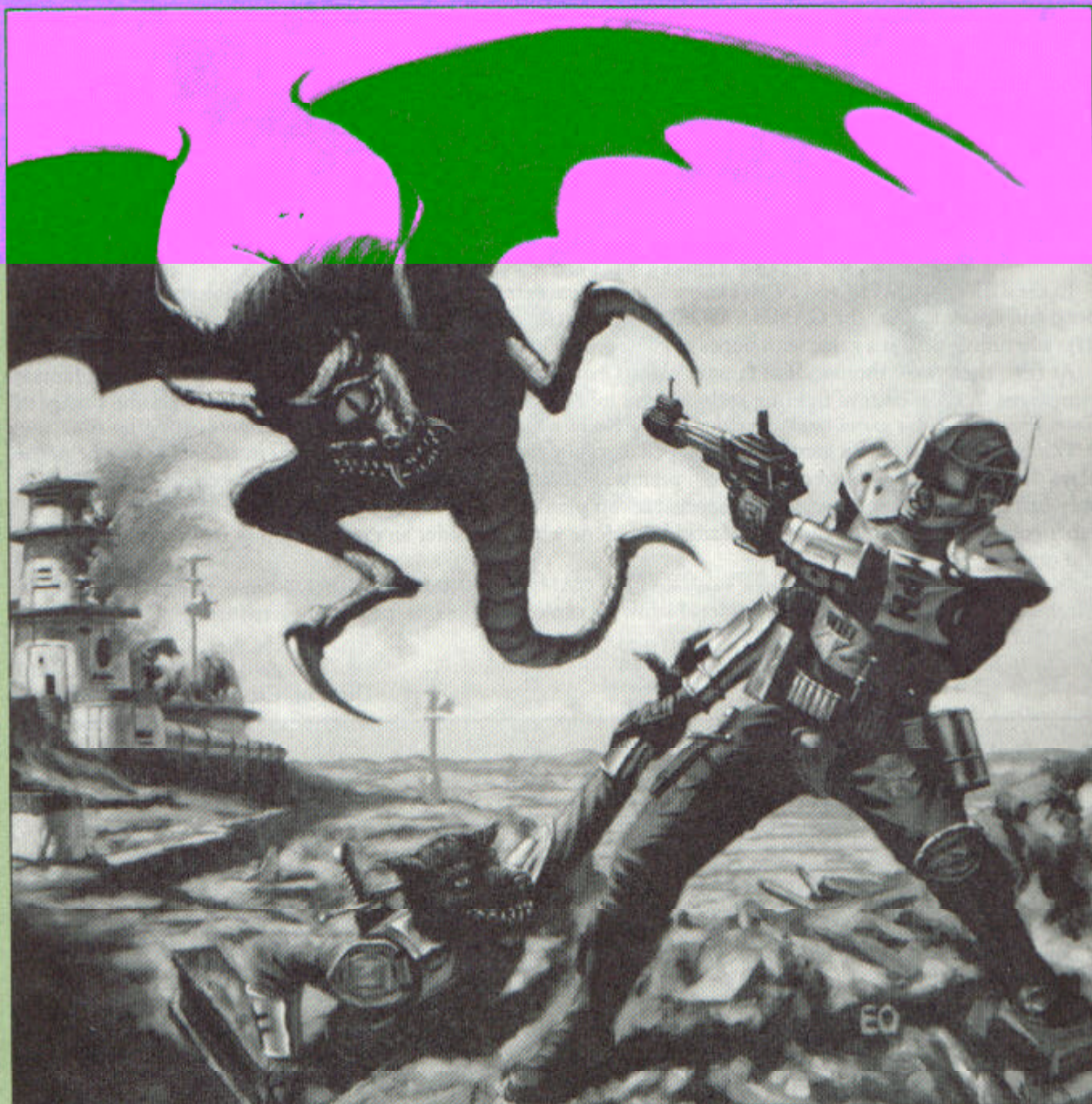
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RULES



EO



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Foreward to the Fourth Edition

In the dark ages of 1975 and 1976 (I know some of you weren't even born then—this hobby and this game have deep and ancient roots) the GAMMA WORLD® game came alive with the help of many people. In those far-off days you didn't design a game with hopes of great profits, you did a game because you thought it was a good idea.

At first, there were thousands of fantasy players experiencing GAMMA WORLD games as part of their fantasy campaigns. A short bout of fighting androids and robots instead of dragons and undead was a welcome change of pace. Eventually, the game began getting played for its own sake. Why? Because it was pure, gung-ho *fun*.

The typical player of this game has developed a unique style that often extends itself into other games he or she plays. It's a style with a "Surrender or die!" premise behind it. It's a style that says *always* check things out, believe only *half* of what you see, and *always* have a backup plan. The GAMMA WORLD game is definitely a "wahoo" experience. Bruce Nesmith and Julia Martin have done what I consider an excellent job in redeveloping the rules and campaign material.

So, once more TSR launches a new version of the GAMMA WORLD experience. I hope to see you as we both adventure in and judge using this new set. I know we can expect the unexpected at every turn. Sounds like fun to me!

James M. Ward
Director, Creative Services, TSR, Inc.

Special Thanks To

Jim Ward for inventing this wonderful game in the first place.
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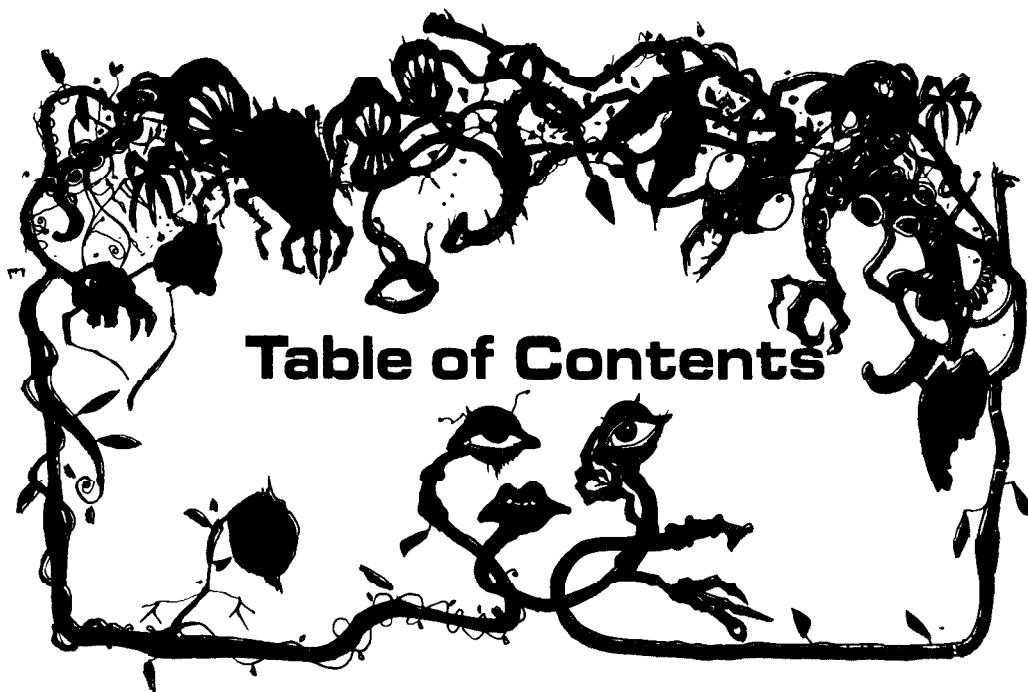
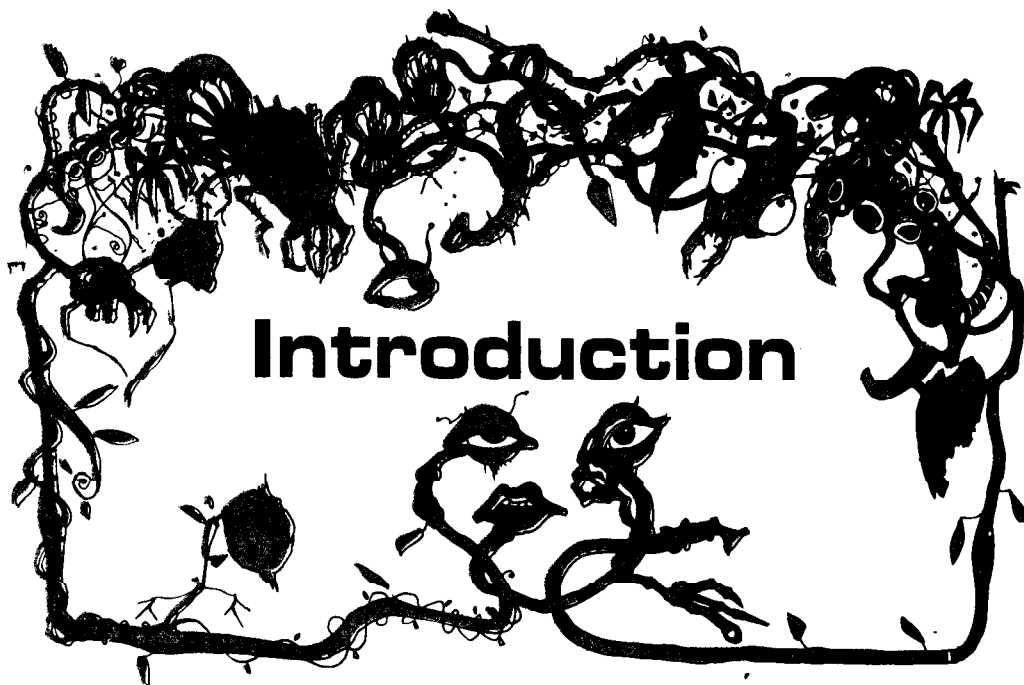


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Introduction

Overhead, a rainbow of flickering colors dances across the night sky. The stars glow and flicker through the surreal wash of reds, blues and greens. A close-knit triangle of stars moves rapidly across the sky. They'll be back again in an hour. The guide stars, forever fixed in place in the multihued heavens, can be located with only a minimal effort.

Turning, you shamle off into the jumble of cloud towers amid the glow. With an effort of willpower you float over the gaping chasm of softrock and steel. Your large, webbed feet paddle the air slowly.

Suddenly you detect a dim mind signal. Your antennae twitch back and forth seeking the direction. Knights of Genetic Purity! Their hatred flows into your mind, pounding against it like the surf. Quickly you unholster your weapons, all four arms moving in smooth harmony. Speaking aloud the tongue of the ancients, and drawing the cryptic symbols on its metal skin, you awaken the sun bolt gun. If the air currents stay strong you might make it across the chasm before they arrive.

Centuries from now, approximately AD 2200 (although the exact date is unknown), the cataclysm rocked the Earth. For reasons long forgotten, nuclear bombs were dropped, insidious poisons released into the atmosphere and viruses of living death unleashed upon humanity. The devastation was unimaginable. The forces of destruction forever altered the face of our green earth. Continents shifted, rivers changed course, and ecosystems adapted or perished.

Several centuries from the cataclysm, the earth is making a recovery. Pockets of civilization are forming, crawling out of hundreds of years of barbarism. The printing press and gunpowder have just been reinvented.

In this strange new world, heroes of epic proportion are needed to tame the wild frontiers and challenge the

unknown. Such heroes have arisen from the new species of the planet: strangely altered humans, and intelligent, mutated animals and plants. Indeed, humankind is no longer alone on earth. Intelligence is a common attribute among these new species.

There is much work to be done in this devastated world. Not all the species on earth want to see the rebirth of a peaceful, cooperative civilization. The carrins and hoops and serfs are all striving to conquer or remake the earth in their own image. And, as if that weren't bad enough, leftover technology of the ancients still walks the land. Robots and death machines pose as great a threat as any new animal species.

The heroes of this time struggle to find and master the artifacts of the precataclysmic world. These mysterious devices of metal and plastic hold great power. They are the key to rebuilding civilization—or destroying it.

About This Game

The GAMMA WORLD® game is a post-holocaust game, taking place centuries after the bomb, and other nasty weapons, have been dropped. Civilization has been reduced to barbarism and is on the rise again. Mutagenic diseases have made one branch of humanity (*Homo sapiens permutare*) strangely susceptible to radiation.

As a game, GAMMA WORLD is a unique opportunity for roleplaying. Many characters are not even remotely human, and most are unique creations. There is no racial history for them. There is a global history, but the overwhelming permutations of body shape have destroyed many of the old racial barriers.

The world around the character is our own future, on our own Earth, but the character does not recognize



it. One of the challenges of the GAMMA WORLD® is to roleplay a character that is forced to deal with events and objects that are commonplace to the player, but alien to the character. For example, the character might find an electric toaster. The player might guess what it is right away, but the character would still be puzzling out its use and function.

Reality

Actually, lack of reality would have been a better title for this section. The GAMMA WORLD game is science fantasy, not science fiction. Although science is used as a basis for many things in the game, real world science is pretty much ignored.

Things happen in the GAMMA WORLD game that are credited to science, but which we know to be false. For example, exposure to radiation cannot make a person mutate on the spot. That person's children might be mutants, but even then the types of mutations given in this game are not possible. Certainly the chance of any beneficial mutation is *incredibly* slim.

A strictly "realistic" game about earth after the bomb has been dropped would not be a cheerful campaign. Therefore a strong fantasy element has been injected to liven things up. This fantasy element is not new to the fourth edition; it has always been there. However, those that are not familiar with the GAMMA WORLD game deserve to know in advance that realism is strictly optional here.

There is an advantage to injecting fantasy into the GAMMA WORLD game. The players are going to roleplay characters that come from a primitive culture and explore the remains of our own world and its future. It is almost impossible to roleplay a lack of knowledge about this world because we live in the real thing. By adding some fantasy, everything takes on a strange and magical feel. The Game Master can mystify the players with events and artifacts because they work differently than they do in the "real" world.

My final advice is to just play and have fun. Don't worry too much about reality and scientific principles—they don't apply here anyway! If the players complain that "this isn't right, that's not how things





work," you can just tell them that they're right. Things don't work that way in the real world; however, that's how they work in the GAMMA WORLD® game.

Entropy is Convenient

Another fantasy element in the GAMMA WORLD game is that entropy only exists when we want it. In other words, the natural decay of materials is optional. It is possible for the characters to find a battery that is 500 years old and in perfect condition, or find a completely corroded metal chair. Robots only break down if desired, cars still have tires, etc. The Game Master is encouraged to roll with this rule. The GAMMA WORLD game isn't about scientific reality and accurate simulation, it's about having fun. If everything decayed over the centuries like it would have in real life, there would be nothing for the characters to find, and no fun to be had.

Mood

GAMMA WORLD can be played with two major moods: wild and wahoo, or serious. Game Masters will have to determine the mood for their games prior to setting up their campaigns. Keep the players in mind when making this decision, because their characters and personalities do as much to establish mood as do a Game Master's storytelling.

Wild and Wahoo

A wild and wahoo game of GAMMA WORLD is intended to be an exercise in fun. While all games should be played for fun, some roleplaying games are fun because of their less than serious mood. With a wild and wahoo game, emphasize the bizarre and grand silliness of a world where everyone has weird mutations.

Let the characters experience all kinds of situations and creatures. Throw in lots of artifacts from modern times. Let the characters become overpowered—there is always a tougher robot around the next corner. When the characters finally figure them out, the players will laugh over what they first thought of the artifacts. Let the player characters explore the Sears Tower or the Washington Monument. Character development is minimal for wild and wahoo. Adventures should be short and self-contained.

Serious

A serious game tries to establish a long-running campaign. Character development and background is important. Adventures should be all part of a grand scheme, leading up to some final confrontation, resolution or realization. Pick a few recurring villains and villain races or organizations, so that the PCs get to know, and hate, them well.

Stress the strangeness of the environment. The artifacts the PCs find should feel alien and never quite be deciphered. Don't let them have very many powerful artifacts at one time. Few aspects of the world should be recognizable from current times (no St. Louis Arch or Statue of Liberty). Strong roleplaying should be emphasized over problem solving or combat. The cryptic alliances can be a great tool for this.

Terminology

Many terms of modern society are alien to the player characters. If GAMMA WORLD characters see a jeep driving through a field, they won't call it a jeep. In fact they probably won't think of it as a gasoline-powered machine intended to get its driver from one place to another. Instead they might see this device as a steel horse with a person held captive in its belly.

Below are some common terms used in the GAMMA WORLD game. These are by no means the only foreign terms used by those living in this strange world. However, this is a good representative list. Different societies might have slightly different terms for the same thing, and other commonly found remnants of the ancients would also have been named by ordinary folk. Try to use these words when describing scenes, speaking as an NPC, or at other appropriate times.

Adamant: The ancients used a material they called *duralloy* for many of their artifacts. This super-tough metal surpasses any other metal or plastic in resilience, hence the common name *adamant*.

Altered Ones: This name refers to the general class of mutated humans. Any human that has a single mutation is an Altered One, or one of the Altered.

Ancients: The people who lived before the cataclysm.

Artifacts: The generic terms for objects built before the cataclysm by the ancients. They are considered to hold great power, and even the most worthless can be bought and sold for a handsome price.



Bones of the Giants: The metal frame of an ancient building. Frequently all that is left by now.

Cataclysm: Long ago (several centuries), the ancients fought a war with devastating machines of mass destruction. This was the cataclysm. It is also known as the Time of Troubles or the Time of Terror, and it cast the world into barbarism, from which it is only now beginning to rise out of.

Cloud Towers: This name refers to any large building, particularly skyscrapers, left standing from the time of the ancients.

The Curse/Legacy: Radiation is something that cannot be seen. It is the invisible source of radiation sickness. Therefore, the inhabitants of Gamma Terra do not have a term for radiation, since they can't see it. They do, however, have one for the resulting illness. It is called the Legacy, or the Curse. People do know that the Legacy is the result of the great weapons of destruction used by the ancients.

The Glow: The light shed by radioactive areas at night is called the glow. Unfortunately for the characters, it also refers to the light produced by light bulbs. To the inhabitants of Gamma Terra, there is little difference between a rock that glows and a piece of metal and glass that glows.

Green Folk: All intelligent, mutated plants are referred to as the green folk.

Lightning: This is obviously a common term for the electrical discharge of a storm. However, the inhabitants of Gamma Terra believe, correctly, that the ancients were able to enslave this force to do their bidding. Therefore, *all* electricity is called lightning.

Live Metal: Most self-powered machinery is called live metal. In particular, robots and vehicles are given this name. It refers to the appearance of life in a metal object. The machine moves, walks, talks, etc., so therefore it must be alive.

New Animals: This is a term for mutated animal characters. Any animal that is obviously intelligent is a new animal.

Nograin: Plastic is probably the most perplexing material left behind by the ancients. It bears no resemblance to any other naturally occurring material. It has some of the attributes of wood, ceramic and resin. Most notably, it is a material with no grain.

Sky Chariot: A common term for airplane or any other flying craft. *Roaring condor* is another term used, emphasizing the noise of the engines.

Softrock: Concrete crumbles and deteriorates much faster than natural stone, hence the term *softrock*.

Sun Bolt: This is the name coined for blasts of energy. Usually it refers to visible beams, such as those produced by plasma guns, conversion beamers and the like. Strangely, laser beams are rarely given this name, probably because the beam itself is invisible.

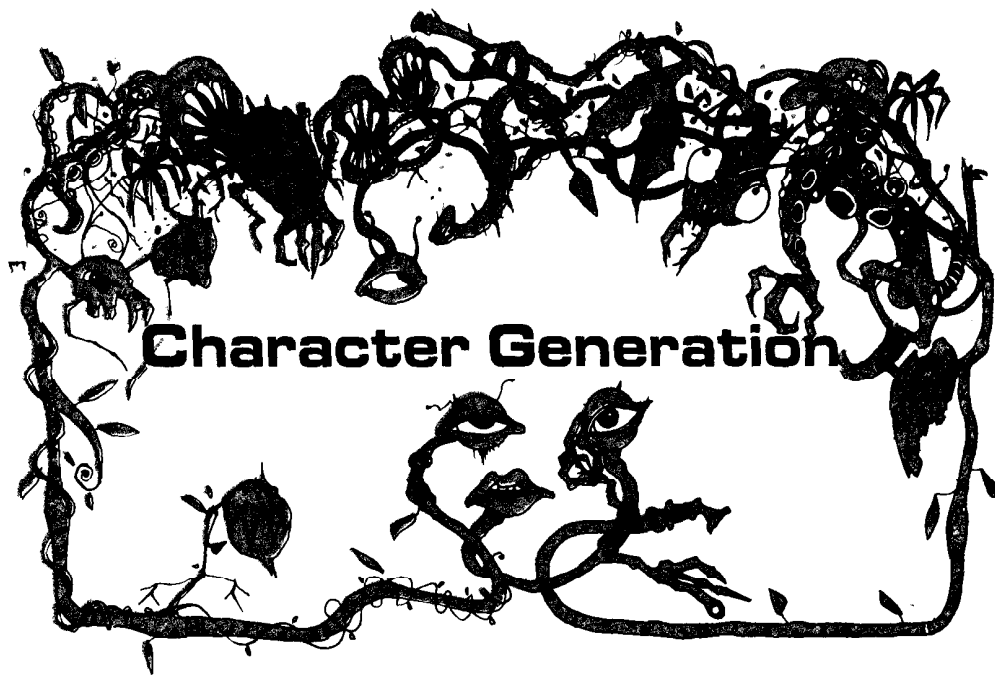
True Men: These are the descendents of the ancients, also known as *pure strain humans*. Their bodies and minds are sturdier than those of the Altered, but they lack the advantages of powerful mutations.

You've Done This Before

This rule book assumes that the reader understands the basic concepts of roleplaying. Nowhere will you find a set of instructions for how to roleplay a character. This does not mean that you have to be a roleplaying guru. If you know what a "character" is, know how to roll dice, and want to have some fun with a roleplaying game, then you are ready for this rule book. Oh yeah—bring your imagination!



Hopeless Character



Character Generation

A character in the GAMMA WORLD® game is a wild and wondrous thing. As in most roleplaying games, the character represents the player in the game. Unlike most roleplaying games, characters can be wildly different from each other in the GAMMA WORLD game. Rarely are two characters ever alike. Your character starts out with powers and abilities that make him a force to be reckoned with, even in the deadly environment of post-holocaust Earth. Creating a character involves deciding its genotype (race), attributes, genetic mutations (if any), character class, class skills, derived attributes, cryptic alliance (if any) and starting equipment.

Character Generation Process

1. Pick a genotype
2. Roll the seven attributes
3. Roll the mutations (if any)
4. Pick a character class
5. Distribute class skill points
6. Calculate the derived attributes
7. Pick a cryptic alliance (if any)
8. Determine starting equipment

There is a small chance that the character a player gets is hopeless—in other words, completely unplayable. The character generation system works very hard to avoid this result, but it can still happen. If the Game Master agrees that the character is hopeless, then the player can throw it out and start again. A note to the Game Master: Be very stingy with the players. If there is any redeeming feature to the character at all, make the player use it. Roleplaying is not about having the most powerful character. Sometimes characters that have problems are the most fun to roleplay.

Genotypes

The first thing a player must decide about his character is its genotype. This is the equivalent of character race in other games. There are four basic genotypes in the GAMMA WORLD game: pure strain human, altered human, mutated animal, and sentient plants. Each has its own special advantages and disadvantages.

Pure Strain Humans

- +3 to Constitution, Intelligence and Charisma rolls.
- +2 bonus with the Use Artifacts ability.
- +2 bonus to Health against radiation hazards.
- Base walking speed of 12; base speed of 3 swimming.

An excerpt from *Historics of Gamma Terra* written by Szah-lah, sleeth historian:

Pure strain humans are the self-named ultimate survivors of the cataclysm. Whether this is true or not, they are the descendents of the hardiest of ancient homo sapiens. True men, as they call themselves, rarely have any physical defects. Even such simple things as nearsightedness and crooked teeth have been nearly eliminated from their genetic pool. They have an intolerance of defects among their own kind, although they are sympathetic to the plight of altered humans and the animal races.

True men tend to have a high resistance to disease, poison, radiation and other bodily ills. They cannot be mutated by radiation like we can be. Among their many societies, intelligence is usually the most valued trait. Through natural selection and education, true men tend to have more intellectual capacity than the other genotypes, excepting, of course, the sleeth.



What the true men do not seem to realize is that the time of their dominance on Earth is drawing to a close. This is the age of the new races. The true men themselves have renamed this planet Gamma Terra, which means final home in the language of the ancients, as this world will indeed be their species' final home

Altered Humans

- Physical and mental mutations.
- -2 penalty to the Robot Recognition.
- Base walking speed of 12; base speed of 3 swimming.

An excerpt from *Historics of Gamma Terra* written by Szah-lah, sleeth historian:

Altered humans are the direct descendants of true men. We call them the unlucky ones. Each carries extraordinary mutations, such as the power of telekinesis or multiple arms, that distinguish them from the original pure strain human stock. The first generation of unlucky ones mostly carried defective mutations. Generations of living in our violent world quickly reduced their numbers. Most mutations in adults are advantageous, but not all. Half of the altered humans' hatchlings are unable to survive more than a couple of years.

As this age of new races matures, the unlucky ones may stabilize their genetic structure and become the new dominant race, replacing true men. To do that, they will have to make peace with the new species of animals and plants, such as the sleeth, that would claim a share of Gamma Terra for themselves.

Mutated Animals

- Physical and mental mutations.
- +2 bonus to Stealth.
- -6 penalty to Robot Recognition.
- Retain some natural abilities from animal heritage.
- Bonus physical mutation if no humanoid traits taken (see rules below).
- Base speeds are derived from the basic animal stock (see Base Animal Stock List).

An excerpt from *Historics of Gamma Terra* written by Szah-lah, sleeth historian:

Homo sapiens' genetic structure was not the only one tampered with in the cataclysm. Many new species of animals have appeared on Gamma Terra since the Time of Terror. Animals common to the age of the ancients have mutated

into sentient creatures, capable of reasoning and communication. Like altered humans, they are also blessed and cursed with extraordinary mutations. Some animals mutated into new, stable species. The sleeth, carrin and badder races are examples of these stable races. Most members of the such races have similar genetic traits, but occasionally an individual will have significant mutations.

The rest of the thinking animals are mutated true animals, unique creatures carrying the basic genes of their animal ancestors. We call them the misfits. They belong to no particular race or stable species. They are frequently the mutated product of a union of nonsentient animals. A few are born of misfit parents, both from the same animal stock. Many misfits become wandering adventurers. They have no people, tribe or clan that they can claim as their own.

If this genotype is chosen by the player, he must also pick a base animal stock for his character. This can be any animal found on the face of Earth today (not in the GAMMA WORLD® game, but in the real world). If the animal is unfamiliar to the Game Master, the player must also provide some background information. A photocopied encyclopedia entry is a good resource. The Game Master must then determine the game effects of the animal's natural abilities. A list of common animals and their game attributes can be found on pages 12-13.

The player cannot opt to be a member of an existing species of mutated animals. For example, a player could not choose to be a sleeth or a hoop (a mutated reptile and a mutated rabbit, described in the Creatures chapter). However, he could choose to have his character be a mutated alligator or a mutated rabbit. There is more to being a sleeth or a hoop than just being a mutated, sentient member of that animal genotype, though.

Once the character is generated, the Game Master may choose to have him be a member of a new, stable animal race. In that case, his parents are like him, with the same mutations and general physical appearance. There is at least one village of moderate size somewhere that is predominantly populated with that race.

Adjusting Mutated Animals: The basic animal stock chosen by the character is assumed to be intelligent, but otherwise exactly like its ancestors. If the base animal stock is under a meter in height, the character automatically becomes a meter tall. This is measured



from head to foot (tail not included), regardless of how the animal is built. Some adjustment might have to be made to the one meter measurement. A meter-long snake is actually quite small. Therefore, a mutated snake might be several meters long and only be able to comfortably rear up with its head about a meter off the ground.

The base animal most likely can't talk or use tools. After the player has determined how many physical and mental mutations his mutated animal has, he can choose to remedy these problems. He may take *any or all* of these humanoid traits. However, if he does not take *any* humanoid traits, he gets a special bonus of *one* extra physical mutation. Mutated animals who do not take any optional humanoid characteristics suffer a -8 to the Robot Recognition characteristic rather than a -6.

If the character takes even a single one of the following humanoid traits, he does not get the bonus physical mutation. The character may get one or more of the humanoid characteristics through his normal mutation rolls. This does not count against his getting the bonus mutation.

If he opts for humanoid traits, he can choose to be able to *talk*. His voice is clearly not human and sounds somewhat like the noise that animal makes. A wolf growls while speaking, while a snake hisses and uses lot of sibilants.

The animal character can optionally become *bipedal* (or have a walking upright stance). This means that he walks erect on two legs (assuming that he has legs at all), rather than on all fours. Insectoid animals would gain the ability to walk on fours and rear up comfortably with their first two limbs, if they cannot already. If an animal's size has been adjusted, he should be a meter and a half tall if bipedal; that is, he should have a



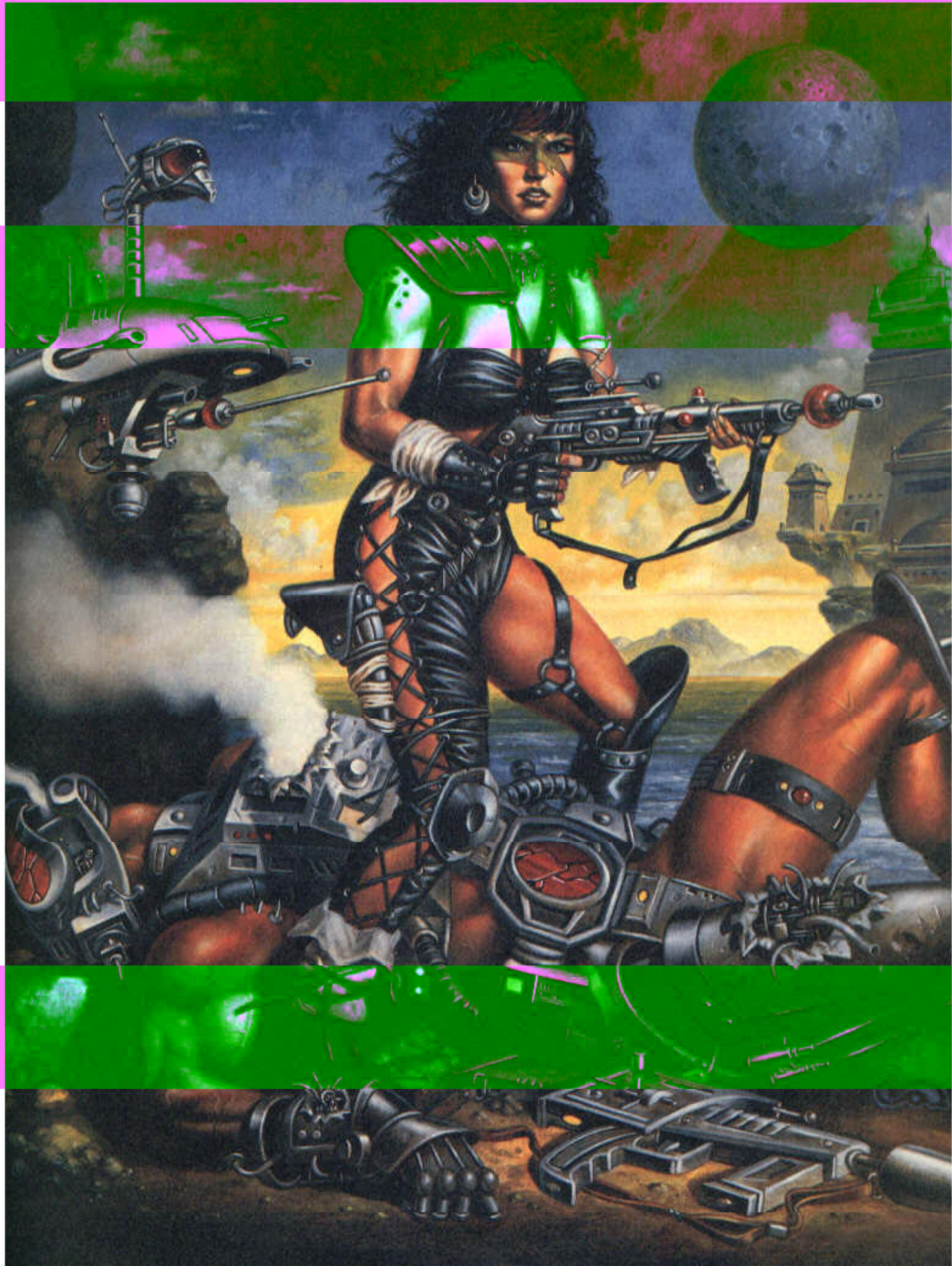
one meter body, plus the length of his legs (about a half meter).

The mutated animal has the additional option to somehow be able to *manipulate tools and objects* as well as a typical human. In many cases this means paws becoming like hands. The claws and fur on them would remain, though. For some animals it might be the tail or mouth or trunk that is able to use tools. The animal *does not* grow new limbs to gain this ability. It should change as little as possible to allow the character to manipulate objects.

Base Animal Stock: Each animal type described on the following pages has three primary values associated with it: Physical Strength (PS), Dexterity (DX), and Constitution (CN). These numbers are added to a 2d4 roll to get the final value of Physical Strength, Dexterity and Constitution for the character. For NPCs, if you want an animal with average attributes, merely add 5 to the number rather than rolling 2d4.

Mutated animals must start a minimum of one meter tall (or long). This means that the species may have to be artificially enlarged before rolling for mutations. If the *size change (smaller)* mutation is subsequently rolled, then a mutant animal can begin the game smaller than that. Obviously a creature like a squirrel will be much stronger if it is a meter tall than if it is normal size for its species. Values in the Base Animal Stock List on the following pages indicate the PS, DX and CN for animals enlarged to be a meter tall. If the base animal stock is normally over a meter tall (like elephants), the mutated animal will never exceed three meters in height (walking upright), including their legs. Very tall animals can, of course, roll the *size change (larger)* mutation, which would increase this.

In addition, each animal has base numbers for speed, number of unarmed attacks and unarmed damage. Animals walking on two legs, when that species normally does not, have *two-thirds* of their normal base speed. Speed measures how many meters per round the creature moves when walking. Humans have a base speed of 12. In all cases, speed is modified by DX, just as it is for humans. Several animals have special abilities such as flying (which means they have wings, as is normal for their species), or restrictions such as poor vision. These are also described below. Any ability described as being the same as a mutation does not improve as the character advances in level.





Base Animal Stock List

List of Abbreviations

PS	Physical Strength	IN	Intelligence
DX	Dexterity	CH	Charisma
CN	Constitution	SN	Senses
MS	Mental Strength		

Alligator

PS 15, DX 3, CN 12

Tail slap for 1d8 damage at a -2 THAC. Bite for 2d6 damage. Natural AC of 13 before DX modifiers. Base speed of 15 (10 bipedal), 8 in water.

Armadillo

PS 5, DX 6, CN 5

Claw/claw/bite 1d3/1d3/1d2 for damage. Has total carapace and *night vision* as the mutations. Base speed of 12 (8 bipedal).

Badger

PS 8, DX 7, CN 6

Two claw attacks for 1d6/1d6 damage. Base speed of 8 (6 bipedal). Has *night vision* as the mutation. Can burrow at a speed of 1 meter per minute.

Bat

PS 2, DX 7, CN 4

Bite for 1d4 damage. Flying base speed of 18, walking is a 4 (5 bipedal). Has *sonar*, *heightened hearing* and *diminished sight (1)* as the mutations.

Bear

PS 16, DX 7, CN 15

Claw/claw/bite attack for 1d8/1d8/1d6 damage. Base speed of 15 (10 bipedal). Has *heightened smell* as the mutation.

Boar

PS 13, DX 7, CN 10

Tusk attack for 1d6; if charging, +2 THAC and 1d6 +2. Base speed of 17 (11 bipedal).

Bull

PS 16, DX 5, CN 14

Horn attack for 1d6; if charging, +2 THAC and 2d6 +2 damage. Base speed of 16 (11 bipedal).

Camel

PS 14, DX 3, CN 13

Bite for 1d4 damage. Can survive in hot, dry conditions twice as long as normal using half as much water. Base speed of 16 (11 bipedal).

Chameleon

PS 3, DX 10, CN 5

No natural attack. Has *chameleon power* and *regeneration* mutations. Base speed of 12 (8 bipedal).

Cheetah

PS 13, DX 10, CN 8

Claw/claw/bite for 1d4/1d4/1d6 damage. Base speed of 36 (24 bipedal) for 2 rounds and thereafter a base speed of 24 (18 bipedal). Must rest for 10 minutes before regaining top speed. Has *heightened vision* as the mutation.

Cougar

PS 15, DX 13, CN 11

Claw/claw/bite for 1d6/1d6/1d6 damage. Leap 3 meters. Base speed of 18 (12 bipedal). Has *heightened hearing*, *heightened smell* and *night vision* as the mutations.

Crab

PS 8, DX 4, CN 0

Two pinches for 1d8/1d8 damage. Able to breathe water (pick salt or flesh). Base speed of 10 (6 in water). Has total carapace as the mutation. Has no walking upright position.

Deer

PS 12, DX 14, CN 9

Antlers for 1d4 damage, +2 THAC and 1d6 +1 damage in a charge. Has *heightened hearing* as the mutation. Base speed of 20 (14 bipedal).

Duck

PS 2, DX 6, CN 4

Can paddle in water at a speed of 3. Immune to the chilling effects of cold water. Has *wings*, but flies at a speed of 18. Walks at a base speed of 5 (6 in bipedal humanoid form).

Elephant

PS 18, DX 4, CN 16

Tusk for 2d6 damage; if charging, 3d6 damage. Base speed of 18 (12 bipedal). Has a prehensile trunk with

half the animal's PS. Has *heightened hearing* as the mutation.

Fox

PS 7, DX 11, CN 5

Bite for 1d6 damage. Base speed of 19 (12 bipedal). Has *heightened smell*, *heightened hearing* and *night vision* as the mutations.

Frog

PS 7, DX 4, CN 6

Can leap 12 meters forward and 5 meters high. Can breathe water. Base speed of 15 (10 bipedal), swims at 12.

Gorilla

PS 16, DX 10, CN 11

Bite for 1d6 damage. Climbing attempts are one difficulty level easier than normal. Can swing from grip to grip at a speed of 6. +2 bonus for *Robot Recognition*. Base speed of 15, even if walking upright.

Grasshopper

PS 7, DX 6, CN 6

Exoskeleton has base AC of 14. Has *multiple limbs (legs)* as the mutation. Base walking speed of 6 (even if walking upright); jumps 15 meters (7 vertically). *Wings* assist in jumping ability.

Hawk

PS 3, DX 13, CN 5

Claw/claw/bite for 1d6/1d6/1d4 damage. Has *wings*, but with a flying base speed of 30. Walking base speed is a 4 (even if walking upright). *Heightened vision* as the mutation.

Horse

PS 14, DX 10, CN 11

Kick/kick for 1d6/1d6 damage. Base speed of 24 (16 bipedal).

Kangaroo

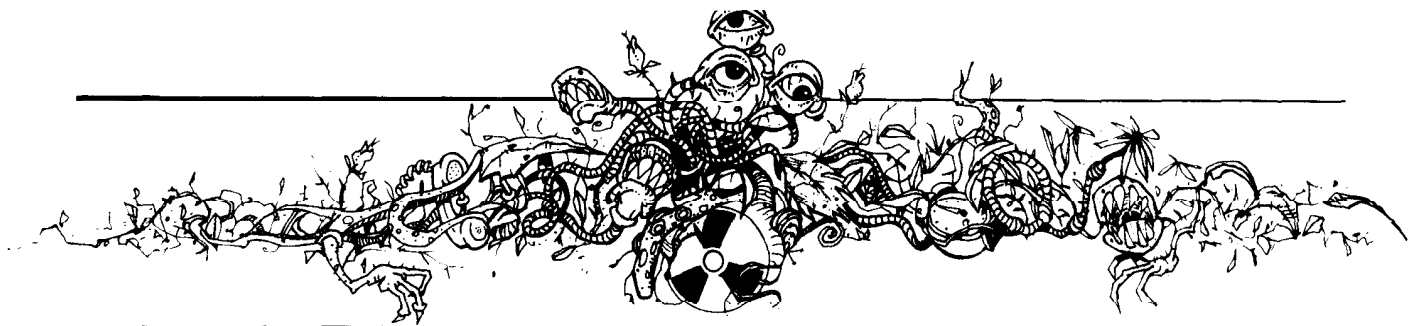
PS 7, DX 11, CN 6

Can jump 13 meters forward and 3 meters up. Base speed of 15, even if walking upright.

Monkey

PS 10, DX 14, CN 5

Bite for 1d3 damage. Climbing attempts are two difficulty levels easier than normal. Can swing from grip to grip at a speed of 6. +1 bonus for *Ro-*



Base Animal Stook List

List of Abbreviations

PS	Physical Strength	IN	Intelligence
DX	Dexterity	CH	Charisma
CN	Constitution	SN	Senses
MS	Mental Strength		

Alligator

PS 15, DX 3, CN 12

Tail slap for 1d8 damage at a -2 THAC. Bite for 2d6 damage. Natural AC of 13 before DX modifiers. Base speed of 15 (10 bipedal), 8 in water.

Armadillo

PS 5, DX 6, CN 5

Claw/claw/bite 1d3/1d3/1d2 for damage. Has total *carapace* and *night vision* as the mutations. Base speed of 12 (8 bipedal).

Badger

PS 8, DX 7, CN 6

Two claw attacks for 1d6/1d6 damage. Base speed of 8 (6 bipedal). Has *night vision* as the mutation. Can burrow at a speed of 1 meter per minute.

Bat

PS 2, DX 7, CN 4

Bite for 1d4 damage. Flying base speed of 18, walking is a 4 (5 bipedal). Has *sonar*, *heightened hearing* and *diminished sight (D)* as the mutations.

Bear

PS 16, DX 7, CN 13

Claw/claw/bite attack for 1d8/1d8/1d6 damage. Base speed of 15 (10 bipedal). Has *heightened smell* as the mutation.

Boar

PS 13, DX 5, CN 10

Tusk attack for 1d6; if charging, +2 THAC and 1d6+2. Base speed of 17 (11 bipedal).

Bull

PS 16, DX 3, CN 14

Horn attack for 1d6; if charging, +2 THAC and 2d6+2 damage. Base speed of 16 (11 bipedal).

Camel

PS 14, DX 3, CN 13

Bite for 1d4 damage. Can survive in hot, dry conditions twice as long as normal using half as much water. Base speed of 16 (11 bipedal).

Chameleon

PS 3, DX 10, CN 5

No natural attack. Has *chameleon power* and *regeneration* mutations. Base speed of 12 (8 bipedal).

Cheetah

PS 13, DX 10, CN 8

Claw/claw/bite for 1d4/1d4/1d6 damage. Base speed of 36 (24 bipedal) for 2 rounds and thereafter a base speed of 24 (18 bipedal). Must rest for 10 minutes before regaining top speed. Has *heightened vision* as the mutation.

Cougar

PS 15, DX 13, CN 11

Claw/claw/bite for 1d6/1d6/1d6 damage. Leap 3 meters. Base speed of 18 (12 bipedal). Has *heightened hearing*, *heightened smell* and *night vision* as the mutations.

Crab

PS 8, DX 4, CN 6

Two pincers for 1d8/1d8 damage. Able to breathe water (pick salt or fresh). Base speed of 10 (6 in water). Has total *carapace* as the mutation. Has no walking upright position.

Deer

PS 12, DX 14, CN 9

Antlers for 1d4 damage, +2 THAC and 1d6+1 damage in a charge. Has *heightened hearing* as the mutation. Base speed of 20 (14 bipedal).

Duck

PS 2, DX 6, CN 4

Can paddle in water at a speed of 3. Immune to the chilling effects of cold water. Has *wings*, but flies at a speed of 18. Walks at a base speed of 5 (6 in bipedal humanoid form).

Elephant

PS 18, DX 4, CN 16

Tusks for 2d6 damage; if charging, 3d6 damage. Base speed of 18 (12 bipedal). Has a prehensile trunk with

half the animal's PS. Has *heightened hearing* as the mutation.

Fox

PS 7, DX 11, CN 5

Bite for 1d6 damage. Base speed of 19 (12 bipedal). Has *heightened smell*, *heightened hearing* and *night vision* as the mutations.

Frog

PS 7, DX 4, CN 6

Can leap 12 meters forward and 5 meters high. Can breathe water. Base speed of 15 (10 bipedal), swims at 12.

Gorilla

PS 16, DX 10, CN 11

Bite for 1d6 damage. Climbing attempts are one difficulty level easier than normal. Can swing from grip to grip at a speed of 6. +2 bonus for Robot Recognition. Base speed of 13, even if walking upright.

Grasshopper

PS 7, DX 6, CN 6

Exoskeleton has base AC of 14. Has *multiple limbs (legs)* as the mutation. Base walking speed of 6 (even if walking upright); jumps 15 meters (7 vertically). Wings assist in jumping ability.

Hawk

PS 3, DX 13, CN 5

Claw/claw/bite for 1d6/1d6/1d4 damage. Has *wings*, but with a flying base speed of 30. Walking base speed is a 4 (even if walking upright). *Heightened vision* as the mutation.

Horse

PS 14, DX 10, CN 11

Kick/kick for 1d6/1d6 damage. Base speed of 24 (16 bipedally).

Kangaroo

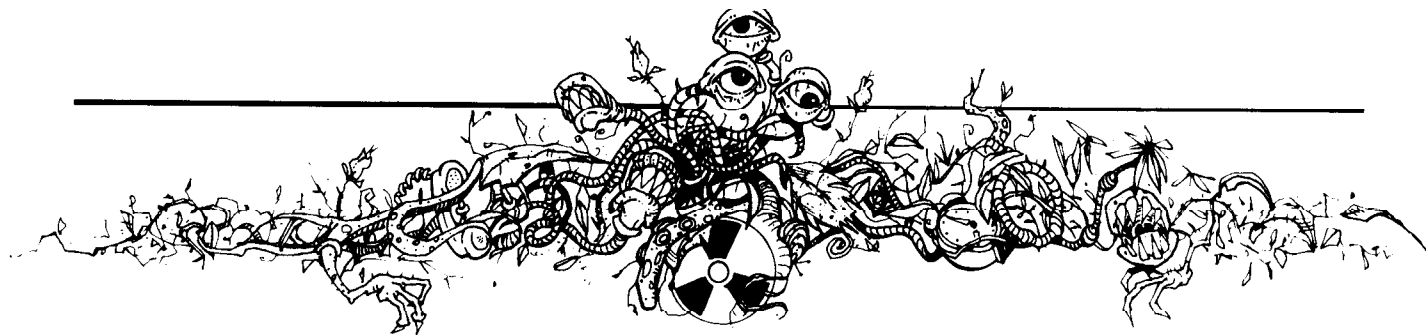
PS 7, DX 11, CN 6

Can jump 13 meters forward and 3 meters up. Base speed of 15, even if walking upright.

Monkey

PS 10, DX 14, CN 5

Bite for 1d3 damage. Climbing attempts are two difficulty levels easier than normal. Can swing from grip to grip at a speed of 6. +1 bonus for Ro-



bot Recognition. Base speed of 12, even if walking upright.

Mosquito

PS 5, DX 7, CN 5

Bite for 1d4, drain 1 point of blood per round automatically. Anesthetic on proboscis doesn't disturb sleeping victims. Needs 6 points of blood for food and water/day. Has *multiple limbs (legs)* and *wings* as the mutations (flight speed 12). Base speed of 6 (even if walking upright).

Octopus

PS 7, DX 10, CN 7

Assumed to be a land-dwelling, air-breathing creature, has *gills*, *chameleon power*, and *multiple limbs (arms and legs)* mutations. Base speed is 8 (even if walking upright), swims at 6. Climbing smooth surfaces is one difficulty level easier than normal (suction cups).

Ostrich

PS 12, DX 6, CN 10

Kick for 1d6 damage. Base speed of 16, even if walking upright. Has vestigial wings, which are purely ornamental and do not allow flight.

Otter

PS 9, DX 12, CN 5

Bite for 1d6 damage. Base speed of 9 (6 bipedally), swims at 6. Immune to the chilling effects of cold water.

Porcupine

PS 5, DX 6, CN 4

Bite for 1d3 damage. Has *quills* (can't be thrown) that do 1d6 if grabbed. Base speed 9 (6 bipedally).

Praying Mantis

PS 9, DX 7, CN 8

Claw/claw for 1d8/1d8 damage. +2 bonus to Remain Unseen in green vegetation. Has *multiple limbs (legs)* as the mutation. Exoskeleton has base AC of 14. Base speed of 12 (even if walking upright).

Raccoon

PS 6, DX 10, CN 6

Bite does 1d4 damage. Has *night vision* as the mutation. Paws are able to manipulate tools naturally. Base speed

of 10 (7 bipedally).

Rhinoceros

PS 16, DX 2, CN 14

Horn does 1d6+1 damage, with a +2 THAC and 2d6+2 damage on a charge. *Heightened smell* and *diminished sight (D)* as the mutations. Base speed of 18 (12 bipedally). Natural AC of 12 before DX modifiers.

Sea Lion (Seal)

PS 6, DX 11, CN 8

Bite for 1d4 damage. Base speed of 5 (7 bipedally); swims at 10. Can hold breath for 12 rounds. *Heightened smell* (underwater only) as the mutation.

Shark

PS 8, DX 7, CN 10

Assumed to be adapted for land dwelling. Bite for 1d12 damage. AC 15 naturally. *Gills* and *heightened smell* (underwater only) as the mutations. Base speed 7 (walking upright); swims at 10. 5% chance each round of combat of entering bloodlust; when in bloodlust must attack with bite until end of battle.

Sheep, Bighorn

PS 11, DX 14, CN 9

Head butt for 1d6+1 damage, +2 THAC and 1d6+3 damage if in a charge. Can survive in cold, dry conditions twice as long as normal. Base speed of 14 (9 bipedally).

Skunk

PS 5, DX 4, CN 4

Bite for 1d3 damage. *Gas generation* (bad-smelling musk) and *night vision* as the mutations. Base speed of 10 (7 bipedally).

Snake

PS 13, DX 11, CN 4

Bite for 1d6+1 damage plus poison (intensity 1d6). Has *infravision* as the mutation. Base speed is 12. Has no "walking upright" position.

Spider

PS 7, DX 8, CN 7

Bite for 1d4 damage, plus poison. Intensity is 1d6+1. *Multiple limbs* ("arms" and *legs*) give it +5 DX

against being knocked down. Climbing attempts are one difficulty level easier than normal. Base speed of 12 (even if walking upright).

Squirrel, Flying

PS 6, DX 15, CN 4

Has *air sail* as the mutation.; but glides at a speed of 12. Base speed of 9 (6 bipedally). Bite for 1d3 damage. +3 bonus for climbing.

Termite

PS 6, DX 6, CN 6

Bite for 1d6 damage. Exoskeleton has base AC of 14. *Multiple limbs (legs)* as the mutation. Base speed of 10 (even if walking upright). Burrows at speed 3 through earth and wood.

Tiger

PS 16, DX 11, CN 12

Claw/claw/bite for 1d8/1d8/1d10 damage. Has *heightened smell* and *night vision* as the mutations. Base speed 16 (11 bipedally). Swims at 4.

Turtle

PS 1, DX 2, CN 6

Total *carapace* as the mutation. Can swim at a speed of 6. Can hold its breath for five minutes. Base speed of 6 (4 bipedally).

Wasp

PS 6, DX 9, CN 7

Sting for 1d6 damage, plus poison. Intensity is 1d4+1. Exoskeleton has an AC of 14. Has *multiple limbs (legs)* as the mutation. Base speed of 8 (even if walking upright). Climbing attempts are one difficulty level easier than normal. Has *wings*, with a flying base speed of 21.

Weasel

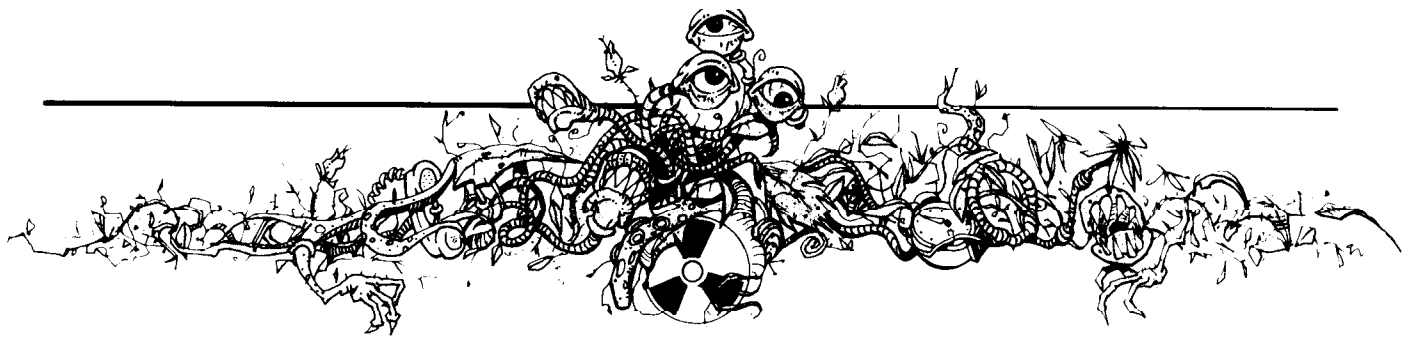
PS 9, DX 12, CN 5

Bite for 1d6 damage. Has *night vision* as the mutation. Base speed of 14 (9 bipedally).

Wolf

PS 9, DX 12, CN 8

Bite for 1d6 points of damage. Has *heightened smell* and *heightened hearing* as the mutations. Base speed of 17 (11 bipedally).



Base Plant Stock List

Unlike animals, plants are described by general class rather than by a specific species. The evolutionary trip from plant to sentient creature is so much farther, that the character only retains a raw resemblance to a general type of plant. Characters cannot pick specific plant species as their genetic background. Any special abilities not listed in the categories below must be generated through mutation rolls.

Brush

Most nondescript bushes, weeds, grasses and other common plants fall into this category. Because these plants tend to look so ordinary, they get a +3 bonus to Remain Unseen. This plant stock has proven very hardy and has adapted to the rigors of Gamma Terra very well. Brush plants get one extra physical plant mutation.

Flower

All flowering plants get a +3 CH bonus. The beauty of their flowers and the delicacy of their build often leads others into believing that the flowering plant is a gentle and harmless creature. The course of evolution for flowering plants has developed a tendency toward mental powers. They get one extra mental mutation.

Fungi

Although not truly a plant, fungi are included here. They do not need sunlight to grow, but do need soil. The minds of fungi are so alien, even to other plants, that they get a +3 MD bonus.

Succulent

This class of plant includes all cacti and most desert plants. They only need water half as often as other plants. They automatically get the *thorns or spikes* mutation.

Tree

Trees get a +3 PS bonus and the total *catapace* mutation. The player must decide if his character is based upon evergreens. Evergreens have a -2 Health penalty versus fire. Any fire Health hazard or other flame attack requires this penalty to Health or AC. They take an extra point of damage for each die rolled (regardless of die size). All other types of trees have the same problem with cold and receive the same penalty.

Vine

Vines get a +2 DX bonus. They can automatically manipulate tools without having to take this humanoid attribute. This leaves them eligible for the extra mutation if they choose not to take humanoid traits.

Sentient Plants

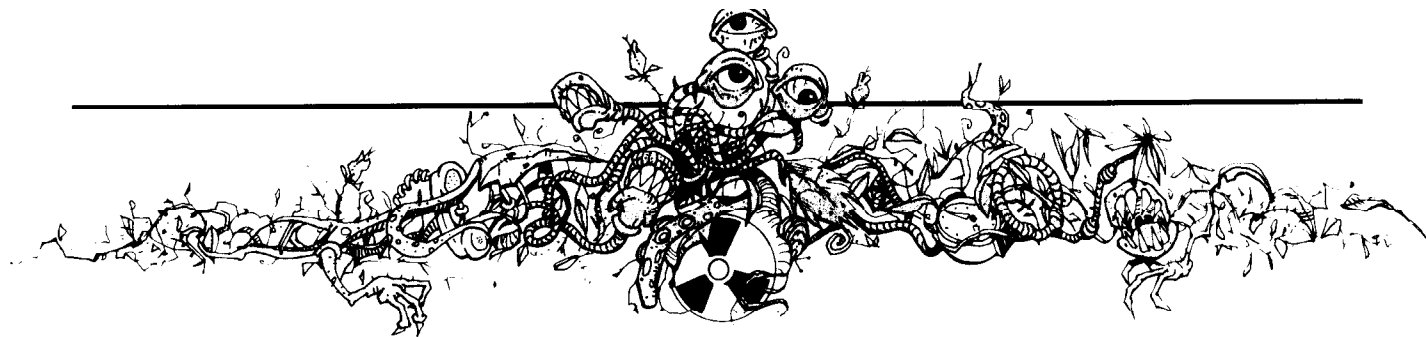
- Plant mutations with fewer defects.
- +2 bonus to Remain Unseen.
- +2 initial Constitution bonus.
- No ability to command or control robots.
- Need sun and soil instead of food.
- Bonus physical mutation if no humanoid traits taken (see rules below).
- +1 Constitution every level.
- Base walking speed of 9; base speed of 3 swimming.

An excerpt from *Historics of Gamma Terra* written by Szah-lah, sleeth historian:

Of all the new life forms created by the Time of Terror, the sentient plants are surely among the most wondrous. The true men's common estimate of the lowly plant did not include the new mobility or potential ferocity of the new species. Add to that their ability to think and reason almost as well as sleeth, and they become a fearsome opponent or valued ally. Sleeth have always been loyal and devoted to the green folk, as we call them. Like the mutated animal, the sentient plant carries a number of extraordinary mutations. Each enhances its power to affect and control its environment.

A sentient plant is not just a bush, a tree or some other common plant that has been made into a player character. It is an intelligent, mobile form of life that just happens to be plant-based rather than animal-based. A sentient plant is assumed to be able to move, see, hear and feel. The plant can have a shape like that of an animal or other normally mobile creature, or it can be vaguely humanoid shaped (but it will not look exactly like a human or animal, nor have a human or animal shape's innate capabilities). The kai lins are good examples of this. The player is not forced to take a humanoid or animal-like shape, but it is strongly recommended to ease visualization of the plant. The player gets to decide what shape the character's body takes. Of course, the Game Master must approve it.

Like an animal character, the plant must be derived from a basic stock (see the listing in the sidebar). The player must decide how many appendages the plant has and where all of its vital organ equivalents are located, including the brain, sensory organs, digestive system, and secondary vital organ (heart equivalent). None of these appendages can initially manipulate objects or use tools.



A sentient plant does not need to eat like animals or humans. Complete nourishment for a day can be achieved by "taking root" in the soil for an hour, during which it can't move. In addition, a plant needs three hours of bright sunlight, or six hours of dim sunlight, during which time the plant can be completely active. Most artificial lights cannot substitute for sunlight. A sentient plant has the same water needs as humans and animals, although it usually draws its water from the soil. If the plant doesn't meet these requirements for a day, it suffers the same consequences as a human or animal that doesn't eat all day. It takes several days of no food or water to kill a plant.

The Constitution of a plant decides its size. The plant has roughly a meter of height per five points of Constitution. Upon advancing in level, a plant character gets a +1 Constitution bonus. This, by itself, does not give the character any extra hit points. However, like all characters, a plant gets 1d6 hit points every time it advances a level. Since the size of a plant is related to its Constitution value, the plant actually grows larger as it gains levels.

Adjusting Sentient Plants: A sentient plant has many of the same problems as a mutated animal. It can also choose to be able to talk and/or use tools. No more than two of its appendages can initially be declared as capable of using tools. It can optionally gain the ability to smell and taste at the same time. If the plant chooses not to take any of these traits, it gets a bonus physical mutation. Sentient plants use the Plant Mutations Table for physical mutations. They roll for mental mutations the same as any other character.

Non-Player Characters

The rules for mutations described above apply to player characters only. You can use several other schemes for determining the number of mutations of NPCs (non-player characters). For example, you could roll 1d4 for the number of physical mutations, and 1d4 for the number of mental mutations. This method is fairly random, providing both for mutants with a lot of powers, and for mutants with very few powers.

If you wanted an NPC heavy on mental mutations, roll 1d4 + 2 for the number of mutations. The same is true for physical mutations. In that case, either give the character a single mutation from the other category or none at all.

Attribute Scores

All characters, regardless of their genotype, have certain basic attributes such as Physical Strength and Intelligence. Each attribute has a score which determines how much of that attribute the character has. A typical attribute has an average score of 10, and can run from 3 to 18. The different genotypes have slightly different ranges and averages. In addition, the characters used for the game are assumed to be unusual examples of their genotypes. The die rolls are skewed to give everyone a higher than average number within the 3 to 18 range.

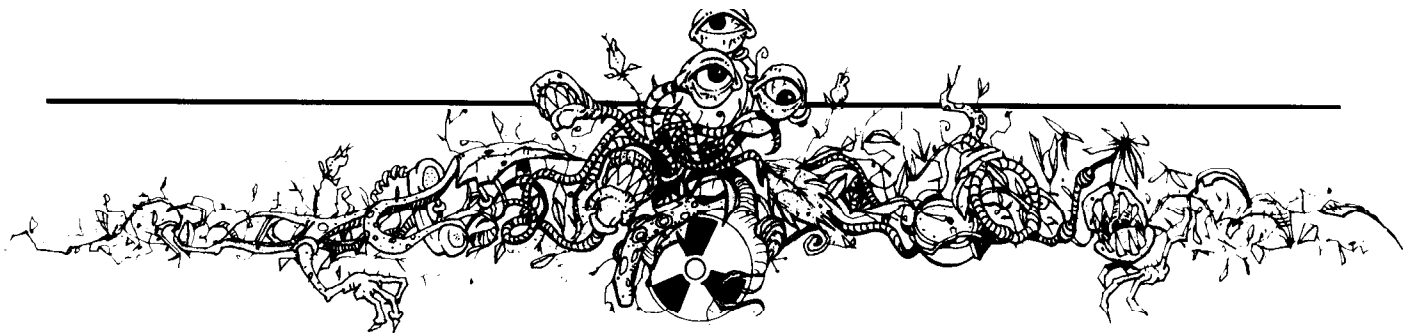
Use the Character Attributes by Genotype Table below to determine what roll is used for each attribute according to the chosen genotype. 3d6 means to roll three six-sided dice adding them together to get the

Character Attributes by Genotype

Abbrev.	Attribute	Pure Strain Human	Altered Human	Mutated Animal	Sentient Plant
PS	Physical Strength	4d6 - L	4d6 - L	2d4 + PS	3d6
DX	Dexterity	4d6 - L	4d6 - L	2d4 + DX	3d6
CN	Constitution	4d6 - L + 3	4d6 - L*	2d4 + CN	3d6*
MS	Mental Strength	4d6 - L	4d6 - L	3d6	3d6
IN	Intelligence	4d6 - L + 3	4d6 - L	3d6	3d6
CH	Charisma	4d6 - L + 3	4d6 - L	3d6	3d6
SN	Senses	3d6	3d6	4d6 - L	4d6 - L
MP	Mutation Power**	—	4d6 - L	4d6 - L	4d6 - L

*Minimum score of 8.

**Rolled separately for each mutation, where applicable.



total. $4d6 - L$ means to roll four six-sided dice, throwing away the lowest single die and adding the remaining three. In some cases, pure strain humans add 3 points to this final score ($4d6 - L + 3$).

Mutated animals have a base animal stock that must be chosen before rolling for their attributes. The mental attributes of Intelligence, Mental Strength and Charisma are assumed to be standard for all animals. The physical attributes vary greatly according to the base animal stock. $2d4 + PS$ (or DX or CN) on the table means roll two four-sided dice and add them to the base value of that animal type.

Physical Strength (PS): This is the raw muscle power of the character. It determines how much weight he can lift, pull or carry. It also factors into his combat THAC and damage for hand-held weapons. A character can lift, push or pull up to 10 kilograms (about 25 lbs.) per point of Physical Strength. This assumes that he is using his whole body and not just his arms, and that he can move the weight at least a few meters.

He can carry only five kilograms per point of Physical Strength. Carrying capacity assumes that the character can walk for some distance with that weight. Obviously a character can carry up to 10 kilograms per point of Physical Strength if he is only going a short distance, such as across a room. He could not carry this weight across a village, though.

Dexterity (DX): This is a measure of how nimble or accurate the character can be. It factors heavily into dodging, aiming and combat initiative. It directly affects a character's THAC for ranged weapons, his armor class, and his Stealth score. It also directly

influences his base movement speed.

Constitution (CN): Arguably the most important attribute of a character, a character's Constitution determines how much damage he can take before he dies. It also measures his resistance to Health hazards such as radiation and poison.

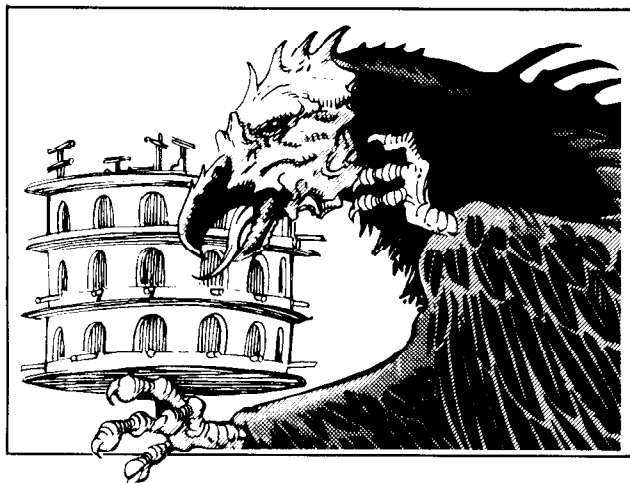
Mental Strength (MS): This is a measure of the character's willpower. It is used primarily for mental combat, where characters fight on the psionic battleground. It affects his MHAC and his MD.

Intelligence (IN): A character's ability to use logic and solve problems is measured by his intelligence. It primarily affects his ability to figure out ancient artifacts and understand how they work. It also affects his ability to Remain Unseen.

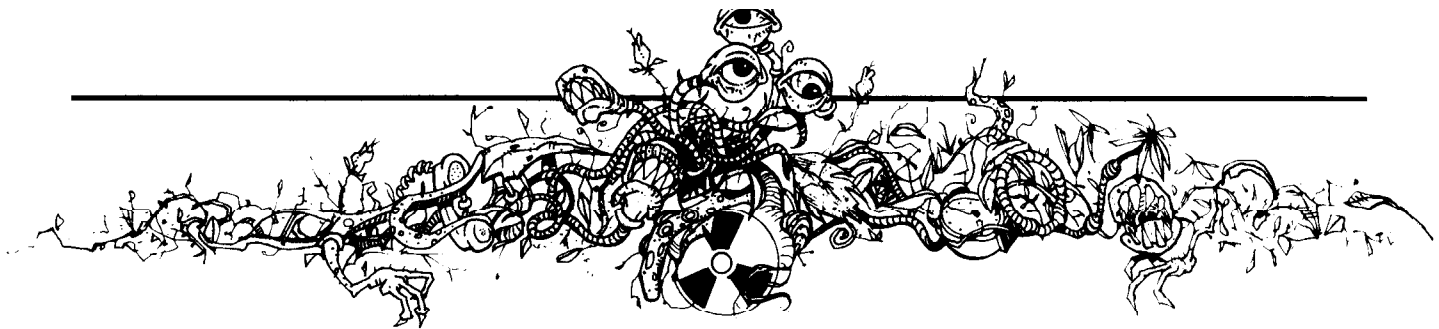
Charisma (CH): When a character interacts with other creatures or NPCs, he puts forward a psychological and social presence that is called Charisma. The more charismatic a character is, the better he can influence the reactions of others in the game.

Senses (SN): This is a single value that represents the character's ability to detect things with his senses. Which senses are being used (vision, hearing, smell, etc.) is not important. Most creatures tend to rely upon their sharpest sense for most everything. This is a base score to which modifiers might be applied for individual senses that are unnaturally sharp.

Attribute Modifiers: Attribute scores can modify many different game functions and skills. The skills and the abilities that they modify are listed in the Derived Attributes section, below. The table below indicates how much an attribute score modifies a derived attribute. The table does continue beyond 26, with every pair of numbers getting an additional bonus point. This Attribute Modifiers Table is repeated in the Derived Attributes section.



Attribute Modifiers			
Score	Modifier	Score	Modifier
1	-4	17-18	+3
2-3	-3	19-20	+4
4-5	-2	21-22	+5
6-7	-1	23-24	+6
8-12	0	25-26	+7
13-14	+1	etc.	
15-16	+2		



Mutations

All characters, except pure strain humans, have some mutations. These are determined randomly, not by the player or the Game Master. Some of the mutations that can occur are considered defects. These are designated on the mutation tables with a “(D).” For player characters, only one physical and one mental defect are allowed. Any roll that results in a second defect is rerolled until a beneficial mutation is found.

A character gets at least five mutations. The character can always choose to have less, but must make that decision before rolling any specific mutations, or even before rolling the split of physical and mental mutations.

The character rolls a six-sided die to find out the number of physical mutations. The remainder of all the mutations after the roll for the number of physical mutations is the number of mental mutations. However, a roll of 6 means that a PC has no physical mutations. Any remaining mutations are all mental. If a 5 is rolled, the character will have no mental mutations. If while rolling the specific mutations, he gets a result that grants him an extra physical mutation, it does not change the number of mental mutations as determined by the die roll.

d6 Roll	Mutations					
	Number of Mutations					
Physical	1	2	3	4	5	0
Mental	4	3	2	1	0	5

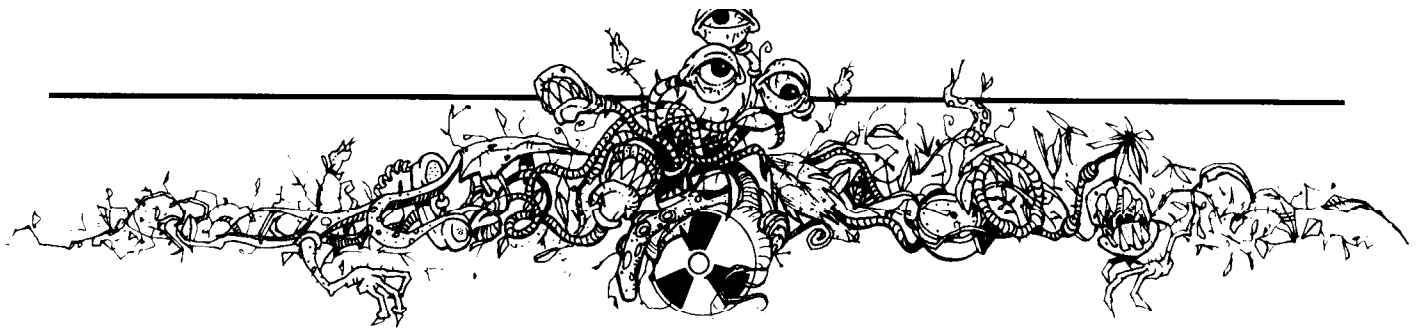
For example, Gort the altered human starts with five mutations. Rolling a six-sided die, he gets a result of 3, which means he gets 3 physical mutations. Since he gets a total of 5, this means that the other 2 are mental mutations. While rolling for physical mutations, he gets the option that gives him an extra physical mutation. Now he is getting a total of 4 physical mutations. This does not change the number of mental mutations (2) that he has yet to roll.

Many mutations have a power score (MP) associated with them. Mutations with a power score are designated with an asterisk on the mutation tables. This reflects the fact that the mutation can vary in power from one character to another. This isn't true of all mutations. For example, having four arms is either

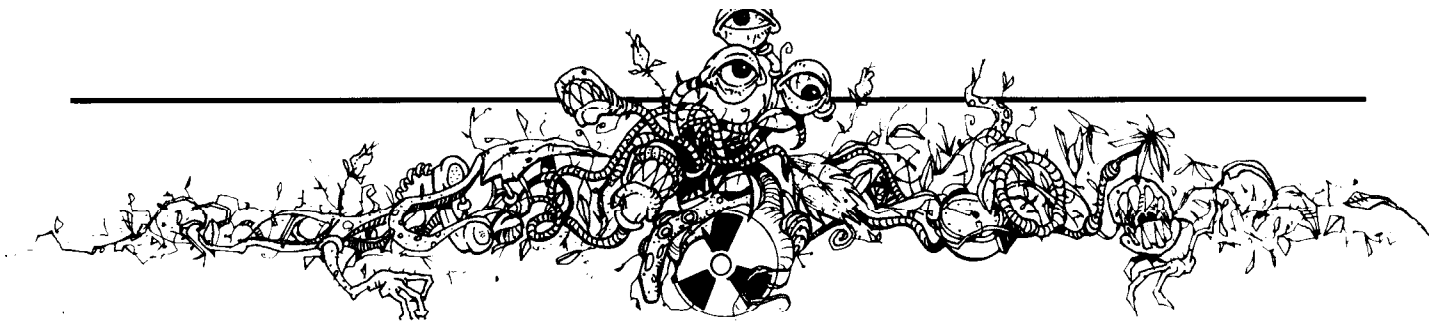
true or not true. There is no score to apply to it. On the other hand, being able to project a mental blast can vary in power from character to character. The mutation power score is always $4d6 - L$, just like the primary attributes for altered humans.

Rolling the Same Mutation Again. It is quite possible to roll the same mutation two or more times while creating a character. When this happens, the player can choose to keep the duplicate roll or ignore it and reroll the mutation. If he chooses to keep the duplicate roll, he adds $2d4$ to the mutation power score for that mutation. If it is a mutation without a power score, he gets twice as many or twice as much of whatever it is the mutation offers. If it is not obvious how to double the mutation, he can pick one element of the mutation (range, duration, number of affected creatures, etc.) and double it. With some mutations (*duality* is a good example), it is better to give the character an extra use, rather than double use. So a character that rolls *duality* twice can perform two extra actions per round.





Physical Mutations		Mental Mutations		Plant Mutations	
d100 Roll	Mutation	d100 Roll	Mutation	d100 Roll	Mutation
01	Achilles heel (D)	01	Beguiling*	01	Achilles heel (D)
02	Air sail	02-03	Confusion*	02-04	Adaptation
03	Allergy (D)	04	Death field generation*	05	Air sail
04	Anti-life leech	05	Density control (others)*	06	Allergy (D)
05	Attraction odor (D)	06	Devolution*	07-08	Allurement*
06-07	Bodily control*	07-09	Directional sense	09-10	Anti-life leech
08-12	Body change (D)	10-13	Displacement*	11	Attraction odor (D)
13-14	Carapace*	14-17	Duality	12	Bodily control*
15	Chameleon power*	18-21	Empathy*	13-14	Carapace*
16	Chemical susceptibility (D)	22	Fear generation*	15-16	Carnivorous jaws*
17	Density control (self)*	23-25	Force field generation*	17-18	Chameleon power*
18	Diminished sense (D)	26-30	Heightened mental attribute	19	Chemical susceptibility (D)
19	Doubled pain (D)	31	Hostility field (D)	20-21	Contact poison sap*
20-21	Dual brain	32	Illusion generation*	22	Density control, self*
22-23	Electrical generation*	33	Intuition*	23-24	Dissolving juices*
24	Energy absorption*	34-36	Levitation*	25	Doubled pain (D)
25	Energy metamorphosis*	37	Life leech*	26	Dual brain
26	Energy reflection*	38	Magnetic control*	27	Electrical generation*
27	Energy sensitivity (D)	39-40	Mass mind*	28	Energy absorption*
28	Fadeout (D)	41-44	Mental blast*	29	Energy metamorphosis*
29	Gas generation*	45	Mental control*	30	Energy reflection*
30	Gills	46-47	Mental invisibility*	31	Energy sensitivity (D)
31-32	Hands of power*	48	Mental multiplier*	32-33	Explosive seeds*
33	Heightened balance	49	Mental paralysis*	34-36	Finger vines*
34-37	Heightened physical attribute	50	Mental reflection*	37-39	Fruit*
38	Heightened precision	51	Mentally defenseless (D)	40-41	Gas bags*
39-41	Heightened sense	52	Molecular disruption*	42	Gas generation*
42	Heightened speed*	53	Periodic amnesia (D)	43-46	Heightened physical attribute
43	Horns or antlers	54	Phobia (D)	47-48	Heightened sense
44-45	Immunity	55-56	Photokinesis*	49	Immunity
46-47	Infravision	57	Plant/animal control*	50	Infravision
48	Kinetic absorption*	58	Psychometry*	51	Kinetic absorption*
49	Metamorphosis*	59-61	Pyro/cryokinesis*	52-56	Multiple limbs
50-54	Multiple limbs	62	Repulsion field*	57-59	New body parts
55-58	New body parts	63	Seizures (D)	60-64	Oversized limbs
59	Night vision	64-65	Stunning force*	65	Photodependent (D)
60	Nocturnal (D)	66	Summoning*	66	Photogeneration*
61-62	Oversized limbs	67	Symbiotic attachment*	67-68	Poison*
63	Photodependent (D)	68-71	Telekinesis*	69-70	Poisonous thorns*
64	Photogeneration*	72-74	Telekinetic hand*	71	Poor dual brain (D)
65	Photosynthetic skin	75-77	Telekinetic flight*	72-73	Projectile seeds*
66	Poison*	78-81	Telepathy*	74-75	Razor edged leaves
67	Poor dual brain (D)	82-83	Teleport object*	76-77	Regeneration*
68	Poor respiration (D)	84-85	Teleportation*	78	Shapechange*
69	Quills or spines	86-87	Thought imitation	79	Size change
70-71	Radiating eyes*	88-91	Total healing*	80	Sonar
72-73	Regeneration*	92	Will force*	81	Sonic blast*
74	Shapechange*	93-95	Pick one mental mutation	82	Spore cloud*
75-77	Size change	96-00	Roll two mental mutations	83-85	Squeeze vines*
78-79	Skeletal enhancement			86	Thorns or spikes*
80	Skin structure change (D)			87	Transfusion*
81-82	Sonar			88-89	Ultravision
83	Sonic blast*			90	Vocal imitation
84	Sound imitation			91-92	Roll one physical mutation
85-87	Transfusion*			93-95	Pick one plant mutation
88	Ultravision			96-00	Roll two plant mutations
89	Vocal imitation				
90	Wings*				
91-92	Roll one plant mutation				
93-95	Pick one physical mutation				
96-00	Roll two physical mutations				



Character Classes

Life in the GAMMA WORLD® game allows for many different roles for those that live in it. Most are geared for survival and the building of a comfortable domestic environment. Examples of such roles are tavernkeepers, scholars, politicians and merchants. But there have always been a few in every society that hunger for more. They thrive upon the danger and the mystery of unknown frontiers and new challenges. This is the role of the player character. For them there are four basic roles, or character classes, available to choose from: enforcer, esper, examiner, scout.

Class Skills: Each character class has a handful of unique skills. Characters start out with a few points to distribute among these skills. Each skill must have at least 1 point and no skill may have more than 8 points initially.

Enforcer

- Initial +1 THAC (both melee and ranged), +CN hit points.
- Each level advanced, he gets a +1 THAC bonus (to both melee and ranged THAC) and +1 on all physical mutation power scores.
- Each level advanced, he gets his CN bonus in hit points (negative bonuses are ignored), in addition to the normal 1d6 increase.
- 12 points to distribute among skills: Combat Leadership, Makeshift Weapon/Armor, Size-Up Opponent.

The wiry man's smile faded abruptly as the woman with blue skin threw her drink in his face. He sputtered in fury, and drew a knife from his belt. There was a shout from somewhere nearby as he knocked his stool over and lunged at the Altered One. Suddenly, his arm was gripped in two thick, furry hands, and pain surged through his elbow as his whole arm was wrenched behind him. He looked up into the face of a ram, almost a meter above his own. As the enforcer lifted him up off the floor, he caught a glimpse of several weapons, most notably a huge battle axe, strapped to a hulking body. The wiry man dangled a good meter off of the ground as he was hauled to the front entrance and thrown through it. As he sailed out into the street, he knew that he was no longer welcome here.

The enforcer is a warrior, dedicated to mastering his body and the skills of war. As a character class, it is his responsibility to protect the party with his prowess and defeat beasts and evil champions with his skill at arms.

Enforcer Skills

Combat Leadership: The enforcer can attempt to lead a group of NPCs in a stressful combat situation. The NPCs must either be noncombatants or not more than half his own level. NPCs that are attacking the enforcer or already engaged in combat activity are not susceptible to this skill. However, normal roleplaying might sway them. Only one check per group per battle may be made. The enforcer can lead three people per level. With large groups, if the enforcer can lead a group's leaders, he can effectively lead the whole group.

Makeshift Weapon/Armor: Anytime the character wants to make a weapon or armor out of things not normally designed for that purpose, he checks this skill. If successful, the weapon or armor works just like its nearest equivalent from the weapon and armor listings in the "Equipment" chapter. For example, an enforcer might try to take a table leg, a circular saw blade and some wire and make an axe by affixing the blade to the end of the table leg. If the enforcer is successful at his skill check, it works just like an axe; otherwise, it keeps falling apart and does half the expected damage. This is a very useful skill for adapting the remnants of the ancients for weapons and armor.

Size-Up Opponent: This skill is used to determine how tough an opponent really is. If the die roll is successful, the character learns roughly the AC, THAC and damage potential from his opponent's obvious physical defenses or attacks. The Game Master shouldn't tell the player character with numbers, but rather with descriptions. The enforcer does not learn about mental attacks, poison or other powers that do not have visible manifestations. Toughness is always measured relative to the character. A fair fight is considered an equal match. Not all creatures will fit all the criterion listed below, so the GM must use his best judgment. This skill can only be used once per person until the character gains a new level.



Rating/Result	Statistics Relative to Evaluator
Easy	Half hit points, AC over 5 less, max damage in one round below 10.
Not a problem	$\frac{3}{4}$ hit points, AC less, max damage in one round below 15.
A fair fight	Roughly the same hit points, AC, etc. Max damage around 20.
Challenging	25% more hit points AC up to 5 higher, specialty attack or max damage 25 +.
Tough	50% more hit points AC over 5 higher, special attacks and defenses.
Nearly impossible	Twice hit points AC 10 + higher, multiple special attacks and/or defenses.

Esper

- Must have at least one mental mutation with a power score.
- Initial +1 MD.
- Each level advanced, he gets a +1 MD bonus, and a +1 bonus on all mental mutation power scores.
- 16 points to distribute among skills: Hypnosis, Identify Mental Power, Photographic Memory, Sense Mental Powers.

There seemed to be no way to approach the building without being spotted by the guard. Before they could prepare for combat, Frant pushed his way forward, motioning for silence. Closing his eyes, he focused his thoughts. Soon, the guard began pulling at his collar and wiping his brow. In another few seconds, he was shouting and trying to rip off his armor. He began to scream, tearing at his body as smoke drifted off of it in lazy wisps. Finally, he crumpled to the ground, patches of his skin blackened and smoking. The esper opened his eyes and looked around at the rest of the group. The guard lay unmoving.

The esper has explored the depths of his own mind and understands it well. He is the master of mental discipline. The realm of the mind is his battlefield.

Esper Skills

Hypnosis: This skill is the same as Photographic Memory, but is used with other characters or creatures.

The esper is able to hypnotize another willing, sentient, and living character and retrieve lost memories or events from his mind. It can also be used to verify the truth of a statement, or at least the truth as the subject believes it to be. Hypnotized characters cannot lie, unless they are faking being hypnotized. This process of hypnotizing someone takes at least 10 minutes.

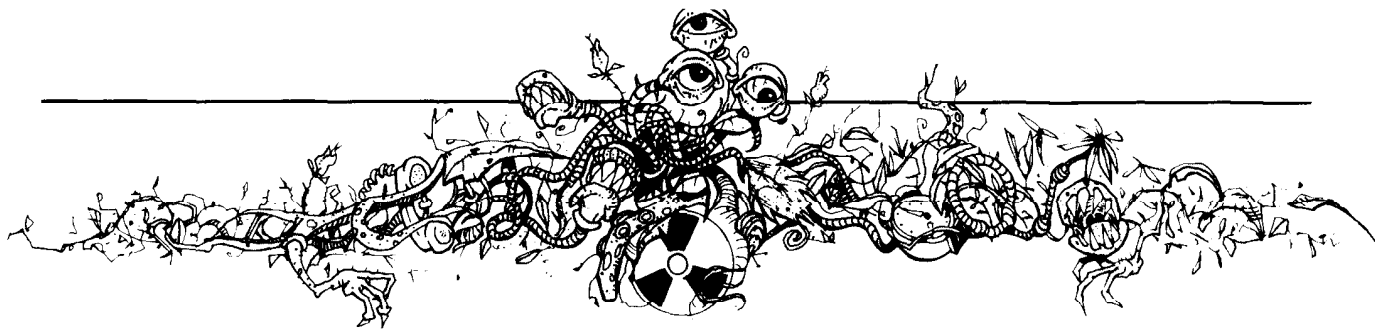
Identify Mental Power: By concentrating and putting together small clues, the esper can identify the exact mutational power that caused a particular result. Unsuccessful mental attacks cannot be identified, since there isn't enough information. The mental attack can have affected another creature; it does not have to have affected the esper himself.

Photographic Memory: The esper can delve into his own mind and retrieve a particular memory. If the player of a character is unable to remember the specific events of a past encounter, this skill can be used. If successful, the Game Master describes the event in as much detail as the player asks for. For example, in a game session it becomes important to know whether or not a particular NPC is left-handed. None of the players can remember which hand he used most often. With a successful Photographic Memory roll, the esper can recall him writing a note with his left hand.

Sense Mental Powers: The esper is able to identify the presence of unusual mental powers, usually mutations, in a living creature. He must spend a round looking at and concentrating on the creature. He can only attempt this detection once a month per character or creature type. If the creature is a member of a genetically stable race (hoops, sleeths, etc.) only one roll for the race can be made per month, regardless of how many of them the character runs into.

Examiner

- Must come from at least a Tech III culture.
- Starts the game with a Tech IV item, rolled from the loot tables. Any weapon rolled is assumed to have 4d6 rounds of ammo. Powered items include a chemical power cell.
- Initial +1 to Use Artifacts and Robot Recognition.
- Each level advanced, he gets a +1 bonus to Use Artifacts.
- 16 points to distribute among skills: Avoid Artifact Disaster, Jury-Rig, Read Schematics, Repair Artifact.



Braugh pulled a strange item from the wreckage of the live metal. Turning it over carefully in his hands, he studied it while the rest of the group crowded in as close as they dared. Everyone was silent while the examiner poked and prodded his find. Finally, after a few moments of deep thought, Braugh flipped a small red lever on one side of the object, and set it down. The rest of the group began to back away. Suddenly, there was a loud crackle from the artifact, and then a steady clicking. A small needle on one side of the artifact bounced slightly with each click.

"This," stated Braugh, "will help us to avoid the Curse."

No class is more prized in the societies of Gamma Terra than the examiner. He is best able to decipher the uses of the artifacts of the ancients. Centuries from now, the examiners may be credited with pulling humanity and the new sentient species up from barbarism into a new age of enlightenment.

Examiner Skills

Avoid Artifact Disaster: The examiner is able to avoid disasters when examining artifacts. Anytime he gets a Dangerous Event or Artifact Breaks on the chart, he makes a check against this skill. This must be done by the GM in secret. If successful, that result is avoided, and the examiner can reroll for the next position on the chart. The GM must give the player some role-playing indication that a disaster was avoided—for example, "You were about to flip the switch when you realized that it must be a firing trigger." Note that the examiner cannot use this skill to avoid "False Function," "Assumed Useless," or "Assumed Broken" results.

Jury-Rig: Being adept with machines and advanced technology has its advantages. The examiner is able to create new devices out of the parts and scraps. This skill calls for a lot of control by the Game Master. The devices invented by the examiner can be anything available to the simpler realm of Tech IV. The maximum complexity an examiner can handle is 20 plus his Jury-Rig rating. The Game Master will have to determine if the attempt is even possible given the materials at hand and how long it takes. For example, it is not possible to build a car in the desert. To build a primitive car in an abandoned factory full of appropriate parts would be possible, but might take months.

Read Schematics: Examiners have the ability to read and interpret the arcane symbology of the ancients.

These symbols are most frequently found in schematics and blueprints. Occasionally they are found elsewhere as well. Basically any nonword symbol of the ancients, from a men's room sign to the ground symbol on an electrical circuit board, has a chance of being understood with this skill. If presented with a map or diagram filled with symbols, the examiner does not have to make a separate roll for each symbol. He does have to make a separate roll for each piece of information he wants to extract. For example, he might try to find the nearest air duct and its security precautions on a blueprint of a building. That would entail two rolls, one for the location, the other for the security.

Repair Artifact: The artifact must be completely understood by the examiner before it can be repaired. This requires a successful Use Artifacts when it was first examined, and at least one day of ownership and tinkering per point of complexity. The Game Master must first judge whether or not the appropriate tools and spare parts are available to the examiner. All examiners start the game with a Tech Level III tool set, without which they cannot attempt any repairs.

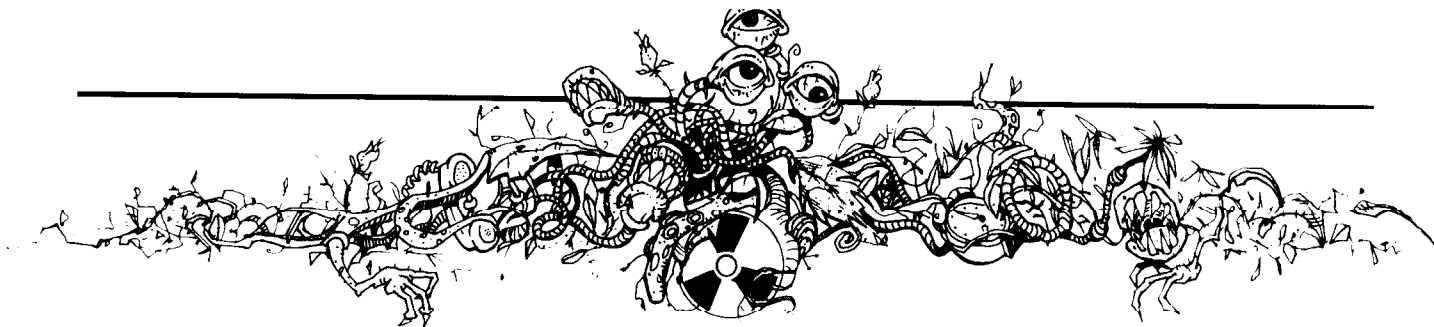
The difficulty of success for this skill is determined by the condition of the artifact (see below). Even then, the Game Master may decide that it takes a long time to accomplish the repairs. How long it takes will depend on how badly damaged the device is.

Repair

Base Difficulty	Artifact Condition
0 Easy	Minor repair necessary
5 Challenging	Significant repair necessary
10 Tough	Major repair necessary
15 Nearly impossible	Vital components are missing

The overall complexity of the artifact and its tech level will modify the difficulty of the repair. Consult the table below to determine the complexity modifier for the die roll. These values are added to the difficulty rating as dictated by the condition of the artifact.

Artifact Complexity	Difficulty Modifier	Artifact Tech Level	Difficulty Modifier
1-5	0	Tech Level $\leq$ III	0
6-10	+1	Tech Level IV	+1
11-15	+2	Tech Level V	+3
16-20	+3	Tech Level VI	+5
21-25, etc.	+4, etc.		



For example, a character finds a Tech Level V artifact of complexity 13. The Game Master decides that it will need significant repairs to make it functional again. First, the examiner must figure out what this artifact is. Then he must own it for 13 days, tinkering with it regularly during that time. After all that, he can try to repair it. The base difficulty rating is 5 (challenging). Because it is a Tech Level V artifact, there is a +3 modifier. Because it has a complexity of 13, there is another +2 modifier. All of these add up to a difficulty of 10, a fairly daunting task. But don't worry, our hero has a high tech tool set. More on that later (in "Equipment").

Scout

- Initial +1 Perception, Stealth and Remain Unseen.
- Each level advanced, he gets a +1 bonus to Perception, Stealth and Remain Unseen.
- Each level advanced, he can place 1 point on any derived attributes (see Level Advancement on page 25), mutation or class skill. This is *instead of* the general rule of one point every even level. Specifically, the scout does not get two points to add on even levels.
- 20 points to distribute among skills: Detect Ambush/Trap, Hunting, Navigate, Tracking, Wilderness Survival.

The rain was coming down hard now. The whole group slogged through mud and wet leaves as they tried to keep moving up the side of the mountain. Time and again, one of them slipped, only to be grabbed by a comrade. Serlig, ahead of the group, could barely make out the top of the slope in front of him when lightning flashed. There was a low rumble, and in another flash of lightning, the scout could see a large tree beginning to topple over—right behind the group. He urged them on, knowing that soon mudslides would carry them all to their deaths. Suddenly, he spotted what he had been seeking. In another, very bright stroke of lightning, the cave mouth was revealed. He motioned his companions toward it, into dryness and safety.

The scout is at home in the wilderness, away from the cities and farms. It is he that guides the party and provides shelter and food in the wilderness. Although his talents are not greatly appreciated by the rest of society, he is invaluable to the adventuring party.



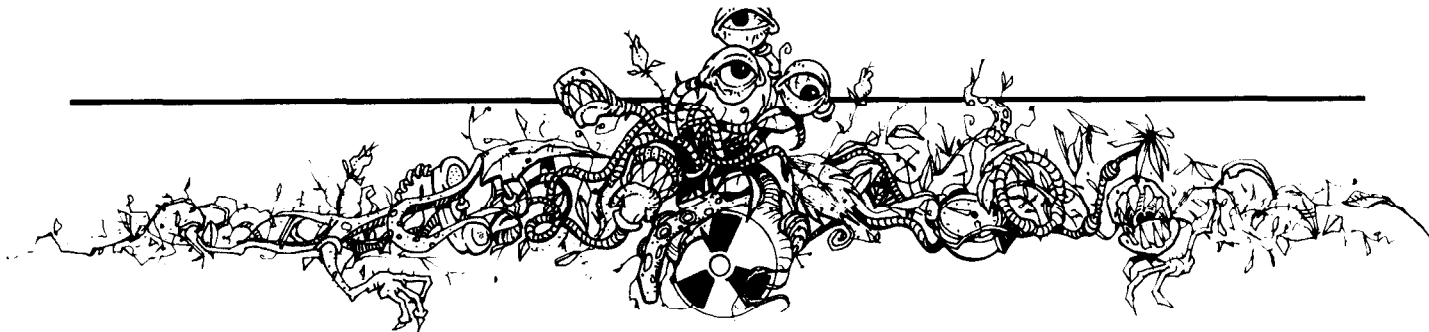
Scout Skills

Detect Ambush/Trap: Being a hunter himself, the scout is able to identify traps and ambushes in the wilderness. If successful, he detects a potential ambush or trap situation. The Game Master should throw in a few "looks like an ambush to me" situations to keep characters on their toes. Remember that this skill does not detect the absence of an ambush or trap, only the presence of it.

Hunting: This skill is strictly related to finding food and water. If successful, he found enough to feed five people for a day. Hunting usually takes 1-4 hours. It is also the skill used for identifying edible plants and animals.

Navigate: The scout is able to tell which way is north and identify the direction and distance to major landmarks with this skill. The stars are only one method of determining position. There are a host of other signs and tricks that can also be used. Even without some of these, scouts tend to have a good feel for how far they have come and where they might be. A Navigate skill roll needs to be made whenever the scout loses sight of an important landmark (building, mountain, etc.) or has a clear choice of directions. The check is never made more than once in three hours and usually only once a day.

Tracking: Creatures can only be tracked in natural terrain. Tracking is no good in a town or village full of people; there are too many tracks and signs of other creatures around. However, it will work in an abandoned urban or man-made environment where the spoor and tracks remain fresh and undisturbed. The Game Master might determine that adverse conditions



(rain, crossing trails, age of the spore, etc.) make it more difficult to track. Tracking over stone or down a waterway is also more difficult. Roll once an hour to see if the trail is lost.

Wilderness Survival: This skill allows the scout to find adequate shelter, avoid environmental hazards such as floods, forest fires, avalanches and the like.

Common Skills

Some everyday skills are available to all characters. In general, the GAMMA WORLD® game rules do not concern themselves with a wealth of everyday skills, such as herbalism, musical instruments, stonemasonry, etc. It is assumed that the characters have any reasonable skills of this nature. The GAMMA WORLD game should not get bogged down with determining who can sew together the clothing.

That said, there are a few skills that are worth mentioning: reading and writing, swimming, and riding. These are things that the characters might want to do on a regular basis and that will affect the kind of adventures common in the GAMMA WORLD game. The table below indicates the chances of a character knowing each of these skills, based upon the character class. Of course, one character can teach another these skills or hire an NPC to teach him them, but the methods employed to do so and the time involved are left up to the Game Master's individual campaign.

Character Class	Read/ Write	Swim	Ride
Enforcer	10%	50%	100%
Esper	50%	25%	10%
Examiner	100%	10%	25%
Scout	25%	100%	50%

Derived Attributes

Every character in the game has the skills described in this section. Some characters are better at using them than others. Advancement within character classes allows a character to improve some skills over time. Each skill refers to a modifier based upon some attribute score of the character. The following table provides the necessary modifiers. This table can also be found in the Attribute Scores section, above.

The full description and use of these skills is covered

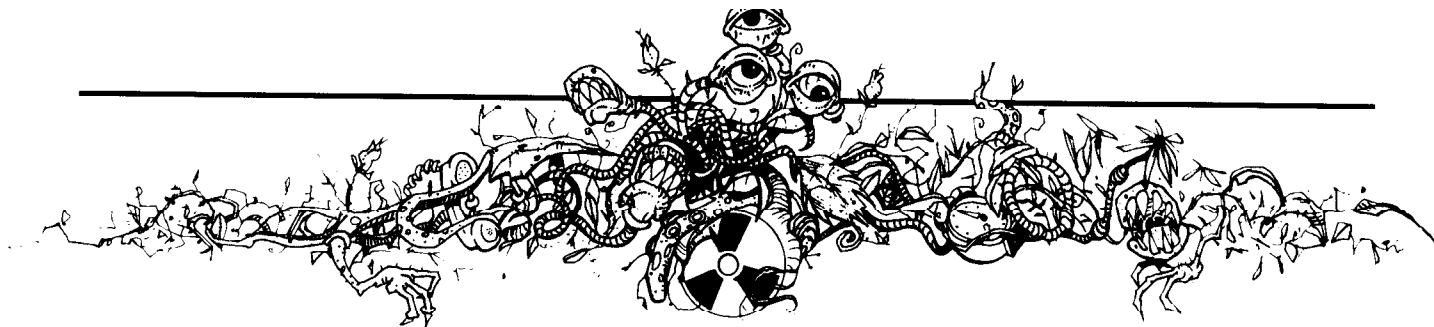
in the "Play of the Game" chapter. Don't worry if the strange abbreviations (MHAC etc.) are a little confusing at this point. The exact definitions are explained in the "Play of the Game" chapter. Many of the terms here will seem familiar to players of the AD&D® game. Terms with similar names perform similar functions in the two games. For example, THAC and THAC0 are both the basic attack value for combat, and are even used in similar ways.

AC: This is the basic combat skill for being able to avoid getting hit or hurt. It is usually modified by the armor the character wears. It performs the same game function as AC does in the AD&D game. Just as in that game, 10 is considered to be the AC of an unprotected human. However, larger numbers are better in the GAMMA WORLD game. AC 0 in the AD&D game is AC 20 in the GAMMA WORLD game.

Health: This is the character's ability to resist the effects of such things as poison, radiation and disease.

Attribute Modifiers			
Score	Modifier	Score	Modifier
1	-4	17-18	+3
2-3	-3	19-20	+4
4-5	-2	21-22	+5
6-7	-1	23-24	+6
8-12	0	25-26	+7
13-14	+1	etc.	
15-16	+2		

Summary of Derived Attributes	
Derived Attribute	Derivation
THAC melee	PS mod
THAC ranged	DX mod
AC	10 + DX mod
MHAC	MP mod
MD	10 + MS mod
Hit Points	(CN)d6
Health	10 + CN mod
Use Artifacts	IN mod
Perception	SN score + IN mod
Stealth	DX mod
Remain Unseen	IN mod
Speed	Base + DX mod
Robot Recognition	20 ± Robot Recognition modifiers



Occasionally, through the results of game play or during character creation, some hazards may have different Health ratings. Health is equivalent to saving throws in the AD&D® game. Ten is the average score for a first level character, and larger numbers are better.

Hit Points: A character's hit points determine how much damage he can take before dying. Once again, this is the same as in the AD&D game. All characters get 1d6 of hit points for each point of Constitution. The attribute modifier for the character's Constitution is not used to calculate hit points.

MD: Similar to AC, MD defines the character's mental defense, which is his ability to resist mental attacks. It is even measured the same as AC, with 10 being a first level character's average score, and larger numbers being better.

MHAC: Similar to THAC, MHAC defines the character's ability to use his mental mutation. Each mutation has its own MHAC score, derived from the power score of the mutation. It is used in exactly the same manner as THAC. Zero is an average value for a first level character, and bigger is better.

Perception: This is the character's ability to notice something when he is not trying to look for it. For example, a character uses his Perception when he hears someone sneaking up on him. 10 is an average, first level character's score, and larger numbers are better.

Remain Unseen: This is the character's ability to hide and remain undetected. Zero is an average first level character's score, and larger numbers are better.

Robot Recognition: Robots are a major part of the GAMMA WORLD® game. Because of the fact that they were built before the cataclysm, they have rather unique world view. This score reflects the character's ability to be recognized as human by robots and computers. A character's Robot Recognition score is simple to calculate. The base value is a 20. Altered humans subtract 2 automatically. Some mutations call for further subtractions because they alter the physical appearance of the character. Mutated animals subtract 6 points, or 8 if they do not choose any humanoid attributes. They can also lose points for mutations. Sentient plants are never recognized as human by robots.

Speed: This is how many meters a character can move in a round when walking. The base speed for humans is 12 meters per round, and 3 when swimming.

Stealth: This is the character's ability to be sneaky, move quietly and not be discovered. Zero is an average first level character's score, and larger numbers are better.

THAC: This is the basic combat skill for being able to hit an opponent. It performs the same game function as THAC0 does in the AD&D game, although the actual numbers and game mechanics are somewhat different. Larger numbers are better, and zero is the average value for a first level character.

Use Artifacts: The character's ability to figure out how an artifact works and use it well is described by this value. A zero is the average value for a first level character, and larger numbers are better.

Tech Level

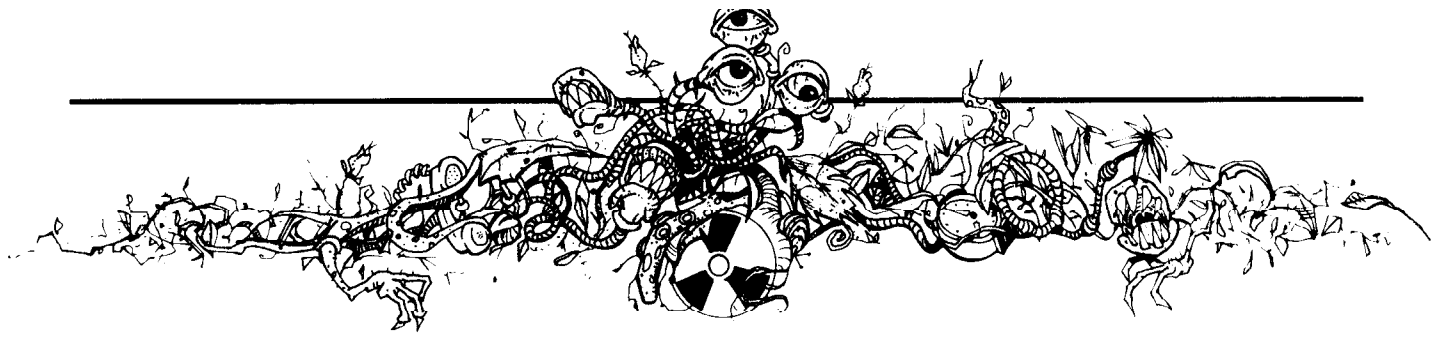
The Game Master must determine where the campaign begins. This involves choosing a town or other starting locale. From this decision will come the limitations on a character's initial tech level. Most towns in the GAMMA WORLD game are Tech Level III. As a result, most characters are from Tech Level III societies. If the Game Master chooses, he can start his campaign in a more primitive culture and force the players into that culture's tech level. The player can choose any tech level equal to or less than the upper limit for the campaign as determined by the Game Master.

As a general rule of thumb, the characters should not be of a higher tech level than the town they start from. Characters should not be of any tech level higher than III. The rules for using artifacts and purchasing equipment all assume that the player characters are from a Tech Level III culture and have ready access to Tech Level III items.

Cryptic Alliance

Each character has the option of belonging to a cryptic alliance at the start of the game. The Game Master determines which cryptic alliances are available to the characters at the start of the game. It is not required that a character belong to a cryptic alliance—it is always an option. It is also possible to join an alliance at a later time in the game. It is not possible to belong to more than one cryptic alliance at the same time.

Belonging to a cryptic alliance is a double-edged sword. The alliance gives the character certain advan-



tages. Usually this comes in the form of artifacts or information. However, the alliance also demands certain things of its members. Each member must hold true to the aims of the alliance. Each cryptic alliance has as friends and enemies various other alliances. The alliance's members are required to share these likes and dislikes. Shirking one's duty will minimally lead to expulsion, and some alliances dole out far harsher penalties.

For complete descriptions of the cryptic alliances, see the "Cryptic Alliances" chapter.

Starting Equipment

The Game Master determines how much money the characters have initially. This depends greatly upon the economy of the town or region where he places his campaign. It is also affected by any agency that might be funding the characters. For example, if the Restorationists hire the characters as an expeditionary force, they might provide any Tech III item the characters desire.



A good rule of thumb is to give the characters $250 + 1d10 \times 10$ domars to spend. With this much money, they can purchase armor, weapons and some reasonable supplies. If they want to have mounts and a lot of supplies, they may have to forego extra weapons and the best armor.

Level Advancement

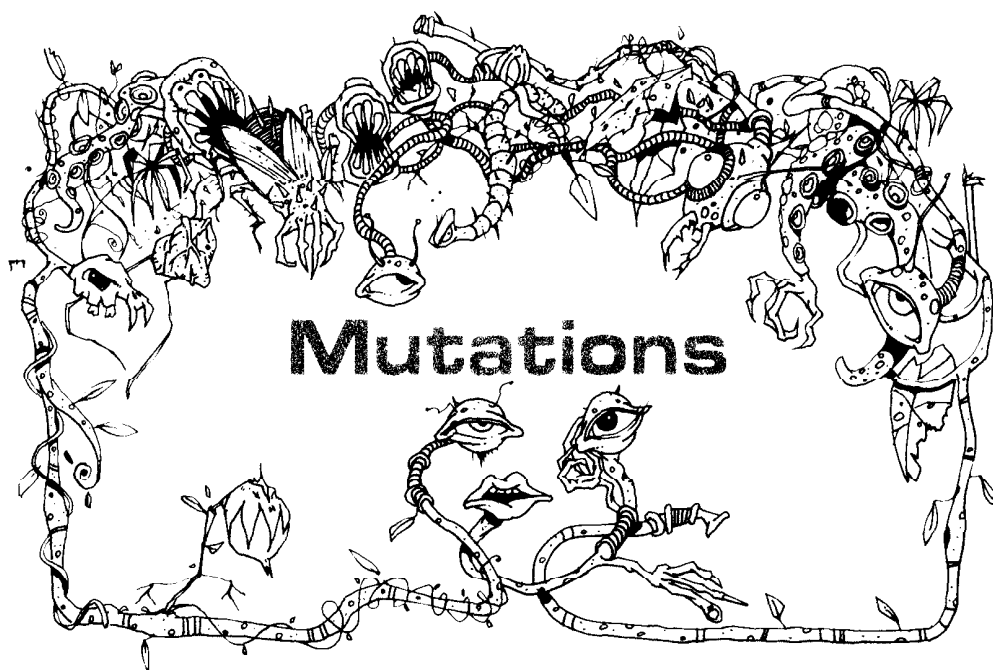
- Each level he advances, the character adds 1d6 hit points to his total.
- Each level he advances, the character adds 1 point to each of his class skills.
- Every even level attained, the character gets 1 point to place on any mutation power score, class skill or derived attribute*, including hit points. This point cannot be placed upon raw attributes (PS, IN, etc.).**
- Some genotypes and character classes have extra bonuses that they get every level.

**For purposes of level advancement, derived attributes include THAC melee, THAC ranged, AC, Health, special Health score, MD, Use Artifacts, Robot Recognition, Perception, Stealth, Remain Unseen, and Hit Points. They do not include damage or speed.*

***Scout procedure is slightly different. See the character class description, above.*

As a player character has adventures in the GAMMA WORLD® game, he gains experience points. When a character's experience point total reaches a certain threshold number, he is considered to have advanced a level. The character then gets several bonuses (see above) to his class skills and hit points. Below is the table of experience point thresholds and the levels that match them. Every even level the character attains (2, 4, etc.), he can increase any mutation power score, class skill or derived attribute (THAC, Health, etc.).

Experience Points per Level			
Level	Experience Points	Level	Experience Points
1	2,000	6	64,000
2	4,000	7	125,000
3	8,000	8	250,000
4	16,000	9	500,000
5	32,000	10 +	+ 250,000 ca.



Many mutations are available to altered humans, sentient plants and mutated animals. Each mutation description begins with the name of the mutation, followed by a (D) if it is a defect. On the next line is the type of mutation, followed by a semicolon. Some mutations qualify for more than one category. Any mutation specifying a mental attack uses the MHAC score derived from the mutation power score. The target defends with his MD score. Mental mutations do not have visible effects. See Mental Attacks in the "Play of the Game" chapter for further details. Exceptions are noted individually in the mutation description.

Following the semicolon are two summary values for how the mutation is used. The mutation activation condition comes first. *Permanent* mutations are always in operation whether or not a character wants them to be. For the most part, only defects are permanently active. *Automatic* mutations perform when the character is subject to the right conditions. He does not have to concentrate to use the mutation, but the mutation description may detail how he could choose not to use it. *Activated* mutations are treated as actions for the round. To use one counts as an action, frequently replacing an attack. The use of any activated mutation with a duration can be terminated at any time voluntarily.

Following the activation condition is the formula for calculating a mutation's power score. This is either *no MP* or $4d6 - L$. *No MP* means that a power score is not relevant to this mutation and none needs to be rolled. $4d6 - L$ means to roll four 6-sided dice, leave out the lowest of the four, and add the remaining three. The sum of these three dice is the mutation power score (MP) for that mutation.

Mutations which cause penalties to Robot Recognition for altered humans also cause the same penalties to mutated animals.

Achilles Heel (D)

Physical, Plant; Permanent, no power score

The mutant has a crucial weakness in a particular body location. If he is ever struck there, he takes double damage and is in such pain that he cannot attack or perform other actions for the next round. A natural roll of a 20, if it hits, is assumed to have hit this spot—the Achilles heel. A called shot can also be used to intentionally hit it. The player can pick any point on his body, such as a fist-sized place on his head, his stomach, or his groin. Plants should choose a similar place on their bodies.

Adaptation

Plant; Automatic, no MP

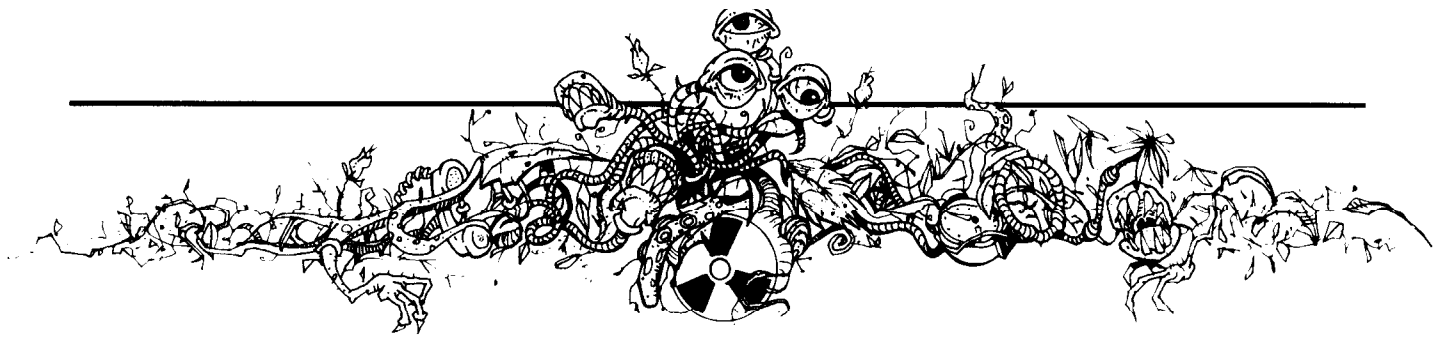
The plant can adapt (become immune) to any physical attack form that has harmed it. On the round it is attacked, it must decide whether or not to begin the process of adaptation. It can drop a previous immunity to adapt to a new attack. The plant can have a total of three adapted immunities at any given time. It takes five days for the plant to complete the adaptation process. There are no restrictions to its activities during this time.

For example, if it adapts to fire attacks, it grows a flame resistant bark. If it adapts to lasers, it might develop a reflective exterior. For the purposes of the *adaptation* mutation, physical attacks are divided into cutting attacks, piercing attacks and bludgeoning attacks, and adaptation must be made to each individually. Gunshots are considered to be piercing attacks.

Air Sail

Physical, Plant; Automatic, no MP

The character's body incorporates a structure similar to a fixed wing or parachute that allows him to glide. A flying squirrel is an example of an animal with an *air sail*. The character glides 50% faster than he normally moves on foot. He must lose at least 1 meter of altitude for every 10 meters of forward movement. The Game Master may force a steeper



decline in bad weather. Diving speeds are covered in the movement rules. Altered humans with this mutation get a -2 penalty for Robot Recognition.

Allergy [D]

Physical, Plant; Permanent, no MP

The mutant suffers a reaction to an ordinary substance, such as pollen, iron or milk. So long as he is in contact with the substance (breathing, touching, eating, etc.), the Game Master rolls an attack against the mutant's Health, usually at the beginning of the round. Most substances have an intensity of 0. However, the Game Master can set higher intensities for higher concentrations or extreme contact. If the attack is successful, the mutant loses one action for the round. This usually means that he cannot attack and can only move at half normal rate. Roll a d20 on the table below for the specific allergy.

d20 Roll	Allergy	d20 Roll	Allergy
1	Pollen	11	Animal fur
2	Clay	12	Salt
3	Oil	13	Wood & paper
4	Plastic	14	Feathers
5	Iron	15	Specific animal
6	Specific plant	16	Paint
7	Digested meat	17	Bone
8	Silver or gold	18	Cotton or wool
9	Leather	19	Soap
10	Specific mineral	20	Specific drug

Allurement

Plant; Automatic, MP 4d6 - L

The plant constantly gives off a sweet-smelling fragrance that has a seductive, hypnotic effect on creatures of animal Intelligence (1) or lower. It increases the effective CH of the plant by 5 plus the MP modifier. Nonsentient creatures are "attacked" by the fragrance up to 15 meters away. They defend with their MD. If the attack is successful, they are compelled to touch the plant and be near it. This attack can only be made once per creature. If it fails, the creature is always able to identify the plant and reject the affects of its allurement. The effects of *allurement* are broken if the victim suffers damage from an attack.

Anti-Life Leech

Physical, Plant; Automatic, no MP

The mutant is immune to *life leech* and other draining attacks. He is able to reverse the flow of another *life leech* field, draining 1d6 points from the attacking creature into himself. These points first heal his damage and then add to his hit point total. His hit points can never exceed his

CN $\times$ 10. Additional hit points fade away after an hour.

Attraction Odor [D]

Physical, Plant; Permanent, no MP

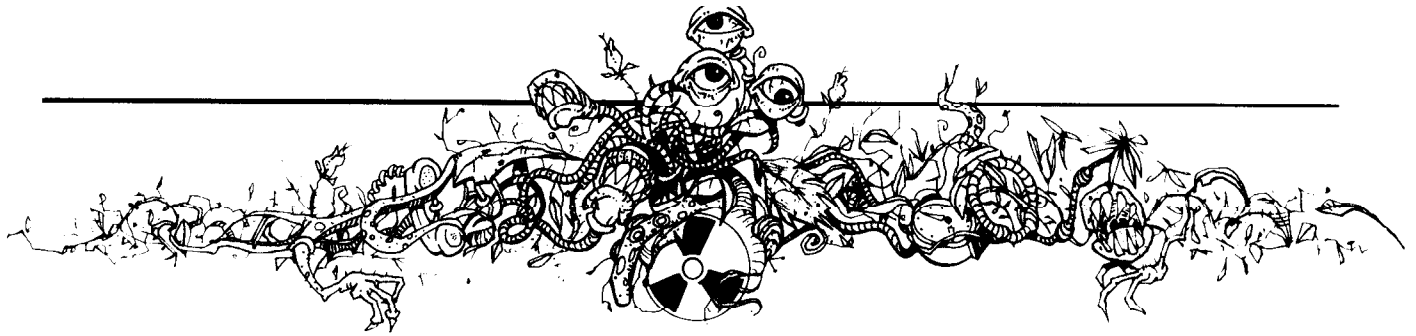
Animals and humans with *attraction odor* have a strong, musky scent, while plants smell sweet and perfumed. Mutants with this defect can automatically be tracked up to 10 kilometers away by any mutant with *heightened smell* or by predators. In the wilderness, the mutant is *twice* as likely to attract the attention of a predator. Giant insects or herbivore grazers are usually attracted to plants that have this defect.

Beguiling

Mental; Activated, MP 4d6 - L

With a successful mental attack, the character can insinuate a soothing and friendly attitude into another creature. The target creature must be no further than 25 meters away, plus 1 meter $\times$ MP modifier. If the creature is approached in a friendly manner, the character gets a bonus of 5 + MP modifier on any attitude rolls when dealing with it. If the *beguiling* attack is successful, the creature will not attack the beguiler, but might attack his friends, depending upon the circumstances and their actions.





Bodily Control

Physical, Plant; Activated, MP 4d6 - L

The mutant can temporarily enhance any one body function. If he chooses a sense, it works just like the *heightened sense* mutation. He can also choose to enhance one of his physical attributes (PS, DX or CN), just like the *mutation heightened physical attribute*. The effect lasts 5 + MP modifier rounds. He can only heighten a particular sense or attribute once every 24 hours.

Body Change [D]

Physical; Automatic, no MP

Some parts of the mutant's body are altered in a cosmetic way. These alterations have no significant game effect upon the character. None of these mutations should allow the character an extra ability, or disability, of any significance. Roll a d20 twice on the table to determine the changes. Altered humans with this mutation get a -2 penalty for Robot Recognition.

d20 Roll	Body Change	d20 Roll	Body Change
1	Odd skin color	11	Bony skull ridge
2	Single eye	12	Mane/bristles
3	Extra fingers	13	Transparent skin
4	Odd hair color	14	Completely hairless
5	Webbed fingers	15	Scales/feathers
6	Forked tongue	16	Sagging folds of skin
7	Antennae	17	Misshapen head
8	Crest	18	Patches of fur/skin
9	Vestigial wings	19	Nonprehensile tail
10	Misplaced facial feature	20	Enlarged facial feature

Carapace

Physical, Plant; Automatic, MP 4d6 - L

This a partial or total (50/50 chance) bony shell that protects the mutant's body like armor. A partial *carapace* covers the head and back, providing a natural armor against attacks from behind. A total *carapace* grants the same Armor Class from front and back. The base Armor Class is 15 + MP modifier. The DX bonus is then applied as normal (see "Character Generation"). Plants have thick, tough bark instead of a shell. Altered humans suffer a -2 penalty on Robot Recognition.

Carnivorous Jaws

Plant; Automatic, MP 4d6 - L

Most plants do not eat. They live off of soil and sunlight. However, a plant with this mutation can eat meat or other plants with its jaws. Its "teeth" are actually tightly spaced thorns in its maw. Its stomach is merely a body cavity filled

with weak acids that digest the meat. The jaws do 1d6 + MP modifier damage per bite. The plant is still able to sustain itself with just soil and sunlight, but it is an uncomfortable existence.

Chameleon Power

Physical, Plant; Activated, MP 4d6 - L

This mutation allows the character to automatically blend into any background. His body coloration automatically matches the colors of any background that is within a meter. Be aware that his clothes or other belongings do not change color. His skin (or leaves) continuously change as the mutant moves. The mutant can decide to make his skin any single color or not related to his background, or can choose to look like his normal self. When *chameleon power* is activated, the character's Remain Unseen score increases by 5 + MP modifier.

Chemical Susceptibility [D]

Physical, Plant; Automatic, no MP

The character has a -5 penalty when checking his Health against poisons, drugs or other toxic chemicals. He gets drunk twice as quickly as a normal character, typically from just one cup of an alcoholic beverage.

Confusion

Mental; Activated, MP 4d6 - L

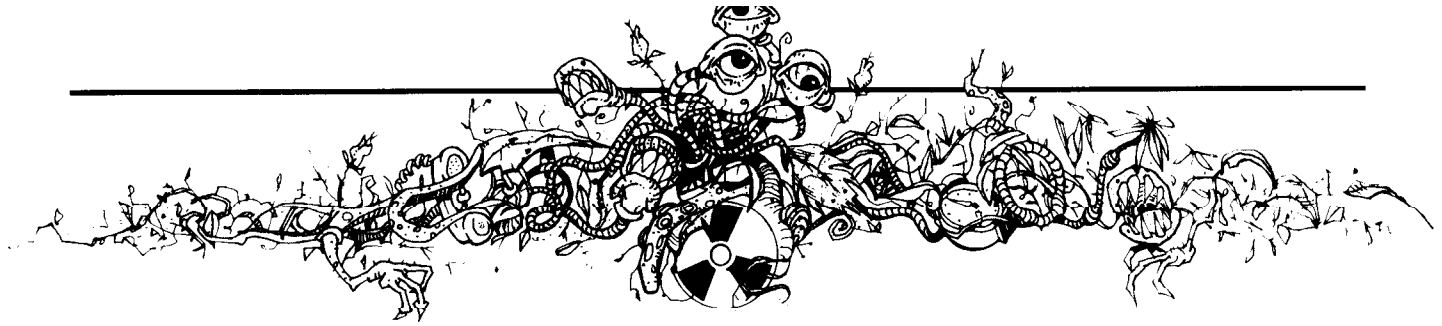
If the mental attack using this mutation is successful, the victim is confused. Roll a d6 each round on the table below for the actions taken by the affected creature. The effects last for 2d6 rounds. *Confusion* has a range of 25 meters, plus 1 meter x MP modifier.

d6 Roll	Action
1	Stands still
2	Wanders slowly
3	Attacks nearest creature
4	Attacks nearest inanimate object
5	Attacks randomly chosen enemy
6	Performs an incomprehensible, noncombat action, such as spinning circles while hopping up and down on one foot

Contact Poison Sap

Plant; Automatic, MP 4d6 - L

Anytime the plant is injured in combat, it exudes a thick, sticky sap from the wound that is poisonous upon contact with skin. It has an intensity equal to the MP score. It is ideal for coating weapons, but does not last long. The sap hardens to a nontoxic resin within an hour. The plant must suffer a wound of at least 2 points to coat a dagger. It takes a wound of 5 points to coat a sword. Obviously the plant character is not



going to be thrilled about donating any significant amount of its sap. Plants are immune to the effects of the sap.

Death Field Generation

Mental; Activated, MP 4d6 - L

The character makes an attack on all living things within 20 meters, plus 1 meter $\times$ MP modifier. Any creature, friend or foe, successfully hit has most of his hit points drained away. The creature is left with only hit points equal to his CN score (Hit Dice for monsters). If this does not do at least 10 points of damage to the creature, then it is reduced to zero hit points. Any creature with zero or fewer hit points is killed instantly. All normal plants, small animals or other simple life forms are assumed to have been attacked successfully and suffer the consequences. Interestingly, germs and other microscopic organisms are unaffected.

The mutant using this power loses hit points just as if he had also been hit by *death field generation*, which means he might be incapacitated. However, record the lost hit points separately. Assuming that using his power didn't reduce him to zero hit points, he recovers one hit point every hour until the damage caused by using this power is healed. These lost hit points can also be cured normally with other mutations or artifacts. The character can only use this power once a week.

Density Control, Others

Mental; Activated, MP 4d6 - L

The character is able to control the density of other living creatures. The effects of this power are identical to *density control, self*, given below. However, the mutant must successfully attack the victim mentally to change his density. The mutant chooses how small or how large his target becomes, within the limits of his power. Parts of a target cannot be changed, only the whole target.

Density Control, Self

Physical, Plant; Activated, MP 4d6 - L

The mutant is able to control his body's density. Increased density means the character weighs the same, but is smaller. The mutant can shrink to 50% smaller, plus 5% $\times$ MP modifier. No character can shrink below 5% of his original height. Decreased density means the character weighs the same, but is larger. The mutant can grow up to 100% larger, plus 10% $\times$ MP modifier.

The character's speed increases or decreases by the same percentage that he grows or shrinks. His AC improves by 1 for every 10% he shrinks, but it worsens by 1 for every 20% he grows. This is from the increased or decreased toughness of the flesh as well as the small or larger target that the character becomes. The character is immune to the *density control, others* mutation.

Devolution

Mental; Activated, MP 4d6 - L

With a successful *devolution* mental attack, the character is able to reverse the evolutionary process in a single creature. Mutated characters lose a mutation (chosen randomly) when attacked this way. For the purposes of this attack, a mutated animal's speech/hands mutation substitute is considered a mutation, but this is only lost after all other mutations have been eliminated. The devolved victim regains lost mutations at a rate of one a week.

Pure strain humans lose a point from a mental attribute (MS, IN, CH chosen randomly) when hit. Once their highest mental attribute is an 8, the process begins to work on their appearance. They grow body hair, start dragging their knuckles, etc. Prolonged exposure turns them into cavemen, then apes. They also regain their attributes at a rate of one point a week.

Diminished Sense [D]

Physical; Automatic, no MP

The mutant has a diminished sense. Roll a d6 to determine which one is affected. On a roll of 6, the player can pick which sense. The SN score for that sense only is reduced by four. Overall Perception suffers a -2 penalty.

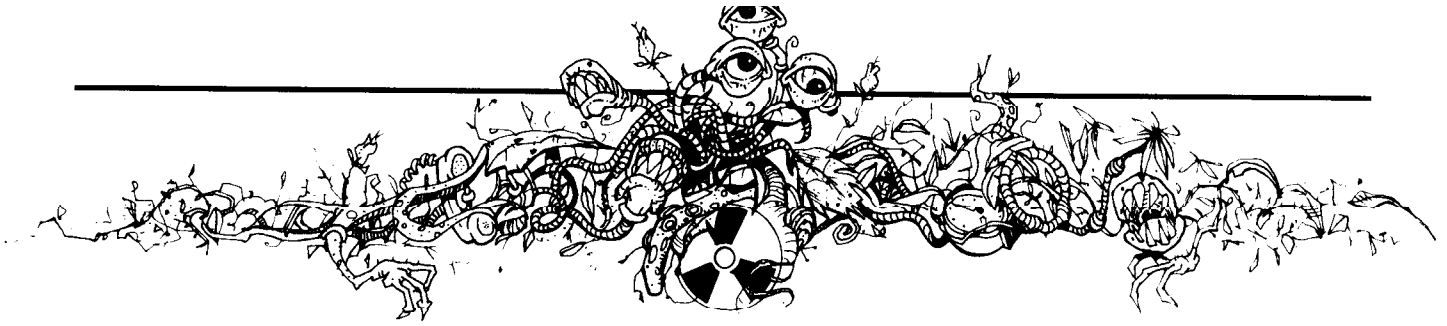
d6 Roll Diminished Sense

- 1 *Sight.* The mutant is nearsighted and is unable to distinguish anything other than motion beyond 60 meters.
- 2 *Hearing.* The mutant is partially deaf and is unable to hear normal conversation beyond 3 meters, or loud noises beyond 10 meters.
- 3 *Touch.* The mutant suffers from a total lack of touch and is unable to feel heat or cold, wet or dry. He is unable to feel pain from wounds, but is able to feel the jarring hit of the weapon (so this mutation does not affect hit point losses). The mutant is unable to feel when an object is slipping from his hands.
- 4 *Smell.* The mutant has no sense of smell, and is unaware of invisible gas attacks.
- 5 *Taste.* The mutant has no sense of taste, and is unaware of ingested poisons or chemicals.

Directional Sense

Mental; Automatic, no MP

The mutant is incapable of getting lost. He always has a complete spatial sense of where he is and how he got there. This ability does not function while he is sleeping or otherwise unconscious.



Dissolving Juices

Plant; Activated, MP 4d6 - L

The plant can secrete an acid that does $3d6 + MP$ modifier damage over a one-minute (six-round) period. After a minute of dissolving, all the acid is used up. If contacted for only a round, it does 2 points of damage. The plant can secrete the acid once every four hours. If unused, the acid remains potent for an hour before degenerating into a harmless fluid.

Displacement

Mental; Activated, MP 4d6 - L

This mutation cannot be activated consciously. The character's subconscious reacts to life-threatening danger by teleporting him away from it. The danger does not have to be real. So long as the character believes himself to be in danger of being killed that round, he is displaced. Any time the character is incapacitated while fighting, he is displaced. *Displacement* moves him 50 meters, plus 10 meters $\times$ MP modifier. The direction of displacement is usually back toward where the character came from. *Displacement* will not knowingly place a mutant into a situation where his life is immediately threatened. This power will not work more than once in an hour.



Doubled Pain [D]

Physical, Plant; Automatic, no MP

The character suffers twice the normal amount of pain from a wound. If he has less than half his hit points left, he suffers a -2 penalty on all skills and actions, including THAC and AC (and Use Artifacts, etc.). The pain is so great that it interferes with his ability to think and act. He has a -4 penalty on any attacks on the nervous system and those directly involving pain.

Dual Brain

Physical, Plant; Automatic, no MP

The mutant has two brains. The second brain can be located anywhere the player chooses in the torso or head. It does not necessarily mean the character has two heads; the character's single head might be enlarged to hold two brains. This second brain has 1d3 extra mental mutations. Add 2 to the character's IN to account for the two brains working together. Any mental attack can only succeed in attacking one of the brains. The Game Master determines randomly which brain is attacked. Both brains have the same IN, MS and CH scores.

Duality

Mental; Automatic, no MP

The character is able to do two dissimilar actions at the same time. This is not walking and chewing bubble gum at the same time. It is wielding a sword in one hand while working a combination lock in the other. The character can make one extra attack per round, so long as he uses two different weapons and/or mutations, including mental mutations. The character is automatically ambidextrous and can use a weapon in each hand.

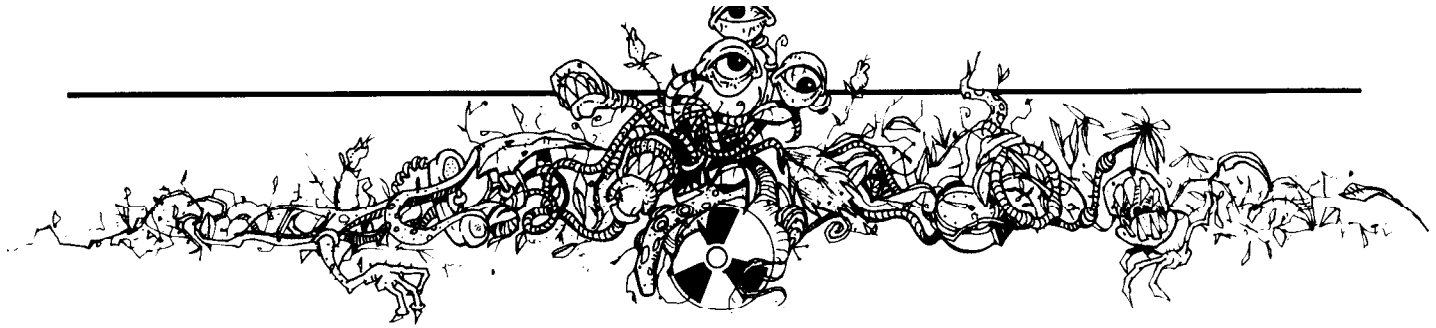
Electrical Generation

Physical, Plant; Activated, MP 4d6 - L

The mutant is able to build up an electrical charge in a specific part of his body (hands, tail, head, etc.) chosen by the player. If that part of the mutant's body touches anything, up to $3d6$ of electrical damage is released.

In essence, the mutant is constantly charging an internal battery, even when sleeping or fighting. Each round he accumulates enough current for a 1d6 electrical attack. The internal battery cannot hold more than three dice of electricity. The mutant can choose to discharge one, two, or three dice in any given attack, so long as he has that much left in storage.

The mutant must add his MP modifier to the total damage. He can add this damage to a normal melee attack if he is wielding a metal weapon. The character only takes half damage from electricity.



Empathy

Mental; Activated, MP 4d6 - L

The character is able to read the emotions and emotional intensity of another creature. He can also try and force an emotion upon a creature. Both of these powers require a successful mental attack. The Game Master may apply modifiers to take into account how radically the character tries to shift his opponent's emotions. Remember, an intelligent creature is influenced by his emotions, but not ruled by them.

Energy Absorption

Physical, Plant; Automatic, MP 4d6 - L

The character ignores the first 10 points + MP modifier of damage from a particular type of physical energy attack. The character is immune to physical paralysis. Roll a d6 and consult the table.

d6 Roll	Energy Absorbed	d6 Roll	Energy Absorbed
1	Radiation	4	Heat/fire
2	Electricity	5	Cold
3	Lasers	6	Player's choice

Energy Metamorphosis

Physical, Plant; Automatic, MP 4d6 - L

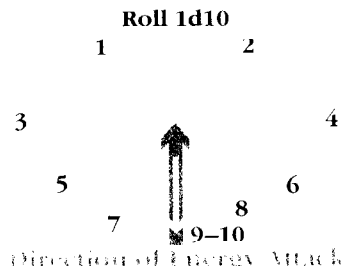
The mutant can convert the first 10 points + MP modifier of damage from a particular type of physical energy attack and use it to heal himself. If the character has excess energy to convert and no damage to heal, it creates an overload. The mutant takes double the remaining energy damage as normal damage and cannot convert energy for the next 6 rounds. Roll a d6 and consult the table shown in *energy absorption*, above.

Energy Reflection

Physical, Plant; Automatic, MP 4d6 - L

The character can reflect the first 10 points + MP modifier of a particular type of physical energy attack. Roll a d6 and consult the table shown in *energy absorption* to determine the exact type of energy. To find the direction that the energy

Energy Reflection Scatter Diagram



is reflected, roll a 1d10 and consult the diagram. The beam automatically hits inanimate objects, but must still roll a THAC against a moving or living target. Use the original attacker's THAC for this attack.

Energy Sensitivity [D]

Physical, Plant; Automatic, no MP

The character feels pain, and suffers a -2 penalty on all skills and actions, including THAC and AC (and Use Artifacts, Stealth, etc.), whenever he is within 2 meters of a large energy source, such as a robot, car, artificial force field, etc. Small items, such as a hand-held device that uses a power cell, only cause him a -1 penalty on actions. The Game Master might choose to have a mutant with *energy sensitivity* take damage in the presence of powerful energy fields. His Health is lowered by 3 against energy.

Explosive Seeds

Plant; Activated, MP 4d6 - L

These nut-like seeds explode if they are hurled onto a hard surface. Fire will also trigger them. The seed does 2d6 + MP modifier points of damage to anything within half a meter. The plant can have up to 5 + MP modifier seeds at a time. Each takes a month to grow and can stay on the plant for 3 months. If the plant is subjected to fire or crushing blows (a mace, a fall, etc.), there is a 20% chance of setting off a seed. A weapon can only trigger a single seed, but area affects like fire or falls can trigger many seeds. In that case, roll for every seed (20% chance of each going off). Intense fires or severe falls may increase the chances of triggering a seed.

Fadeout [D]

Physical; Automatic, no MP

The mutant has a tendency to fall unconscious during times of high stress. This is a result of his adrenal glands secreting depressants rather than adrenaline. On the first round of any combat or other high-stress situation, there is a 5% chance of the character collapsing for 1d4 + 1 rounds.

Fear Generation

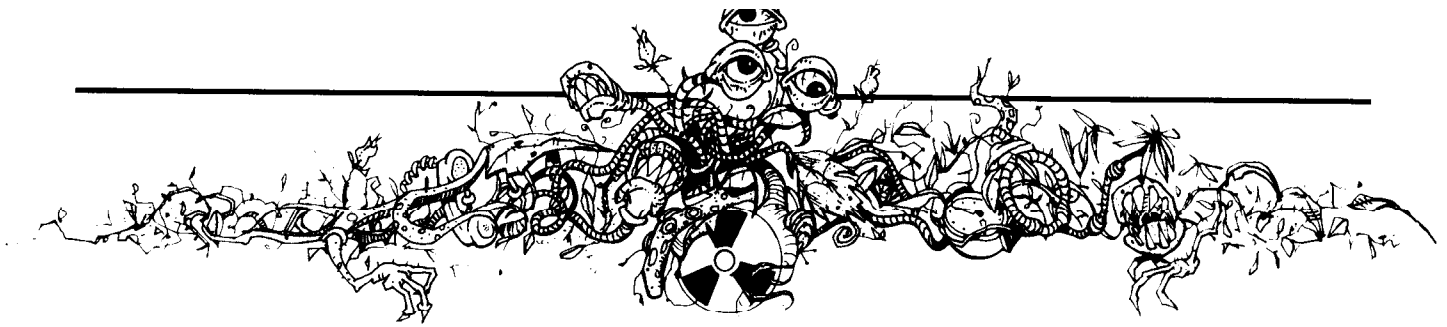
Mental; Activated, MP 4d6 - L

The character can instill fear in his chosen target. The victim flees away from the character at maximum speed for one minute (six rounds). If the victim is cornered or trapped, he will go berserk, fighting until he can get free.

Finger Vines

Plant; Automatic, MP 4d6 - L

In addition to any other limbs the plant has, it gets 1d4 finger vines. These vines are 5 + MP modifier meters long. They can move at a speed of 2 meters per round (which is



fairly slow). They can grasp objects and perform fine manipulations, such as pushing buttons or working instruments. Each vine has a PS of 1 (no MP modifier) and a DX of 5 + MP modifier. If multiple vines are being used, add their Physical Strengths and Dexterities together.

One 20-centimeter (eight-inch) segment per finger vine can be detached and still be controlled by the plant. It can control them up to 10 meters away, plus 1 × MP modifier meters. If the plant can't see the finger vines, then they must move around by touch only, as if blind and deaf. If the finger vines are not rejoined with the body in an hour, they wither and die. A new finger vine takes a week to grow (but multiple new vines may grow simultaneously).

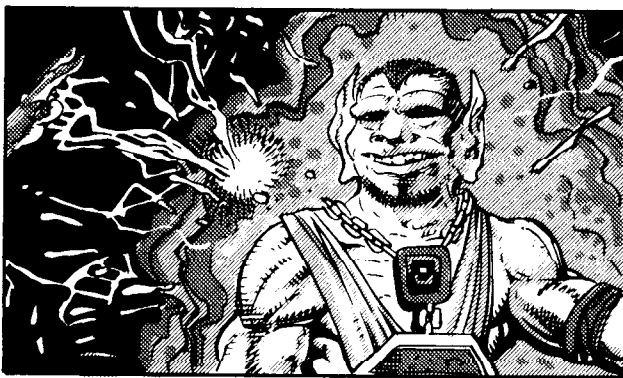
Force Field Generation

Mental; Activated, MP 4d6 - L

The mutant is able to create an invisible barrier of force around himself that protects him from physical danger. This includes energy attacks and radiation.

The force field forms a smooth surface about half a meter from the mutant's skin. The character cannot make physical attacks while the force field is up, but can use his mental powers. The force field absorbs 25 + MP modifier points of damage. It renews itself at a rate of 5 + MP modifier points per round. It can be kept up 5 + MP modifier rounds. After that, the character must drop the force field for an hour before using it again.

If the force field takes enough points of physical damage to destroy it, the character must make a CN check or fall unconscious. Any excess damage is applied to the character. If the character falls unconscious due to a mental attack or some special circumstance, the force field shuts off at the end of the round.



Fruit

Plant; Automatic, MP 4d6 - L

The plant character grows berries or some other type of fruit that may have a useful function. It takes a month to grow a fruit, and multiple pieces of fruit may be growing at one time. A plant character can have up to 5 + MP modifier fruit growing at any particular time. The fruit stays fresh for a month before rotting and falling off. The fruit can be any size, from a strawberry to a melon, and can be any color or texture selected by the player upon generating his character. Plant characters cannot benefit from eating fruit because of their unusual digestive systems. Roll 1d8 and reference the table below for which type of fruit the character can grow.

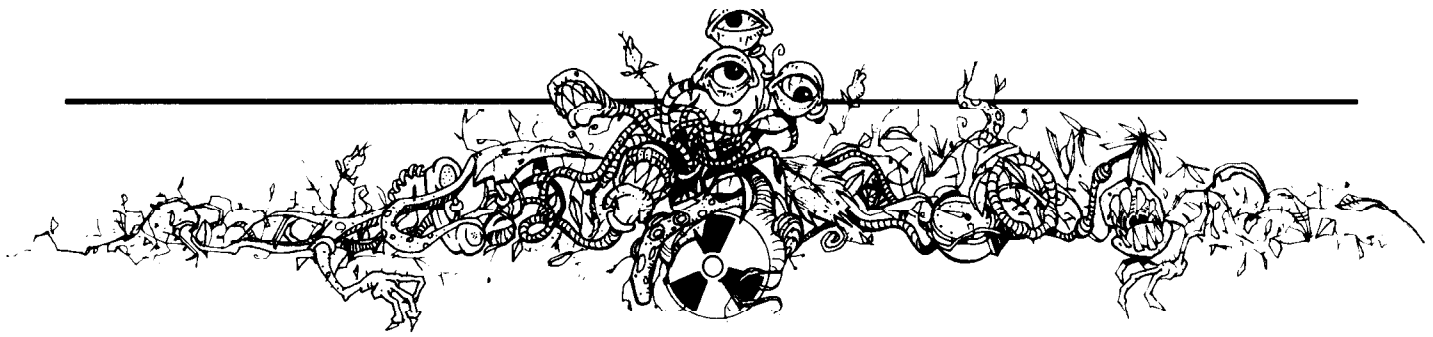
d8 Roll Fruit Type

- 1 *Sustenance.* The fruit provides enough nutrition for a normal-sized human for one day.
- 2 *Poison.* The fruit is poisonous. The MP score is its intensity.
- 3 *Poison Antidote.* The fruit automatically negates any poison up to intensity 10 + MP modifier.
- 4 *Antibiotic.* Heals 5 + MP modifier points in 24 hours if smeared into a wound.
- 5 *Stimulant.* Improves the character's energy level, counteracting fatigue and sleep. If the affected character is not suffering from fatigue, it provides a +1 modifier to THAC for 4 hours.
- 6 *Radiation Antidote.* The fruit eliminates radiation sickness in 4 hours, although normal radiation damage is not cured.
- 7 *Pain Killer.* The character does not feel pain, and is immune to attacks focused on the nervous system (except paralysis). Its lasts 5 + MP modifier hours.
- 8 *Imitation.* The fruit imitates another chemical or specialized poison not in the above list.

Gas Bags

Plant; Activated, 4d6 - L

The plant has an inflatable bladder that fills with helium. The bladder expands to twice the size of the plant and allows it to float away. The plant can carry 5 kilograms per point of MP. It takes a full minute (six rounds) to inflate it completely. It can control its altitude by releasing helium from the bladder or by synthesizing more to fill it. It rises at a rate of one meter per round at maximum inflation. It cannot control which direction it floats and is at the mercy of the prevailing winds.



Gas Generation

Physical, Plant; Activated, MP 4d6 - L

The character has the ability to spray a visible gas from a specific place on his body (mouth, navel, hands, etc.) chosen by the player. It fills a sphere two meters in diameter. The gas attacks with its MP modifier against the victim's Health. The effects of the gas last for 5 rounds + MP modifier. The mutant's body holds up to three full doses of gas, and it takes three hours to regenerate a dose. Roll 1d6 and consult the table below to determine the type of gas. The mutant is immune to that form of gas.

d6 Roll Type of Gas

- 1 *Stench.* The victim moves at half speed, must leave the gas, and is unable to attack.
- 2 *Blinding.* The victim cannot see, and suffers -4 to THAC and -2 to AC.
- 3 *Poison.* Intensity is 5 + MP modifier
- 4 *Hallucinogenic.* The victim sees visions; he will move and attack randomly. GMs may want to use the table under the *confusion* mutation.
- 5 *Paralytic.* The victim is unable to move or attack.
- 6 *Burning.* The victim suffers 2d6 points of acid damage, plus the MP modifier, per round of exposure.

Gills

Physical; Automatic, no MP

The mutant has the ability to breath water as well as air. The type of water, salt or fresh, matches the nearest large body of water in the campaign. Altered humans with this mutation suffer a -1 penalty for Robot Recognition.

Hands of Power

Physical; Activated, MP 4d6 - L

The character's hands (or the equivalent) can emit blasts of energy with a range of 15 meters, plus one meter per MP modifier. The energy does 3d6 + MP modifier damage. Roll 1d4 on the table below to determine the type of energy. The mutant is only immune to that form of energy in his hands (or the equivalent emitting limb). Other parts of the body are not immune. The mutant can store 5 + MP modifier blasts. It takes eight hours to regenerate a blast.

d4 Roll Type of Hands

- 1 Zapping hands (bolts of electricity)
- 2 Hot hands (microwave heat)
- 3 Laser hands (short-range laser beams)
- 4 Gamma hands (radiation, 5 + MP modifier intensity rather than 3d6 damage)

Heightened Balance

Physical; Automatic, no MP

The character never loses his balance. He can still be knocked over by an attack, but gets a +4 modifier. He never falls on slippery surfaces, can walk across a tightrope in a strong wind, and can fight normally while hopping on one foot, etc.

Heightened Mental Attribute

Mental; Automatic, no MP

One of the character's three mental attributes (MS, IN, CH) is dramatically improved. Which attribute improves is chosen randomly. The amount of the increase is 6 *minus* the MP modifier of the original value. For example, a mutant with a Charisma of 13 has an MP modifier of +1. With *heightened mental attribute*, he adds 6 (6 - 1 = 5) to his Charisma. Eighteen (13 + 5 = 18) becomes his new Charisma. This formula gives larger modifiers to characters that have lower scores. A negative MP modifier actually adds to the total! The mutant always gets a minimum +2 modifier to the attribute, regardless of the MP modifier of the original value.

Heightened Physical Attribute

Physical, Plant; Automatic, no MP

One of the mutant's three physical attributes (PS, DX, CN) is dramatically improved. The improvement is visibly obvious in most cases. For example, *heightened Physical Strength* means bigger muscles. Use the same rules found in *heightened mental attribute* for calculating the increase.

Heightened Precision

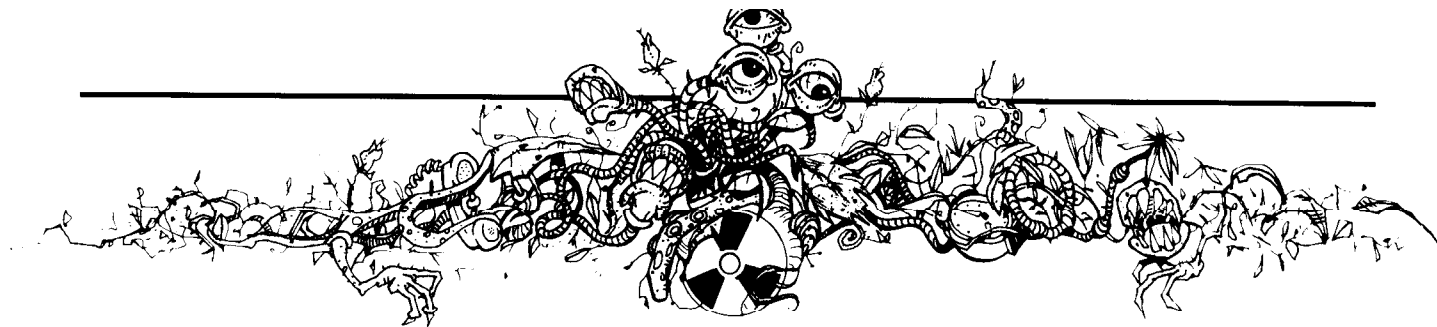
Physical; Automatic, no MP

The character has an uncanny ability to aim or place things precisely. This does not affect the other aspects of his Dexterity. His THAC for ranged attacks gets a +4 modifier, and he never suffers range penalties. Also, he never suffers a penalty for called shots in melee or ranged attacks.

Heightened Sense

Physical, Plant; Permanent, no MP

The mutant has an enhanced sense. Roll 1d6 to determine which one is enhanced. On a roll of 6, the player can pick which sense is heightened. *Heightened sight, hearing or smell* improves the character's senses (SN) score by 3. Multiple *heightened sense* mutations will grant multiple modifiers to the SN score.



d6 Roll Heightened Sense

- 1 **Sight.** The mutant can make his vision telescopic or microscopic, allowing for the perception of twice as much detail at distances or up close. When calculating ranged attack distance penalties, ranges are treated as extending twice as far.
- 2 **Hearing.** The mutant can hear things twice as far away or with twice as much sensitivity. By concentrating, he can hear on frequencies normally inaudible to his kind, such as ultrasonic or subsonic.
- 3 **Touch.** The mutant's sense of touch becomes fine enough to distinguish slight changes in texture, moisture, temperature, residues etc.
- 4 **Smell.** The mutant can identify and distinguish individuals by smell. He can track creatures up to a kilometer away by smell alone. He can detect faint traces of materials or gas.
- 5 **Taste.** The mutant can identify poisons or chemical residues by tasting merely a tiny drop. (He does not suffer the effects consuming this extremely small amount.) He can determine the individual components of any food or drink.

Heightened Speed

Physical; Activated, MP 4d6 - L

The mutant adds 5 + MP modifier permanently to his base speed. He is also able to move with bursts of hyperspeed, adding 50% to his normal speed for up to six rounds. He must rest an hour before being able to use this power again. If the mutant has multiple modes of movement (walking, flying, swimming, etc.), he must choose only one for which this mutation applies.

Horns or Antlers

Physical; Automatic, no MP

The character has some sort of horns or antlers growing out of his head. They can be up to 20% as long as the character is tall. On a normal human, this is about as long as his forearm. In melee combat, he can head butt for 1d6 points of damage. If he charges, he gets a +2 THAC modifier and does 2d6 + 2 points of damage. Altered humans suffer -2 to their Robot Recognition.



Hostility Field [D]

Mental; Automatic, no MP

The character constantly projects a mental field that makes everyone in it irritable and quarrelsome. This field has a 30 meter radius. Those aware of the problem, and who have spent a week or more in the character's company at some time, are immune to its effects. Other creatures suffer a -4 penalty on any reaction rolls. Any creature first entering the field gets a negative first impression of the character, and may even actively dislike him.

Illusion Generation

Mental; Activated, MP 4d6 - L

The character can create an illusion that exists only in the mind of the victim, if the attack is successful. The illusion must be composed of things that the character has seen or experienced. The illusion affects everyone, including his friends, within 30 meters of him. The mutant must roll a mental attack against each creature in the area of affect to see if it believes the illusion. The illusion itself can appear to be further away than 30 meters, but the target character must be within range of the illusion projecting mutant. If the victim moves out of range while an illusion is active, the illusion dissipates for him only. The character can use this power once every four hours.

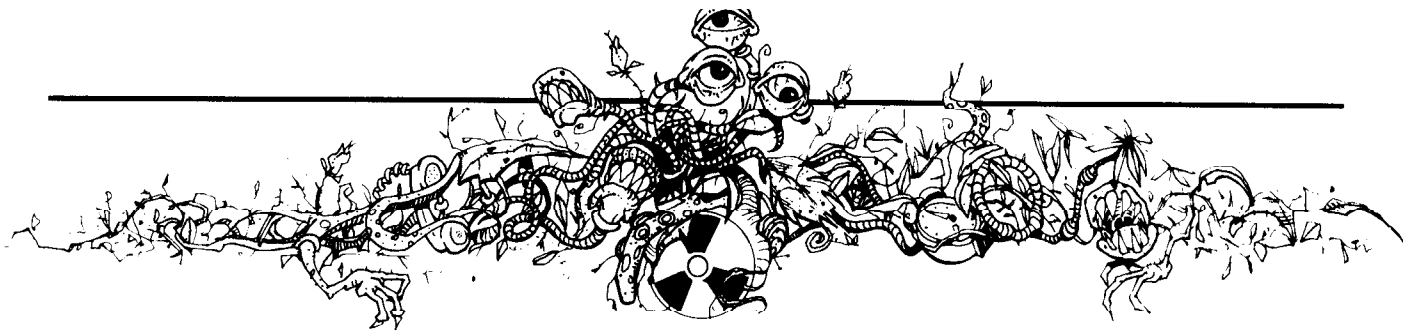
The illusion is static and unmoving unless the character concentrates on manipulating it. It is complete for all of the senses. However, it has no weight or resistance to a push. Hitting the illusion in combat, doesn't jar the attacker's arm. Being hit by the illusion, doesn't cause the defender to rock back from the blow. A light touch will not reveal this. If a hard push or a successful attack in combat is made against the illusion, a new mental attack roll must be made to see if the victim still believes the illusion. If the victim is expressing doubt and pushes or attacks to test the validity of the illusion, it automatically dissipates. The illusion can be maintained for 5 + MP modifier rounds.

Immunity

Physical, Plant; Automatic, no MP

The mutant is immune to a particular form of damage or hazard. Roll a d8 on the table below to determine the exact immunity.

d8 Roll	Immunity	d8 Roll	Immunity
1	Sonic attacks	5	Corrosives/acids
2	Mental attacks	6	Poisons/chemicals
3	Gas attacks	7	Draining/life leech
4	Paralysis/neural attacks	8	Disease/biological attacks



and 60 halved is 30, and halved again is 15.) The character can pull twice the defined weight across a surface.

If *magnetic control* is used to attack machinery, the mutant attacks with his mutation against the physical AC of the machine. A hit does $3d6 + \text{MP modifier}$ damage to the machine. This only works if the character is attempting to place the field inside the body of the machinery.

Mass Mind

Mental; Activated, $4d6 - L$

The mutant is able to boost another character's mental powers by channeling energy from himself and anyone with sufficient MS touching him into one of the characters touching him. He must be in physical contact with the other character and concentrating on that action. He can then add $5 + \text{MP modifier}$ to the mutation power score of the other character's power. For example, a character with a *mass mind* MP modifier of 3 touches a character with *mental blast* MP score of 12. The second character can now use his *mental blast* as if it were a score of 20 ($12 + 5 + 3$). This affects both the attack roll and the amount of damage he does.

If multiple characters are touching the mutant, he is able pool their Mental Strengths to add to the mental mutation of one of them. The mutant can channel energy from $5 + \text{MP modifier}$ creatures at most. Only sentient, living creatures can contribute, and all contributing characters can do nothing else while they are a part of the mass mind. Each creature touching the mutant using *mass mind* (except the recipient) is able to contribute 5 points to the pool of mental energy. Characters with the *duality* mutation may still perform physical actions while contributing to a mass mind, but may not perform other mental actions or attacks.

Mental Blast

Mental; Activated, $4d6 - L$

The mutant can directly attack the mind of another creature using the MIAC score of this power. The creature attacked must have at least animal-level intelligence. If the attack is successful, it does $3d6 + \text{MP modifier}$ points of damage. The damage is taken off of the victim's hit points, just like a physical attack. This power builds up $1d6$ at a time, as described under the section on *electrical generation*. The mutant *must* add his MP modifier to the total damage.

Mental Control

Mental; Activated, $4d6 - L$

The character can take control of another creature's body at a distance of 15 meters $+ \text{MP modifier}$ or less. Sentient plants are only able to control other plants. Animals and humans are only able to control each other. Brain patterns are too divergent for the mutation to work between the plant

kingdom and the animal kingdom, but humans and animals are similar enough for it to work between them. While the mutant using *mental control* is controlling the other creature, his own body lies unconscious. The other creature's body must remain within $100 + 10 \times \text{MP modifier}$ meters. He brings none of his mental or physical abilities with him, only his personality and personal knowledge. Once inside the other creature's body, he does not automatically know how to use any of its inherent powers or abilities unless he has seen them in use. Anything obvious from the creature's physical form he does know how to use (wings, claws, etc.). He can spend an action "attacking" the body again with the *mental control* power to gain additional knowledge. If successful, he learns one random power or ability of the creature that was not obvious from its physical form.

The character can return to his own body at any time, but is forced to return after $5 + \text{MP modifier}$ rounds. If the body he is controlling dies, then he is reduced to -1 hit points. If his own body is reduced to negative hit points, he is forced to return to his own body, losing control of the body he was in. If his own body is destroyed while he is outside of it, then he dies. The mutant must rest after using *mental control* for at least four hours before using this power again.

Mental Invisibility

Mental; Activated, $\text{MP } 4d6 - L$

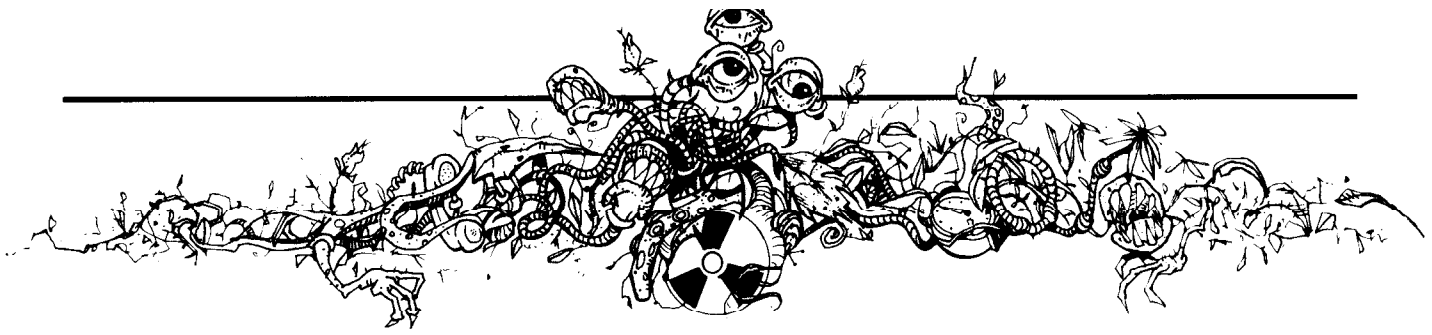
The character can mentally force all creatures within range to not notice him. This includes friends or foes. The character makes a single attack roll and compares it to the MD of all creatures within range. Any creature successfully attacked *cannot* sense the character. The others *are* able to sense him. The range for mental invisibility is 25 meters, plus $1 \times \text{MP modifier}$ meters.

The character needs to record the attack die roll in the event of new creatures entering his sphere of invisibility. When a new creature enters the area of effect, its MD must be compared to this roll to see if the creature can sense the character. Creatures that clearly sense the character and then are forced not to when they enter the area of effect get a $+4$ modifier to their MD when defending against the invisibility. Creatures attacked in melee by the character immediately sense him. However, the character does get one free attack.

Mental Multiplier

Mental; Activated, $\text{MP } 4d6 - L$

The mutant is able to enhance one of another character's mental mutations at a distance. He adds $5 + \text{MP modifier}$ to the other character's MP score. He can only affect a single character this way. This power works at a range of 25 meters, plus $1 \times \text{MP modifier}$ meters. The character can alternately choose to affect the other character's mutation's range, dou-



bling it. In this case, the strength of the mutation is not affected. *Mental multiplier* may not be used to double the range of an area of effect mental mutation.

Mental Paralysis

Mental; Activated, MP 4d6 – L

The character is able to isolate the victim's mind from the voluntary motor centers of his brain with a successful mental attack. The victim still breathes, his heart still beats, his eyes blink, etc. However, he cannot move his limbs, speak, or control any other large muscles. The victim usually collapses on the ground when affected by this attack. The character must attack the victim every round to continue the paralysis. The victim can still use mental powers and sense the world around himself normally.

Mental Reflection

Mental; Automatic, MP 4d6 – L

The character is able to reflect mental attacks. Whenever he is successfully attacked mentally, he rolls an attack with this mutation immediately. If his die roll is higher than the die roll of the attacker (modifiers are ignored for both) then the mental attack is reflected. If his counterattack succeeds, then the original attacker suffers the effects of his own mental attack. It is possible for an attack to be reflected, but not affect the original attacker (the attacker gets any normal mental defenses he might have). A character can reflect a *mental control* attack, but does not himself get control over the other character.

Mentally Defenseless [D]

Mental; Automatic, no MP

The character has a Mental Strength of 3.

Metamorphosis

Physical; Activated, MP 4d6 – L

The character can transform his body into a duplicate of anyone he touches. If he successfully touches a victim, he can then attack that character's Health with this mutation. If the attack succeeds, then the mutant is transformed into an exact duplicate of his victim. The mutant can keep this form indefinitely, but if he falls unconscious or goes to sleep, he reverts to his regular form.

He gains the victim's physical attributes (PS, DX, CN, THAC, AC, hit points, etc.), all of his physical mutations, and his physical appearance. The character loses all of his own physical attributes and physical mutations. However, he keeps his own mind and personality, his own mental attributes (MS, IN, CH), his own mental mutations, and any of his own attributes derived from mental attributes (MHAC, Remain Unseen, Use Artifacts, etc.).

Molecular Disruption

Mental; Activated, MP 4d6 – L

The mutant is able to disintegrate any object. He can affect up to 5 plus his MP modifier $\times 10$ kilograms [(5 + MP modifier) $\times 10$ kilograms]. The object is assigned an AC equivalent based upon the durability and integrity of its material. Metal is tougher to disrupt than cloth. The list below is a guideline. Each material listed can come in a variety of strengths. For example, nylon rope is tougher than hemp rope.

If *molecular disruption* is used against a living creature, it does 1d8 damage for every 10 kilograms destroyed. This power is so taxing on the character that, *immediately* after using it, he must rest for four hours. This means no walking, fighting, using mutations of any sort, etc. About all he can do is talk while sitting or reclining.

Material	AC	Material	AC
Cloth	10	Soft wood	20
Rope	11	Hard wood	22
Glass	13	Soft plastic	23
Pottery	14	Hard plastic	24
Flesh	15	Soft rock	25
Bone	16	Cement	26
Rubber	17	Hard rock	27
Leather	18	Soft metal	29
Plants	19	Hard metal	30

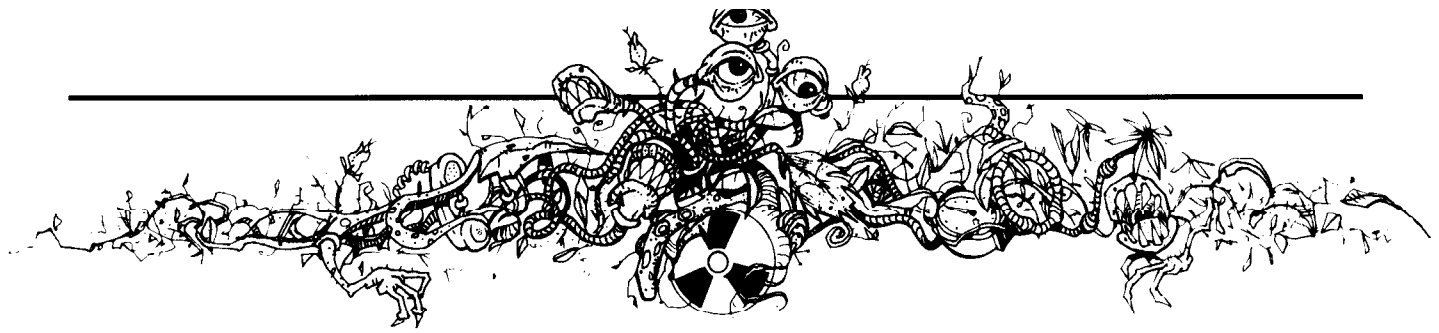
Multiple Limbs

Physical. Plant: Automatic, no MP

The character has 1d4 extra arms or legs (a 50/50 chance of either, but not both). Extra legs are attached at the hip. Extra arms can be attached anywhere on the torso, so long as they are still useful to the character. A plant with this mutation has a 50/50 chance of possessing extra limbs used for locomotion (legs) or limbs used for manipulation (arms). These can be vines, branches, or roots. Altered humans suffer a –2 penalty for Robot Recognition when they possess the *multiple limbs* mutation.

Extra legs each add 2 to the character's speed and to any balance roll involving slipping or being knocked down. Extra arms each improve the character's manual dexterity by 2 when all of them can be used for the task. The character can make double the normal number of attacks in a round by using his extra arms *if* the attacks are virtually identical in nature. For example, he could swing a sword and an axe, but not swing a sword and fire a bow and arrow. The number of extra arms does not affect the number of extra attacks. Five extra arms still result in only double the number of attacks. Multiple ranged attacks must all be aimed at the same target.





New Body Parts

Physical, Plant; Automatic, no MP

The mutant grows body parts not normally found on his species. The character gets as many of these parts as is reasonable, one tail, a pair of pincer claws, etc. Animal and plant characters can get true arms with hands, snakes can get real legs, etc. Whatever the mutant acquires, it must be usable and beneficial. A second head means only a single brain, but there are two sets of sensory organs (eyes, ears, etc.). Roll a d10 on the table below. If the character already has that body part, he can choose to get a second set of them or reroll. Altered humans suffer a -2 penalty on Robot Recognition for having the *new body parts* mutation.

Roll	Part	Roll	Part
1	Tentacles	6	Claws or fangs
2	Trunk	7	Crab-like pincers
3	Extra eyes	8	Arms or legs
4	Tail	9	True hands
5	Second head	10	Kangaroo-like pouch

Night Vision

Physical; Automatic, no MP

The character is able to see well in low light conditions. Many nocturnal animals have this ability naturally. With a full moon shining, a character with night vision can see as well as other characters can see during the day. On a night with no moon, he can see as well as if it were a full moon. The character's daytime, or bright light vision, is unaffected.

Nocturnal [D]

Physical; Automatic, no MP

The character normally sleeps during the day and is active at night. He can see normally by moonlight and starlight, but suffers as if he had the *diminished sight* mutation when in daylight.

Oversized Limbs

Physical, Plant; Automatic, no MP

The character has arms, legs, tentacles, or vines (or whatever) that are longer than normal. Longer arms, tentacles or vines allow for greater reach. Longer legs give the character +5 on his base speed. Only one set of limbs is lengthened. These cannot be limbs that both provide movement and tool use, only one or the other. The limbs are anywhere from 50% to 100% oversized. Roll $(1d6 + 4) \times 10\%$ to find the exact percentage. Altered humans with this mutation suffer a -2 penalty on Robot Recognition.

Periodic Amnesia [D]

Mental; Automatic, no MP

In times of stress (i.e., the first round of combat), the mutant has a 5% chance of forgetting the last 24 hours. The chance that amnesia might occur is rolled no more than once per hour. For extremely stressful situations, the Game Master may increase the odds. The results of forgetting are one round of standing confused, even in combat. When he snaps out of the confusion, the character will probably not remember why he is where he is, or what he is supposed to be doing (but he will defend himself against obvious aggression).

In calm situations, the character has a 5% chance of not remembering simple things or not recalling old memories. If he is told to go to a shop and buy supplies, there is a small chance he will forget what he was supposed to buy. If called upon to remember the name of a friend from years back, he might not. Remember, this should be rolled no more than once an hour.

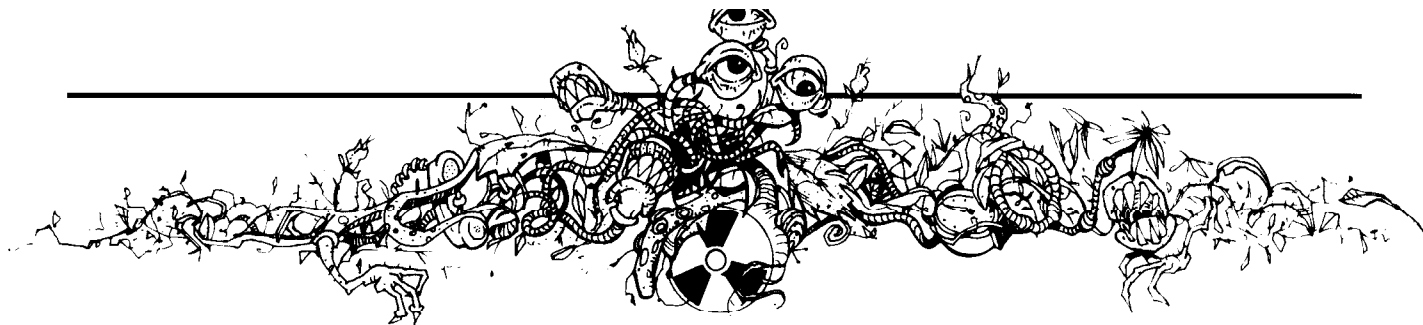
Characters who forget a period of time, fact or memory can be "reformed" of the missing information by their companions (provided their companions know the information). While they then technically still do not remember, they can function as if they did. Espers can bring back the lost memories of any creature which submits to Hypnosis.

Phobia [D]

Mental; Automatic, no MP

The character has an unreasonable fear of something. When forced to confront his fear, he must make a Mental Strength check (challenging, difficulty 5) or do whatever is necessary to avoid it. This usually means running away as fast as he can. If he can't run away, the character "goes nuts." He screams, runs in circles, sits in a corner sobbing, or whatever the Game Master chooses as a hysterical reaction. Physical or mental combat against the object of his fear is not allowed if the character has failed his MS check. The Game Master might adjust the difficulty in unusual situations.

d20		d20	
Roll	Phobia	Roll	Phobia
1	Open spaces	11	Heights
2	Bright light	12	Crowds
3	Darkness	13	Particular animal
4	Loud noises	14	Insects or spiders
5	Disease	15	Machines or robots
6	Being touched	16	Small spaces
7	Blood	17	High speeds
8	Sentient plants	18	Being alone
9	Fire	19	Pure strain humans
10	Water (not rain)	20	Being underground



impractical to transfer the poison to weapons or to try and store it. The type of poison (destructive, debilitating, paralytic) is chosen randomly.

Poor Dual Brain [D]

Physical; Plant; Automatic, no MP

The character has a second brain and an alternate personality controlling it. This brain has one mental mutation, which may be a defect even if the other brain already has a defect.

During times of stress (i.e., the first round of combat), there is a 5% chance of the second brain seizing control of the body. This new personality hates the dominant personality. This does not mean that it hates the other characters in the group. They must deal with it as a separate individual. An hour after the stressful period has ended, the dominant brain regains control of the character's body.

This mutation is only allowed if the player agrees to role-play the second personality. Let the player determine the personality of his alter ego, within reason.

Poor Respiration [D]

Physical; Automatic, no MP

The mutant cannot take deep breaths. He cannot hold his breath for more than two rounds. After six rounds of strenuous activity (fighting, climbing, etc.), he suffers an attack against his Health of an intensity of 5. Each round of continued activity, the intensity of the attack increases by 1. If the mutant's Health ever fails (that is, he fails his Health check), he faints from lack of oxygen for $2d6 + 3$ rounds. To complete strenuous activities that take a long time, the character needs twice as much time as normal because of the frequent rest breaks he is forced to take.

Projectile Seeds

Plant; Activated, MP $4d6 - L$

The plant has $5 + MP$ modifier pointed seed pods growing on its body. They look like fat thorns, and each has a pressurized gas bag underneath it. The plant character can fire these seeds up to 10 meters with no range penalties. They will penetrate any soft material including thin wood, but not stone, metal or the like. A seed does $1d6 + MP$ modifier in damage. The seeds take a week to grow back.

Psychometry

Mental; Activated, MP $4d6 - L$

The mutant is able to read the past of any item (not living entities) he touches. Those events most charged with emotion come through the clearest. He can use his power as often as he wishes, but only once a day per object. If successful, he gets a $+3$ modifier for Use Artifacts with that object.

The psychic impressions fade with time, but are reinforced by a sentient creature handling and using the object. The character rolls $1d20$, similar to an attack, adds his MHAC for psychometry, and consults the table below. The Game Master may choose to apply a bonus or penalty for extremely emotional events associated with the object or for the lack of them.

For example, an I.D. card is being read with psychometry by a character. After rolling the dice and adding any modifiers, he ends up with an adjusted die roll of 13. He can read the past of the object for the last year.

Last Used	Adjusted Die Roll
1 hour	7
4 hours	8
1 day	9
1 week	10
1 month	11
1 season (3 months)	12
1 year	13
4 years	14
10 years	15
Additional decades	+1

Pyro/Cryokinesis

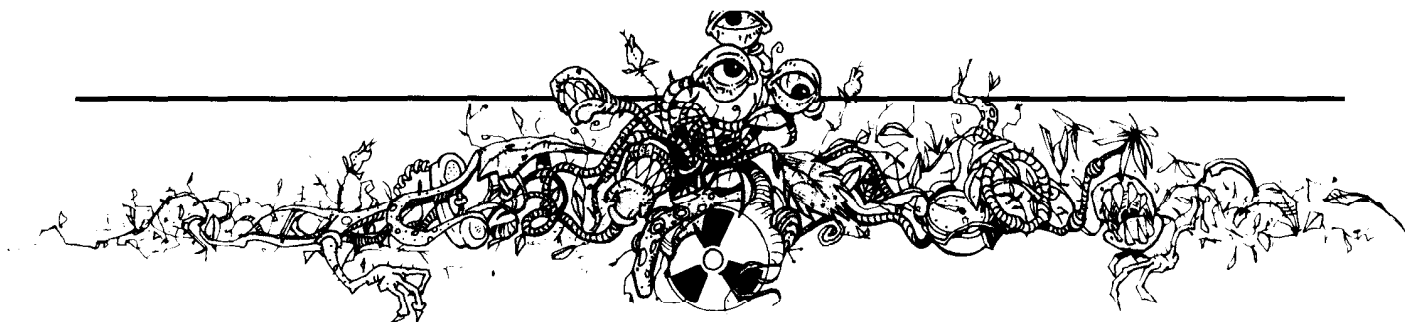
Mental; Activated, MP $4d6 - L$

The mutant has the ability to change the temperature in an area. Roll $1d6$. On a 1–3, he has the ability to increase (pyrokinesis) the temperature. On a 4–5, he can decrease (cryokinesis) it. On a 6, he can do both (thermakinesis). The power has a range of 25 meters, plus 5 meters per MP modifier point, and affects either a localized area 2 meters in diameter or a single object no larger than 2 meters. This object can be a person, but he defends with his physical AC, trying to avoid the effect. If an object held by a person is targeted, the person defends against the attack with his physical AC.

By concentrating for one round, the mutant heats (or cools) an area, causing $1d6$ points of damage to any creatures within the area. On the second round of concentration, the damage rises to $2d6$ (no flames yet). On each successive round pyrokinesis or cryokinesis causes an additional $d6$ of damage. When it reaches $10d6$ points of damage, it no longer increases, but can continue at that level until the power is shut off.

The mutant can concentrate for $5 + MP$ modifier rounds. After that he must rest the power for three hours. If his concentration is broken during the buildup of power, the rest requirement takes affect.

Mutants with pyro/cryokinesis take half damage (rounded up) from heat/cold attacks (not including lasers).



Round	Damage	Round	Damage
1	1d6	7	7d6
2	2d6	8	8d6
3	3d6	9	9d6
4	4d6	10	10d6
5	5d6	11	10d6
6	6d6	12 +	10d6

Once a fire reaches 3d6, it ignites. Once ignited, flammable materials will continue to burn without the application of *pyrokinesis*. With *cryokinesis*, water freezes at the 3d6 limit. Frozen liquids will then burst sealed containers.

If *pyro/cryokinesis* is applied to an object, a creature holding that object must make a Mental Strength check to maintain its hold on the object. In the first round, this is an easy check (difficulty 0), and the difficulty of the check goes up one level per round after that.

A heated (or cooled) object may be voluntarily dropped at any time. If the object heated cannot be dropped, as is the case with armor, then the person wearing it takes damage as if he were in a heated area.

Quills or Spines

Physical; Automatic, no MP

The character has quills, like those of a porcupine, all over his body. The player instead can choose to have ridges of spines along his back, arms, legs and tail (if he has one). The mutant can fire 1d4 quills each round like darts using the small, pressurized air sacs at the base of each. Each quill does 1d4 damage and has a range of five meters.

Spines cannot be fired, but make the mutant a formidable unarmed combatant. In unarmed combat, he does 1d6 extra damage per blow. When struck by an unarmed opponent, he gets to roll a simultaneous return attack, THAC of 0, for the spines, which do 1d6 damage. Grappling or wrestling the character (quills or spines) results in 1d4 + 1 automatic attacks, THAC of 0, for 1d6 damage each. Altered humans with *quills or spines* suffer a -2 penalty for Robot Recognition.

Radiating Eyes

Physical; Activated, MP 4d6 - L

The mutant has the ability to project a beam of radiation through its eyes. The intensity is 5 + MP modifier. Once fired, the radiation stored in the character's body builds up 1 point of intensity a round until it reaches its maximum intensity. The mutant can fire it at any time, but the intensity might not be at its peak.

The character's head is immune to radiation. If radiation strikes another part of his body, he suffers damage normally. Add +2 to the character's Health score against radiation. If

the mutant has more than one set of eyes or visual organs, it can only project radiation through one set of them (unless this mutation is rolled multiple times).

Razor-Edged Leaves

Plant; Automatic, no MP

The plant's surface is covered in dangerous leaves. They look normal and safe, but each has a serrated edge that can cut and tear soft materials. Anyone that wrestles this plant takes 2d6 damage each round from the leaves. If the plant strikes out with a limb, it does 1d6 extra damage due to the leaves. Anyone punching or striking the plant with an unprotected limb (leather or worse armor) takes 1d6 points of damage.

Regeneration

Physical, Plant; Automatic, MP 4d6 - L

The character can heal lost hit points at a rate greater than normal. He can also regrow lost body parts. The character heals 5 + MP modifier points per day if he rests, and half that (rounded down) even if he is active. A lost limb or body part reduces the healing to 1 point per day, even without rest, but the missing part is completely restored once all damage to the character is healed.

Healing aided by the *regeneration* mutation never takes place at worse rates than the normal rates of healing without *regeneration*.

Repulsion Field

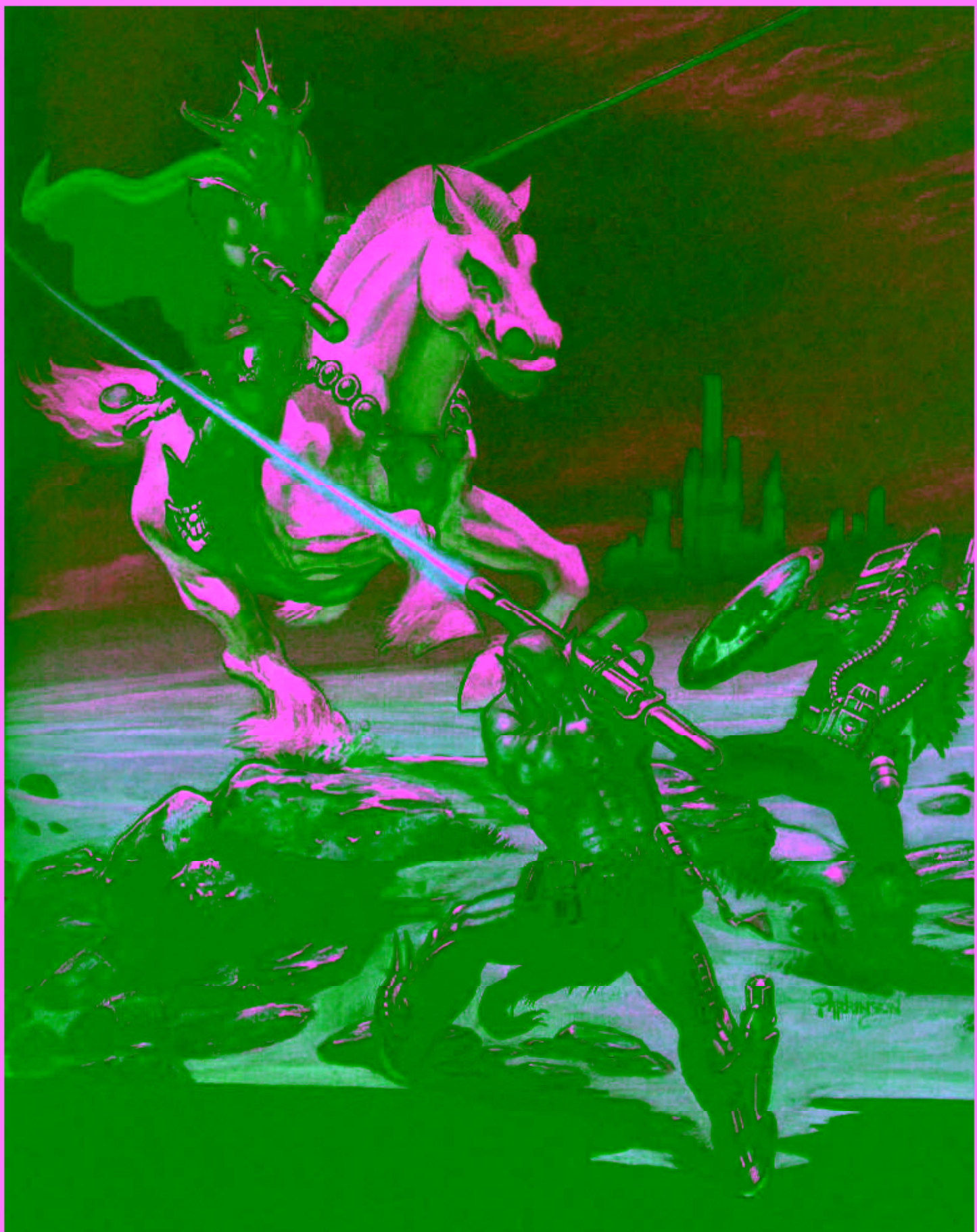
Mental; Activated, 4d6 - L

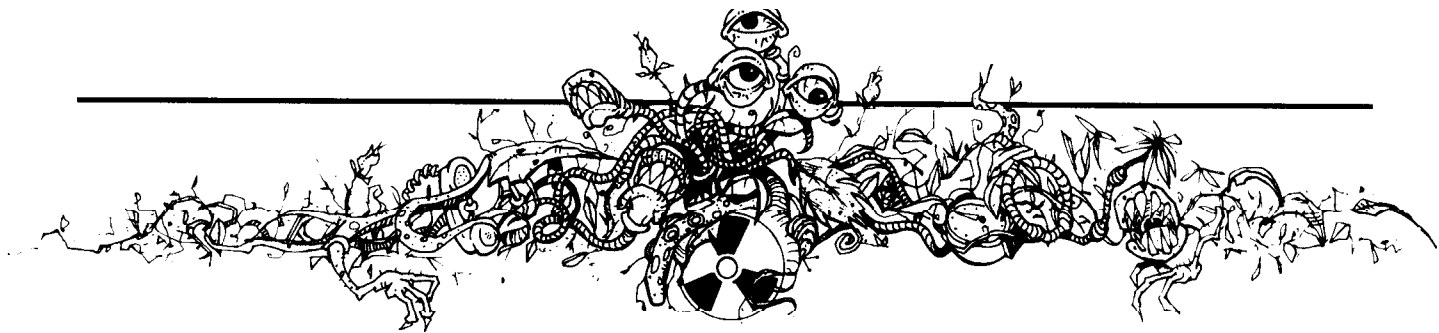
The mutant is able to create an invisible wall of force around any point other than himself. Under no circumstance can he be inside the field. Unlike the *force field generation* mutation, this only protects against physical attacks.

The field forms a sphere 3 meters in diameter. Its center point can be up to 25 meters away, plus 5 meters for every MP modifier point. The field cannot slice through solid objects, but can slip between them (under the feet but above the ground).

It takes constant concentration to maintain the field. The projecting character can move the field at will.

The repulsion field absorbs 25 + MP modifier points of damage. It renews itself at a rate of 5 + MP modifier points per turn. It can be kept up 5 + MP modifier rounds. After that the character must drop the field for three hours before using it again. If the field takes enough points of physical damage to destroy it, the character must make a CN check (easy, difficulty 0) or fall unconscious.





Seizures [D]

Mental; Automatic, no MP

Whenever the character enters a stressful situation, he has a 5% chance of having a seizure. The seizure makes all of the muscles in his body spasm and twitch uncontrollably. The character cannot remain standing and falls to the ground. He does not remember anything that happened while seizing. The seizure lasts for 2d4 rounds.

Shapechange

Physical, Plant; Activated, MP 4d6 - L

The mutant is able to change his body's physical appearance to match that of any creature of his size category that he has seen. Animals and humans can only imitate animals and humans. Plants can only imitate plants. The mutant does not get any of the physical or mental abilities of the creature he imitates, other than the obvious ones. For example, he can duplicate quills, but is not able to fire them. He can fly with imitated wings, but not do fancy aerial maneuvers.

The character retains all of his own combat scores, attributes and mutations not affected by the change. Clothing or equipment is never affected or duplicated.

The change lasts for $(5 + \text{MP modifier}) \times 10$ minutes. For example, if the MP modifier is +1, then the change would last for $6 \times 10 = 60$ minutes. Afterward the mutant can't shapechange for four hours.

Size Change

Physical, Plant; Automatic, no MP

The character is larger or smaller (50/50 chance of either) than normal. Roll 1d6 and multiply it by 10%. This is how much shorter or taller the character has become. For example, a roll of 3 means that the character is 30% shorter or taller. A typical man is roughly 2 meters tall. A 30% reduction places him at 1.4 meters tall (4 feet). A 30% increase makes him 2.6 meters tall (8 feet).

Physical strength is increased (taller) or decreased (shorter) by 1 for each 10% change. Dexterity is increased if the character is shorter and decreased if he becomes taller (plus or minus 1 for each 10% change). If the character becomes too large or too small, he may qualify for AC modifiers. Base speed remains the same regardless of the height change.

Skeletal Enhancement

Physical; Automatic, no MP

The mutant's skeleton is far stronger than normal. He cannot suffer broken bones from any fall less than 100 meters or from any blow with a force of less than 10 tons. All crushing blows, bashing attacks and falls do half normal damage. He can do an extra 50% damage in unarmed combat.

Skin Structure Change [D]

Physical; Automatic, no MP

Roll 1d4 on the table below to determine the specific change.

1d4 Roll Skin Structure Change

- 1 *Albino*. 1d4 damage for every full 10 minutes the mutant is exposed to bright sunlight.
- 2 *Glow*s. The mutant can be seen at night, but is not bright enough to serve as a light source.
- 3 *Water soluble*. Water does 1 point of damage per round to the mutant and 1d4 + 1 if he is totally immersed.
- 4 *Water dependent*. The mutant takes 1 point of damage for every three hours he is out of the water, and 1d4 + 1 if he is also in hot and dry conditions. It only takes a splash of water or a sponge bath once every three hours for him to avoid the effects.

Sonar

Physical, Plant; Activated, no MP

The character can "see" using sonar. He can emit hundreds of high-pitched squeaks per round that only other characters with sonar can hear. His brain automatically processes the reflected sound, giving him information about the position, size, movement and density of objects within 100 meters. He can only get a vague sense of shape about them. Any round that the character is using his sonar, he cannot be talking. The mutant with sonar automatically gets either double-sized ears or antennae (his choice).

Sonic Blast

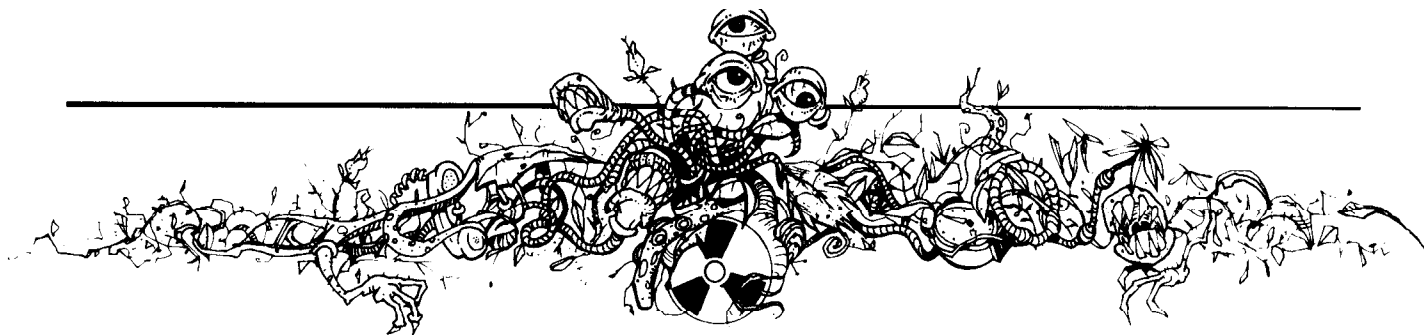
Physical, Plant; Activated, MP 4d6 - L

The character is able to project a beam of focused sound. It does 3d6 + MP modifier points of damage. It is projected in a cone 10 meters long and 5 meters wide at the terminating end. Fragile or brittle objects, such as glass, which fall within the area of effect are likely to break or shatter. The Game Master should use his judgment about what breaks and what doesn't—small crystal tubes are likely to, reinforced glass less likely, etc. The mutant can use this attack once every four rounds. The character is immune to the deadly effects of sonic blasts.

Sound Imitation

Physical; Automatic, no MP

The mutant is able to imitate any sound that he has heard in the last 24 hours. He can hear any frequency of sound, including sonar. He can only imitate voices by using the exact words he heard spoken by the voices. The imitative proc-



ess works like a tape recorder, not a translator. The character is immune to the harmful effects of any sound and can imitate destructive sounds like the *sonic blast* mutation produces. He cannot imitate himself.

Spore Cloud

Plant; Activated, MP 4d6 - L

The plant has spore sacks that it can fire at will, one per round. It has a total of $5 + \text{MP modifier}$ sacks. It takes a month to grow a new sack. When activated, the sack bursts, filling an area three meters across with spores. The spores themselves do not harm anyone, but they make it difficult to breathe. Anyone in the area suffers a health hazard attack, intensity equal to $5 + \text{MP modifier}$. If the attack is successful, the victim is reduced to fits of choking and gasping. He is unable to attack or perform other actions. The only thing he can do is move at half speed. Characters with the *duality* mutation lose one action and may only use mental mutations for their remaining actions.

Squeeze Vines

Plant; Automatic, MP 4d6 - L

In addition to any other limbs the plant has, it gets 1d4 squeeze vines. These vines are $5 + \text{MP modifier}$ meters long. They can move at a speed of 1 meter per round, which is quite slow. They can grasp objects, but not perform fine manipulations, such as pushing buttons. Each vine has a Physical Strength of $5 + \text{MP modifier}$. If multiple vines are being used, add their Physical Strengths together. Once a vine has grabbed something, it can constrict, squeezing for 1 point of damage each round per full 5 points of PS.

Stunning Force

Mental; Activated, MP 4d6 - L

The character makes a mental attack on everyone within 25 meters, plus 5 meters for every MP modifier point. This *stunning force* attack is rather like a mental shout. All affected creatures are stunned for 1d6 rounds. Roll separately for each victim. Creatures which are stunned are incapable of attacking, defending, moving, or using mutations. This power affects friend and foe alike. Once he has used this power, the mutant must rest four hours before using it again.

Summoning

Mental; Activated, MP 4d6 - L

The character can send out a telepathic call for a particular species of creature. To do so, he must have a firm mental image of what the creature looks like. When the creature arrives and first makes eye contact, the character must roll an attack with this power. If successful, the creature is under the control of the character for the next 2d6 rounds. Otherwise

the creature is freewilled and does whatever comes naturally in the situation. This can include attacking the summoning character. The character can give the creature simple commands, such as "kill them," "break that," "carry us," etc. If the same individual creature is ever summoned again that year, it ignores the call. Only one type of creature can be summoned and controlled at a time.

Any intelligent creature of low Intelligence (5) or above can ignore the call or willingly follow it to its source. When it arrives, it is immune to the controlling power of the summoning mutant.

Symbiotic Attachment

Mental; Activated, MP 4d6 - L

The mutant can attempt to control any creature he touches. He must successfully touch his opponent and make a successful mental attack. He can do nothing else while controlling the victim. The control lasts until he voluntarily breaks contact. If his victim is killed while he is attached, he is knocked unconscious for 1d6 minutes.

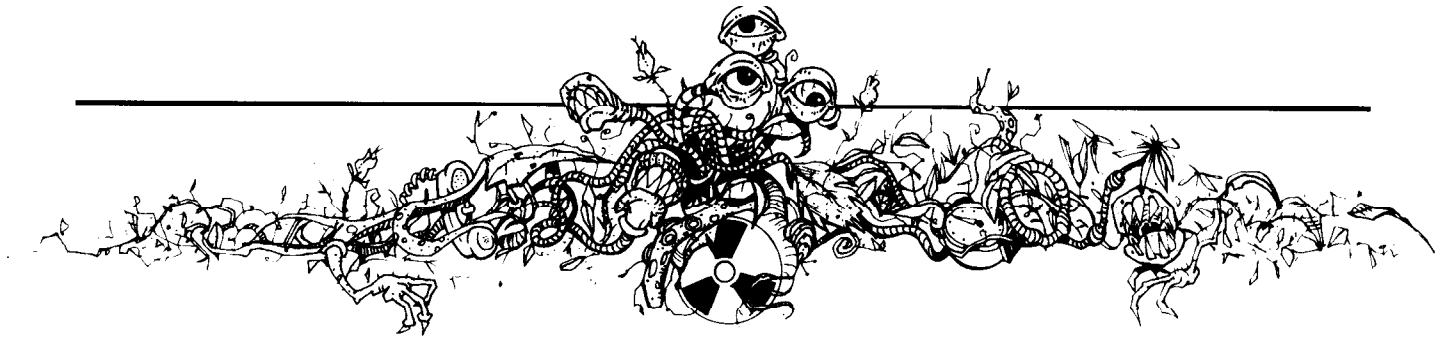
The victim is completely controlled by the character. He becomes an extension of the character's own body and must remain in contact with him. The attached character cannot read the mind or thoughts of the victim, and therefore does not know about any secret powers or hidden weapons. He must be specific about how the controlled creature acts. For example, he could not say "attack the robot with your most powerful weapon." That requires the controlled creature to make a decision about what is his most powerful attack. However, he could say "shoot the robot with your gun" or "make a force field around my friend." In each case the specific action to be taken was requested.

Telekinesis

Mental; Activated, MP 4d6 - L

The mutant is able to move objects up to 25 meters away, plus 5 meters for every MP modifier point, with his mind. The MP score is the Physical Strength that he uses to lift the object. *Telekinesis* cannot be used for fine manipulations, like a hand operating a machine. It can only lift, carry, move, throw or rotate an object. It cannot wield a weapon, except for throwing big heavy things.

Lifting and carrying objects telekinetically is just as fatiguing as carrying them physically. Light objects can be carried for long periods of time, heavy objects only for a short period of time. The character cannot lift himself. Any attempt to lift a creature requires a mental attack against its physical AC. The same is true for attempting to manipulate an object in someone's hands. A character that is using this mutation, even just to hold an object, cannot attack unless he is allowed multiple actions per round.



Telekinetic Hand

Mental; Activated, MP 4d6 - L

Similar to *telekinesis*, this power allows the character to manipulate objects with his mind up to 25 meters away, plus 5 meters for every MP modifier point. However, the hand can make fine manipulations that *telekinesis* cannot. The MP score is the Dexterity of the hand. It can only lift objects using a PS of 5. It can use weapons, but melee weapons are likely to have some damage penalties due to the low PS of the hand.

Telekinetic Flight

Mental; Activated, MP 4d6 - L

The mutant is able to lift only himself with telekinesis. He can fly at a maximum speed of $5 + \text{MP modifier}$ meters per round. Using this power is as taxing as running. If he is moving at his maximum speed, he suffers the same fatigue as if he ran as fast as he could for the same amount of time. A slow, sedate pace can be maintained almost indefinitely. Specifically, movement using this mutation incurs fatigue as if the mutant were running for maximum speed, jogging for two-thirds speed, and walking for one-third speed. The character can carry $50 + (10 \times \text{MP modifier})$ in kilograms of extra weight (100 lbs. plus 25 lbs. per MP modifier).

Telepathy

Mental; Activated, MP 4d6 - L

A character is able to read minds and transmit his thoughts mentally. Reading the mind of a hostile creature requires a mental attack. The opponent must be within 100 meters, plus 10 meters $\times$ MP modifier. Double the range if the other creature is cooperating with the attempt. When dealing with other telepaths, the character can send and receive thoughts with a willing, telepathic partner up to $5 + \text{MP modifier}$ kilometers.

These same rules work for forcing the mutant's own thoughts into another creature's mind. The recipient of such thoughts will know that the thoughts came from an outside source ("voices in my head").

Creatures with telepathy automatically know when someone is trying to read their minds. Other creatures are oblivious to the attempt, successful or not.

The telepath can scan an area up to $5 + \text{MP modifier}$ kilometers. The Game Master makes a mental attack for the telepath for every creature with an Intelligence of at least 5 within the area to see if the telepath detects their presence. The telepath cannot read a detected creature's mind or send his own thoughts at that range, unless the creature is a willing telepath. However, once in range (see above) he can make another attack roll to read the creature's mind.

Teleport Object

Mental; Activated, MP 4d6 - L

The mutant can teleport any object from one place to another. He must be able to see the object, and it must be no more than $50 + (10 \times \text{MP modifier})$ meters away from him. The object cannot weigh more than the MP score in kilograms. If the object is being held by another creature, the mutant must make a mental attack against the creature's physical AC to teleport the object. Its destination must also be within his range of $50 + (10 \times \text{MP modifier})$ meters. The character can use this power once an hour.

Teleportation

Mental; Activated, MP 4d6 - L

The character can teleport himself to another location. He can teleport once every three hours. For short hops, his destination must be within $50 + (10 \times \text{MP modifier})$ meters and clearly visible.

For long jumps, he can memorize a location by spending several hours looking at it and walking around it. The memorized location is only a 1-meter-wide circle, but it can be up to $5 + \text{MP modifier}$ kilometers away from the character. If he attempts to teleport to a location which he did not spend at least eight hours memorizing, he takes 1d6 of damage for every hour less than eight that he spent examining the destination.

The character can hold each location in his memory for a month before needing to visit it again. He can have a number of locations equal to his IN modifier (minimum +1) memorized at one time. For example, Usquillegor has an IN of 6; therefore, he can only have one location memorized at a time. However, Xorl has an IN of 17 so he can have three locations simultaneously memorized.

Thorns or Spikes

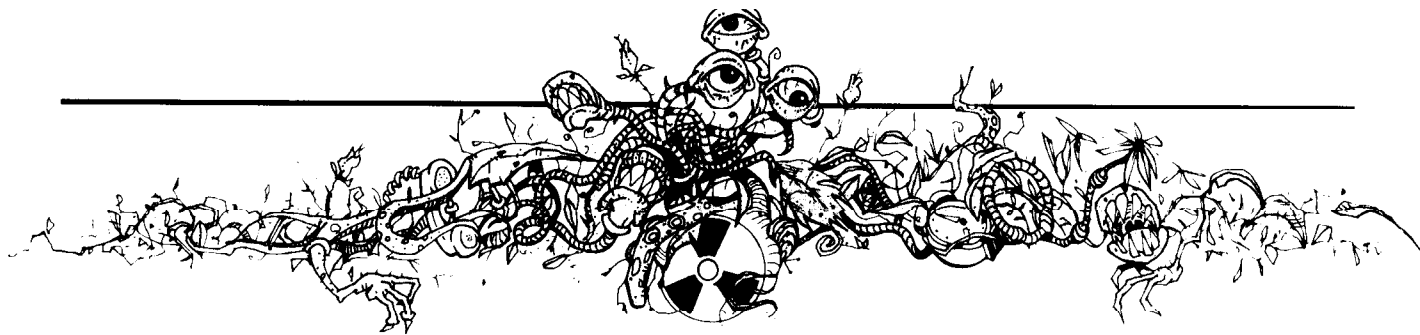
Plant; Automatic, MP 4d6 - L

The plant's body is covered with thorns or spikes. Any attempt to wrestle the plant costs the attacker $2d6 + \text{MP modifier}$ points of damage. The thorns cannot hurt hard materials such as stone or metal. The thorns add $1d6 + \text{MP modifier}$ to any physical attack with a limb. This only applies if the plant is not using a weapon or using one with a very short reach, such as a dagger. Anyone striking the plant with an unprotected limb takes $1d6 + \text{MP modifier}$ points of damage.

Thought Imitation

Mental; Automatic, no MP

The mutant is able to imitate any mental attack or ability that he has personally experienced in the last 24 hours. The imitative process works like a thought tape recorder. The mutant still takes the full effect of the attack, but is able to make



a copy and broadcast it back at the sender, using the attacker's die roll and mutation score. Such a replay would automatically fool any telepathic or empathic readings. The mutant can also imitate destructive thought patterns like the *mental blast* mutation produces. He cannot, however, imitate himself.

Total Healing

Mental; Activated, MP 4d6 - L

The character is able to accelerate his rate of healing. He can recover 5 + MP modifier points every hour of active concentration. The mutant may not perform any other activity while using this mutation. These recovered points are in addition to any normal healing.

This power can be used to overcome poison, disease, or radiation. Merely using the power halts the progress of the poison, chemical, disease or whatever. To overcome it, the character must successfully "attack" the condition and defeat it. For example, a character that has intensity 10 poison running through his system would have to roll a 10 or better with this mutation to eliminate the poison. One attempt can be made at the end of every hour that the mutant has of uninterrupted concentration.

Transfusion

Physical, Plant; Activated, MP 4d6 - L

The mutant is able to heal another character, but not himself, by touching the wound. Each round he can heal 10 + MP modifier points of damage. A single person or creature can only be healed by a specific user of *transfusion* once per day. Each round of healing he also suffers 1d4 points of damage himself. Plants can only use this power on other plants. People and animals can only use this power on other people or animals.

Ultravision

Physical, Plant; Automatic, no MP

The mutant is able to see virtually any form of energy. He can see normally at night using ultraviolet light. He can detect the magnetic fields of machines and power cells. He can see mental mutations in action. He can see heat and cold, and even laser beams. Attacks based upon an energy form (not mental mutations) have a 1 in 6 (a roll of 1 on 1d6) chance of blinding the character for 1d4 + 1 rounds if he is looking in that general direction. Seeing a normally invisible attack does not give the mutant an option to avoid the attack or any AC modifier unless the attack takes more than one round to complete.

Vocal Imitation

Physical, plant; Automatic, no MP

The character can imitate normal sounds from any source

that he has heard in the last 24 hours. He can duplicate the sound of a person's voice or an animal noise. Unlike *sound imitation*, the mutant can make up his own words or make any noise that could believably come from the creature being imitated. He cannot imitate the *sonic blast* mutation, and is not immune to sonic blasts. He cannot imitate sounds he is not able to hear.

Will Force

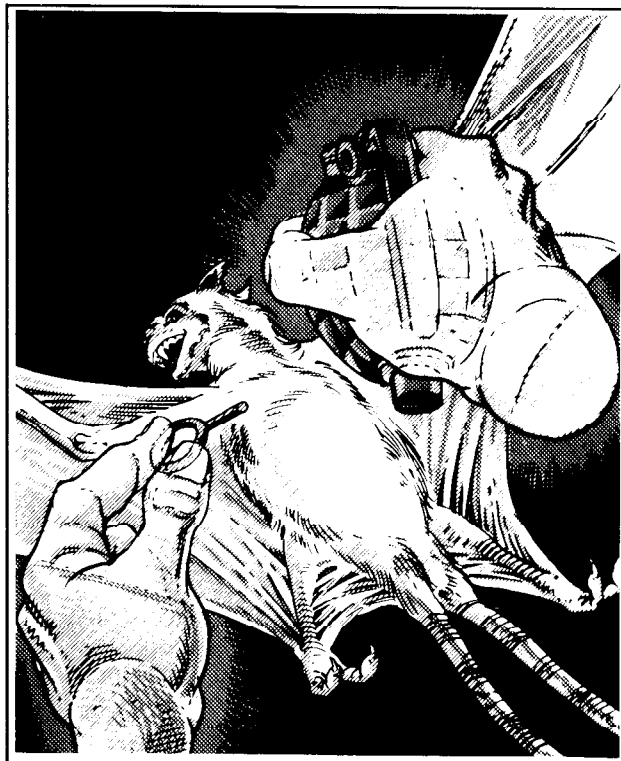
Mental; Activated, MP 4d6 - L

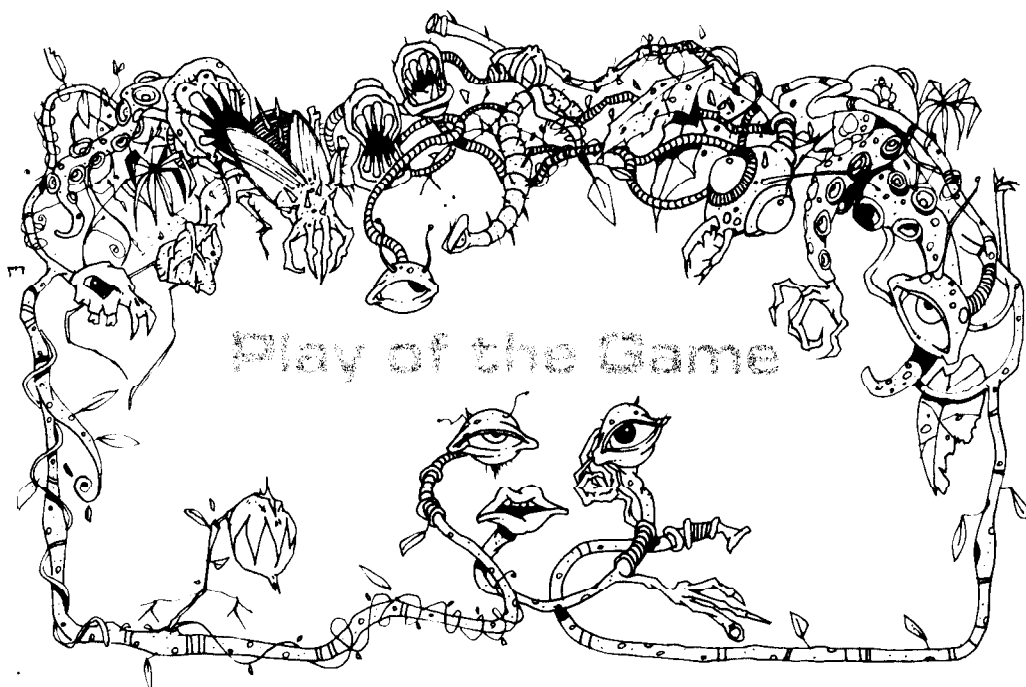
The mutant can increase any one mental mutation or mental attribute (IN, MS, CH) by using this power. The mutation or attribute increases by 5 + MP modifier for 5 + MP modifier rounds. This power can only be used once every four hours.

Wings

Physical; Automatic, MP 4d6 - L

The character has wings that allow him to fly. The wings are each as long as the character is tall. The player can choose to have either feathered or leathery wings. They give him a flying speed of 12 + MP modifier. Altered humans and mutated animals with the *wings* mutation suffer a -2 penalty on Robot Recognition.





This chapter contains all of the basic rules information for playing the GAMMA WORLD® game. The basic rules cover time, movement, combat and other actions available for characters. The metric system is the standard for the GAMMA WORLD game. However, since the English system of measurement is most common in the United States, a set of conversions is given here.

These conversions are approximated for game use. For example, for all practical game purposes a yard is

the same as a meter, even though in reality the meter is about 10% longer. These are quick roleplaying conversions designed to allow the Game Master to easily convert from one unit to another if he needs to. For more exact conversions, go to your local library and get a conversion table. Try not to mix units. If a character wants to say that a kilogram is two pounds, that's fine, so long as he always uses that system. Players, or Game Masters, should not be allowed to switch measurement systems to gain an advantage.

Approximate Metric Conversions

Distance

1 inch = 2.5 centimeters
1 foot = 30 centimeters = 0.3 meters
10 feet = 3 meters
1 yard = 1 meter
10 yards = 9 meters
100 yards = 90 meters
1 mile = 1.5 kilometers
10 miles = 16 kilometers
100 miles = 160 kilometers

1 centimeter = 0.5 inches
10 centimeters = 4 inches
1 meter = 1 yard = 40 inches
10 meters = 11 yards
100 meters = 110 yards
1 kilometer = 0.5 miles
10 kilometers = 6 miles
100 kilometers = 60 miles

Area

1 sq. yard = 1 sq. meter
1 acre = 4000 sq. meters = 4840 sq. yards
1 sq. mile = 2.5 sq. kilometers
1 sq. mile = 640 acres

1 sq. meter = 1 sq. yard
1 sq. kilometer = 0.5 sq. miles = 250 acres

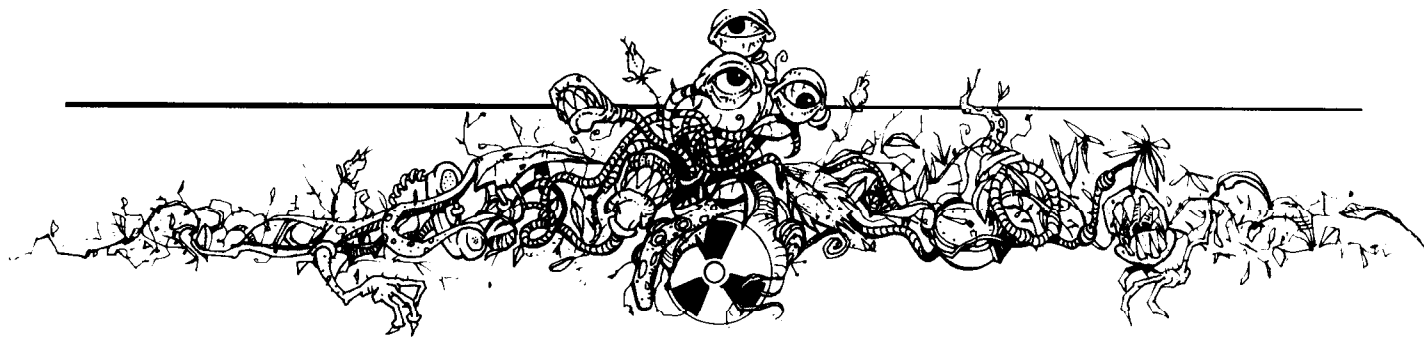
Volume

1 oz. = 30 milliliters (ml)
1 quart = 1000 ml. = 1 liter
1 gallon = 4 liters
1 ml. = 0.03 oz.
1 liter = 35 oz. = 0.25 gallons

Weight

1 oz. = 30 grams
1 lb. = 0.5 kilograms
10 lbs. = 5 kilograms
1 ton = 2000 lbs. = 1 metric tonne

1 gram = 0.035 oz.
1 kilogram = 35 oz. = 2 lbs.
10 kilograms = 22 lbs.
1 metric tonne = 1 ton



Time

Game time and real time are quite different. Real time flows smoothly and continuously forward, never allowing a person the chance to check his options before performing an action. Game time on the other hand is broken into small, usable blocks. There is no continuous flow. The character is either in this block of time or that one. Because it's only a game, the player can always consider all of his options before deciding what to do in a given block of time. In fact, a generous Game Master will even allow him to take back an action and do something different on rare occasions.

The smallest unit of time in the GAMMA WORLD® game is a round, sometimes called a melee round or combat round. A round is 10 seconds of real time in the game. In one round, the character can perform one action. He can attack once, open a door, run down the hall screaming, etc.

Time Measurements

- 1 round = 10 seconds
- 6 rounds = 1 minute

Beyond rounds, most measurements of time use real world concepts. An activity might take a few minutes, a few hours or a few days. Because this is a game, try not to combine units of time. An action should not need one hour, four minutes and two rounds to complete. Instead, it should take an hour. The four minutes and two rounds are inconsequential compared to the hour.

There are a few notable exceptions to the one round, one action rule. Some mutations allow multiple actions in a round, notably *duality*. And animals and mutated animal characters are allowed to use all of their natural attacks in a round, unless otherwise specified. For example, a player character tiger can claw, claw, bite for three attacks in a round, but this is considered only one action.

Movement

There are many different ways of getting from here to there. Laying aside vehicles or other artificial methods of assisting a character's movement, while on foot,

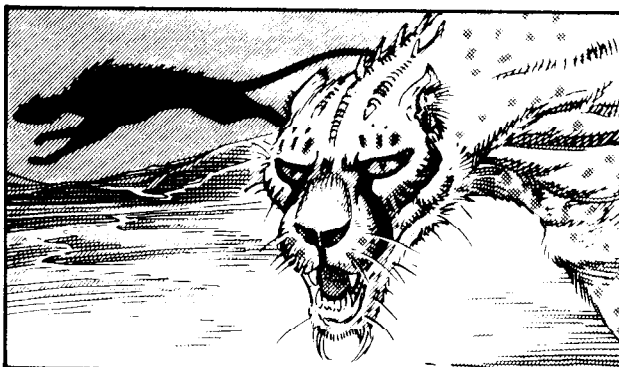
there are several modes of movement. The key differences in movement modes in most cases are the environment and any secondary actions being taken at the same time.

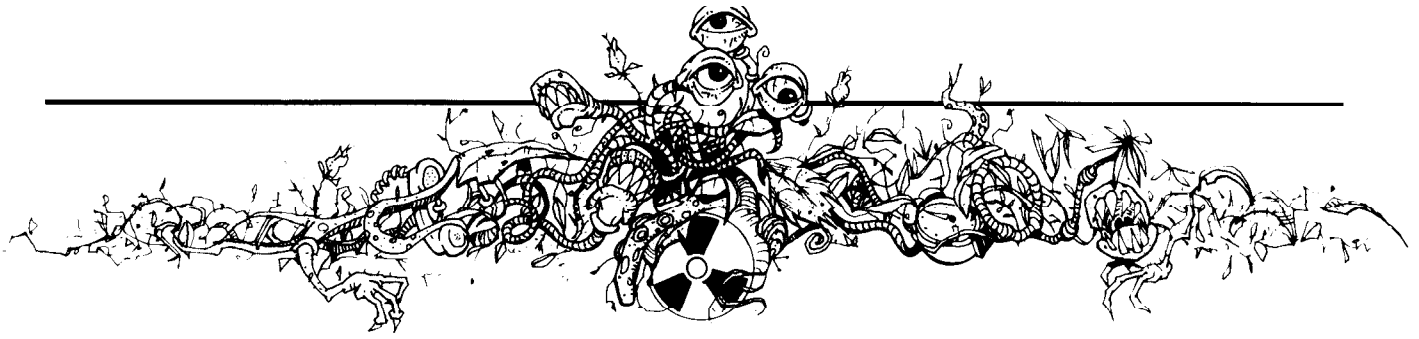
Walking: A character can walk his base speed in meters each round. For a normal human this is about 12 meters a round. This is a comfortable pace that can be kept up for hours at a time. With a few rests for meals and other necessities, it can be done all day. The character is not spending any significant amount of time observing his environment. He is not oblivious to it, but will only see the major objects or events.

Most creatures walk to travel long distances. In a day, a character can walk about three times his base speed in kilometers in a day (about two times his base speed in miles). This is an approximate. If need be, any creature can push his limits and go an extra kilometer or two on any given day. As a rule this doesn't make a difference in the long run.

Jog or Trot: This is sort of a half-run, half-walk. The character can move at double his base speed in meters each round. He can observe his environment almost as well as if he were walking, but he cannot keep up this pace forever. A character can jog or trot five minutes for every point of his Constitution.

Running: In a full tilt run, the character can move up to three times his base speed in meters each round. The character is only able to pay enough attention to his immediate surroundings to avoid obstacles and get a general idea of what's going on around him. He can only keep this up for two rounds for every point of his Constitution. The character's environment may make it impossible for him to run. A twisty maze may restrict a character to jogging. A steep slope could do the same thing. The Game Master must decide what restrictions apply to a character's movement in any given situation.





Movement Rates (Meters/Round)			
Walk*	Trot	Run	Kilometers per Day
3	6	9	9
4	8	12	12
5	10	15	15
6	12	18	18
7	14	21	21
8	16	24	24
9	18	27	27
10	20	30	30
11	22	33	33
12	24	36	36
13	26	39	39
14	28	42	42
15	30	45	45
16	32	48	48
17	34	51	51
18	36	54	54
19	38	57	57
20	40	60	60
21	42	63	63
22	44	66	66
23	46	69	69
24	48	72	72
25	50	75	75
26	52	78	78
27	54	81	81
28	56	84	84
29	58	87	87
30	60	90	90

*This is also the base speed.

While Fighting: A character can move up to his base speed in meters and still be able to attack. He is spending about half the round moving and half of it attacking. The attack must always come *after* the moving. The character is not able to observe many details of his environment while moving and fighting.

Charging: This is a special type of attack, where the character runs full tilt at a target and takes one mighty blow. It can only be used with a physical melee attack. The character gets to move up to twice his base speed in meters and gets one attack with a +2 THAC bonus. During that attack, his AC has a -2 penalty. To make a charge, the character must be able to run, which means he can't be carrying too much equipment (see

Encumbrance, on page 52).

Searching: A character taking time to examine his surroundings, cautiously testing the ground, feeling walls for hidden doors, etc., moves much slower than a walk. He can move his base speed in meters every minute instead of every round.

A detailed search of an area takes even more time. It takes a character 10 minutes to thoroughly search an area 10 meters square, regardless of his base speed. A true search is more a matter of examining and poking around that it is one of foot speed.

Searching a wider area, say outside in a forest, is not usually a detailed search. It is assumed that what is being searched for is stationary, not purposely hidden, at least as large as a person and will be visible at a short distance. A character can search an area one kilometer square in an hour. To see if he found what he was looking for, he must roll 1d20 + his Perception to equal or exceed a Stealth of 10. The Game Master can adjust the Stealth to account for easier or tougher terrain, night time, larger or smaller objects, etc.

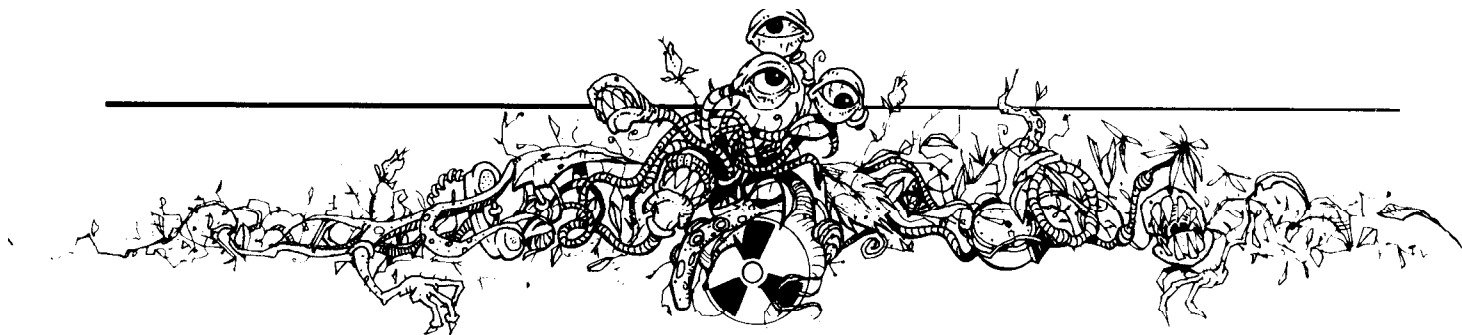
Swimming: A human's movement rate while swimming is 25% of his walking rate. Round any fractions down. Swimming is as tiring as running. He can swim at a steady pace one minute for every point of Constitution. However, a swimming character can recover somewhat by floating one minute for every minute of swimming to rest before going on. After an hour of swimming, a character has a chance of drowning. He must succeed at a CN check during each rest period or start drowning. Calm water is an easy (0) difficulty, a raging storm would be nearly impossible (15).

Flying: Air speed is calculated separately from walking speed. A character in flight must always move six meters per round or begin to fall. Flying creatures can dive. A dive allows the creature to move twice as fast as normal, but the creature must lose one meter of altitude for every two meters of forward movement.

Unusual Movement Actions

There are all kinds of unconventional ways of getting from here to there. Crawling, climbing, leaping, jumping and the ever-popular falling all come to mind. How to referee some of these actions is more obvious than others.

Crawling: Crawling movement takes place at half the normal movement rate of walking. The rate can be doubled, but the exertion is treated as if the character



were running. A crawling character is frequently given an armor class bonus against ranged attacks and an armor class penalty against melee attacks.

Leaping: This is usually defined as the horizontal distance (how far across) a character can cross with a single bound. A human character can usually leap two meters from a standing position, and twice that (four meters) with a good running start. The incredible variety of animals that can be used as character genotypes makes it impossible to generate a complete listing of leaping and jumping distances. However, there are some general guidelines that can be used. Large animals tend to leap shorter distances than small animals. The ratio of muscle mass to the weight of the body is against them. Most creatures can leap twice as far with a running start than they can with a standing start. Plants are assumed to leap as well as humans.

Unfortunately, there are many exceptions to these rules. Some animals are made for leaping—deer, for example—and can clear distances far greater than smaller animals. Other animals—the penguin, for example—are not built to be able to leap any distance. To confuse the issue further, two animals of the same type will have different Physical Strengths. Stronger animals will tend to jump a little further. The Game Master will have to use his best judgement for each character and situation.

Jumping: This refers to how high the character can jump. However, there are two ways to think about jumping height: One is just how much higher can the character reach when jumping, and the other is how high an obstacle can the character jump over. A normal human can go up an extra half a meter with a jump. Exceptional people can jump a full meter or more. When it comes to clearing an object, the average person can hoist himself over obstacles up to a meter high. He can vault obstacles (using his hands) up to a meter and a half high, or dive over a similar height. Plants are assumed to jump as well as humans.

As is true for leaping (see above) the wide range of animal genotypes and mutations make it impossible to provide a complete list of jumping heights. The Game Master will have to use his best judgment with animal characters. As a rule, most creatures can jump over obstacles a meter high. Smaller creatures tend to be better jumpers, despite their size, while larger creatures are poorer jumpers. However, the examples of the deer and the penguin from the leaping rule are good

counter examples.

Climbing: Treat this as a common Dexterity attribute check (see Attribute Checks on page 69). The Game Master first assigns a difficulty to the climbing feat. Then the player rolls a 20-sided die, adds the difficulty rating, and compares it to his Dexterity. If the modified die roll is less than or equal to the character's Dexterity, he was able to climb the surface. How far the character is able to climb in a round is relative to the difficulty. It is measured in the number of meters per minute (six rounds). Climbing speed can never exceed base ground movement speed.

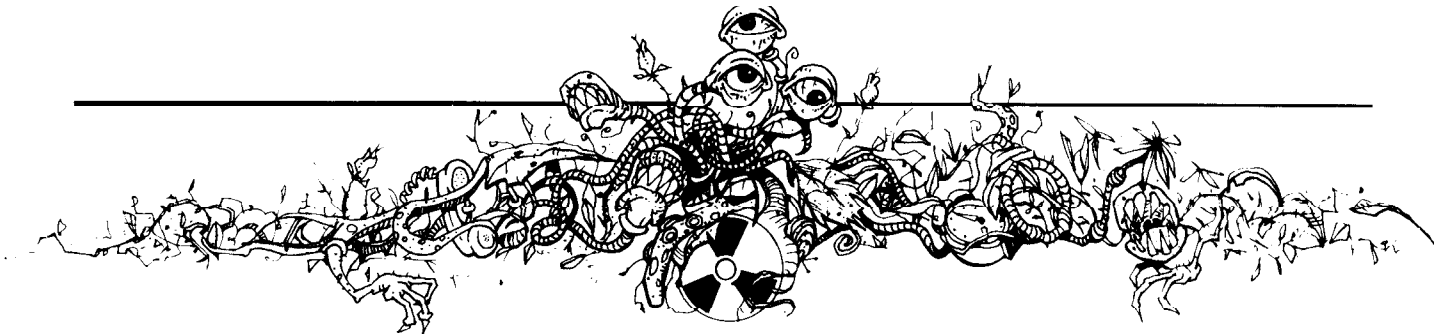
Difficulty	Distance Climbed (Meters/Min.)	Example
0 Easy	10	Tree, steep slope
5 Challenging	5	Craggy cliff face
10 Tough	2	Building wall
15 Nearly Impossible	1	Smooth rock face with overhang

The quality of the surface being climbed makes a big difference in how well the character can climb. A rock slope with many handholds is easily climbed, while a sheer, vertical wall is almost impossible to ascend.

However, there are some complications in climbing. Long climbs take Physical Strength and Dexterity. A surface which is a strenuous climb can be ascended for 5 + PS modifier minutes before the climbing character needs to make a DX attribute check again. This check is done with a -1 modifier.

Each successive check is made one round sooner than the previous one. It is made with another -1 modifier, which accumulates with the previous modifiers. Pretty soon, the character is checking every minute with some very ugly modifiers to his DX. If he rests, he can gain back some of his Physical Strength and Dexterity. He must rest as many minutes as he spent climbing to regain a single modifier to his DX and the time between checks. Climbs lasting a minute or under require only the Dexterity check discussed above.

Equipment can improve the difficulty of the climb. For example, complete climbing gear in the hands of an experienced climber would improve the difficulty rating two levels. Having some climbing equipment, say rope, pitons, or gripping claws, would improve the difficulty one level.



Falling: It takes no skill to fall, therefore there is no attribute check needed for it. However, it is likely that falling creatures will get hurt upon landing. Every two meters of falling causes 1d6 damage to a man-sized creature. Smaller creatures subtract 1d6 from the roll and larger creatures add 1d6 to the roll. The Game Master may want to add or subtract more dice for particularly large or particularly small creatures. Keep in mind that the mass of the creature is more relevant than the size. However, the two tend to be strictly related.

Encumbrance

How a character's movement is affected by the stuff he carries is a constant problem for roleplaying games. A system that reflects the true effects of extra weight tends to be awkward and tedious to use in a game. Unfortunately, a quick and easy system is too easily abused by the players. These rules will give you both systems, one easy and one accurate, and let you choose which one is better suited for your game. For these rules, the easy system is the standard rule, while the detailed and accurate system is the optional expanded rule.

A character in the GAMMA WORLD® game is either carrying a light, medium or heavy load. It has been stated elsewhere that a character can carry a maximum of five kilograms (10 lbs.) for every point of Physical Strength and still be able to move around. Divide his total PS by 3 (round down). This multiplied by 5 is the maximum encumbrance for a light burden for that character in kilograms. Double that value to determine the upper range for the medium encumbrance limit. Anything over that is a heavy burden.

As an example, let's use a character with a Physical Strength of 11. A third of 11, rounding down, is 3. Therefore, his light burden limit is 15 kilograms, or about 30 lbs. (33 lbs. if you use the exact calculation). Doubling this gets an upper limit for his medium burden of about 30 kilograms. Anything above that, up to 55 kilograms (about 110 lbs.), and the character is con-

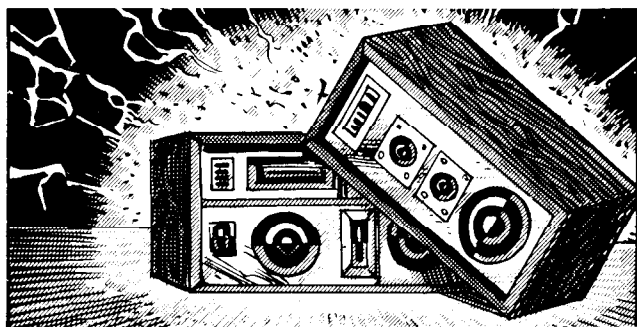
sidered heavily burdened. He can lift twice that amount, but is not able to carry it around for very long.

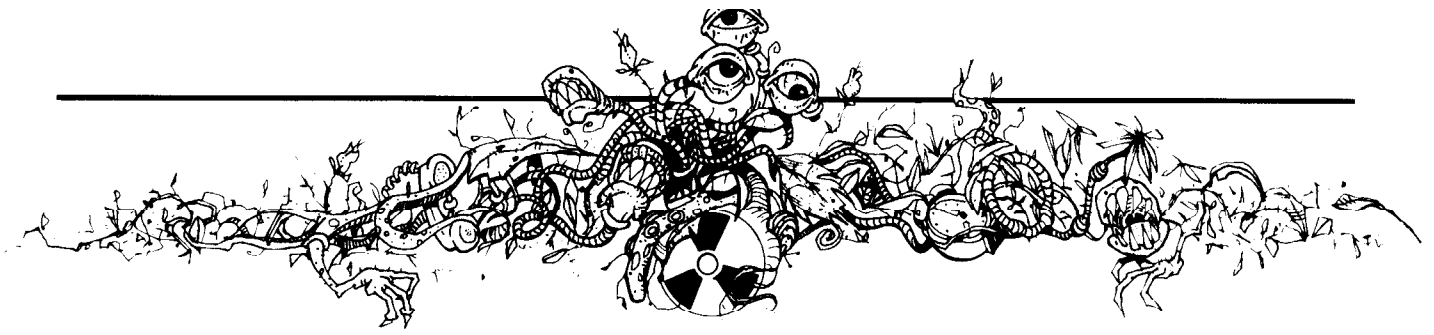
A lightly encumbered character can move up to his full movement allowance. A character with a medium encumbrance load has his movement reduced to two-thirds of normal. In addition, he cannot run. In fact, jogging or trotting is as tiresome as running without a load (see Jog or Trot on page 49). Walking is as tiresome as jogging or trotting without a load (see Jog or Trot on page 49).

A heavily encumbered character has his maximum movement reduced to one-third of normal. He cannot run or trot. Walking for him is as tiring as running without any burden at all (see Running on page 49).

**Effects of Encumbrance
[Meters/Round]**

Base Speed	Medium Encumbrance	Heavy Encumbrance
3	2	1
4	2	1
5	3	1
6	4	2
7	4	2
8	5	2
9	6	3
10	6	3
11	7	3
12	8	4
13	8	4
14	9	4
15	10	5
16	10	5
17	11	5
18	12	6
19	12	6
20	13	6
21	14	7
22	14	7
23	15	7
24	16	8
25	16	8
26	17	8
27	18	9
28	18	9
29	19	9
30	20	10





Optional Rule: Divide the Physical Strength of the character by his movement rate, keeping the fractional part of the result. Multiply it by 5 kilograms (or 10 lbs.). This is the character's burden unit. For example, a character with a Physical Strength of 16 and a movement of 11 has a burden unit of $(16 : 11) \times 5$ kilograms or about 7.5 kilograms. Every burden unit the character is carrying reduces his base speed by one meter. A character can always move at least a meter a round so long as he is below his encumbrance limit.

A character that is carrying more than a third of his total encumbrance limit cannot run (see above). Walking is as tiresome as trotting with that burden, and trotting is as tiresome as running. A character that is carrying more than two-thirds of his encumbrance limit cannot jog or trot. Walking is as tiring as running.

As you can see, this is not a simple rule. It is not intended to be an exact reflection of real life speeds under a burden, either. What it does do is provide a means of controlling how much a character carries around with him. All the character needs to record are his burden unit, and the one-third, two-thirds, and maximum encumbrance limits. If the players decide that this rule is too tedious, then stick with the simple system.

Combat Sequence

An excerpt from *Historics of Gamma Terra* written by Szah-lah, sleeth historian:

Gamma Terra is a fierce and violent place. The breadth and variety of life is so great that competition for survival is a genuine challenge. The famous historian Ah-kraas postulates that in a few thousand years, many of the current species will be extinct, victims of this process. Maybe then the wilderness of our planet will be safe.

Although the unintelligent animals and plants of our world are quite dangerous, they are calm waters compared to the hurricane of sentient violence. The weapons of destruction left to us by the ancients are potent indeed. Our own feeble attempts to make tools of war are pitiful by comparison. I hope that my hatchlings do not live to see our civilization repeat the cataclysm with such dire instruments.

Combat is resolved one round at a time. Above, a round was defined as 10 seconds, or about enough time to do one action. For combat this means one planned attack can take place in a round. Some muta-

tions or creatures have the natural ability to attack multiple times in a round.

Below is the sequence used to resolve a round of combat. Each activity should be done in the order presented.

Sequence of a Combat Round

1. Determine surprise (first round only).
2. Players announce their actions.
3. Determine initiative.
4. Resolve attacks in initiative order.

Surprise

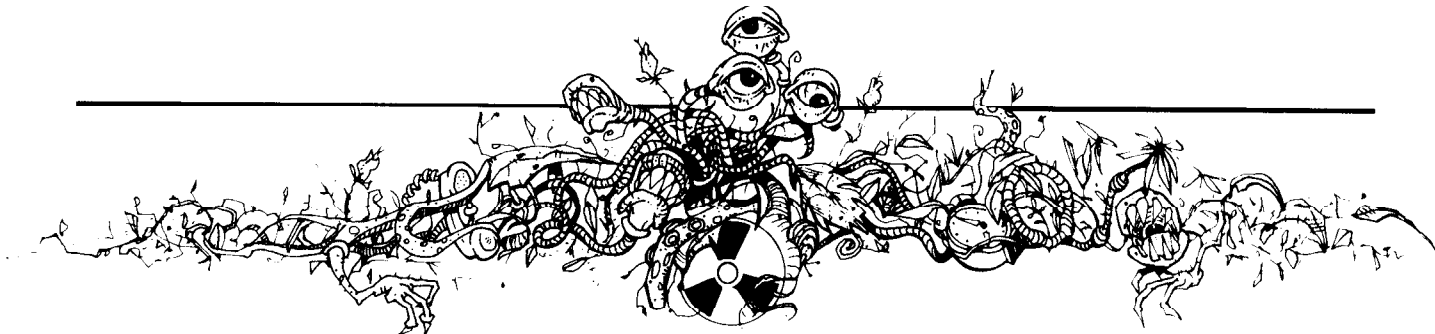
Prior to combat beginning, the Game Master may have to check for surprise. This is usually caused by one side initiating a sudden, unexpected attack. The surprise check is very similar to a normal attack roll. The creature attempting the surprise attack rolls a 20-sided die and adds it to his Stealth score. If the attacker's score is equal to or higher than the defender's Perception, he has surprised his opponent. When there is no surprise, both sides must roll for initiative for that round of combat.

$$d20 + \text{Stealth} \geq \text{Perception}$$

It is possible that one side of the surprise attack is composed of characters with varying Stealth or Perception scores. The Game Master should not roll individual surprise values for each of the figures under his control. Roll a single 20-sided die and add it to the Stealth score for each figure. If the players are the ones attempting the surprise attack, each player should still roll his own surprise score. Since they must declare individual targets for the surprise attack, the Game Master only needs to compare their scores to their respective targets.

As is always true, the Game Master has the option to apply modifiers to the surprise roll. He evaluates the scene and decides if it warrants bonuses or penalties. For example, if the side being surprised is completely oblivious to the possibility of surprise, then a +4 bonus to the roll might be appropriate.

Results of Surprise: Anyone that is surprised before combat cannot attack in the first round. This translates to one free round of attacks for the side that successful-



ly surprises its opponents. All such attacks, both physical and mental, get a +2 bonus to their THAC or MHAC rolls.

Surprise Results

- One free round of attacks.
- +2 THAC and MHAC bonus that round.

Example: Garth the enforcer is hiding in a tree above a trail. As his enemies move recklessly down the path, he leaps upon them. The Game Master rules that Garth set a convincing trap that merits a +1 bonus to the surprise roll. Since the other group was moving recklessly, he gets an additional +1 bonus. Rolling the die, Garth gets a 12, adds his +2 from bonuses and has a 14. This is added to his Stealth score of +1, for a grand total of 15. The Perception of his opponents ranges from 13 to 16. Those enemies with Perceptions of 16 (the lowest number higher than Garth's 15) are not surprised, while the rest of them are.

Announcing Intended Actions

Before initiative is determined, each player must announce what action his character is attempting that round. Once an action is announced, the character is committed to that action or doing nothing, even if the initiative roll or the actions of other characters make it impossible to complete. A character can always choose to do nothing rather than his declared action.

For example, if our hero Garth declares that he will rush forward and swing at the android, he must try and do so. However, if during the round the android wins initiative and steps through a door, Garth has a problem. The android is no longer there to attack. He can choose to rush forward and wait (he need not attack empty air), or he can do nothing and stand where he began the round. He cannot choose to attack a different creature or perform some other action.

As always with roleplaying games, common sense must prevail. The Game Master is expected to apply this common sense to the situation when determining how much of an announced action the character must complete. For example, if the android ducks out of the way, and another opponent steps into the same spot, it would be reasonable to allow the character to shoot at the new opponent.

Initiative

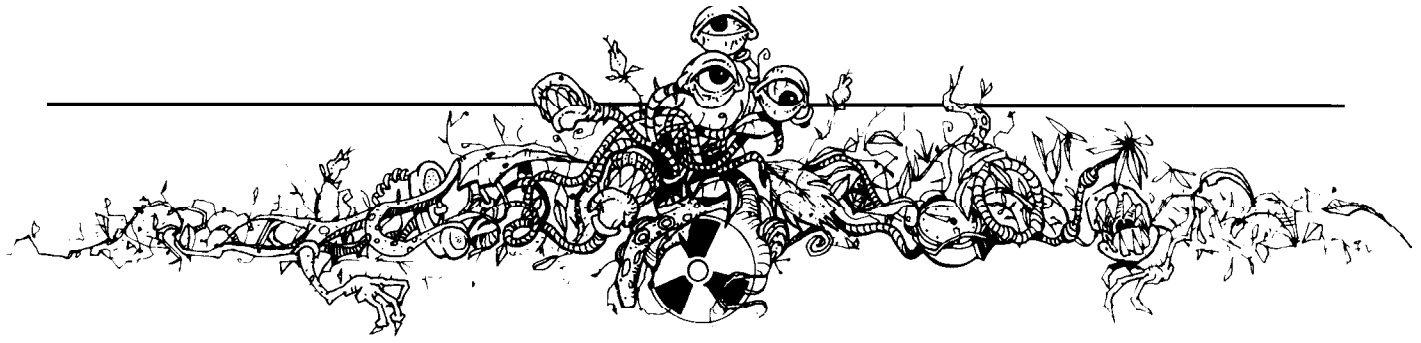
Initiative is merely a fancy term for who goes first. In combat, it means who found an opening and got the jump on the other guy. There are two basic ways to determine initiative: for the group and for the individual. Group initiative is much faster, but not as satisfying. Individual initiative is more complicated, but more realistic. The type of initiative the players will use should be set before each game session.

The Die Roll: In either case, a 10-sided die is rolled for the group/individual. The group/individuals with the highest roll go first. With group initiative, either the player characters will all be going first, moving and attacking, or their opponents will go first. If two or more groups/individuals are tied, then they roll a second die to determine which of them has higher initiative.

Holding Initiative: A character or creature can always choose to hold initiative until later in the round. He can delay his stated action until later in the round than his initiative roll indicates. As a corollary, if a character spends an entire round preparing an action, he automatically gets an initiative of 10 on the next round. This means that at worst, he ties with another character to move and attack first.

Mixed Initiative: Group and individual initiative can be mixed. Usually this means the player characters are each rolling separate initiatives and their opponents, controlled by the Game Master, roll a single initiative score. This has the advantage of speeding up play, since each person at the gaming table has only one initiative to remember and worry about. And with all the player characters having individual initiative, they each still get the realistic feel of an order of movement.

Example: Let's take an example with four player characters and a Game Master running seven carrins. The players have announced their actions and the Game Master has decided upon the actions for the carrins. The players roll, in order, 8, 5, 5, and 3 for initiative. The Game Master decides to roll a single group initiative and gets a roll of 6. The characters that both rolled 5's make a second roll to determine which of them goes first. One rolls a 9 the other a 1. The first character, initiative 8, attacks and kills a carrin. The carrins all make their attacks. The one that died at the hands of the first character cannot attack, since it is dead. The second character (initiative 5, second roll 9)



moves over to the wall and starts pushing buttons. The third character (initiative 5, second roll 1) attacks a car-rin. Then the last character (initiative 3) reloads his revolver.

Resolving Combat

There are limitless ways to attack or hurt creatures in any campaign setting, including the GAMMA WORLD® game. The most basic of these is melee combat. Melee combat is when one creature tries to hit another with a limb (arm, leg, tail, etc.) or with a hand-held weapon. Three derived attributes are needed to resolve melee combat: THAC, AC, and HP.

THAC (To Hit Armor Class): This is a representation of the characters skill in striking a target. The average character will have a beginning THAC of 0. As he gains levels, it will increase.

AC (Armor Class): This is the characters skill in avoiding being hit. Physical armor improves a character's AC. A blow might actually strike the character, but could be unable to do any damage because of armor. The average beginning character will have an AC of 10. It will increase as he gets better armor.

HP (Hit Points): This is how much damage the character can take before being killed. HP ranges vary greatly for characters, but somewhere between 25 and 60 is a good average. All attacks, physical or mental, that cause damage are applied to a character's hit points.

The Attack Roll

The basic attack roll requires the character to roll a 20-sided die. He then adds his THAC and any other combat modifiers to the die roll. If this value is greater than or equal to the AC of his opponent, then he scored a hit and can roll for damage.

$$d20 + \text{THAC} + \text{Modifiers} \geq \text{AC} + \text{Modifiers} = \text{A hit}$$

Special Attack Rolls

- A roll of 1 always misses.
- A roll of 20 always hits, but sometimes does half damage.

Let's take an example. Garth the altered human takes a swing at a podog. Garth's THAC is 2 and the

podog's AC is 15. Garth rolls a 12 with his 20-sided die. He adds his THAC of 2, getting a modified value of 14. Since 14 is less than the podog's AC of 15, Garth missed.

In the GAMMA WORLD game, it is mathematically possible for a character or creature to have a guaranteed chance to miss or hit an opponent. However, if a character can hit his opponent even with a roll of a 1 (according to the calculations), then he still misses if he rolls a 1.

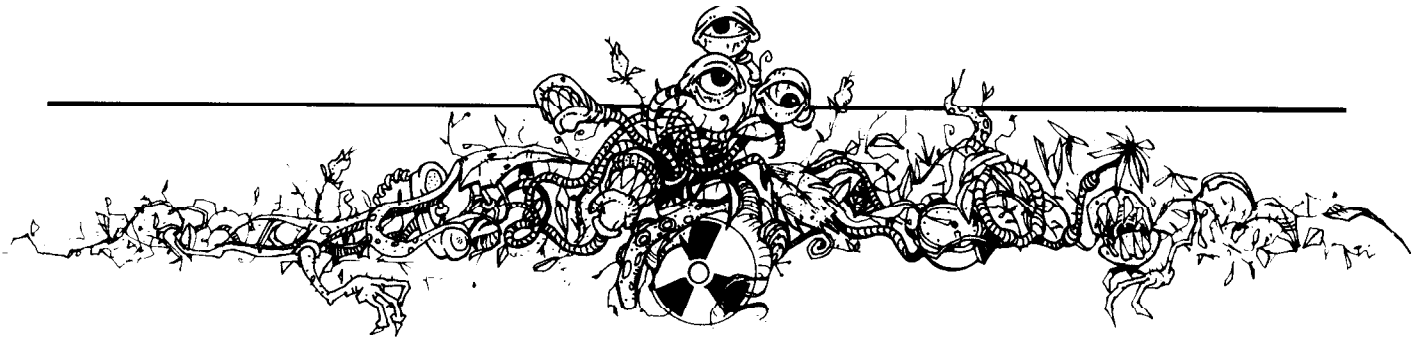
If an opponent's AC is more than 20 points higher than the attacker's THAC, the attacker has no mathematical chance to hit him. In this case a 20 on the attack roll is a hit even if it would miss according to the calculation. However, the attack *only does half damage* (rounded down). For example, a character with a THAC of +2 attempts to hit a robot with an AC of 23. Mathematically, he cannot hit. However, if he rolls a 20, he hits in spite of this, although he only does half of his normal damage to the robot. If the robot had an AC of 22, the attacker could still only hit it with a roll of 20, but he would do normal damage with that hit.

Some creatures, and a few player character genotypes, can make multiple attacks per round. For example, the tiger can make two claw attacks and a biting attack in a single round. This only counts as one combat action (in the event that a character of this type gets multiple actions in a turn, such as from *duality*). However, such multiple attacks must always be directed at the same opponent. If the character is allowed multiple actions per round, he can only use his natural weapons (i.e. claws) once in the round, but can direct them at as many different targets as he is allowed actions.

Ranged Combat

Ranged combat is resolved using the basic attack roll. The primary distinction is that the attack is throwing or shooting something at his opponent rather than swinging at him. The THAC value of an attacker for melee combat is sometimes different than it is for ranged combat. The AC of the target is rarely different for ranged combat than it is for melee combat, though. The range the attacker is trying to attack from can add a modifier to his THAC.

The range of a weapon is specified as a single number. This is the number of meters that defines its *short* range. The table below shows how to calculate the



other ranges for a weapon. Point blank range is usually defined as close enough to be able to attack in melee, or about one meter.

Extreme range is defined as the maximum distance that the weapon might hit a target. This is not the maximum travel distance of the projectile. For muscle-powered ranged weapons, such as bows, the absolute range is double the extreme range. For example, if a character wanted to tie a message to an arrow and fire it across a chasm, the maximum chasm width he could shoot across is double the extreme range.

Powered projectiles, such as bullets or missiles, have different measures of absolute range. For some of them, such as grenade launchers or missiles, the extreme range is the actual maximum distance the projectile can be fired. For others, such as bullets, the absolute range might be as much as five times the extreme range. As a rule, the situations that call for the absolute range of a weapon are few and far between. Under no circumstances can a weapon hit a target that is beyond its extreme range.

Ranges		THAC Modifier
Range	Distance	
Point Blank	1 meter	+2
Short	—	0
Medium	2 × short range	-2
Long	5 × short range	-5
Extreme	10 × short range	-8

Throwing Things: Throwing nonweapons uses the same range limits as weapons do. However, the most important factor is the thrower's Physical Strength and not the aerodynamic stability of the object. The short range for throwing an object the size and weight of a baseball is half a character's PS in meters, rounded down. Larger objects are limited to shorter distances. An exact PS-to-object mass table is not provided. In general, any object weighing more than half a kilogram will have a shorter short range distance. This rule is most useful for throwing grenades or similar weapons.

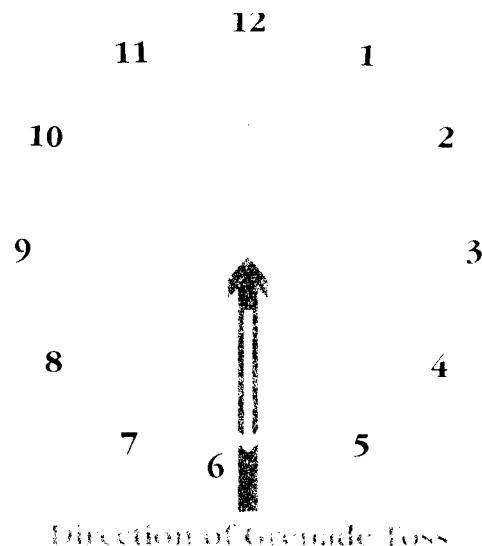
A typical thrown object target is an area about one meter in diameter. To determine the accuracy of the throw, use a normal attack roll, but assume that the AC of the place is a 10 for cushioned surfaces (dirt,

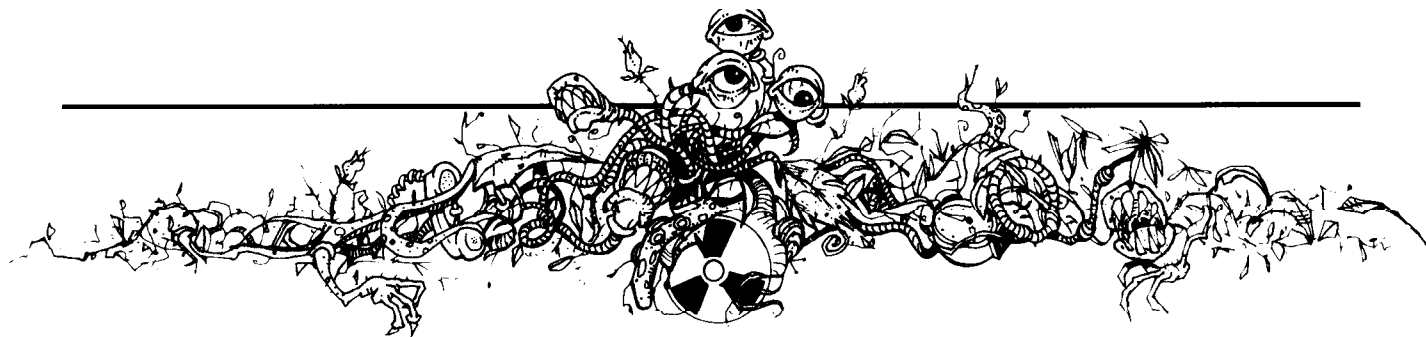
grass, sand, etc.). If the surface is a hard one that makes things bounce (rock, metal, wood, etc.) then the AC is treated as a 15. The Game Master is free to apply further modifiers for unusual surfaces or very large or small targets.

If the character misses, a scatter roll may need to be made. Scatter is only important if the final position of the thrown object is important, such as in the case of grenades. Scatter is determined by rolling a 12-sided die for the direction of the scatter. Think of this as representing a clock face, where 12 o'clock is in the direction past the intended target, furthest away from the thrower. Next a distance die is rolled. The further the attempted target, the larger the die. If the landing is on a hard, bouncy surface, use the die for the next higher range category. Extreme range would roll 1d12 for the scatter position because it has no next higher category.

Thrown Object Scatter Distance	
Range	Scatter Distance
Short	1d4 meters
Medium	1d6 meters
Long	1d8 meters
Extreme	1d10 meters

Grenade Scatter Diagram Roll 1d12





Damage

Once it has been determined that a character or creature has been hit, the damage must be rolled. This is a separate die roll that has no relationship to the attack roll. The damage done is not affected by how “good” the attack roll was. An attack roll that just barely exceeds an opponent’s AC can potentially do more or less damage than one that scored as high as the attacker can score with his attack roll.

The type of die roll made for damage is specified for each situation, weapon and creature. For example, a sword does 1d8 damage, plus a modifier for the wielder’s Physical Strength, and the bite of an ark is 1d6.

Once the damage dice are rolled and any modifiers added, subtract that value from the target’s hit points. Hits are usually all or nothing. If an attack penetrates, it rolls damage normally. On occasions, special armor or situations may call for damage to be reduced before subtracting it from the opponent’s hit points. For example, a special type of armor might force all bladed weapons to do half normal damage.

Physical Strength Modifier: A character’s Physical Strength always modifies the damage of any muscle-powered weapon. For example, swinging a sword is done with the character’s arm and hence his PS affects how deeply the blade cuts. A bowman’s PS determines how far he can draw his bow and how deeply the arrow penetrates. Both of these weapons apply the PS modifier to the damage done.

For example, a sword wielded by a character with Physical Strength 14 gets a +1 bonus to the damage normally rolled for the sword. The PS modifier for 14 is +1. A character always does 1 point of damage even if his modifiers technically lower his damage total to zero or below.

Area Effect Weapons

Some types of weapons or attacks blanket an area rather than targeting an individual. Anyone in the area will get hurt or be affected. A single damage roll is made and the results are applied to every individual in the area of effect. Flamethrowers and grenades are excellent examples of area effect weapons.

Diving for Cover: All the targets in the area get a chance to dive for cover. The character picks something within a meter or two of him and tries to hide behind it. If there is no protective cover available, then the character must fall down, trying to avoid the effect by

lying prone. The Game Master may rule in some situations that falling down will not allow the character to avoid the affects of the attack.

Diving for cover is always an option for the target characters and not mandatory. Any character that dives for cover automatically loses his combat actions for the remainder of the round. This means that if a character that lost initiative is hit by an area effect weapon and chooses to dive for cover, he does not get his normal attack for the round. If he stands there and takes and survives the attack, he can attack normally. A character that has already attacked in the round does not suffer this penalty for attempting to dive for cover.

Diving for cover is not guaranteed to be successful. After all, the character had another activity in mind for that round and is aborting it to avoid the area effect attack. The character must make a successful Dexterity (DX) check to dive for cover in time. The difficulty is challenging (5). A failed attempt still places the character behind the cover or on the ground, he just didn’t get there in time.

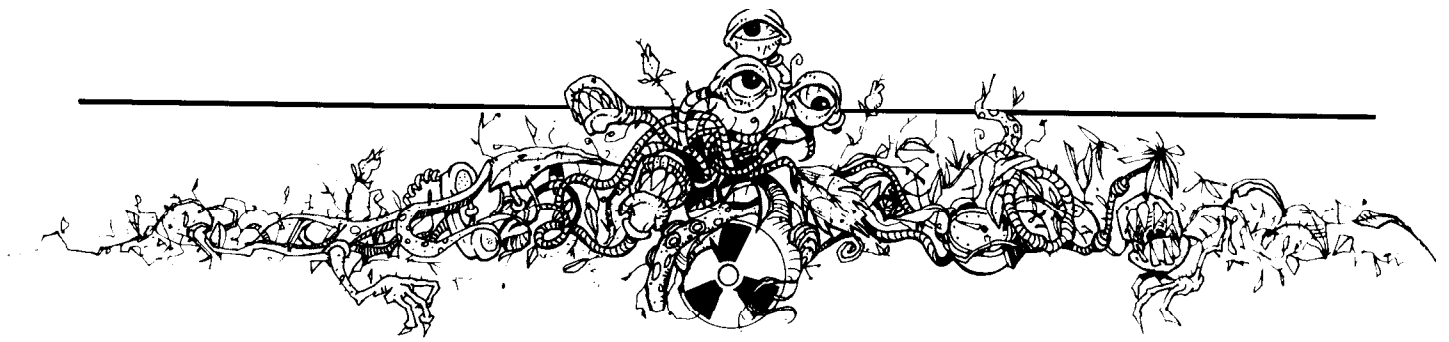
Diving for cover successfully has two effects on a character. First of all, it cuts the damage he takes in half, rounded up. If the attack has a “worked or didn’t work” effect, then diving for cover successfully means it *didn’t* affect him. Secondly, the character must be placed behind some cover within a meter or two of his original position. Frequently, this means the character is lying on the ground or crouched behind a protective obstacle.

Mental Attacks

A mental attack works on the same principles as a physical attack. The attacker has a MHAC score, and his target has an MD score. The attacker rolls 1d20 and adds his MHAC score and any applicable modifiers to the result. If the total exceeds his opponent’s MD score, then the attacker affected him with the mental attack. This is exactly the same process as for a physical attack.

MHAC (Mental Hit Armor Class): This value reflects the character’s ability to penetrate the mental defenses of another creature. Most beginning characters will have a value of 0.

Sometimes a mental attack will pit an attacker’s MHAC against his opponent’s AC. These instances are noted in the “Mutations” chapter under the specific mutation involved.



MD (Mental Defense): This value is the character's mental armor class. It must be overcome before any mental attack has an effect upon the character.

Mental Attack Damage: Damage from mental attacks is applied to hit points, just like physical damage. Just as with physical attacks the Physical Strength modifier is added to the damage, with mental attack the mutation modifier is added to the damage. For game purposes, there is no difference between a mental attack that did 6 points of damage and a sword cut that did 6 points of damage.

Many mental attacks do not do normal damage. They have some other specialized effect. For example, the attack might paralyze or control the target. If the attack is successful, the special effect is automatic.

Plants and animals are extremely different mentally. As a result, many mutational powers will only work against members of the same type. A plant can only use *mental control* upon other plants, not humans or animals. By the same token, humans and animals cannot use *mental control* upon sentient plants.

Mental attacks upon robots are usually utter failures. Any artificial intelligence, including androids, is so alien that any mental powers affecting the mind (*confusion*, *empathy*, etc.) do not function at all. Mental powers that result in physical effects (*pyrokinesis*, *teleportation*, etc.) work normally.

Unarmed Combat

Most animals and creatures have natural weapons that are as dangerous as any manmade weapon. Claws or fangs can rip open a throat as surely as a sword. However, people, most plants and some animals do not have a natural weapon. As sure as you are reading this sentence, such an unarmed character is going to want to try and hurt or kill an opponent with his bare hands (or whatever).

Unarmed combat is rolled just like normal combat. The character makes an attack roll using his THAC and compares it to his opponent's AC. However, the damage is allocated differently. The character does $1d3 + PS$ modifier points of damage. If the THAC roll is 19 or 20, a lucky shot has been landed, doing $1d6 + PS$ modifier points of damage. Armor bonuses are subtracted directly from the damage. However, if the character rolls maximum damage, a minimum of 1 point of it affects the opponent. This makes beating up a character in plate mail very difficult, but not impossible. It is possi-

ble to attempt called shots for unprotected parts of the opponent's body. Negative damage results mean that the blow landed but didn't hurt.

In unarmed combat, half the damage (rounded down) is applied normally and must be healed normally. The rest of the damage is the result of simple bruises. It is *temporarily* applied as normal, but will heal at a much faster rate. Make sure to record it separately.

As in the normal rules for applying damage, the character will cease to be able to fight when his hit points reach zero or below. However, the bruises portion of the unarmed combat damage is recovered at a rate of $10 + CN$ modifier points per day. Therefore, it is possible to knock a character out and have him be OK, although still hurt, a few days later.

Let's take an example. Garth is just spoiling for a brawl and decides to pick on Joril. Garth is a big guy, with a PS of 16, which gives him a +2 damage in unarmed combat. However, Joril is wearing ring mail underneath his tunic, which subtracts 4 points from any damage done. On the first round, Garth scores a hit and rolls a 3 for damage, plus his +2 bonus, which makes a total of 5 points of damage. However, Joril's armor subtracts 4 points of damage and the lucky stiff only takes 1 point of damage. Garth is dumbfounded.

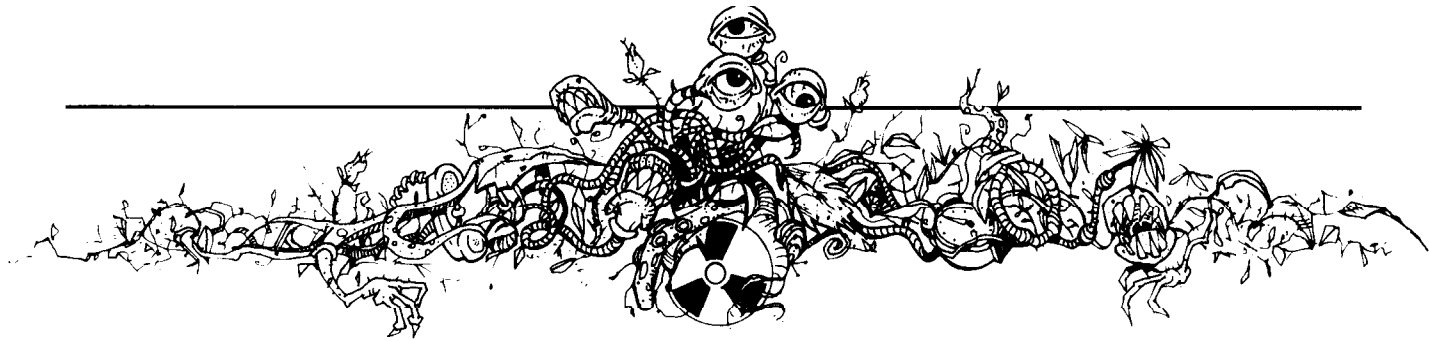
Effects of Damage

If a character takes a lot of damage from attacks, eventually he will be unable to press the attack himself. He might fall unconscious or even die. The critical levels at which these conditions happen are determined by the character's Constitution.

While his hit points are less than zero, he loses one hit point every one minute (six rounds) until he is dead. This is true even if the character can regenerate, although that power may recover points faster than he is losing them. If his wounds are bandaged, the loss of hit points stops.

Bandaging: Bandaging is a generic term for whatever treatment is necessary to ease the pain of the wounded character's injuries. It is not always applying strips of cloth to open, bleeding wounds. The Game Master might rule that some types of damage cannot be bandaged, such as damage from some mental attacks.

It takes one minute (6 rounds) per point of damage below zero to bandage wounds. Unconscious characters stop losing hit points when someone begins to ban-



dage them. Hit point loss resumes if the bandaging stops before it is completed. For example, a character that has been reduced to -4 hit points requires four minutes to be bandaged. The wounded character is then stabilized at -4 hit points until he can get further healing. If the person bandaging him stops bandaging before four minutes are up, though, he starts losing hit points again.

A character with exactly zero hit points is hovering on the thin edge between life and death. He does not lose more hit points, but neither can he heal any through normal rest. He is conscious but incapacitated (see below). Characters with zero or more hit points get no game benefit from being bandaged. From a role-playing point of view, they feel better.

Optional Bandaging Rule: The Game Master might decide that two characters can bandage a single character in half the time. No more than two characters can work on one patient at a time.

Incapacitated: A character is incapacitated if his remaining hit points are zero or less. An incapacitated character might be conscious and able to talk (see below). However, the pain of his injuries and the extent of the damage to his body is so great that he cannot move, attack or defend himself normally. This includes mental attacks.

His armor class is considered to be a base of 0 plus whatever armor he is wearing. He gets no Dexterity modifier since he can barely move. His MD is reduced by 10 while incapacitated.

Unconscious: Incapacitated characters have the option to try and remain conscious. To do so, each round the character must resist a Health hazard, where the intensity is the number of hit points he is below zero. If he fails the check, he falls unconscious. He cannot move, attack or defend himself in any way. If there is even the slightest chink or gap in his armor, he can be killed automatically with a single blow. If the armor does not have a gap (a force field is a good example) then his AC is equal to just the value of his armor bonus. Mentally he is totally defenseless, and any mental attack automatically succeeds.

Dead: A character is dead if his hit points are farther below zero than his Constitution value. If his hit points are exactly equal to the negative of his Constitution level, he is still alive, but just barely hanging on. Dead characters cannot be revived in the GAMMA WORLD® game.

Damage Effect Summary

- If $HP < 0$, one HP lost per minute. Bandaging stops hit point loss.
- Characters with ≥ 0 hit points do not need to be bandaged.
- Incapacitated if $HP \leq 0$.
- Unconscious if $HP < 0$ & failed Health hazard roll.
- Dead if $HP < -CN$.

Combat Modifiers

It is possible for a character to use the terrain or situation to his advantage. In many cases, he gets a bonus modifier to his THAC and sometimes to his damage roll. The table below describes the possible situations that result in a combat advantage. All of these combat modifiers are cumulative.

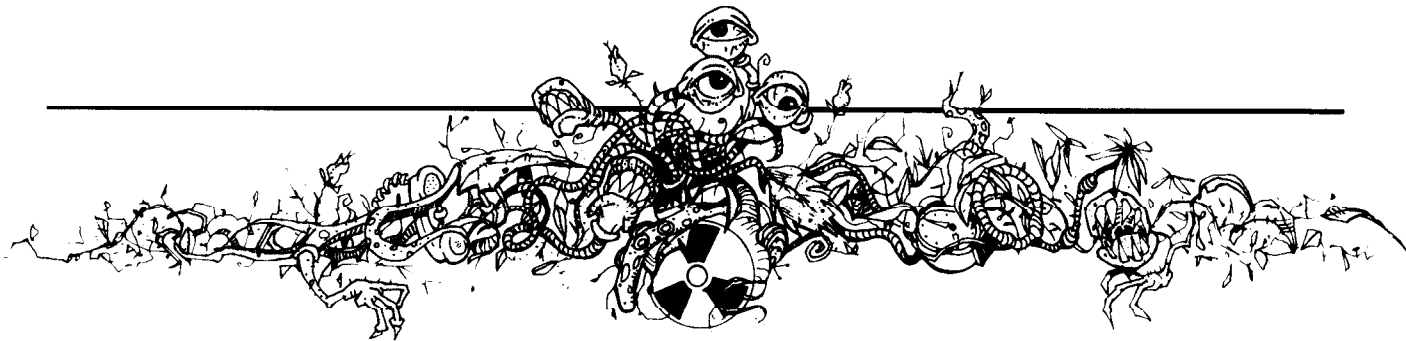
Combat Modifiers

Situation	THAC Modifier
Attack from behind	+4
Attack from flank	+2
Attack from above	+1
Attack from below	-1
Attacker blinded*	-4
Attacker prone	-4
Defender prone	+2
Attacker kneeling	-2
Defender kneeling	+1
Defender surprised	+2
Defender dodging**	-5
Attacker berserk†	+3

***Blinded:** This includes characters striking at invisible targets. It assumes that the attacker has some idea of where his opponent is from sounds or other clues. It is impossible to hit a target that is not identified somehow.

****Dodging:** The dodging character is unable to attack himself that round. He gets the bonus even if he loses initiative.

†**Berserk:** This is a condition where the character is consumed with a bloodlust, a desire to kill and maim that overcomes his ability to reason. There are no rules



given for player characters "going berserk." This rule is intended primarily for NPCs and special roleplaying circumstances where the Game Master might allow a character to go berserk. These allowable situations should be extremely rare.

During a berserk rage, the character's PS and MS are treated as if they were 6 points higher due to an adrenaline rush, hence the +3 THAC for physical combat. This does not extend to ranged attacks. He gets a +3 to all damage rolls from the increased Physical Strength. He also gets a +3 MHAC from the Mental Strength increase.

The bad news about being berserk is that the character must attack the closest figure he sees, friend or foe, in hand-to-hand combat. Mental or physical mutations that cause immediate damage at a distance are allowed so long as the character is rushing the target at the same time. The character snaps out of this condition if he cannot find anyone to attack for at least two rounds. Even with available opponents, after five rounds of constant combat the character is allowed an easy (0) MS check each round to recover from being berserk.

Ranged Attack Combat Modifiers

Situation	THAC Modifier
Point blank range*	+2
Short range*	0
Medium range*	-2
Long range*	-5
Extreme range*	-8
Partial cover**	-2
Moving target†	-2
Aimed shot††	+3
Called shot‡	-4

***Ranges:** The actual values for ranges vary greatly with the weapon being used. Point blank range is usually only a few meters away, while extreme range is the furthest reasonable limit that a target could be hit.

****Cover:** More comprehensive examples of cover may have greater or lesser modifiers.

†**Moving:** Targets moving very quickly may apply greater penalties to the attacker. A good rule of thumb is -1 for each 10 meters/round, or fraction thereof, the target is moving.

††**Aimed Shots:** Aimed shots take a full round, undisturbed, for the attacker to set up. The next round the attack is launched and the character gets the bonus.

‡**Called Shots:** A called shot is a hit to a specific target on a creature or object. The Game Master may adjust the penalty for the called shot based upon his judgment of the difficulty. Typical THAC penalties range from -2 to -10, although a -4 would be the most common. Called shots can be used to disarm an opponent, knock the legs out from underneath an opponent, decapitate an opponent, etc.

Recovering Lost Hit Points

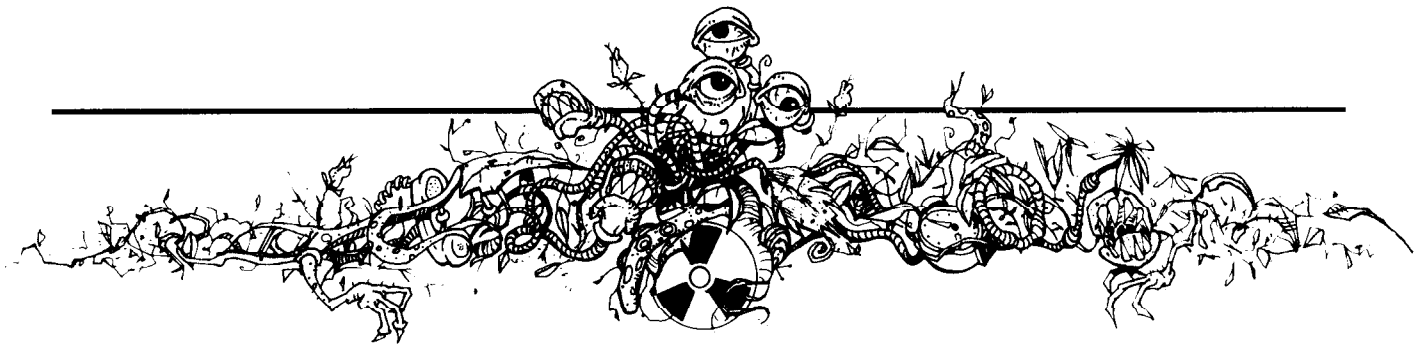
Normally, a character recovers one hit point a day if he rests. Resting implies no fighting, no travelling, and definitely no parties. Basically he lies around in bed or sits calmly all day. If a character is active at all during the day (specifically, fighting and travel are prohibited), he does not heal at all.

There are various mutations and artifacts that will assist the healing process. These items are highly prized by most characters. The other major recourse for characters is to visit the White Hand. Members of this cryptic alliance have such mutations and artifacts and are almost always willing to heal injured characters.

Structural Damage

Objects in the GAMMA WORLD® game can take damage, too. In general, the AC and hit points of an object are measured in the same manner as for a person. The table below gives a list of recommended AC values and hit points for various materials. Keep in mind that hitting a wall at short ranges is usually guaranteed. The AC of the wall reflects its ability to deflect or absorb attacks without taking damage. If the object is small enough that it might actually be missed, then the AC value for the material is applied as a modifier to the normal chance to hit. In other words, the armor class of an inanimate object can get worse if a character might miss it (it's small or far away); the AC listed below, in this case, isn't the final AC.

The table below assumes a one centimeter thickness (slightly less than 1/2"), except for obvious exceptions, such as cloth. Thicker objects keep the same AC, but gain extra hit points.



Armor Classes of Common Materials

Material	AC	HP
Bone	14	5
Cloth*	5	1
Duralloy	30	30
Glass	3	2
Leather*	10	8
Metal, soft	20	20
Metal, hard	25	20
Plaster	8	2
Plastic, soft	16	7
Plastic, hard	20	12
Pottery	16	8
Soft rock	18	25
Hard rock	23	25
Wood	15	10

*AC is doubled against smashing blows.

Health Hazards

Some situations that do not involve attacks by creatures are still dangerous to characters. Poison, radiation, and disease are three common examples. These types of dangers are called Health hazards.

A Health hazard is rated for its intensity. To determine the effects of the hazard, the Game Master rolls a 20-sided die and adds it to the hazard's intensity along with any modifiers. If the total exceeds the Health score of the character, then the hazard has affected him.

Unlike normal attacks, in many cases the attack roll for the Health hazard can affect the degree of damage the character suffers. A poison attack that just barely succeeds will have less of an effect than one that far exceeds the character's defensive value.

$$\begin{aligned} \text{d20} + \text{Intensity} + \text{Modifiers} &= \text{Hazard attack} \\ \text{Hazard attack} - \text{Health score} &= \text{Stage of effect} \end{aligned}$$

Poisons & Drugs

A poison is defined as just about any substance that interacts chemically with a character's body to the body's harm. This includes toxins, some drugs and biochemicals. The effects of the poison can vary greatly, but the character resists them all in the same fashion. A drug is defined as a beneficial chemical introduced into

the character's body. By these definitions, cocaine would be a poison. The major game distinction is that while poisons may or may not work, drugs always work. In other words, the stuff that is good for you works, the stuff that might hurt you has a chance to fail.

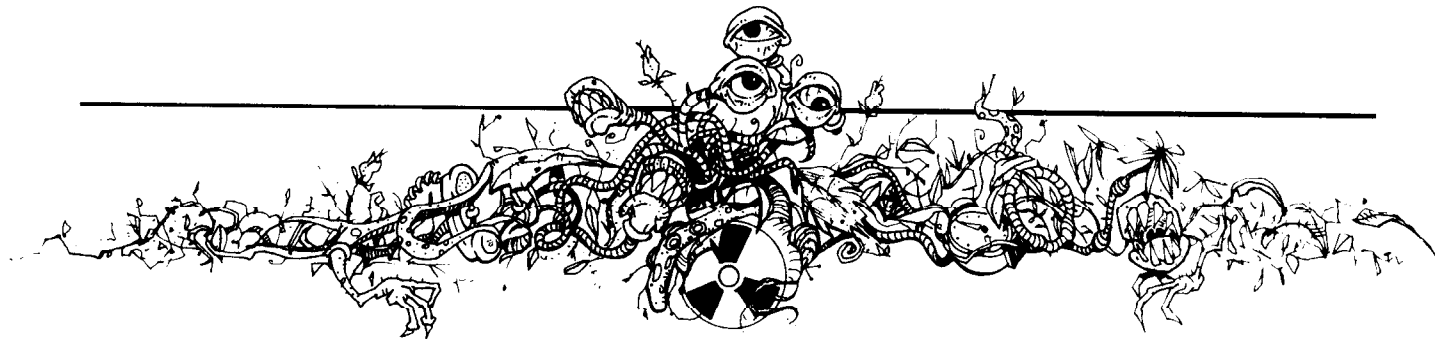
Poison is measured by doses, and doses are quite variable in size. For some substances a dose is just a drop, for others it is a whole cupful. A "dose" is whatever quantity is needed to affect a character at the rate given in the table below. When the poison attack is made, roll a d20. Add the poison's intensity and any applicable modifiers. If the total exceeds the character's Health score, the poison affects him. The difference between the die roll and the Health score determines how strongly it affects him. Every five points over the Health score is a new and more dangerous level of effect (remainders after division are counted as another level). Usually there are eight stages of damage, with the eighth being death.

Each round after the attack, move down the chart one row. This means that the actual round of injection does no poison damage. Stop when you get to the row that matches the result of the die roll. The character remains in that condition until the matching time period expires. (Death, of course, is permanent.) After that time passes, the character retreats up the chart one row a round. This usually happens at a time when the character is not embroiled in combat, which means that the effects just go away.

Multiple doses add their value to the poison intensity already in the character or in the first dose. If the attacks are all made on the same round, only roll once with the combined intensity. If the attacks are made on different rounds, roll each round. The worst result obtained always applies.

Fractional doses cut the intensity of the poison. A half a dose has half the intensity. Since the math for calculating fractional doses can get tough (quick, what's 60% of 13?), it is recommended that your stick to half or full doses only.

There are three different basic types of poisons: debilitating, paralytic and destructive. Within each of these categories are a wide range of variations. However, for game purposes, the effects are all so similar that they can be lumped together. Debilitating poisons leave a character weak and helpless. Paralytic poisons affect his voluntary muscles. Destructive poisons damage the tissues and cause physical damage. If you just

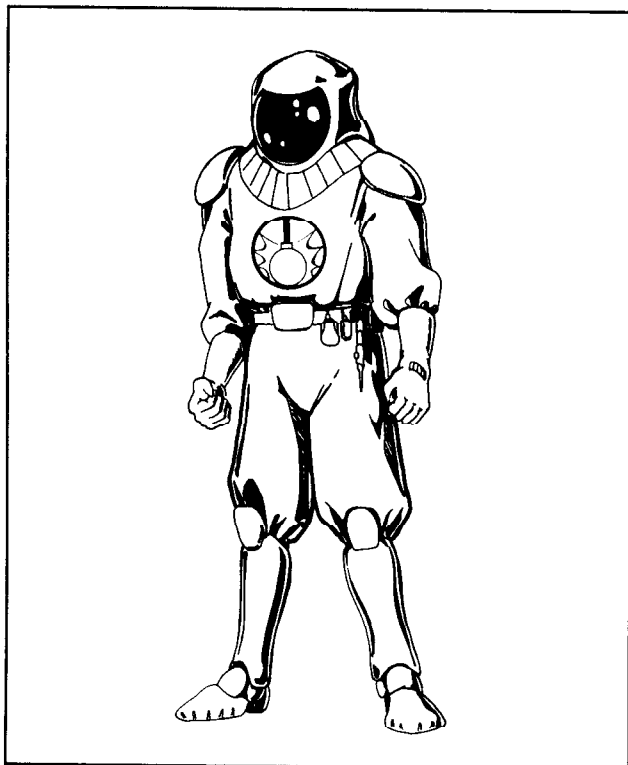


want a "standard" poison, the debilitating poison is recommended.

The Game Master is encouraged to give the players unique, colorful descriptions of what a poison does to his character. Two different destructive poisons would have the same game effect, but might have very different descriptive effects. One might cause a burning pain in the character's lungs, while another causes him to bleed from his ears.

Incapacitated and Unconscious: Any character incapacitated by poison is conscious but cannot move, attack or defend, even with mental mutations. He can only observe and talk softly. His hit points are reduced to match his Constitution score. If he is already below that level, then he is reduced to 0 hit points. An unconscious character is reduced to 0 hit points. Hit points lost in this manner must be healed normally.

For example, Garth is stung by a rare insect with intensity 9 debilitating poison. He has a Health score of 14. The Game Master rolls an 18, adds the 9 intensity to come up with an attack value of 27. This is 13 points above Garth's Health (Stage III). On the next round,



Debilitative Poison

Stage	Roll	Duration	Effect
—	≤ 0	None	None
I	1-5	10 minutes	- 1 combat*
II	6-10	30 minutes	- 2 combat*
III	11-15	1 hour	- 3 combat*
IV	16-20	2 hours	- 5 combat*
V	21-25	5 hours	- 8 combat*
VI	26-30	12 hours	Incapacitated
VII	31-35	1 day	Unconscious
VIII	36+	—	Dead

*The indicated combat penalty affects each of the following attributes: PS, DX, Speed, THAC, AC, MD, Use Artifacts, Stealth, Remain Unseen and all mutation power scores. The results are *not* cumulative.

Paralytic Poison

Stage	Roll	Duration	Effect
—	≤ 0	None	None
I	1-5	10 minutes	Slowed 1/2 rnds*
II	6-10	30 minutes	Slowed 1/3 rnds*
III	11-15	1 hour	Paralyzed**
IV	16-20	2 hours	Paralyzed (- 2 cmbt)**
V	21-25	5 hours	Paralyzed (- 5 cmbt)**
VI	26-30	12 hours	Incapacitated
VII	31-35	1 day	Unconscious
VIII	36+	—	Dead

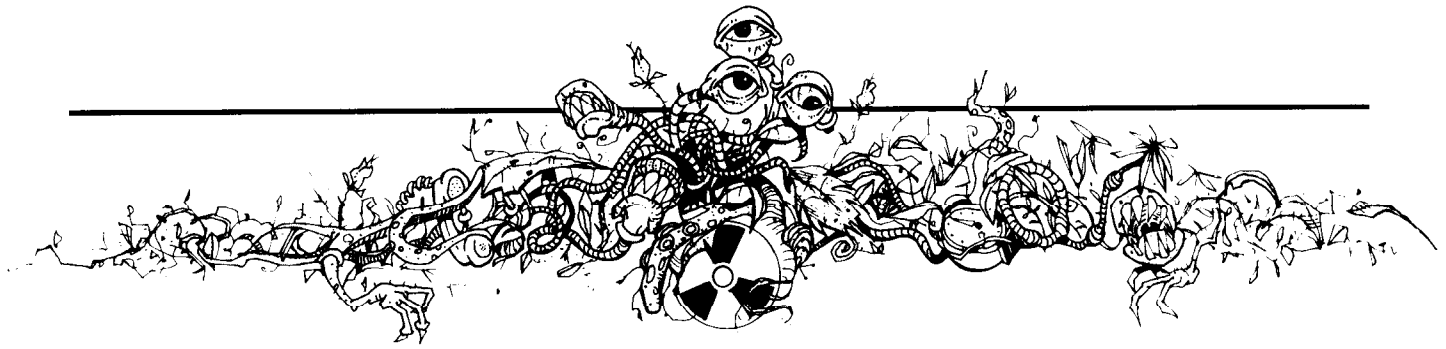
*Character can only act physically once every two (Stage I) or three (Stage II) rounds. Mental attacks are unaffected. A - 2 combat penalty is applied to each of the following attributes: PS, DX, THAC, AC, Stealth, all physical mutations. The results are *not* cumulative.

**Character falls down and is unable to move. He can use his mental mutations, but possibly with a - 2 (Stage IV) or - 5 (Stage VI) penalty for MHAC and MD.

Destructive Poison

Stage	Roll	Effect*
—	≤ 0	None
I	1-5	1d6
II	6-10	1d6
III	11-15	2d6
IV	16-20	2d6
V	21-25	3d6
VI	26-30	3d6 & incapacitated
VII	31-35	3d6 & unconscious
VIII	36+	Dead

*Since the character moves down the table one row per round, these effects are cumulative. Just after Stage V, a character will have taken 9d6 worth of damage.



Garth has all of his combat scores reduced by one. The following round they are reduced by two. On the third round they are reduced by three from their original value. An hour later, he is OK and all of his combat values are back to normal

Designer Poisons: Inventing your own type of poison is fairly easy. All poisons have the eight stages of effects. The eighth stage should always be death. What the others are depends upon the type of poison that you wish to invent. In most cases, you will want to have the effects be cumulative. Each round the victim moves down the chart one row until he reaches the row that matches the class of effect for his die roll.

The three poisons described above are good models for any new ones you may want to design. If the poison has an effect that lasts for a period of time, use the durations from the paralytic and debilitating poisons above.

Radiation

How did I get these gills? Well, I think it was the Curse. All I remember is me and Kraov—he was half man, half bull, ya' know, meanest doggone new animal I ever knew, and devastatingly good with a battle axe. Sure glad he was on my side.

Anyways, me and Kraov were exploring this home of the ancients. We were not sure what it was, but there was a whole lot of live metal there, that's for sure. So we find ourselves cornered by this big chunk of live metal, which was not friendly at all, and Kraov decides to bust us a new exit.

So he throws a few sun bolts from his artifact into the wall at our back—the thing burned holes through just about anything—when a cloud of the glow comes pouring out of wherever he's broken into. Kraov takes it full in the face, but I'm off to one side, so it doesn't get on me so much.

All these weird whooping noises, like giant water birds crossed with bells, started happening, and red glow was spinning all over the place. Well, that live metal cleared out real fast, and so me and Kraov didn't think twice about our good fortune. We got out of there, and headed into the woods.

But Kraov started getting sick, and I didn't feel so great myself. We stopped when it got dark, because he couldn't go any further. He died that night, and I thought I was going to. I must have been sick for three days, but I don't really remember. When I recovered, these gills were right there on my neck. Had to be the Curse.

—Flamn Kleny, Altered One and ex-scout

High-Level Radiation

Stage	Potency	Effect
—	≤ 0	None
I	1-5	1d6
II	6-10	2d6
III	11-15	3d6
IV	16-20	4d6, -2, sick*
V	21-25	5d6, -4, sick* & mutation**
VI	26-30	6d6, sick* & incapacitated
VII	31-35	7d6, sick* & unconscious
VIII	36+	Dead

*See Radiation Sickness, below.

**One mutation per exposure (see below for effects).

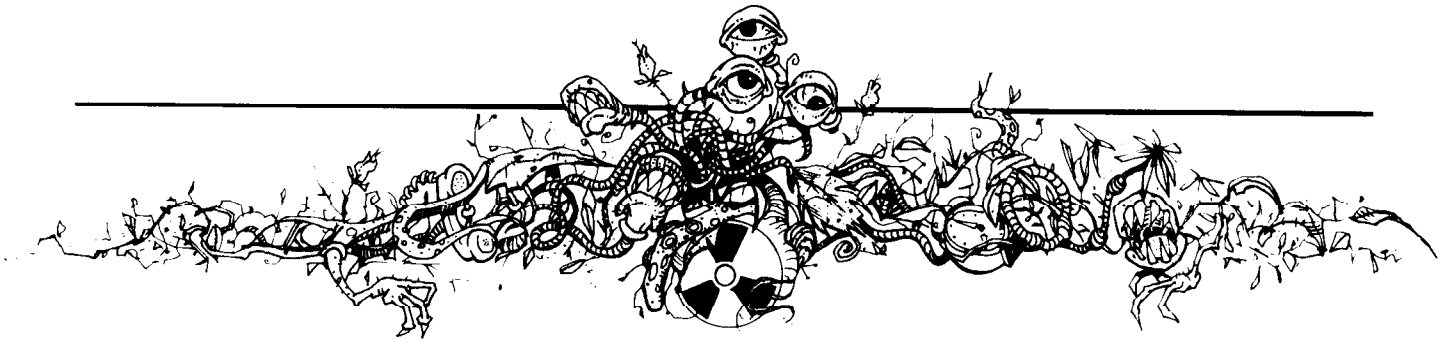
Radiation is also measured by intensity. For game purposes, it is divided up into three categories: high-level, low-level and background radiation. High level radiation requires a die roll each round to determine its effects. Low-level radiation is checked every hour. Background radiation accumulates to a single roll at the end of the day.

The damage from radiation is a burn. This does not mean that creatures immune to heat or fire do not take damage from radiation. A creature must be specifically immune to radiation to avoid its effects. The damage effects on the table are *not* cumulative.

Radiation Sickness: Radiation can cause vomiting and weakness. The character suffers a -2 or -4 combat penalty on PS, DX, THAC, AC, MHAC, MD, and moves at half speed for as long as he has radiation sickness. Combat penalties are not specified for the incapacitated or unconscious results, since the character is not capable of combat anyway.

Each day, the radiation intensity in the character's body goes down one point and a new roll is made. The character suffers the results of this roll over the course of that day. It is possible for the sickness to appear to get worse, or for the character to die from damage a few days after exposure. If he ever rolls for no damage, then he is cured and does not need to roll again.

Mutation: The character can only get a mutation from the first roll for a specific bout of radiation. Subsequent rolls due to radiation sickness cannot give him a mutation unless he is exposed to yet more radiation. Ignore the mutation portion of the Stage V result if it



comes up a second time.

Assuming that the character does get the mutation result, while laid up sick the character's body begins transforming. His genetic structure is being altered by the radiation. By the time the illness is over, he has a new mutation. There is a equal chance of it being physical or mental. Plants obviously get plant mutations instead of physical ones. After the type of mutation is determined, roll percentile dice on the mutation tables used for character generation. This new mutation can be a defect even if the character already has one.

Low-Level Radiation: Radiation intensities below 1 are usually considered to be low level. Low-level radiation is accumulated over time. It is measured by how much time it takes to accumulate a point of radiation. The Health check is then made once an hour after the first exposure for however much has been accumulated.

For example, if a crater has low-level radiation rated at 10 minutes, then it accumulates one point of intensity every 10 minutes. After half an hour of being in the crater, our mutant Garth leaves it. Over the 30 minutes he was there, he accumulated three points of radiation intensity. An hour after Garth entered the crater (which would be a half hour after Garth leaves it), the Game Master makes a check. He rolls a 12, adds the 3 for the intensity and comes up with 14. Since Garth's Health is 14, he takes 1d6 points of radiation burns. Poor Garth is very confused, since he is nowhere near a known radiation source when the burns appear.

Background Radiation: Radiation intensities that accumulate at less than one point in an hour are considered to be background radiation. They are always specified for the amount of time (over an hour) that it takes to accumulate a point. At the end of the day, one roll is made for the accumulated radiation of the day. Radiation levels weaker than those measured by the check at the end of the day (days or week to accumulate a point) are ignored.

Optional Radiation Rule: In reality, the intensity of radiation decreases the further away from the source. However, this is usually an overly complicated rule. If the Game Master needs more precision or detail when dealing with radiation, he can reduce the intensity by one for every meter away from the source. For example, a character 10 meters away from an intensity 18 radioactive rock is only subjected to intensity 8 radiation.

Examining & Using Artifacts

An artifact is anything left from before the Time of Troubles or not readily understood by the characters. Such artifacts are valued items, and even the broken pieces of one can fetch a good price from the right buyer. Frequently the finder will want to keep it for himself. Many artifacts are items of great power that are far more valuable when used than when sold. Few adventurers are able to resist tinkering with the artifacts they find, hoping to have stumbled across something truly wondrous. Use common sense when applying these rules. Some artifacts are obvious and should not be roleplayed or die rolled. The character automatically understands them. In many cases, the basic nature of the object is obvious, and only the details of how to make it work need to be deciphered. In that case, tell the player what he would be able to determine without detailed examining. For example, a bolt-action rifle looks enough like a flintlock rifle that a character is going to assume it is a gun, so tell him, "It's a gun of some sort."

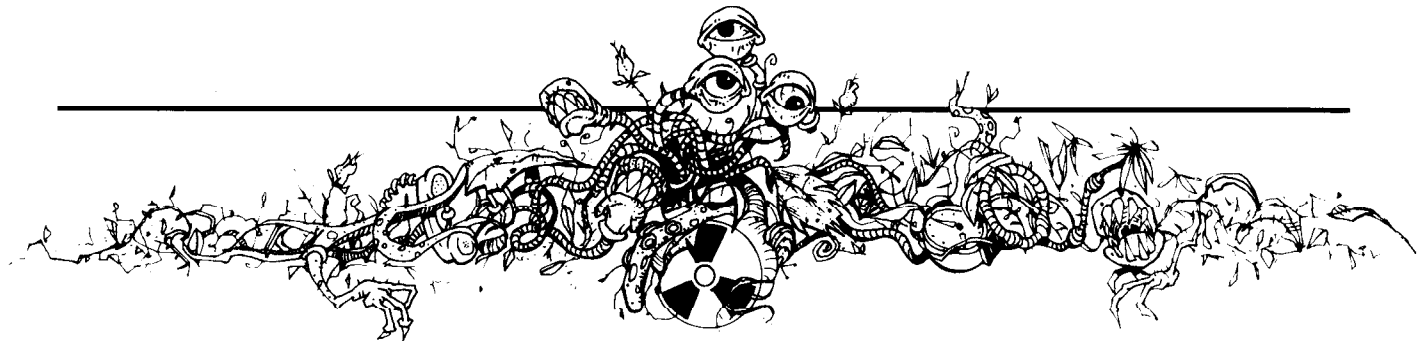
Roleplaying Deciphering Artifacts

Whenever possible, the Game Master should roleplay the deciphering of artifacts. This makes the game much more fun. However, it requires the Game Master to know in advance the look of the artifact, what controls are on it (buttons, levers, dials, readouts, etc.).

When roleplaying the deciphering of an artifact, have the examining character make a Use Artifacts roll when the artifact is first picked up, using the listed complexity rating as the number to beat. If the artifact is not listed in this book, assign your own complexity rating. The Sample Artifact Complexities Table below can be used as a guide for assigning complexities.

If this roll is failed, the character knows only what material (if obvious) it is made of, its color and its general shape (cylinder, cube, loop, etc.). It's not that he doesn't see more details, he is just not able to put together enough contextual clues to make sense of them. If the roll is successful, the character gets an accurate description of the device. He knows where the buttons are and exactly what it looks like.

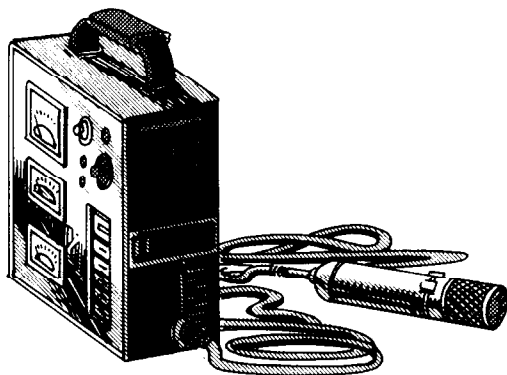
One bad side of roleplaying the deciphering of an artifact is that it reduces the usefulness of the examiner character class. The best way to make these characters useful again is to allow them to see clues on the artifact



that other characters don't see. For example, the examiner might know some of the common symbols or lettering used by the ancients. If he sees these on an artifact, he could know something about its nature or how to begin making it function. Since the artifact is being deciphered through roleplaying, the breaks and advantages for the examiner must be granted through roleplaying.

If an examiner (not any other character class) is about to do something that is dangerous with an artifact, allow him an Avoid Artifact Disaster check. If he fails it, then he automatically suffers the consequences of what he tried to do. If he succeeds, the Game Master gives him a clue that what he is about to do might not be such a good idea. For example, the GM might say, "Just before you push the red button, you realize that red sometimes signified danger for the ancients." If he still wants to push the button, then he has only himself to blame.

Unfortunately, there are situations where roleplaying is not reasonable. If this happens, use one of the schemes described below for deciphering the artifact. Two strong examples where roleplaying is not possible are artifacts that are far too complex for the GM to assign functions to each and every control, and artifacts that are too easily recognized by the player. An airplane cockpit is an example of the former. There are too many switches, dials, levers and buttons in the cockpit for the Game Master to assign individual functions to them. A car is a good example of the latter. The players might immediately recognize what the characters should not. Even good roleplayers will be hard pressed not to use their knowledge of how a car works.



Artifact Complexity

Artifacts are rated by their complexity. The complexity is strictly relative to how hard it is to decipher the most basic functions of the device. This is not the same as understanding the principles of how a device works. For example, a character might figure out that when he pushes these two buttons in sequence, an orange beam of light shoots out and burns whatever it touches. He doesn't know how or why, but he can make it work.

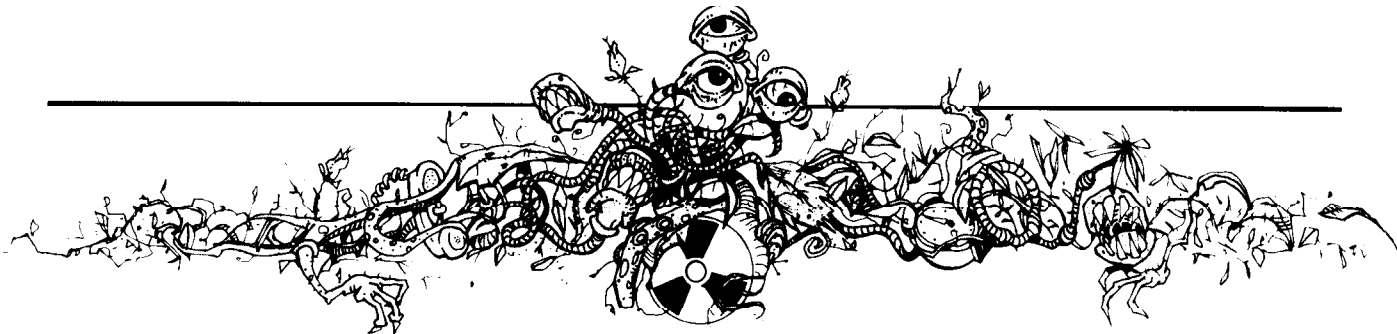
It is possible for complexities to drop below 5. This is usually reserved for items that are either Tech Level III or below, or are merely modern equivalents of older technology devices. These items rarely have moving parts and their function is so obvious, that it is almost impossible not to figure them out.

Sample Artifact Complexities

Diff.	Artifact
5	Can opener
6	Manual pencil sharpener
7	Blow dryer
8	Blender
9	Vending machine
10	Adding machine
11	Telephone
12	Lawn mower
13	35mm camera
14	Photocopier
15	Car, automatic transmission
20	Car, manual transmission
25	Steam shovel
30	X-ray machine and developer
35	Personal computer
40	Jumbo jet airplane

The Use Artifacts Diagram

The complexity of the artifact and the character's Use Artifacts score are used with the Use Artifacts Diagram. This diagram is part of the proud heritage of the GAMMA WORLD® game. If used properly it can add tremendous flavor to the game. It is particularly useful for simple objects that are easily recognized by the players. For example, if they PCs find a chainsaw, it would be instantly recognized by its description; therefore, the Game Master might refuse to describe it other than in vague terms. He then would have the characters use the diagram to decipher the device.



Before starting on the diagram, the Game Master must decide upon a false function for it the artifact in question.

Use Artifacts Diagram Usage

- Starting position equals the artifact's complexity minus the character's Use Artifacts score.
- Roll a d10 to determine which line on the diagram to follow from the starting position.
- If the number rolled is not on the diagram, the character made no progress with that effort.
- If the character arrives at a box numbered higher than the artifact complexity, he is unable to decipher the artifact and must quit. This implies backward progress up the chart.

Starting Position: The starting position on the chart is found by subtracting the character's Use Artifacts score from the complexity rating of the artifact. If the character's Use Artifacts score is greater than or up to one less than the complexity of the artifact, then he automatically figures it out. If the starting position is greater than 20, then the character cannot succeed at deciphering this device. Start him at the rating of 20, but if he ever succeeds in getting to the "True Function" position, treat it as a "False Function" result.

Progress: Roll a 10-sided die to determine what happens when the character starts tinkering with the artifact. If there is no matching number for the die roll on the diagram, then the character remains in his current position on the chart. Every time the character moves to a new box or circle, describe the results. For example, "you hear a click," or maybe "a side panel shifts slightly," or even "you tried blowing in it and nothing happened." Remember that trying something and failing still eliminates a possible function of the artifact. By eliminating the options, one by one, the character might come up with the real function.

Failure: If a character ever arrives at a box with a number higher than the artifacts complexity (or his starting box number, whichever is higher), then he must stop. He assumes that the artifact is either useless or beyond his abilities to comprehend.

It is assumed that every step on the diagram represents a full minute of examining. An artifact always takes at least as many minutes to examine as its complexity rating. This is true even if the character is able

to decipher it automatically or get through the diagram in less time

Use Artifacts Diagram Results: Results on the diagram are explained below.

Artifact Breaks: A portion of the artifact is damaged, and the character knows he broke it. It cannot be easily repaired. The extent of the damage must be determined by the Game Master, should the characters ever be able to attempt repairs.

Assumed Broken: The artifact has fallen apart (see below), but the examining character assumes that he broke it. He is unable to reassemble that artifact without help from some outside source, another character, a manual, etc.

Assumed Useless: Anytime the character arrives at a numbered box higher than the one he started at, he is finished examining the artifact. He has come to the definite conclusion that the artifact is completely useless or broken. Since there is no box higher than a 20 on the chart, a direct "Assumed Useless" result has also been provided.

Dangerous Event: The examiner or somebody nearby is injured by the artifact. The injury can be as minor as pinching one's finger in a joint to blowing one's head off with a laser pistol. It is up to the Game Master to determine the exact effects depending upon the artifact. He is encouraged to have weapons have an equal chance of hitting the examiner or some nearby character. On the diagram, the character returns to the circle that got him there after the event occurs.

Falls Apart: One or more pieces of the artifact fall off. The pieces are not damaged, but must be put back on correctly for the artifact to work again.

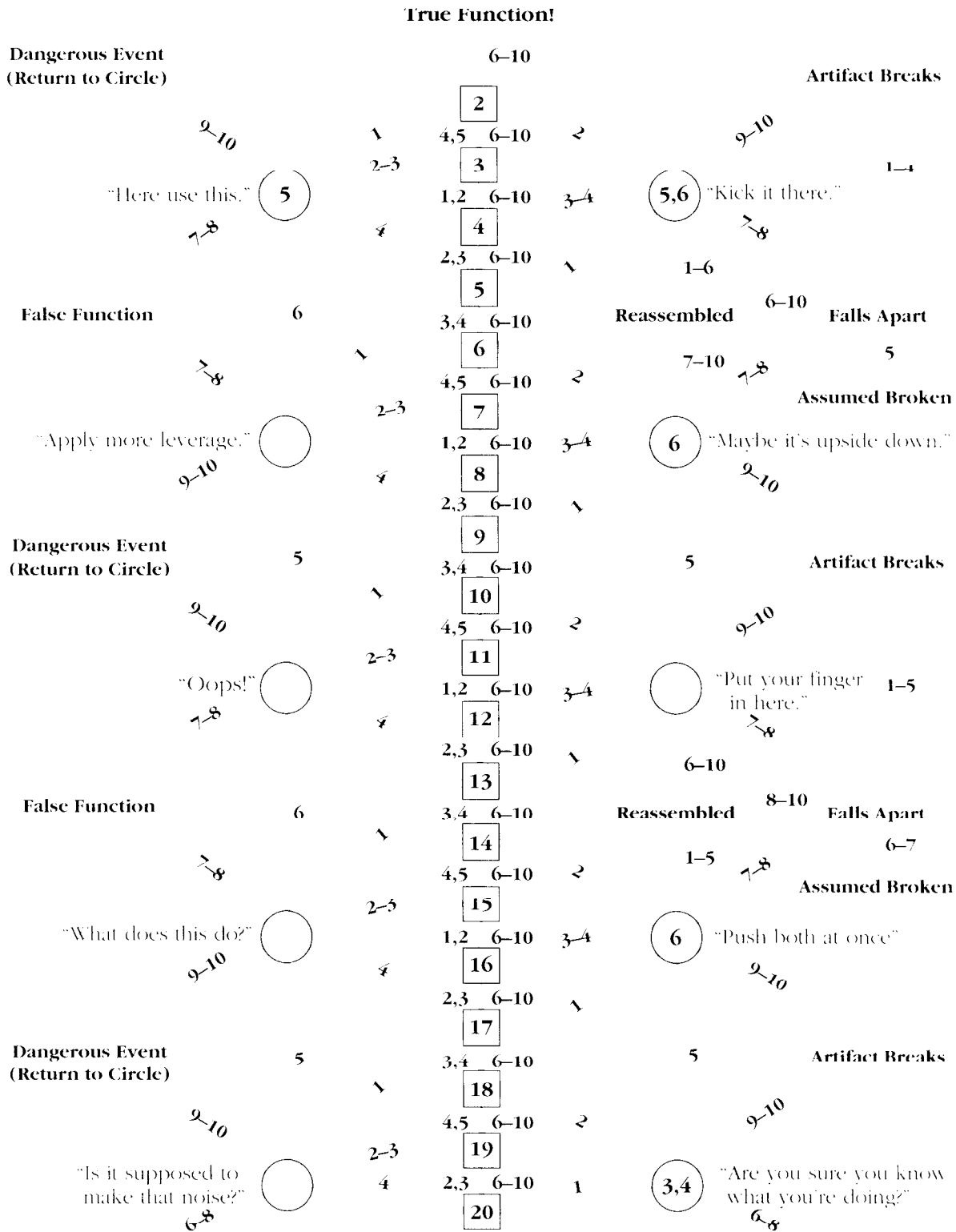
False Function: The character is sure that he has solved the riddle of this artifact. He knows exactly what it was used for. The player should never be told that he is using the artifact incorrectly. If he ever receives direct evidence that the artifact might have a different function than the one he figured out, he is allowed a new trip down the diagram. However, until that time he assumes that it is really meant for this false function.

Reassembled: The character has successfully put the artifact back together after it fell apart. He can now return to trying to decipher its true function.

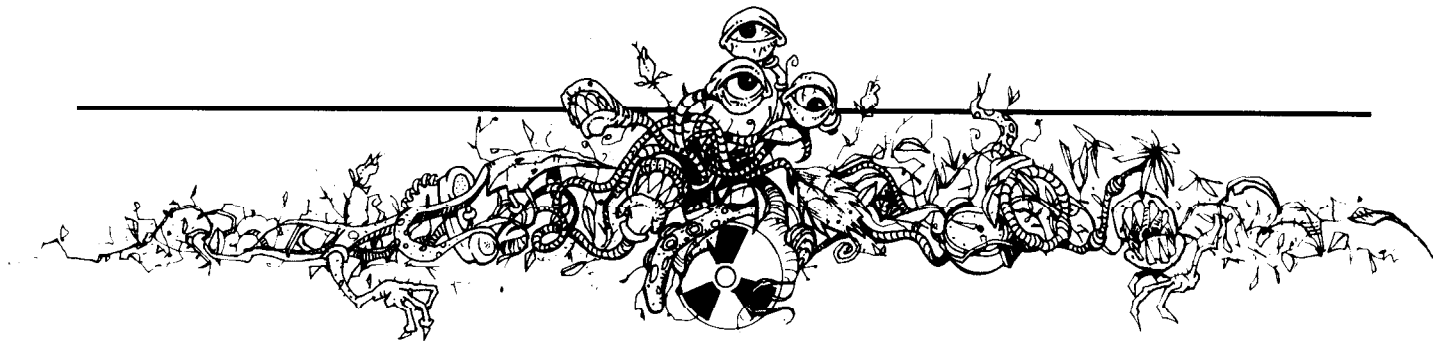
True Function: The character has learned a true function of the artifact. This does not mean that he uses it in the most efficient manner, but he can use it.

Optional Rule: For particularly difficult to decipher

Use Artifacts Diagram



Roll 1d10 to move along chart.
Numbers in circles mean no progress.
Arrows are one-way progress.



(complex) artifacts, examiners normally unable to decipher them may have a chance. The Game Master might rule that each position on the chart represents a day, a week, or even a month. The character always starts at the 20 position in these cases. It can take a long time, but the character might eventually be able to figure out a really tough artifact.

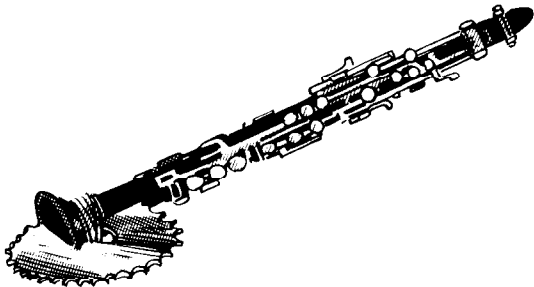
Artifact Examination Modifiers

There are many situations that will improve a character's chances of figuring out an artifact. Even a simple artifact can be difficult to master if the examiner has no clue to its purpose. Use the table below to modify the character's Use Artifacts score. If the modifiers force the starting position on the diagram below 2, the character is automatically able to figure it out, but will still take some time (see above).

Bonus Modifier

+2	Seen it used once at a distance
+4	Seen it used repeatedly at a distance
+5	Seen it used close up
+8	Used one just like it long ago
+2	Used something similar long ago
+3	Used something similar recently
+6	Following accurate written instructions
+3	Following accurate remembered instructions
Varies	Other contextual clues

Contextual clues are gleaned from the surroundings where the artifact was found. For example, an artifact found in an armory (assuming the characters know it is an armory) is assumed to be a weapon of some sort. This helps tremendously when trying to figure out the artifact. The players must tell the Game Master what contextual clues they are using before he determines the bonus.



Special Actions

Some activities are performed frequently enough during the game that they require special game mechanics to handle them. For example, hardly an adventure goes by where at least one character does not try to sneak past an NPC. Therefore, there is a special Stealth value and a procedure for using it.

Stealth

Stealth is a measure of the character's ability to move around and remain undetected by other creatures. Usually this involves being quiet and not being heard. As stated in the surprise rules, the character doing the sneaking rolls against the Perception score of the character that might or might not perceive him. He rolls a 20-sided die and adds it to his Stealth score. The Game Master might apply modifiers for inattentive opponents, noisy environments, or squeaky floor boards. If the Stealth roll, plus the d20, plus the modifiers, is greater than or equal to the Perception score, then the observing character is unaware of the presence of the sneaking character.

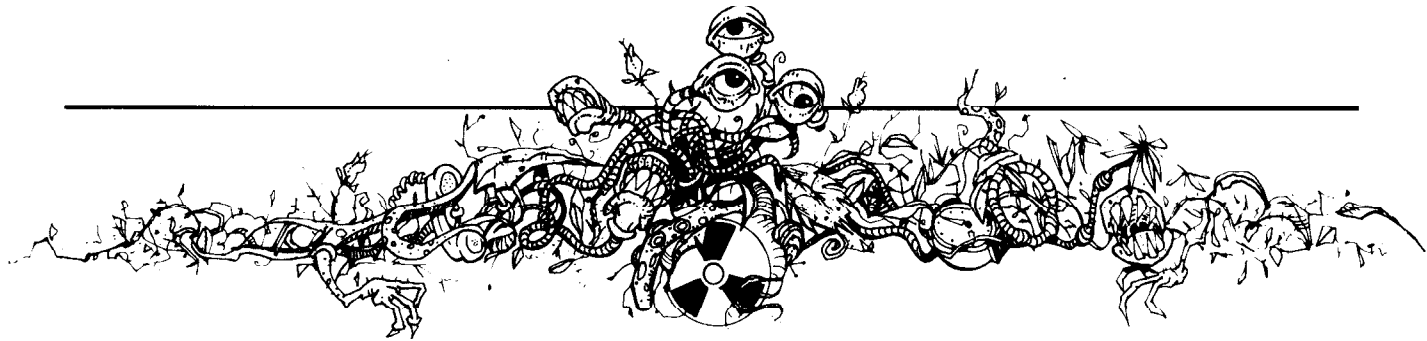
$$d20 + \text{Stealth} + \text{Modifiers} \geq \text{Perception}$$

For example, Foxer is trying to sneak across the room without the evil Laser Master hearing him. The GM knows that the floor has some squeaky boards, so he applies a -2 modifier to Foxer's chances of being quiet. The Laser Master's Perception is an 11, while Foxer's Stealth score is $+2$. The GM rolls a 10 on the die; $10 + 2$ is 12, -2 for the squeaky floorboards makes it a 10. Since this is less than Laser Master's Perception of 11, the Laser Master hears Foxer, and the battle begins. (Those squeaky floorboards will get you every time.)

Remaining Unseen

This skill is similar to Stealth. However, instead of the character moving around, he is standing still and trying to avoid detection. Usually this involves not being seen. Occasionally it revolves around other senses. The creature attempting to hide rolls a 20-sided die, adds its Remain Unseen score and compares the total to the Perception score of the other character. If it is greater than or equal to it, then it is undetected.

$$d20 + \text{Remain Unseen} + \text{Modifiers} \geq \text{Perception}$$



Perception

A character always uses his Perception defensively, just like his armor class or mental defense. Like AC or MD, the character never rolls for this attribute. Perception is considered to be the unconscious ability of the character to detect unusual events around him. This means that he is not trying to do anything in particular. Other creatures are trying to be sneaky or remain hidden and he might or might not detect them with his Perception. They roll for their Stealth or Remain Unseen abilities, while he “defends” with his Perception.

Other Noncombat Actions

There are many activities that a character will attempt that have nothing to do with combat. Some of these are automatically successful, while others are difficult enough to warrant a die roll. For example, breaking down a door, climbing a cliff, and solving a puzzle cube are all examples of actions that are not guaranteed to succeed.

The Game Master must determine what the results of such actions will be. Try and remember at all times that this is a game that tells a story. For example, if a character wants to break down a door, don’t automatically reach for the dice. How will it affect the outcome of the next few rounds if he just automatically breaks down the door? Would it be more fun for the character to succeed or fail?

The Game Master should just decide what happens based upon the answer to these types of questions. If the characters are on a rampage through an installation, breaking down the door immediately will heighten the dramatic flavor of the moment, so let it happen. On the other hand, if the door leads to a reactor core, maybe it would be better if they can’t break this one down. If the PCs are being chased, maybe it would be more fun if they failed twice to break the door down, and then succeeded.

Sometimes the Game Master may not be able to make a clear-cut decision or the story is best served by having a random decision. That’s where the attribute check is used.

Attribute Checks

The most basic die roll for deciding the results of noncombat actions is the attribute check. The check is very easy. First, the attribute being used for the activity is determined, then the difficulty of the action must be decided. For example, let’s suppose that a character needs to flip a lasso over a statue. The Game Master decides that Dexterity (DX) is the attribute needed to do this. Next the difficulty of the task is set: easy, challenging, tough or nearly impossible.

Difficulty	Rating
Easy	0
Challenging	5
Tough	10
Nearly impossible	15

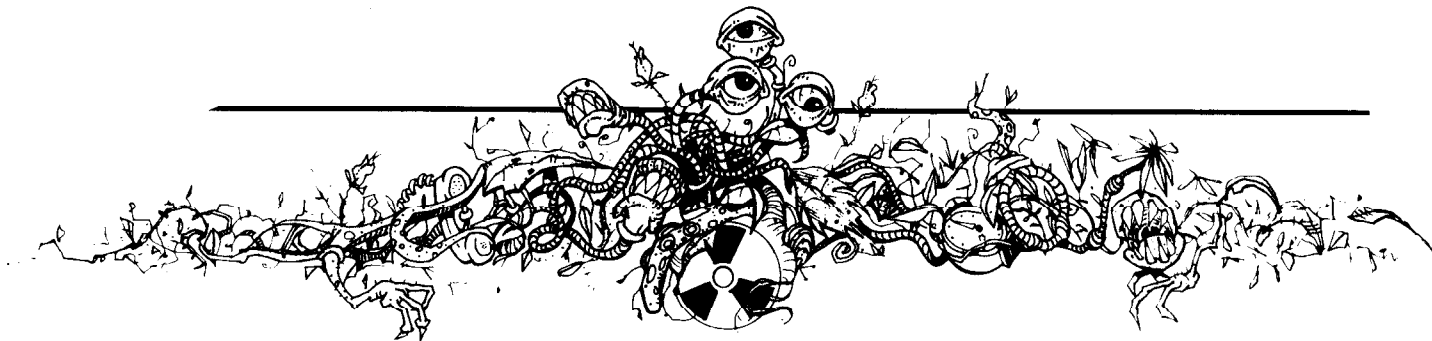
The character or Game Master rolls a 20-sided die and adds the difficulty rating (0, 5, 10 or 15). If the total is *less than* the character’s attribute, the character succeeded. It is possible for a character’s attribute to be too low to succeed regardless of the die roll. It is also possible for the character’s attribute to be so high that he can’t fail. A roll of 20 always fails, but a roll of 1 only succeeds if the numbers allow it. It is possible to roll a 1 and still fail.

$$d20 + \text{Difficulty rating} \leq \text{Attribute score} - \text{Success}$$

If multiple characters are involved in helping with the activity, each must make his own die roll for success. The Game Master will have to decide if multiple attempts can be made for that action. For example, a character could reasonably attempt to toss a lasso over a statue as many times as he wants. On the other hand, if he attempts to break a code and fails, he doesn’t get another attempt right away. He may have to study the problem for several hours to get another die roll.

Physical Strength (PS): Breaking down a door, pushing aside an obstacle, lifting a heavy object, and keeping a grip on a rope are all examples of using Physical Strength. However, PS is the only character attribute that is completely quantifiable. Either you can lift the object or you can’t, according to the weight formula. There is some variability due to the grip a character takes, the leverage he can exert, or how tired he might be, but not much.

For feats of Physical Strength, first judge if the char-



acter should be able to automatically lift, carry, push, or whatever, the weight in question. Most situations will be clear-cut.

If the feat is right around the limit of the character's PS (+10% or so of the lift or carry limit set by the character's PS), then and only then should a die roll be used. This situation is a test of *determination* to move the object, not truly a test of Physical Strength. The check should be made against the character's Mental Strength (MS), *not* his Physical Strength (PS).

After having said all that, there are some cases where applying Physical Strength is not a cut and dried result, usually when the strength of inanimate object is involved and no one is certain quite when it would give—for example, kicking down a door, breaking something over a knee, etc. Nothing is being lifted, carried or compared to the number of kilos the character lifts in these cases. Only these types of circumstances warrant Physical Strength checks; otherwise, a Mental Strength check is always what is called for.

Dexterity (DX): Catching a thrown object, throwing to hit a small target, walking a tightrope, juggling, and picking pockets are all examples of using Dexterity.

Constitution (CN): Avoiding being stunned after a fall or blow or not getting sick after eating vile but non-toxic food or drink are all examples of things to check against Constitution.

Mental Strength (MS): Ignoring pain, overcoming exhaustion, persistence, and forcing your body to perform feats of Physical Strength all involve checks against Mental Strength.

Intelligence (IN): Breaking codes, solving puzzle boxes, and jury-rigging devices are all examples of using Intelligence.

Charisma (CH): Smooth-talking, public speaking, leadership under duress, and NPC reactions all involve checks against Charisma.

Senses (SN): Spotting moving figures at a distance, tracking an animal, discerning details, distinguishing similar sounds, objects, and smells, etc. are all examples of using Senses.

Optional Rule: The Game Master is welcome to apply any difficulty rating he desires to specific tasks, even numbers not divisible by 5, or less than zero or greater than 15. However, in practice, this tends to slow down the game while the Game Master tries to pick "just the right difficulty" for the task. Furthermore, it is very difficult to be consistent from case to

case when choosing difficulties across such a wide range.

Class Skill Checks

As defined in the character generation chapter, a class skill is a talent unique to a particular character class. For example, only espers can Sense Mental Powers. It is one of their class skills.

Difficulty	Rating
Easy	0
Challenging	5
Tough	10
Nearly impossible	15

A class skill check works exactly like an attribute check, described above. First, the Game Master decides upon a difficulty rating for the task. This is usually easy (0), but is occasionally higher. Then the character or Game Master rolls a 20-sided die and adds the difficulty rating (0, 5, 10 or 15). If the total is less than or equal to the class skill, the character has succeeded. It is possible for a character's skill to be too low to succeed regardless of the die roll. It is also possible for the character's attribute to be so high that he can't fail. A roll of 20 always fails, but a roll of 1 only succeeds if the numbers allow it. It is possible to roll a 1 and still fail.

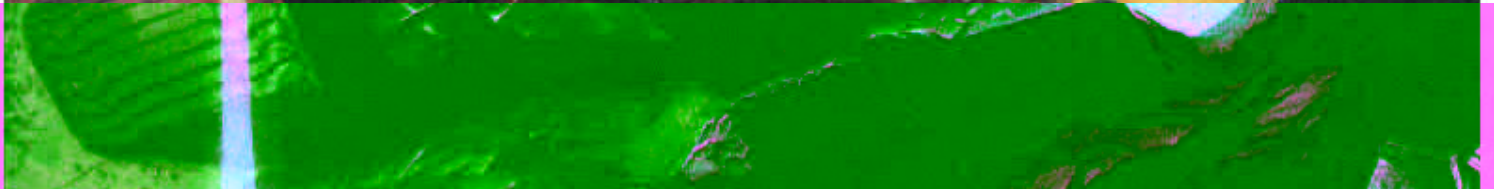
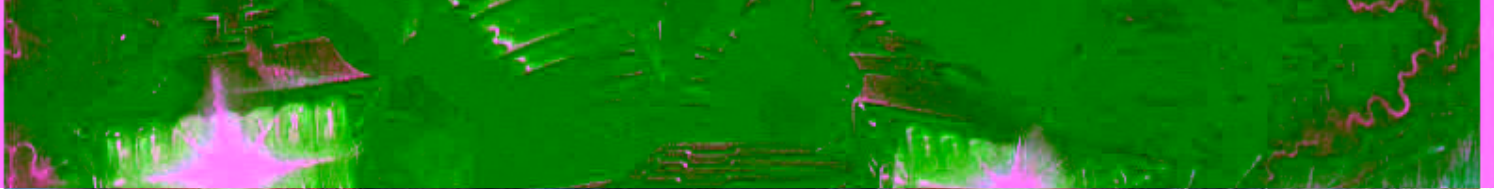
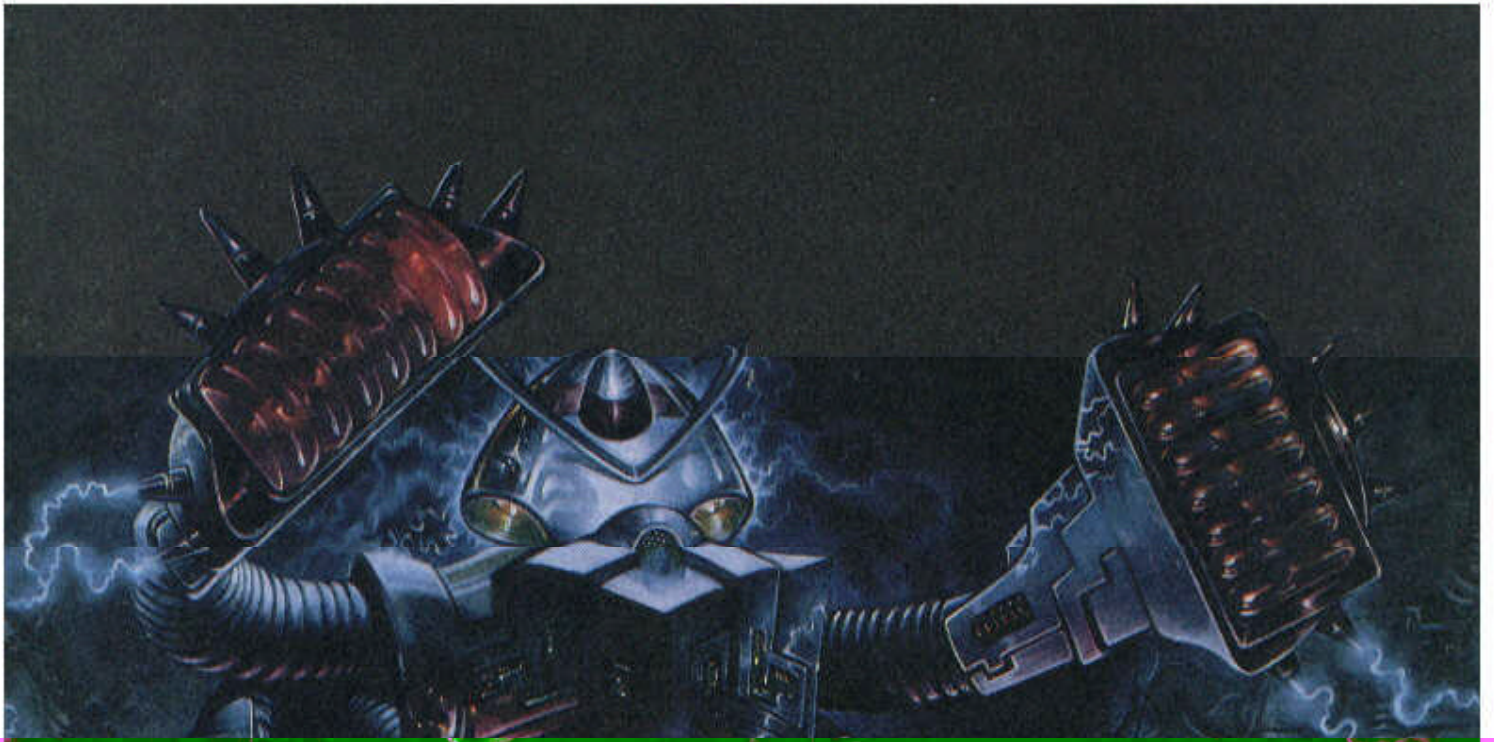
$$d20 + \text{Difficulty Rating} \leq \text{Class skill score} = \text{Success}$$

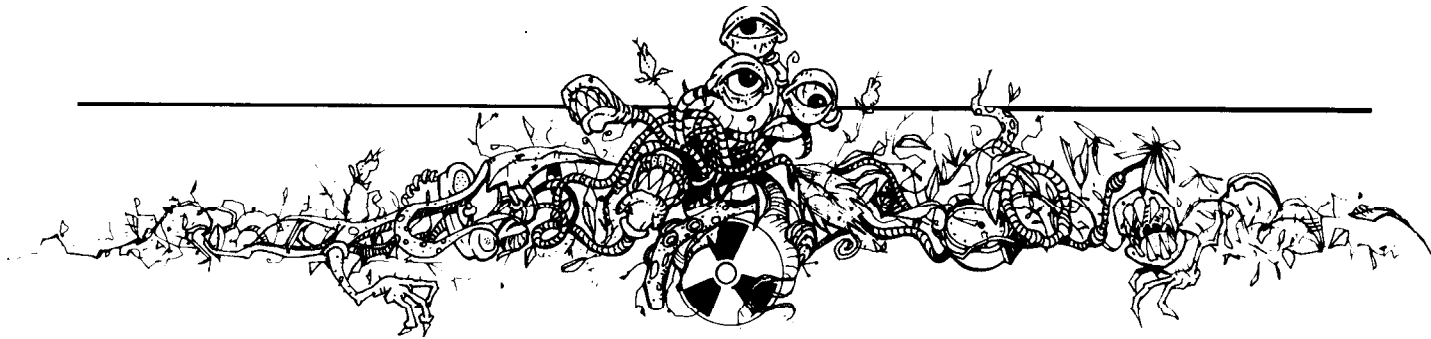
Robot Recognition

In the GAMMA WORLD® game, dealing with a robot frequently hinges upon it recognizing the character as "human." If it recognizes the character, then it will communicate with him. If not, it ignores the character or else treats it as an animal or a sentient alien. Robot Recognition is only rolled twice: once when the character first interacts with the robot, and again when the character attempts to use an I.D. card. Only one in addition to the first is allowed, even if the character attempts to present more than one I.D. card.

The Robot Recognition check is performed just like an attribute check. The Game Master rolls a 20-sided die and compares it to the character's Robot Recognition score. If it is less than or equal to the score, then the robot recognized the character as human.

Robot reactions to character actions are strictly determined by the Game Master. The robot always responds



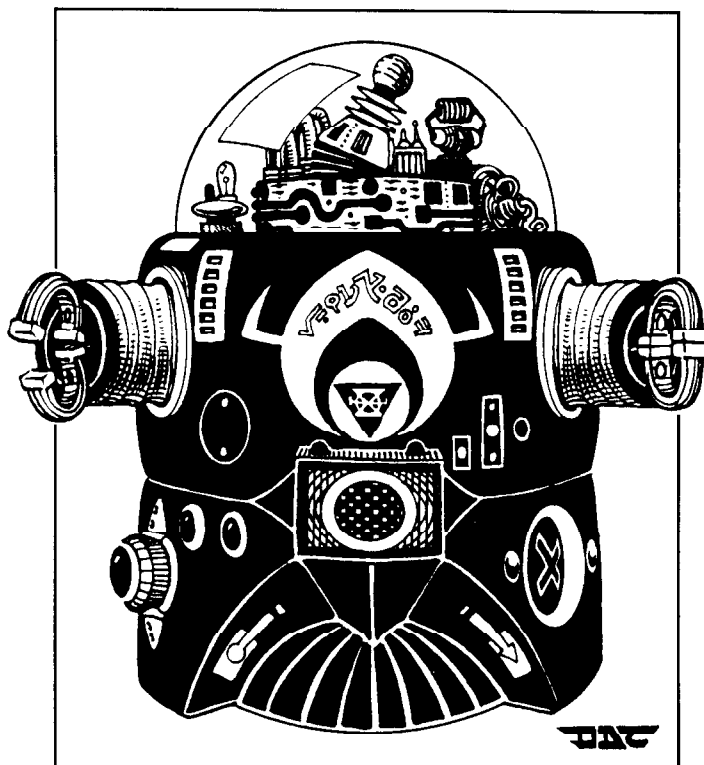


in accordance to its mission statement (see chapter on Robots). In the mind of the robot, animals or aliens can be spoken to, but do not need to be obeyed, even if they present I.D. cards. This does not mean that a robot totally ignores animals or aliens. However, they have no rights, and the robot considers them to be property, not citizens. Shooting an alien does not break any law or rule.

The Basics of Technology

As stated elsewhere, Tech Level IV is our current 1990s technology, Tech Level V is lasers and robots, and Tech Level VI is force fields, antigravity and artificially intelligent computers. However, some elements of these technologies need further definition, particularly the special discoveries of the Age of Wonder.

When the Game Master builds artifacts of his own, or tries to imagine what a Tech Level VI society might use for a particular problem, he should consider the following technologies. The ancients of the Age of Wonder have these three basic tools at their disposal, as well as more mundane technologies.



Antigravity

The last and most mysterious of all forms of energy conquered by the ancients is gravity. At their peak, they had complete control over it, although antigravity had not yet become commonplace in their society. The antigravity generator creates a field which causes anything inside it to become "invisible" to other matter, at least as far as gravity is concerned. It does not alter the true mass of the object, and hence its inertia is unchanged.

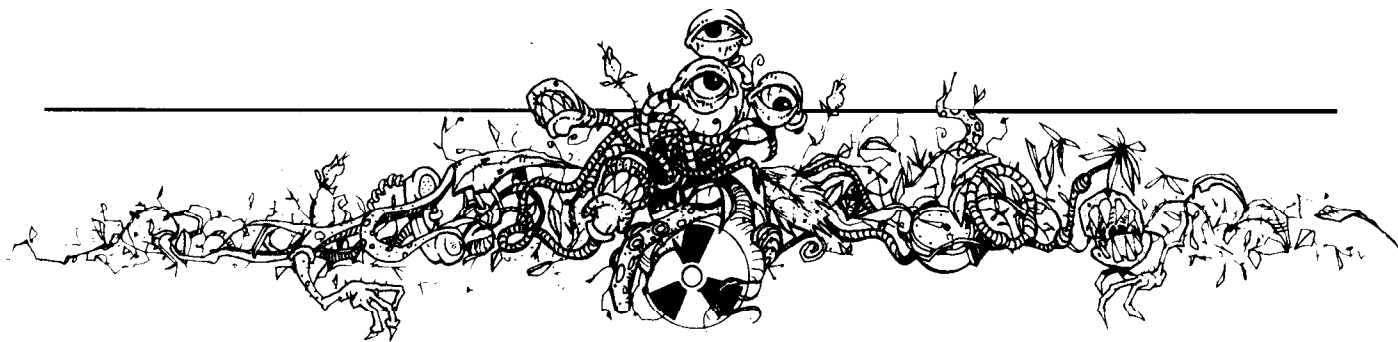
Duralloy

This almost mystical metal has the unusual property of absorbing and dissipating most forms of energy as heat. Anyone in a suit made of duralloy is highly resistant to energy. For example, Tech Level VI rad suits are lined with a duralloy mesh. In practice, objects cannot be made from a single piece of duralloy. The joints and other vital components remain vulnerable to energy even though the duralloy is not. An additional problem is that duralloy dissipates energy in all directions, including to any interior areas. Most of the energy is dissipated through the surface that it was exposed to the attack, but not all of it. The duralloy itself remains unharmed, but nearby materials may be damaged.

In game terms, duralloy cuts all damage from energy attacks in half, rounded up. For example, if a character wearing duralloy armor is hit by a blaster which does 15 points of damage, the character only takes 8 points of damage.

While duralloy is physically tough, it is by no means immune to physical abuse. It can be dented and even broken. However, it cannot be melted, since it absorbs and dissipates the heat energy. Once made into a shape, duralloy cannot be reformed. While it can be broken, trying to carve it into a particular shape is so difficult as to be almost impossible without advanced technology. The ancients used duralloy for items that they wanted to make last.

Duralloy must be manufactured in a zero-gravity environment. Once the secret ingredients used to make it are combined, the metal remains liquid until exposed to a gravity field. Effectively it requires either space travel or antigravity technology to manufacture duralloy. As it turns out, gravity and mental attacks are the only known forms of energy that pass through duralloy unaffected.



Force Fields

A force field is an invisible wall of energy. It stops all physical objects and attacks, as well as most forms of energy. The only forms of physical energy that can penetrate a force field are visible light, gravity effects, vibrations (sound) and mental attacks. Radiation, magnetic attacks, explosives, sound, etc. are all absorbed by the force field. For example, a VL (visible light) laser or a screamer attack would ignore a force field, but bullets, lasers, blasters, etc. are stopped. When the force field has absorbed too much energy, including kinetic energy from physical blows, it collapses. Once collapsed, the force field generators must rest for a while (usually 10 minutes) before they can restore the field.

Usually when a force field is damaged but not collapsed, it continues to operate at the reduced level of protection until the generator is turned off, rested and then turned back on. Military models of force fields frequently include reinforcement circuits. These allow the generator to restore the force field slowly. Most reinforcement circuits are limited to restoring from 1-4 points per round.

As a general rule, a character cannot wear or use two or more artifacts that project force fields, even if they have different diameters. This includes mutations in combination with artifacts. The two fields interact with each other, since one is enclosed within the other, and both will collapse instantly. Extremely large force fields do not interfere with much smaller ones, allowing a character with a force field to activate inside a building that is covered with a force field dome. The same exception is made for flat, planar force fields. Since the flat force field cannot enclose another field, it does not affect any other force field.

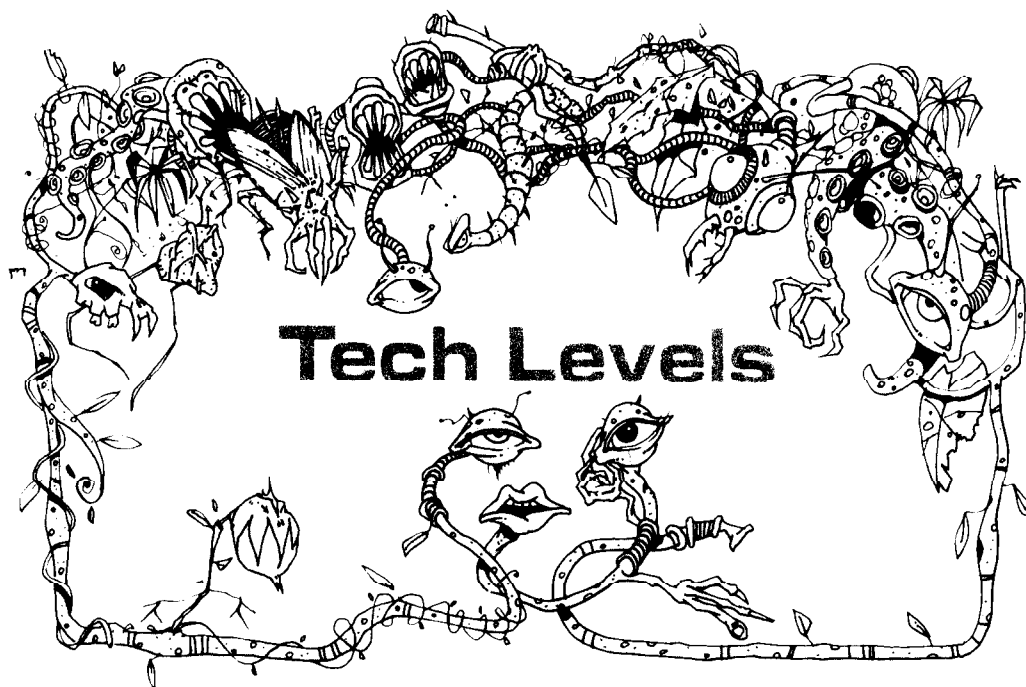
One special problem with force fields is air. Since air cannot pass through the force field, anyone inside eventually runs out of oxygen to breathe. There are two solutions that the ancients found for this problem. One is to shut off the force field for a round every now and then. Any time less than that does not allow for a sufficient exchange of fresh air. The other is to form a duralloy vent that protrudes from the force field. Because duralloy is immune to all forms of energy, when the force field is first turned on, it cannot penetrate the duralloy. Therefore, a tube will create a hole in the field that allows air to circulate. Once the force field is created, it has a physical manifestation, and duralloy

objects are treated no differently than other objects. A duralloy bullet will *not* ignore a force field.

Another problem with force fields is that weapons cannot be fired from within them. The powered armor suits solved this problem with a blinking technology. The guns of the armor are linked to the force field generator. When the gun is fired, the force field is shut off for a split second, just long enough to allow the projectile or beam to get out. The odds of an enemy weapon penetrating the force field while it is down are very slim. However, if the force field is being subjected to a continuous attack, say from an intense radiation field, this split second opening does allow the creature inside to be affected.

Normal combat assumes that a successful hit has penetrated the armor of the target. Therefore, when making an attack roll against a target with a force field, it is not reasonable to use its physical AC. The force field is no easier or more difficult to hit because the guy inside is wearing plate mail instead of leather armor. *All force fields are assumed to have a base AC of 15.* This is modified by the Dexterity of the creature inside. For robots, the AC is always a 15 unless otherwise specified.





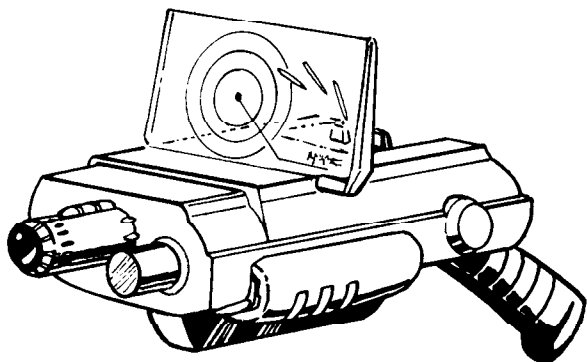
Tech Levels

An excerpt from *Historics of Gamma Terra* written by Szahlah, sleeth historian:

The Way of the Ancients

We understand so little of the ancients and their ways. Sometimes we fool ourselves with insightful understandings, only to run into the sand bar of our ignorance. We know for example, that they had nearly complete control over the world and its environment. Yet there are remote places where the cataclysm did not reach that are wastelands, obviously destroyed by the machines and technology of the ancients. The ancients themselves use the term pollution when describing such places. Plants, animals and even humans are unable to survive in these areas. Why did they allow this to happen? We have proof that they had the means to prevent it, yet they did not.

The technology of the ancients is all around us, yet we understand so little of it. Barely a tenth of the machines that are found can be made to function. Even then our best examiners don't know why or how they work. Someday I hope to see our world able to make our own technology, as wondrous as the leftovers of the ancients.



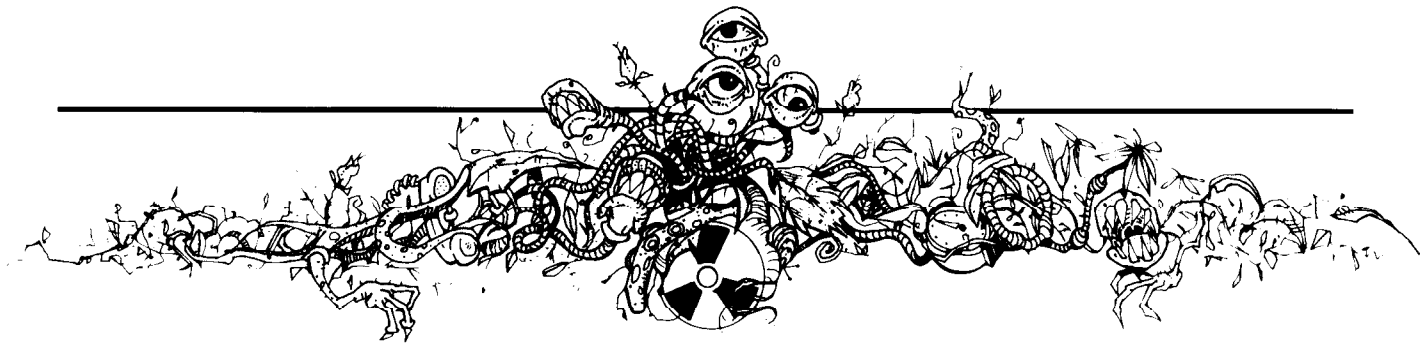
Cultures and societies in the GAMMA WORLD[®] game are described partly by their tech level. A tech level is a rough statement of the types of machines and works that a society uses, can repair, and manufacture. It is by no means the only way that there is to evaluate a society.

There are a total of six tech levels used in the GAMMA WORLD game. The most common by far is Tech Level III, which corresponds roughly to the Renaissance period of our own history. There are no known examples of Tech V societies or above still in existence on Gamma Terra. Even the Tech IV settlements are quite rare.

While each tech level is defined as having certain capabilities, these merely measure the level's potential. They are not requirements. The latest and greatest technology is not always used by everyone. It would not be at all unreasonable to have a Tech IV society where some people drive cars and others ride horses or use centisteed-drawn carriages.

There is a distinction between technology that is understood and available to the elite of a society, and what is available to the common man. This is true particularly on Gamma Terra, where a settlement is a relatively small place. For example, a single Tech IV city may not have the resources to provide radios to everyone that wants one. Radios are understood and used, but only a few people have them.

Be willing to mix and match tech levels. It may be true that the military core of a society is Tech III, but the common populace is only Tech II. The availability of raw materials, the restrictions of the government, or even the will of the people may prevent a populace from taking full advantage of all the benefits of the best technology available to its leaders.



Tech 0

This is not really a tech level, but rather the absence of all technology. There are few cultures or societies on Gamma Terra that have regressed this far. Such a society does not have fire and is not capable of making tools. Its members can use readily available objects, such as sticks and stones, as tools, and even modify them somewhat (breaking a stick in half, for example). They exist purely by hunting and gathering food. They do not even farm. The early cavemen conformed to this level of technology. Only the primitive language of a Tech 0 society distinguishes its members from the non-sentient animals.

Tech I [Age of Fire]

This is the most primitive viable society in the GAMMA WORLD® game. The people are simple farmers or herdsman. They use tools that do not contain moving parts. When they make their own tools, it is with wood and stone. Their subsistence culture is devoted to farming and hunting for food. It is not uncommon for them to have domesticated animals. They barter for goods, and do not use money as we understand it.

Such people tend to live in wooden or grass buildings, or even caves. The clothes they wear are roughly made from animal skins and coarsely woven plant fibers. Weapons tend to be wooden spears, bows and arrows, clubs, blowguns and the like.

They have a sophisticated language, but not any written form for it. History and knowledge are passed down by tales, songs, and pictures. None of this should imply that they are dumb. They can be extremely clever, witty and insightful. Never confuse ignorance and lack of technology with stupidity.

Tech II [Age of Metal]

This stage of technology is distinguished by the use of metals and the presence of money to supplement barter. In Earth's history, Tech Level II would range from the period of the ancient Egyptians through the medieval period. A Tech II society's culture is filled with craftsmen and artisans, each devoted to a single skill. Craftsmen of many different disciplines need to be called upon to accomplish any large project.

The people tend to live in wood and stone buildings. It is not unusual to see multistory buildings used by affluent members of society. Metal tools are common, as are devices with moving parts. However, the only motivating force used in these machines is either a natural force or muscle power. Either animals or people must make the device go, assuming that wind, water or gravity won't serve. This level of technology makes strong use of the wheel, both for transportation (carts, chariots, etc.) and in devices (gears, winches, etc.).

These societies have a written language, although it is frequently only understood by the privileged and educated. The commoner cannot read or write. This frequently places a lot of power in the hands of the few, an elite ruling class.

Government structures exist to control and protect the people. Their weapons tend to be made of metal, and their warriors often wear armor. Large siege machines are possible, although not guaranteed. They have organized armies, with disciplined soldiers and leaders.

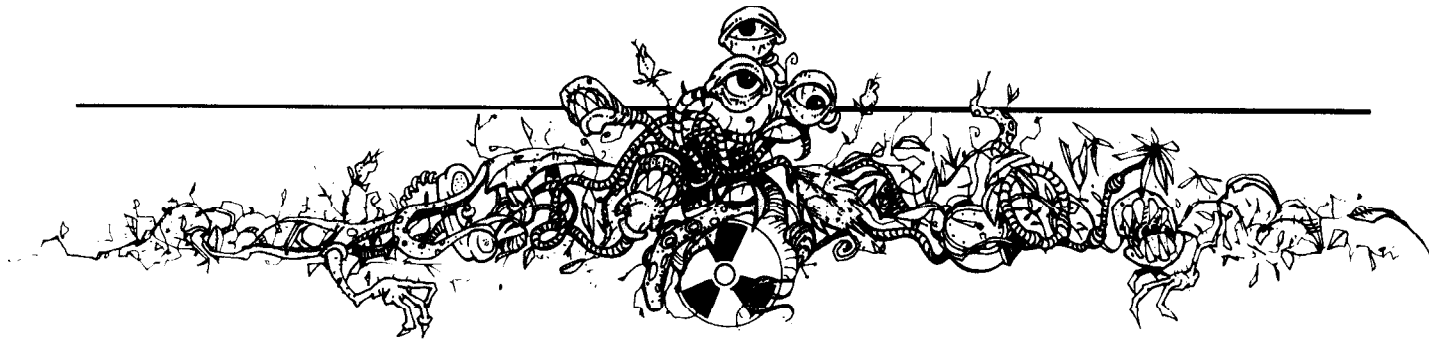
Tech III [Age of Reason]

Without a doubt the most prevalent technology level in the GAMMA WORLD® game is Tech III. It is the equivalent of the Renaissance period of Earth. Gunpowder is an everyday fact of life. The printing press has transformed society, making information and education available to the public. Society is still dominated by tradesmen and individuals devoted to a single craft; however, more and more of these trades are not devoted to survival and practical pursuits. The arts and entertainment are flourishing. Many people can read and write, but illiteracy is not uncommon.

The most advanced machines made by this culture can work on springs or mechanisms that store kinetic (moving) energy. Examples of this type of machine are music boxes and pendulum clocks. The quality of their workmanship is quite high.

Buildings tend to be made of wood, stone, ceramic and other similar materials. Glass is a common element for windows. Frequently, buildings are designed to be attractive as well as functional. Streets are occasionally paved and are usually bustling with vendors and merchants.

The military units of a Tech III society are fairly well organized and well armed. They tend to have muskets



and swords. Beasts of burden are still used to transport men and material from place to place. Cannons are a common sight.

Tech IV [Age of the Glow]

Best known as an industrial age, this level of technology uses electricity and chemical power, such as combustion engines, to power its machines. There are only a few operational Tech IV societies left on Gamma Terra.

Buildings are of all possible materials, including metal. Homes have readily available electrical power. Most streets are paved. Life tends to be organized, with street signs, accurate timepieces, mass transportation, etc. The beginnings of genuine medical science are found here. Healing drugs, treatments, and surgeries are available for the first time.

Communication and transportation define this society. It is the age of cars, telegraph, powered boats, radio, etc. A very advanced Tech IV society might even have television or airplanes. Most of these technologi-

cal wonders are available to the common person. Books and education are common, with few people not able to read or write.

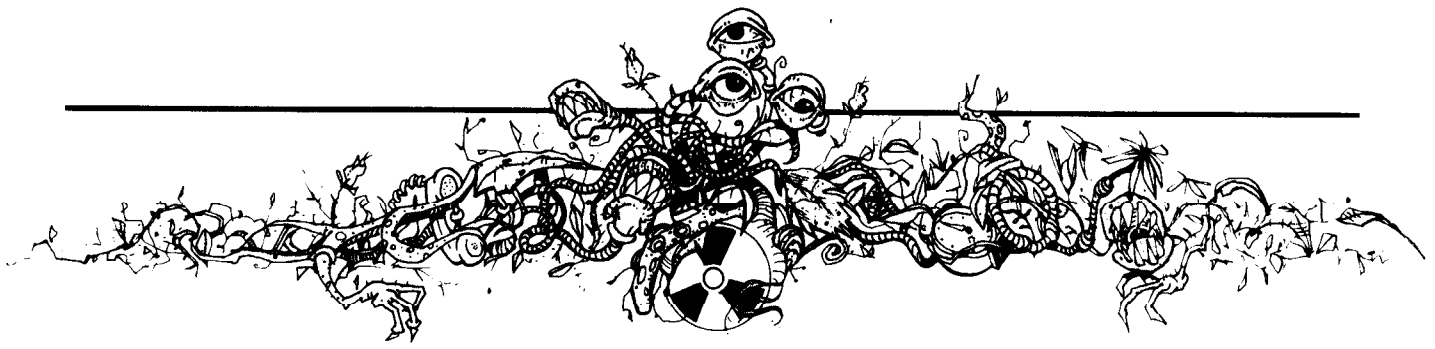
Armies are mobilized by machines rather than beasts. Powerful and accurate guns are common for soldiers. The use of armor is uncommon, since it is useless against the gun. Some advanced societies may even have automatic weapons or an air force. Exploding shells are fired from cannons rather than solid projectiles. Land mines are a common barrier or trap.

Tech V [Age of Live Metal]

Today's 1990s society is a midway point in the range of a typical Tech V society. Frequently thought of as an age of information, at such a level of society there is a flood of scientific knowledge available. Nuclear energy is harnessed and color television is common. Flying is a common mode of transportation.

The middle class dominates the culture, with a smaller upper class and lower class. Middle-class people's lives are filled with anything but survival. Only in





impoverished, highly populated areas is the struggle to live a genuine problem. There are no known havens of Tech V society left on Gamma Terra. Many of the simpler artifacts are remnants of this era.

Medical technology has made it possible to overcome many diseases and injuries. Mechanical replacements for body parts are widely available. The science of the mind is just beginning, with drugs and treatments for the mentally ill.

Electrical power has been harnessed in countless ways. Batteries and microwave relay stations are well-known and understood technologies. Most machines are run on electrical power of one sort or another.

The computer is the primitive precursor to the sentient machine. Able to follow complex directions that sometimes seem to imitate human problem solving, computers are used to control many facets of ordinary life. Indeed, primitive robots and computers are used to do jobs once done by human labor.

The armies of this age use automatic weapons, advanced forms of impact- and penetration-resistant armor, pocket radios, etc. High explosive shells, mini-missiles, and chemical warfare are common. Some advanced Tech V societies have laser weapons and use primitive biological warfare.

Aircraft are able to exceed the speed of sound, and radar is a common method for detecting moving objects at a distance. Smart bombs and missiles can "find" a target and redirect their course to strike with frightening force.

Tech VI [Age of Wonder]

This is the world of our near future. This era is frequently called the age of energy, and vast amounts of energy are readily available in small, inexpensive containers. Computers and robots are the dominant themes. Thinking robots that are emotionless emulations of humans are a common element in this society. Labor has largely been replaced by the more efficient and reliable machine.

Medical technology has made it possible to grow new limbs and organs, replacing injured or worn out parts. The human body is a playground where scientists can change, add, or remove pieces and still keep the whole body alive. Mechanical implants to enhance a person's physical capabilities are available. Plants, animals, and even human beings can be genetically altered to form

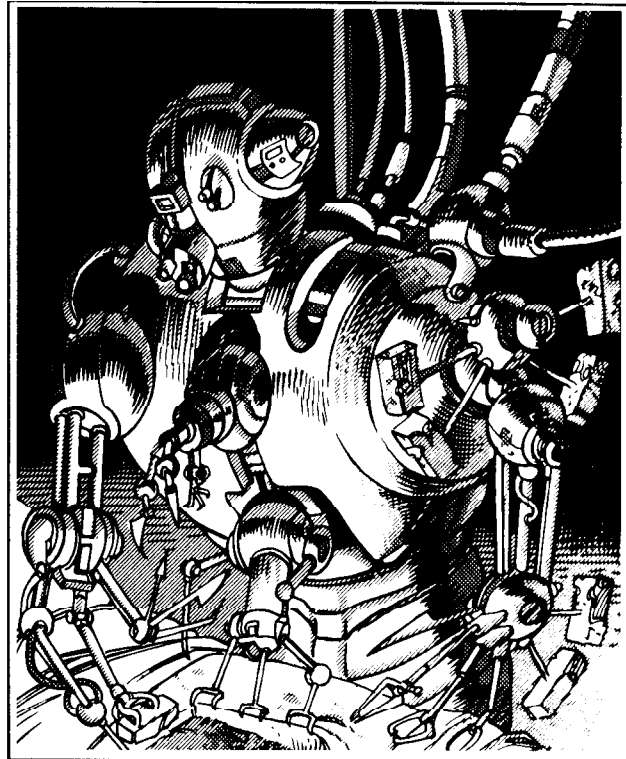
new species.

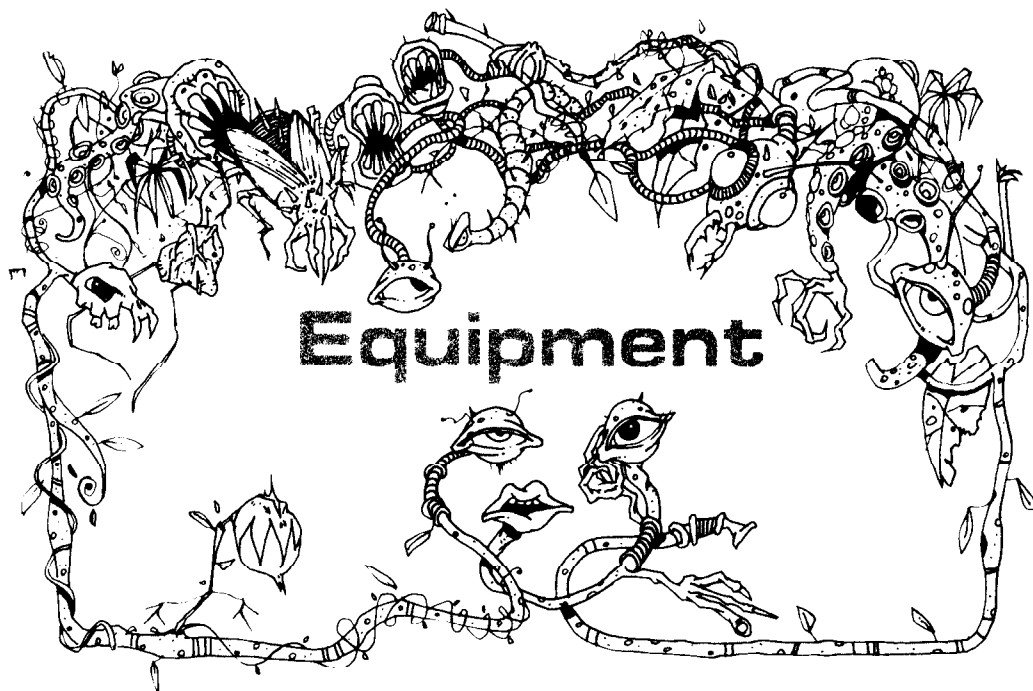
The most advanced computers are artificial intelligences, far smarter than humans. They still lack the emotional capacity and compassion of humankind, but do have the capability for structured creativity.

Many forms of energy, other than just electrical, can be stored in small power cells (about the size of Tech Level V watch batteries). Fusion has been mastered and in some advanced societies, gravity can be controlled and used like any other force of nature.

The military equipment from this age includes powerful hand-held lasers, force fields and biological warfare. Flying death ships are completely controlled by computers. Robot warriors are as common as human warriors. Elite units are equipped with suits of powered armor.

It is postulated that this is the tech level of the world before the cataclysm. Somehow this era's appalling capacity for destruction and death was released upon the world with devastating effects. The most advanced artifacts found in the GAMMA WORLD® game come from this period.





Equipment

Loot

Looting defeated opponents is a favorite pastime of characters in the GAMMA WORLD® game. Such loot can be found on their bodies or hidden away in some lair. Loot can come in two basic forms: money and artifacts. Most monsters do not generally carry money. The domar (see Money on page 167 of the "Campaign" chapter) is not universally accepted outside of the civilized circles of the towns and cities.

The Loot Table classifies how much loot a creature might have. Each creature type has its loot classifications listed. Merely reference the table to determine how much of each type of loot the encounter has. Each item has a 75% chance of being there. For example, in loot type A there is a 75% chance of domars (1d10 × 10), a 75% chance of junk, and a 75% chance of one Tech III artifact. Any artifact that uses power cells has a 50% chance of being found with one. Guns have a 50% chance of being found with 2d6 rounds of appropriate ammunition.

Loot types A-O are rolled once for a list of loot that is shared by all creatures in the encounter. Keep in mind that useful loot owned by a group is usually being carried by a particular member. There isn't much point in having a black ray rifle and leaving it at home. Loot types U-Z are for individuals. Each creature in an encounter has whatever is specified by the table. The GM has the option to roll for each creature individually, or roll once and give the results to each individual.

Junk, baubles, and curiosities can be dealt with as a group. The Game Master does not need to determine what each piece is and have the characters examine each one. The characters can examine the whole lot and determine what pieces are junk, baubles, or curiosities. If they fail their use artifacts roll, they assume

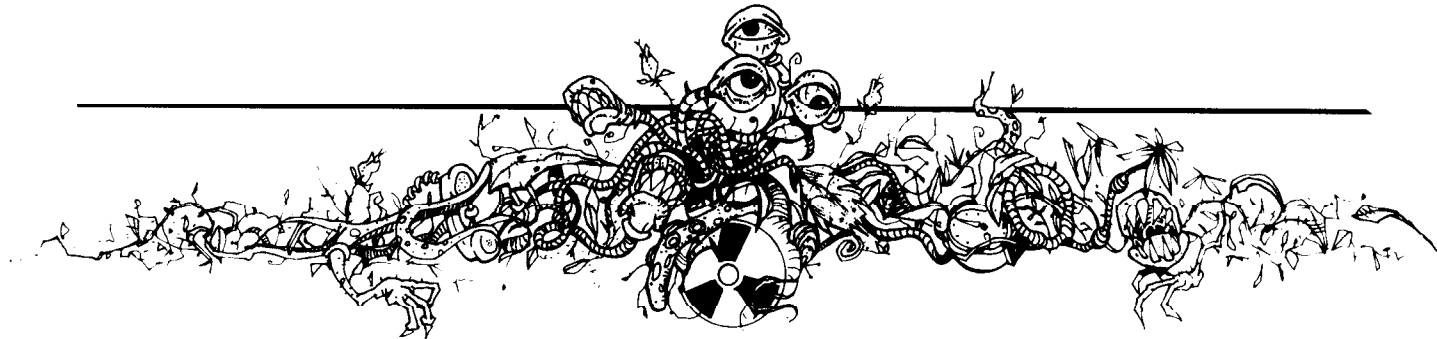
that such pieces are either useful, or one classification better than they actually are (GM's choice). If the GM wants to have some fun, he can pick an item or three from these classes and have the characters try and figure them out. Individual pieces of junk, baubles, or curiosities are rolled on the table below. Useful items on this table are in poor condition if found as junk or baubles.

There are so many potential artifacts, that it is impossible to list them all. GMs should feel free to choose their own items rather than roll them on the tables. Just look around your house, garage, or work place. There is bound to be something wonderfully suited to the game. GMs are encouraged to use their own artifacts.

Junk (Complexity 4): Technically, these are artifacts. However, either they are in miserable condition, or they are so minor that they are next to worthless. Sometimes minor spare parts can be culled from a pile of junk. As a result, there is a market for it, and each piece of junk is worth 1d10 domars. If the Game Master does not wish to roll for each piece of junk, have each be worth 5 domars.

Baubles (Complexity 7): Basically, this is high quality junk. There are some larger pieces to be found among the baubles. Most are in fair condition, but may not do much. There is a reasonable chance of finding useful spare parts among baubles. The market pays 4d10 domars for each bauble, or 20 domars each if the Game Master doesn't want to roll them individually.

Curiosities (Complexity 10): These are all functioning items of reasonable quality, but they don't do much, or might not do anything by themselves. Most curiosities are valuable spare parts or small convenience items. As a rule, the individual pieces are not very useful to a player character. However, they can be sold for



2d10 × 10 domars each. If the Game Master prefers to use an average price, they sell for 100 domars each.

Tech Level Artifacts: All items in these categories are useful items that the characters may wish to keep. They can be sold at their individual prices. Each item must be generated separately.

The initial condition of an artifact is important. The GM should have some idea of whether or not the item deserves to be in operational condition, or needs repair. For example, artifacts found in a sealed complex would most likely be in excellent condition, although the power cells might be drained. On the other hand, an artifact that has been sitting in a damp cave for a century is probably going to need a lot of repair. As stated in the introduction, entropy is convenient. The Game Master is free to have something found in a damp cave be operational, and an artifact found in a sealed complex be in poor shape. Realism is not so important in the GAMMA WORLD® game.

There are occasions where the Game Master does not

have a predetermined idea of the condition of the artifact, and the circumstances of its discovery don't provide an obvious answer. When this happens, roll on the table below.

d20 Roll	Repair Difficulty	Artifact Condition
1-10	N/A	Operational
11-14	0	Minor repair necessary
15-17	5	Significant repair necessary
18-19	10	Major repair necessary
20	15	Vital components are missing

The repair difficulty modifier is used with the examiner character class Repair Artifact skill (see "Character Generation"). This number is added to the die roll before comparing it to the character's skill score. The bulk of all artifacts found are either operational or can be made so with a minor repair. An operational artifact is not in need of repair, but it *may* have a drained power cell.

Loot

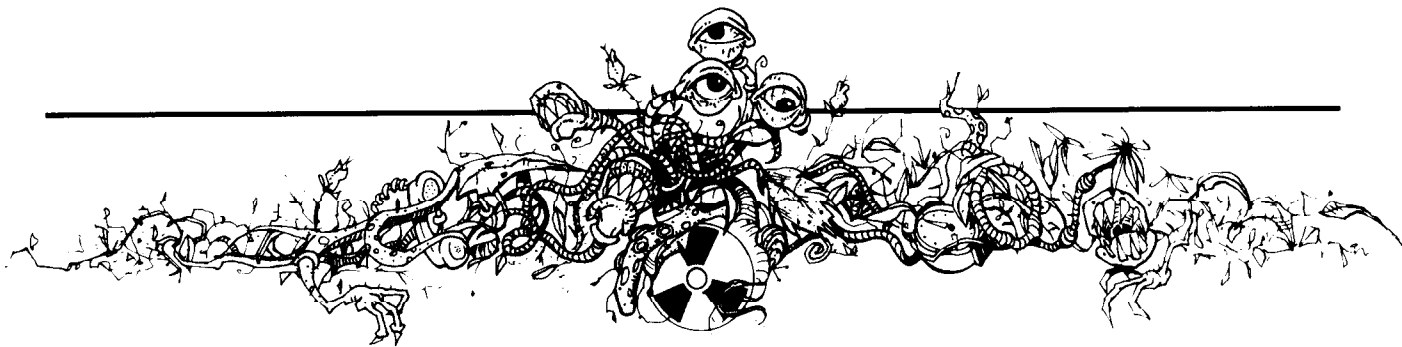
Loot Type	Quantity Found*				Artifacts by Tech Level**			
	Domars	Junk	Baubles	Curiosities	III	IV	V	VI
A	1d10 × 10	1d4	—	—	1	—	—	—
B	1d10 × 100	1d10	1d6	1d4	1-2	1	—	—
C	—	2d10	2d8	2d6	—	—	—	—
D	—	1d6	2d10	1d8	1-2	—	—	—
E	—	—	1d6	2d10	1d4	1-2	—	—
F	—	—	1d4	2d10	1d4	1d4	—	—
G	—	—	1-2	2d10	1-2	1d4	1-2	—
H	—	—	—	2d6	1d6	1d4	1-2	—
I	—	—	—	1d4	2d6	1d8	1d4	1-2
J	—	—	—	1d4	1d8	2d6	1d6	1d4
K	—	—	—	1d4	1d4	1d8	2d6	1d6
L	—	1d6	1d6	1d6	1d4	1d4	1-2	—
M	—	1d10 × 10	1d8 × 10	1d6 × 10	2d8	1d6	1-2	—
N	1d10 × 100	1d4 × 10	1d6 × 10	1d10 × 10	1d8	1d10	2d8	2d6
O	1d10 × 10	2d10	2d10	2d10	1d4	1d4	1d4	1d4

Individual Loot

U	—	1d4	1d4	1d4	—	—	—	—
V	1d4	1-2	1-2	1-2	1-2	1-2	1-2	1-2
W	1d10 × 10	—	—	—	1-2	1-2	—	—
X	1d6 × 10	—	—	1d4	—	—	—	—
Y	2d8	—	1d4	—	—	—	—	—
Z	1d6	1d4	—	—	—	—	—	—

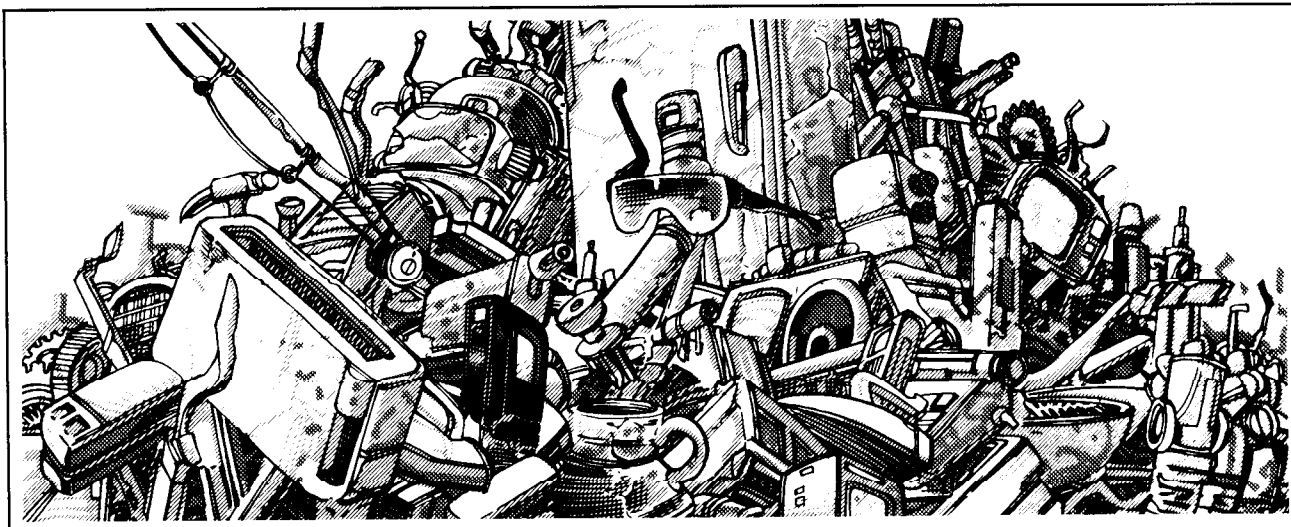
*All loot categories have a 75% chance of appearing in the loot.

**All artifacts have a 50% chance of being found with a power cell. Guns have a 50% chance of being found with 2d6 rounds of ammunition.

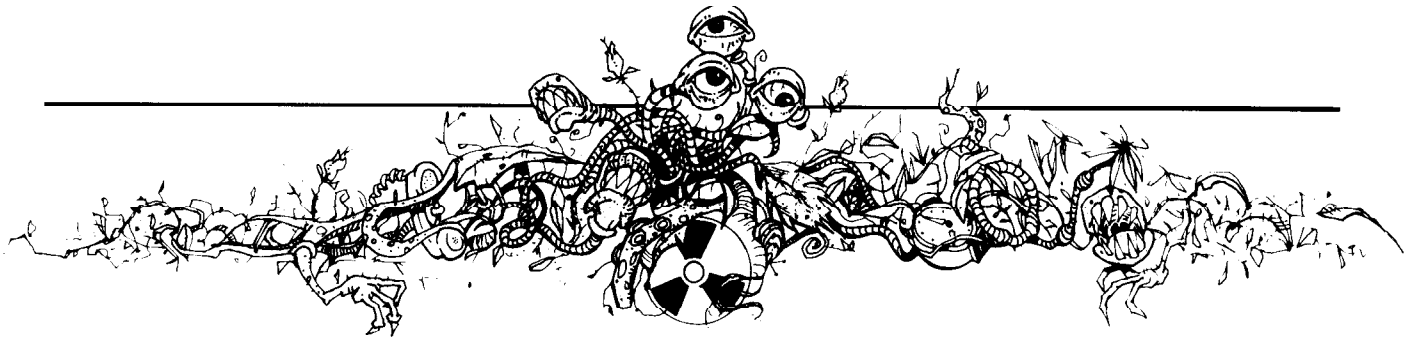


Junk, Baubles & Curiosities

d100 Roll	Items	d100 Roll	Items	d100 Roll	Items
1	Ballpoint pen	32	Can of motor oil	62	Wall plug timer
2	Kaleidoscope	33	Brass nameplate	63	Hot plate
3	An iron	34	Stapler	64	Empty pump spray bottle
4	Film can, with film	35	Tape dispenser	65	Joy buzzer
5	Wind-up alarm clock	36	Blank computer disk	66	Electronic die roller
6	Manual pencil sharpener	37	Spark plug	67	Toy helicopter
7	Hand-held electric fan	38	Gears	68	Flour sifter
8	Globe	39	Nuts and bolts	69	Swim goggles
9	Empty butane lighter	40	Cassette tape, music	70	Wall thermometer
10	12-volt car battery	41	3D promotional button or pin	71	Barometer
11	Squirt bottle of hand soap	42	Baseball glove	72	Garage door opener
12	Briefcase	43	Rolodex, empty	73	VCR remote
13	Kid's squirt gun	44	Metal cheese slicer	74	Blood pressure kit
14	Bicycle pump	45	Capacitors & resistors	75	Combination lock
15	Stopwatch	46	Electric carving knife	76	Bunsen burner, no fuel line
16	Barricade flashing light	47	Locket	77	Holocube, showing a family
17	Electric BBQ coal starter	48	Puzzle cube	78	Radio receiver in an ear plug
18	Dog whistle	49	Electric toothbrush	79	Electronic street map
19	Talking doll	50	Electric razor	80	Label maker
20	Hearing aid	51	Manual can opener	81	Pocket calculator
21	Sports trophy	52	Blow dryer	82	Earphones
22	Multipurpose knife	53	Garden water sprinkler	83	Smokeless ashtray
23	Sunglasses	54	Children's book	84	Slide projector
24	Ceramic mug	55	Small machine parts	85	Toy space gun with lights & sounds
25	Doorknob	56	Electronic speller	86	Can of rubber balls
26	Keys	57	Credit card imprinter	87	Electrical bathroom scale
27	Military medal	58	Price tag gun	88	Painball gun
28	Engraved belt buckle	59	Emergency beeper	89	Electrical extension cord
29	Pinking shears	60	Typewriter	90	Putty gun
30	Adjustable wrench	61	Circuit board and chip set	91-100	Roll on large item table
31	Fishing rod				



d100 Roll	Large Items	d100 Roll	Large Items	d100 Roll	Large Items
1	Slot machine	38	Life-size (1 meter) kid's doll	75	Radar gun
2	Table lamp			76	Electric guitar
3	Trombone	39	Roulette wheel	77	Electric piano
4	Folding metal chair	40	Cash register	78	Water cooler
5	Small tricycle	41	Fish tank filter system	79	Lathe
6	Microwave oven	42	Toaster oven	80	Jack hammer
7	Television	43	Golf cart, electric	81	Small satellite dish antenna
8	Stereo speaker	44	Photocopier	82	Instant photo booth
9	Electric wheelchair	45	Overhead projector	83	Pinball machine
10	Lawn mower	46	Pogo stick	84	Holographic video game
11	Grandfather clock	47	Snow blower	85	Automatic envelope stuffer
12	Beach umbrella	48	Road barricade, wooden	86	Shrink wrap machine
13	Skis, downhill	49	Parking meter	87	Portable automatic bank teller
14	Washing machine	50	Child's car safety seat		
15	Dryer	51	Baby stroller	88	Safe with combination lock
16	Stove, electric	52	Automatic baseball pitcher	89	Stair climbing exercise machine
17	Refrigerator	53	Coin sorter		
18	Table saw	54	Bullhorn	90	Universal gym
19	Automatic letter opener	55	Powered flatbed cart	91	Automatic milking machine
20	File cabinet	56	Podium with microphone		
21	Industrial-size kitchen mixer	57	Screen for slide shows	92	Salon hair dryer, with chair
22	TV camera on wheels	58	Track light set	93	Funhouse mirror
23	Rototiller	59	Toy train set, assembled	94	Home water heater
24	Window air conditioner	60	Car transmission	95	Depth finder for fishing
25	Vending machine	61	Traffic light	96	Radio-controlled plane, no control box
26	Ceiling fan	62	Deep freeze		
27	Helium tank (1.5 meters tall)	63	Coin-operated mechanical riding bull	97	Control box for radio controlled plane
28	Wringer wash bucket, on wheels	64	Tuba	98	Electrical transformer
		65	Air compressor	99	Bungee-jumping cords and harness
29	Floor waxer	66	Jukebox		
30	Carpet steam cleaner	67	Ice maker	100	Hydrotherapy whirlpool
31	BBQ grill	68	Gumball machine		
32	Vacuum cleaner	69	Space heater (kerosene)		
33	Window fan	70	Basketball backboard and hoop		
34	Computer laser printer				
35	Sports scoreboard control box	71	Hospital gurney		
		72	X-ray machine		
36	Theater spotlight	73	Dentist's chair and drill set		
37	Microphone and stand	74	Optometrist's vision tester		



Tech Level Artifacts

d20

Roll Tech III Items

- 1 Hourglass
- 2 Lantern
- 3 Lute
- 4 Poison, 1 dose (intensity 2d6)
- 5 Rations (1 week)
- 6 Sextant
- 7 Spyglass
- 8 Tool
- 9 Compass
- 10 Matchsticks and tinder
- 11 Arquebus
- 12 Flintlock pistol
- 13 Flintlock rifle
- 14 24 musket balls & gunpowder
- 15 Fuse cord, 5 m
- 16 1d6 flasks of oil
- 17 Rope, hemp, 20 m
- 18 Melee weapon ($\leq$ Tech III)*
- 19 Ranged weapon ($\leq$ Tech III)**
- 20 Armor ($\leq$ Tech III)†

*Pick from Common Melee Weapons Table on page 93.

**Pick from Common Ranged Weapons Table on page 93.

†Pick from Common Armor Table on page 93.

d20

Roll Tech IV Artifacts

- 1 Bicycle (see Vehicles, page 113)
- 2 Binoculars
- 3 Fire extinguisher
- 4 Flashlight
- 5 Gas mask
- 6 Geiger counter
- 7 IR goggles
- 8 Parachute
- 9 1d8 power cells, chemical
- 10 Rad badge
- 11 Radio, ham
- 12 Radio, listen only
- 13 Tool set
- 14 Voltmeter
- 15-20 Roll on Tech IV Armor & Weapons Table

Tech IV

Roll Armor & Weapons*

- 1 Assault rifle or machine pistol (50/50 chance)
- 2 Flame thrower
- 3 Gatling gun
- 4 Grenade launcher
- 5 1d6 grenades (roll for type on the Warheads, Grenades & Guidance Systems Table on page 83)
- 6 Machine gun
- 7 Revolver
- 8 Rifle, bolt-action
- 9 Shotgun, buckshot
- 10 Sniper rifle
- 11 Taser
- 12 Fireman's suit, hazmat suit (50/50 chance)
- 13 Missile**
- 14 Bulletproof vest
- 15 Radiation suit
- 16 Riot shield
- 17 Sports gear (1d6 for AC bonus)
- 18 Scope, telescopic or IR (50/50 chance), roll 1d3 for $\times 2$, $\times 5$ or $\times 10$ power (see page 106-107)
- 19-20 2d20 rounds of ammo†

*There is a 50% chance that any gun is found with 2d6 rounds/charges/loads of ammunition. There is a 10% chance that the ammo is specialized (roll a d4): armor piercing, hollow nose, incendiary, or tracer.

**This is the precursor of the micromissile. Missiles have a launcher, warhead, and guidance system. Roll for the type of warhead and guidance system on the Warheads, Grenades, & Guidance Systems Table on page 83. The complexity of the guidance system determines the complexity of the missile.

†Roll 1d10 on this same table to determine the type of ammunition. If grenade launcher or grenades are rolled, then the ammunition found fits no known gun.

d20

Roll Tech V Artifacts

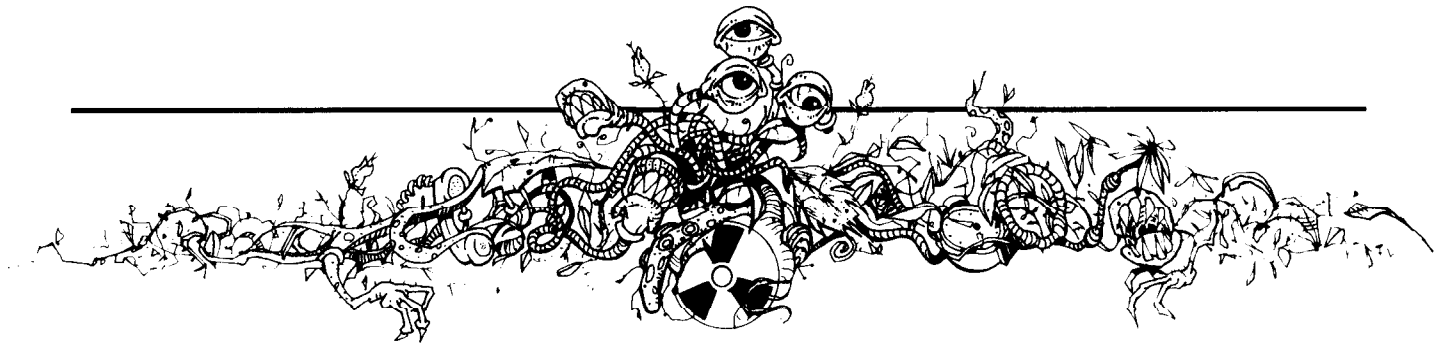
- 1-2 Communicator
- 3 Glow cube
- 4 Energy cloak
- 5 Envirolyzer
- 6 I.D. card
- 7 Lamprey disk
- 8 Lexicon, computer
- 9 Medikit
- 10 Motion detector
- 11 Power cell, hydrogen
- 12 Power cell, solar
- 13 Solar charger
- 14 Tool set
- 15-20 Roll on Tech V Armor & Weapons Table

Tech V

Roll Armor & Weapons

- 1 Blaster, Mark V
- 2 Drone weaver
- 3 Energy mace
- 4 Force field generator
- 5 Flying blades
- 6 1d6 grenades (roll for type on the Warheads, Grenades & Guidance Systems Table)
- 7 Hazmat suit
- 8 Laser pistol, IR
- 9 Laser rifle, IR
- 10 Laser rifle, UV or VL
- 11 Micromissile*
- 12 Needler
- 13 Rad suit
- 14 Screamer
- 15 Smart dart*
- 16 Stun ray pistol
- 17 Stun ray rifle
- 18 Tangler
- 19-20 Scope, IR or laser (50/50 chance), roll 1d3 for $\times 2$, $\times 5$, $\times 10$ IR telescopic power (see page 106-107)

*Micromissiles have a launcher, warhead, and guidance system. Smart darts have a warhead and a guidance system. Roll for the type of warhead and guidance system on the Warheads, Grenades, & Guidance Systems Table on page 83. The complexity of the guidance system is the complexity of the micromissile or smart dart.



d20

Tech VI Artifacts

- 1 Antigrav pods
- 2 Nuclear fuel cell
- 3 Drop belt
- 4 Communicator
- 5 I.D. card
- 6 Life force detector
- 7 Lift pack
- 8 Liquid duralloy
- 9 Medikit
- 10 Portent
- 11 Power cell, atomic
- 12 Remote hand
- 13 Tool set
- 14 Toxin neutralizer
- 15-20 Roll on the Tech VI Armor & Weapons Table

d20 Tech VI

Armor & Weapons

- 1 Black ray rifle
- 2 Blaster, Mark VII
- 3 Conversion beamer
- 4 Duralloy shield
- 5 Fission cannon
- 6 Force field generator
- 7 Gravity gun
- 8 1d6 grenades (roll for type on the Warheads, Grenades & Guidance Systems Table)
- 9 Hazmat or radiation suit (50/50 chance)
- 10 Laser rifle, IR
- 11 Laser pistol, UV
- 12 Maser rifle or pistol
- 13 Micromissile*
- 14 Neural bite
- 15 Paralysis rod
- 16 Plasma gun
- 17 Scope, laser or computer (50/50 chance)
- 18 Smart dart*
- 19 Vibrodagger
- 20 Vibroblade

*Micromissiles have a launcher, warhead, and guidance system. Smart darts have a warhead and a guidance system. Roll for the type of warhead and guidance system on the Warheads, Grenades, & Guidance Systems Table. The complexity of the guidance system is the complexity of the micromissile or smart dart.

Warheads, Grenades & Guidance Systems

Tech IV

d6

Roll Grenades & Warheads

- 1 Chemex
- 2 Flare, parachute
- 3 Fragmentation
- 4 Gas
- 5 High explosive
- 6 Smoke

Tech V

d4

Roll Grenades & Warheads

- 1 ECM
- 2 Photon
- 3 Stun
- 4 Tangler

Tech VI

d3

Roll Grenades & Warheads

- 1 Fission
- 2 Gravity
- 3 Torc

Guidance System

d4*

Roll All Tech Levels

- 1 Ordnance
- 2 Seeking
- 3 Wire guided
- 4 Laser guided
- 5 AI guided**

*Tech Level IV rolls d4 for the guidance system; Tech Level V and Tech Level VI roll d4 + 1 on the same table. Smart darts can only have seeking or AI-guided guidance systems (equal chance of either).

**Micromissiles have better THAC bonuses than smart darts. Tech Level V micromissiles roll 1d4 + 2 for their THAC bonus, and Tech Level VI micromissiles roll 1d4 + 6 for their THAC bonus. Smart darts roll 1d4 + 1 for their THAC bonus.

I.D. Cards

I.D. cards are used mainly to influence robots and sometimes to open doors and such. I.D. cards are divided into six basic categories. There are many parallel variations of these categories. Every corporation would have had its own set of I.D. cards for its robots. I.D. cards from one corporation are meaningless to the robots of another. In addition, there are layers of authority within each group of I.D. cards.

Roll 1d20 and consult the table below to determine the primary category. The secondary rating (level of authority within basic type) can be determined by rolling a d6, where a rating of 6 is considered more powerful than a rating of 1.

d20

Roll Type of Card

- 1-8 Common
- 9-11 Supervisor
- 12-14 Maintenance
- 15-16 Programmer
- 17-19 Civil
- 20 Security

All I.D. cards are color coded. There is a primary color for the basic type of access, and then a secondary color for the level of authority within the basic access. Color schemes vary greatly. On the back of the card is a key describing the color codes.

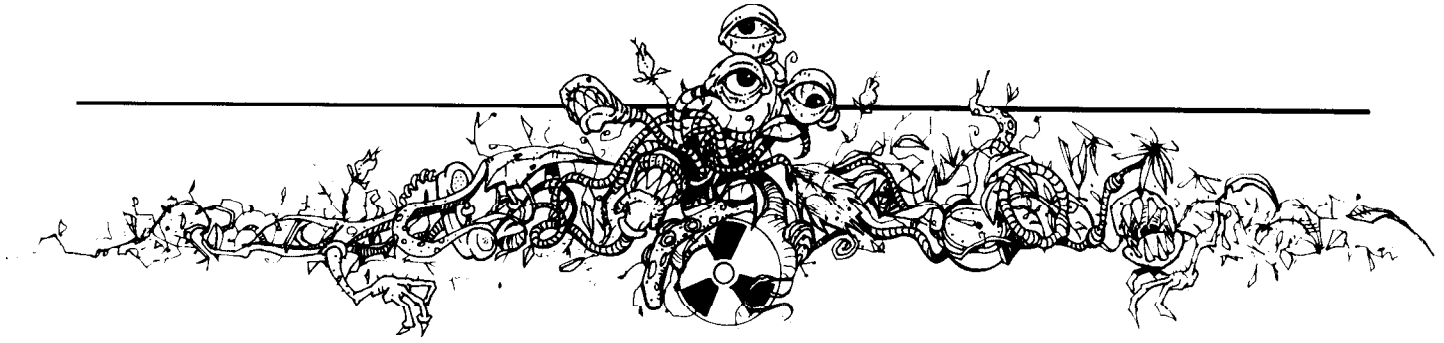
Since I.D. cards are all strictly keyed to individual sites, GMs will have to determine what corporation, civil authority, household, or military base the card is assigned to. In most cases, the I.D. card is found on or near the property where it can be used. Some types of sites are given on the table:

d10 Site

Roll Classification

- 1-4 Personal
- 5-7 Corporate
- 8-9 Civil
- 10 Military

Military I.D. cards for fighting robots are all the same color and have no key on the back. Instead, there is a code number on the front which can be looked up in a data bank to determine the access code level.



Common Equipment

An excerpt from *Historics of Gamma Terra* written by Szah-lah, sleeth historian:

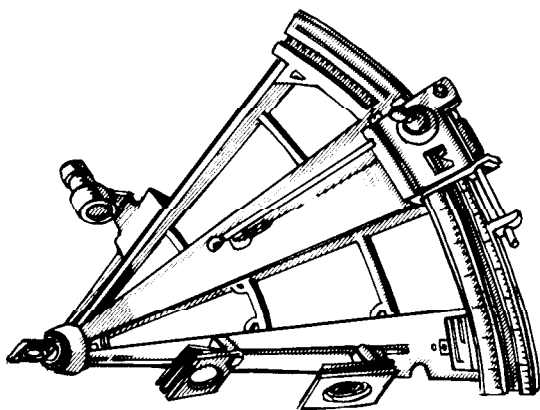
Sentient races are distinguished from the true animals by their ability to think, as evidenced by the use and creation of tools. We know that the ancients excelled at making tools and other wondrous devices. Our own resurgence has carried us to an age of enlightenment, where sentients of all sorts can devote much of their time to advancing our civilization. Unfortunately, many of them have devoted themselves to designing tools of great destruction to replace tooth, tail and claw.

The equipment described here can be broken down into three categories: common, known and futuristic.

Common equipment is what is readily available in most places on Gamma Terra. For a particular setting or region, the Game Master may expand or restrict this definition. The typical campaign in the GAMMA WORLD® game takes place in a Tech III society. This is roughly the early age of gunpowder, equivalent to our Renaissance period. The complexity ratings given to each of these items are for using it properly, not for identifying the item. It is assumed the character knows what it is, but may not be able to use it properly. Usually, it is assumed the character can use any item from his tech level without any problem.

Known equipment is an item that we, as residents of the late 20th century, know and understand. A typical revolver is an example of this. Descriptions are not provided for many of these pieces of equipment because it is assumed that the Game Master and players, but not the characters, are familiar with them.

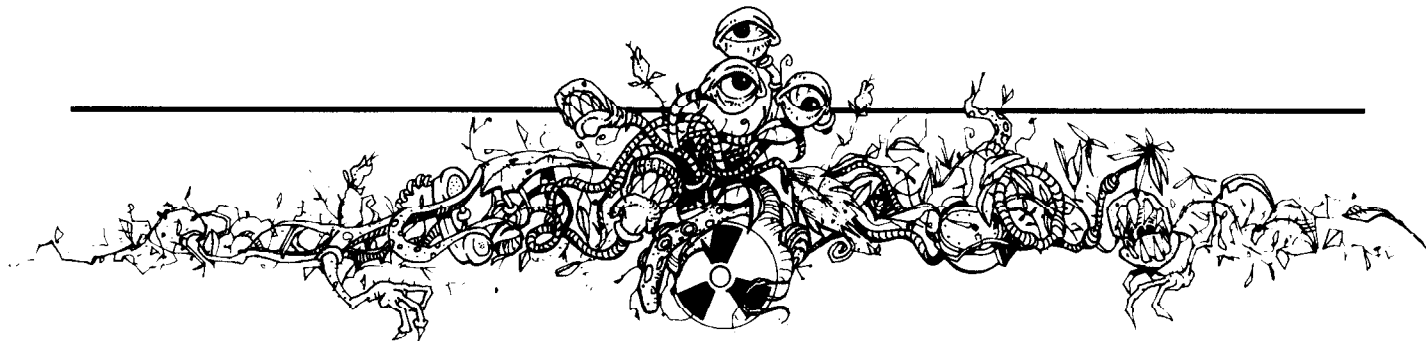
Futuristic equipment, the third category, does not exist in the real world, at least not yet. As such, it is described in detail and not just listed in the tables.



Common Equipment

Common Equipment	Avg. Cost	Weight in Kg	Tech Level
Backpack	5	1	I
Bedroll	5	2	I
Boots	10	1	II
Canoe	100	15	I
Chain, 10 m	15	10	II
Clock	25	1/2	III
Clothing	10	1	0
Compass	6	Nil	III
Flute	12	1/2	I
Fuse cord, 5 m	6	Nil	III
Hourglass	3	1/2	III
Lantern	4	1/2	III
Lute	18	1	III
Oil, 1 flask	3	1/2	II
Map	5	Nil	II
Matchsticks, 50	8	Nil	III
Mirror	4	Nil	II
Paper, quill & ink	2	Nil	II
Poison, 1 dose intensity 10	25	Nil	III
Poison, 1 dose intensity 15	50	Nil	III
Poison, 1 dose intensity 20	100	Nil	III
Rations, dried, 1 week	10	5	III
Rog	10	—	—
Rope, hemp, 20 m	2	2	I
Sack	1	1/2	I
Saddle	15	15	II
Scissors	3	Nil	II
Sextant	12	1/2	III
Shovel	5	3	II
Spikes, iron, 10	1	1	III
Spyglass	10	1/2	III
Stagon, riding	100	—	—
Stagon, fighting	350	—	—
Tool (any common)	10	1/2	III
Waterskin	1	1/2	I
Whistle	1	Nil	II
Wire, copper, 10 m	15	1	II

There is obviously much more commonly available equipment than is shown on this Common Equipment List. However, this list gives a good selection of items that the characters may want. Other items can be priced by comparing them to things on the list.



Common Artifacts

Dorn gently took the artifact, a box with a viewing crystal on one face, from Sir Beornhald, and began to press buttons and turn knobs. The viewing crystal began to glow, and soon a group of concentric circles could be seen. There was a cluster of glowing points right in the center of the circles, unmoving. Near the edge of the circles were five more spots of light. They were moving towards the edge of the viewing crystal, in the direction of the Bones of the Giants.

Sir Beornhald nodded in satisfaction as Dorn returned the artifact to its pouch on the floating sled. The sled hovered above the ground, with no support, and one of the men pulled it behind him with a strap.

Sir Beornhald spoke. "Knights, the Altered Ones have fled before us, into the Graveyard of the Giants. It is time to rid our world of them. Let us serve them justice!"

A triumphant shout rose up from the Knights of Genetic Purity, and they began to move forward, into the city of the ancients.

Artifacts (items from before the Time of Troubles) can sometimes be purchased in towns, usually from the Restorationists. The availability of such treasures is not guaranteed. If the Game Master feels that a particular item should not be available, then it isn't, plain and simple. Even if someone in the area owns one, it might not be for sale. After all, the artifacts of the ancients are quite valuable and frequently useful. Not everyone will sell such things, and most people will make sure to protect them.

The prices in the tables and listings below reflect the average sale price. In areas where artifacts are rare, the price is certain to be higher. A haven of Restorationists might have enough of the particular item that the price is significantly lower than average. The Game Master is the ultimate arbitrator of prices for artifacts.

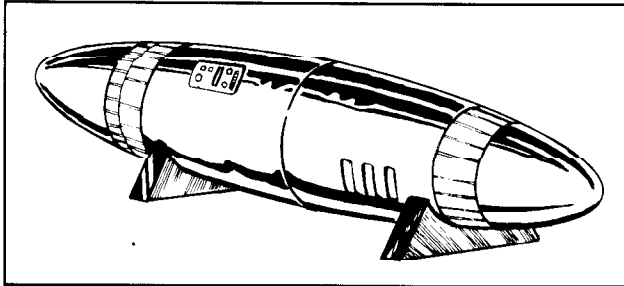
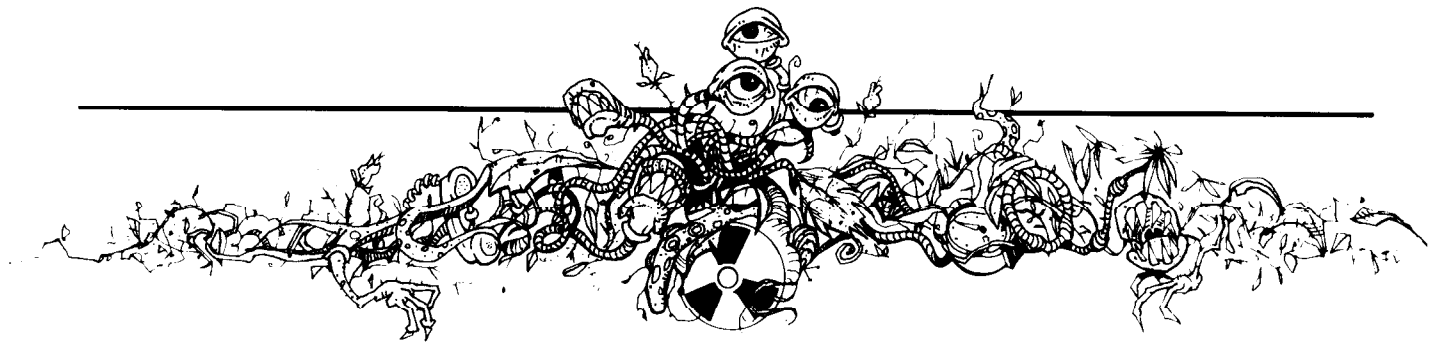
Average cost, weight, tech level and complexity are fairly self-explanatory or have been covered elsewhere. Duration is the length of time or number of times an artifact operates. All the durations and charges for artifacts are measured by how long or how many times a chemical power cell can operate them.

Artifacts and equipment with a weight of *Nil* have little or no encumbrance or weight. GMs may limit the number of such items a PC can carry if they feel that a player is abusing this categorization (carrying 4000 chemical power cells, for instance).

Common Artifacts

Common Artifacts	Avg. Cost	Wt. (Kg)	Tech Level/Complexity
Antigrav pods	5000	25	VI, 8
Binoculars	100	1/2	IV, 6
Communicator	500	1/2	V-VI, 14
Drop belt	2000	1	VI, 7
Energy cloak	350	1	V, 8
Envirolyzer	750	2	V, 20
Fire extinguisher	400	6	IV, 7
Flashlight	50	1/2	IV, 5
Gas mask	500	1	IV, 10
Geiger counter	800	2	IV, 15
Glow cube	100	1/2	V, 6
I.D. card, unknown	50	Nil	V-VI, 3
I.D. card, known*			
Personal	200	Nil	V-VI, 3
Supervisor	1000	Nil	V-VI, 3
Maintenance	750	Nil	V-VI, 3
Program override	5000	Nil	V-VI, 3
Civil override	7500	Nil	V-VI, 3
Security override	9000	Nil	V-VI, 3
IR goggles	2000	1/2	IV, 8
Lexicon, computer	600	1	V, 12
Life force detector	800	1	VI, 10
Lift pack	750	5	VI, 7
Liquid duralloy	8000	12	VI, 18
Medikit, Tech V	2000	2	V, 17
Medikit, Tech VI	4000	2	VI, 22
Motion detector	800	1	V, 15
Nuclear fuel cell	1000	8	VI, 6
Parachute	200	10	IV, 14
Portent	1500	5	VI, 13
Power cell, atomic	5000	15	VI, 12
Power cell, chemical	100	Nil	IV, 5
Power cell, hydrogen	750	Nil	V, 5
Power cell, solar	1000	Nil	V, 5
Rad badge	250	Nil	IV, 4
Radio, ham	700	3	IV, 23
Radio, listen only	150	1/2	IV, 13
Remote hand	2000	1	VI, 13
Solar charger	1500	1	V, 10
Toxin neutralizer	900	Nil	VI, 8
Tool set	Varies	2	Varies
Voltmeter	350	1/2	IV, 12

*These are discussed in the "Robots" chapter. The access level of the card is known. Double the price if the seller knows the installation where it can be used. The price may be higher if the card has a significant secondary level of authority. Add 10% per extra level of authority.



Antigrav Pods

Tech Level: VI

Complexity: 8

Duration: 1/2 an hour

Avg. Cost: 5000 domars

Weight: 25 kg

This small, metallic pod, 1 meter in length, is shaped somewhat like a torpedo. It generates an anti-gravity field when activated. It supports the first 500 kilograms of mass attached to it. The pod must be secured to the object in question as securely as if it actually held the weight, or else the pod tears itself free. Although it works with chemical power cells, it is intended to be used with an atomic power cell.

Binoculars

Tech Level: IV

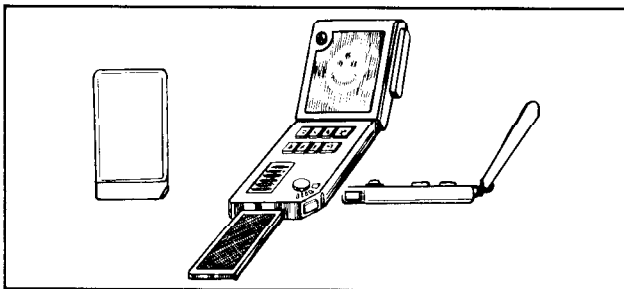
Complexity: 6

Duration: N/A

Avg. Cost: 100 domars

Weight: 1/2 kg

These allow the viewer to see objects as if they were five times closer. No power cell is required.



Communicator

Tech Level: V or VI

Complexity: 14 or 16

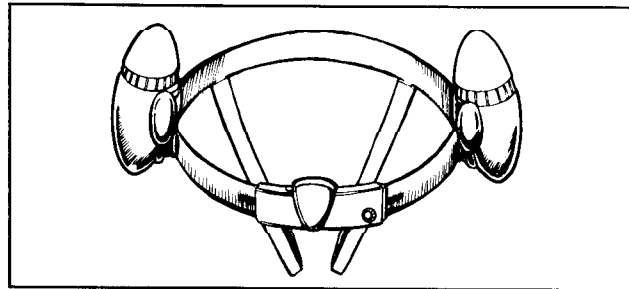
Duration: 6 hours

Avg. Cost: 500 domars

Weight: 1/2 kg

This is merely a Tech V or VI radio. It is extremely small and voice activated. It can send or receive video signals, with sound, up to 1000 kilometers away. Its microcamera is focused on whoever is holding it, and

the viewscreen is only 5 centimeters (2") square. The communicator has dozens of bands for private conversations and includes a scramble option.



Drop Belt

Tech Level: VI

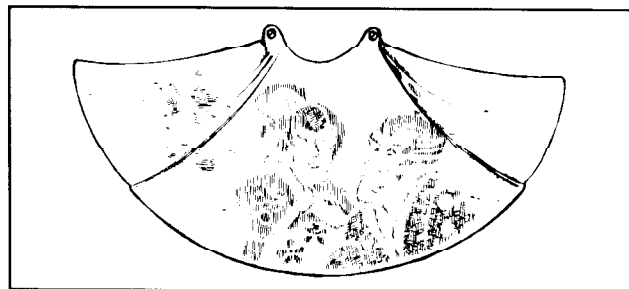
Complexity: 7

Duration: 20 falls

Avg. Cost: 2000 domars

Weight: 1 kg

This is more of a pelvic harness than a belt. It winds through the legs and around the waist. An inertial detector senses if the wearer ever falls more than 2 meters. In that event, a partial anti-gravity field is generated, slowing his descent to 3 meters per round. The inertial detector has a virtually limitless lifespan, but the anti-grav field is only good for 20 falls from any height.



Energy Cloak

Tech Level: V

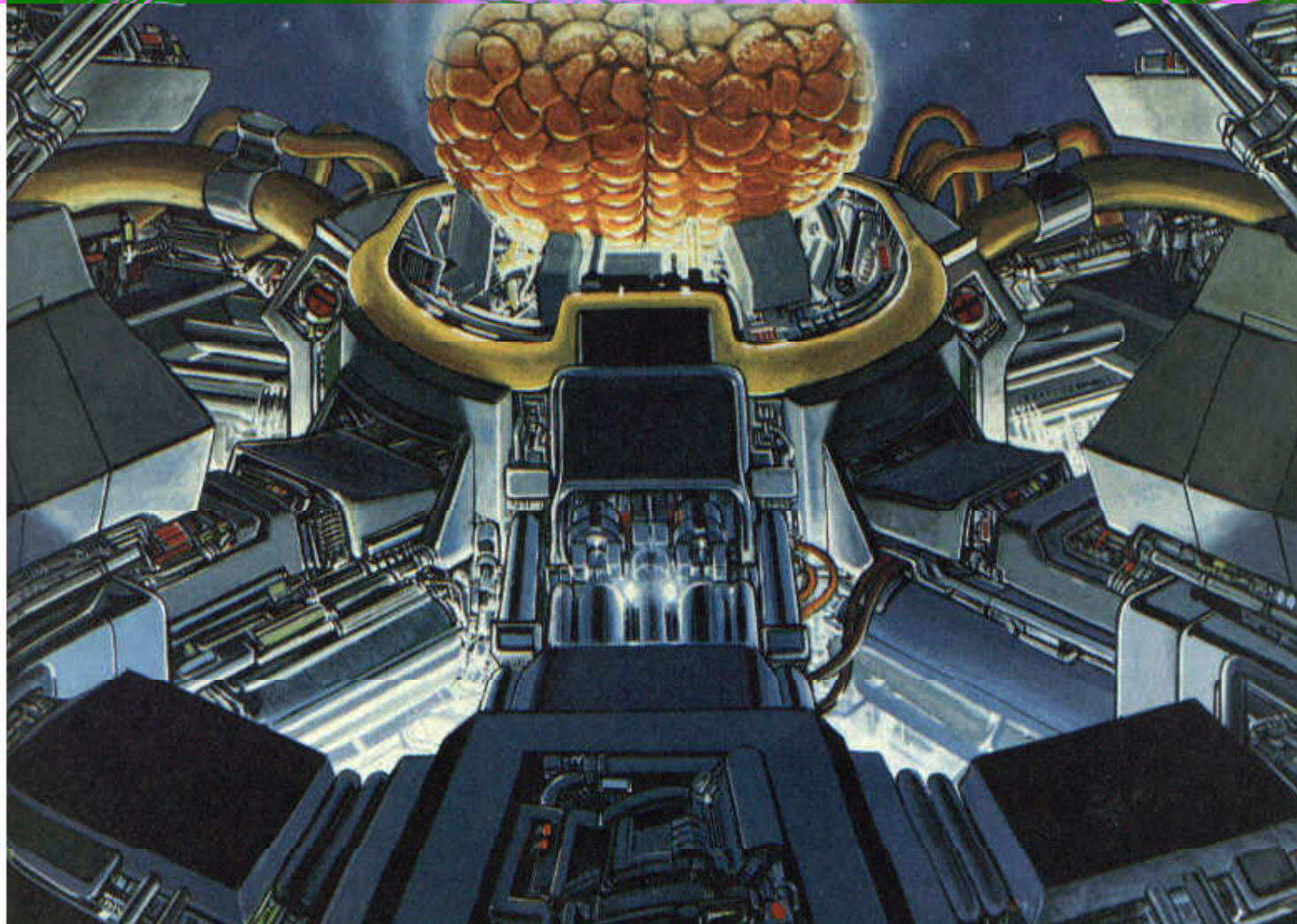
Complexity: 8

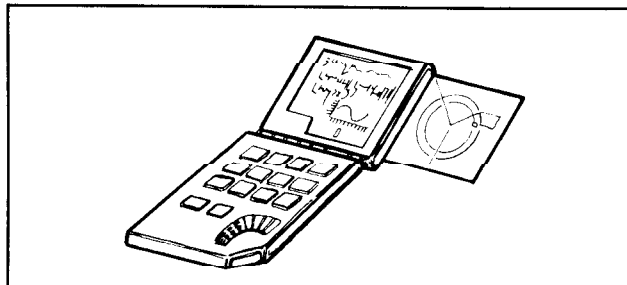
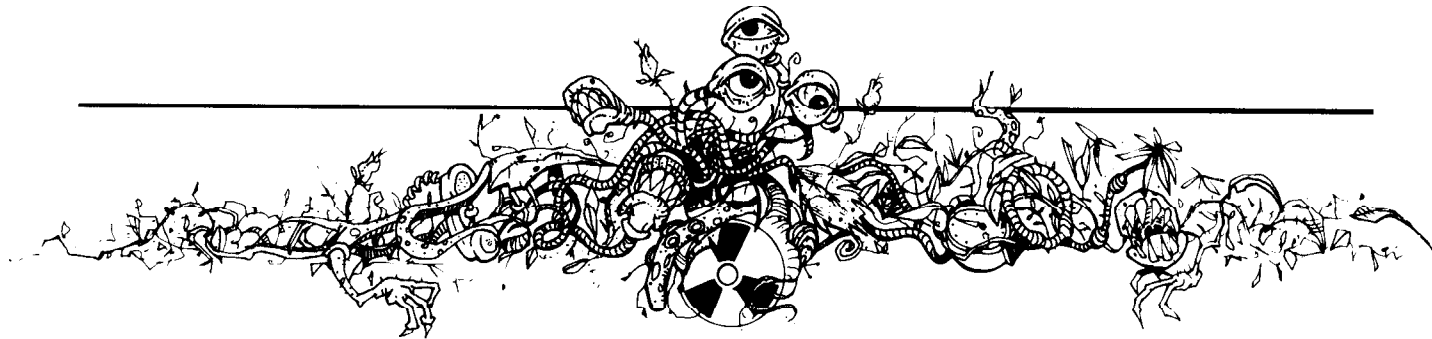
Duration: 72 hours

Avg. Cost: 350 domars

Weight: 1 kg

When the metal studs at the collar are pressed, the cloak is activated, and the cloak's surface becomes an animated picture. Sometimes the picture is a real-life video sequence, sometimes it's just swirling colors, and some cloaks project fantastic imagery. Some even react to the emotional condition of the wearer. A curious side effect of the cloak makes the wearer immune to IR and UV lasers.





Envirolzyzer

Tech Level: V **Complexity:** 20
Duration: 12 analyses **Avg. Cost:** 740 domars
Weight: 2 kg

Looking like an enlarged pocket calculator, this device analyzes the air (or water, if immersed) and scans all energy wavelengths. It reports dangerous levels of pollution, toxins, radiation, pollen, and just about anything except diseases (viruses and bacteria).

Fire Extinguisher

Tech Level: IV **Complexity:** 7
Duration: N/A **Avg. Cost:** 400 domars
Weight: 6 kg

Sprays either a foam, a yellow, suffocating powder, or a white, suffocating gas. It can cover a 1-meter-square fire in one round. There is enough propellant to handle 10 square meters.

Gas Mask

Tech Level: IV **Complexity:** 10
Duration: N/A **Avg. Cost:** 500 domars
Weight: 1 kg

When it is worn over the face, this mask's filter that negates all gasses. The filter needs to be replaced after a year. New filters are usually found in hermetically sealed foil packets, which keep them fresh indefinitely.

Geiger Counter

Tech Level: IV **Complexity:** 15
Duration: 4 hours **Avg. Cost:** 800 domars
Weight: 2 kg

This is a small metal box with what looks like a microphone attached to it by a cable. It has a digital readout that indicates the intensity of any radiation detected. However, the numbers are in strange units. Roll 2d20, subtracting the second from the first, in order. The resulting number is always added to actual in-

tensity when reporting it to the character. For example, the Game Master rolls an 11 and a 15; subtracting the two gives him a -4. When the character uses the Geiger counter, the Game Master always tells him the actual radiation intensity minus 4.

Glow Cube

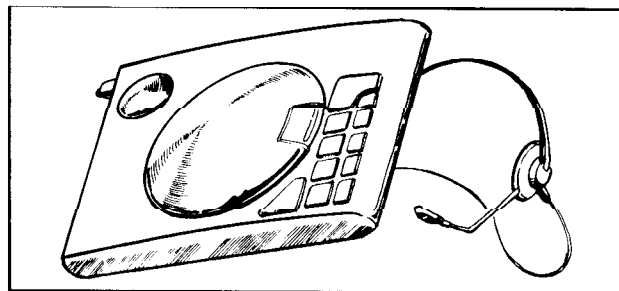
Tech Level: V **Complexity:** 6
Duration: 8 hours **Avg. Cost:** 100 domars
Weight: 1/2 kg

This is a portable light source. It is shaped like a cube, and will illuminate a 20-meter-radius (60 foot) area. The glow cube gives off no heat.

IR Goggles

Tech Level: IV **Complexity:** 8
Duration: 3 hours **Avg. Cost:** 2000 domars
Weight: 1/2 kg

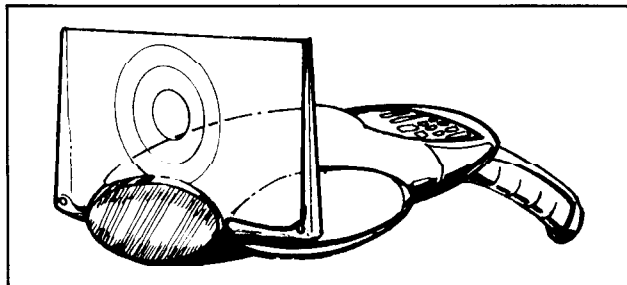
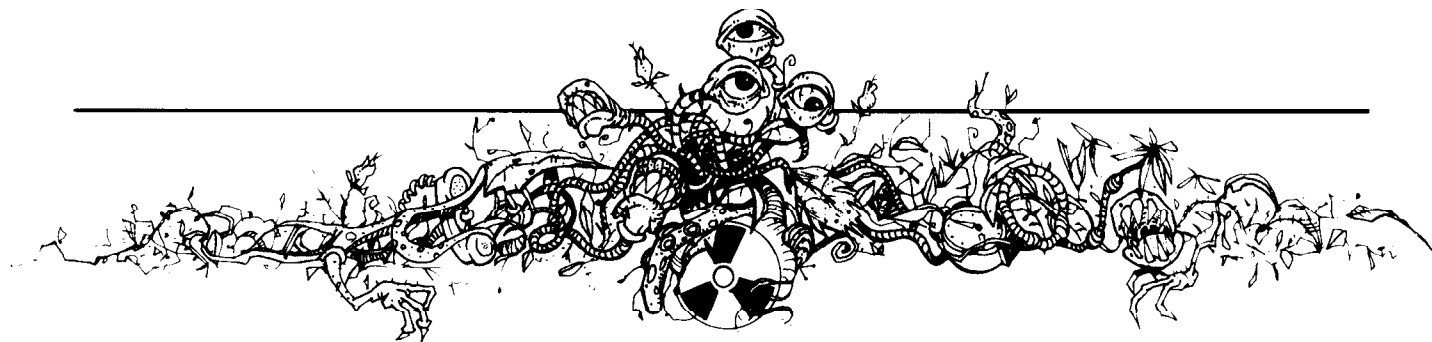
IR goggles look like binoculars, but allow the user to see in darkness. Plants and cold-blooded animals are difficult to see with infrared light. They can only be seen if there is sufficient background heat to illuminate the entire area.



Lexicon, Computer

Tech Level: V **Complexity:** 12
Duration: 6 hours **Avg. Cost:** 600 domars
Weight: 1/2 kg

This device attaches to a belt or other strap or loop. A cord leading from it attaches to an earphone. Any speech picked up by the lexicon that is not in the specified language is automatically translated. The voice imprint of the speaker is imitated well enough to allow voice recognition.



Life Force Detector

Tech Level: VI

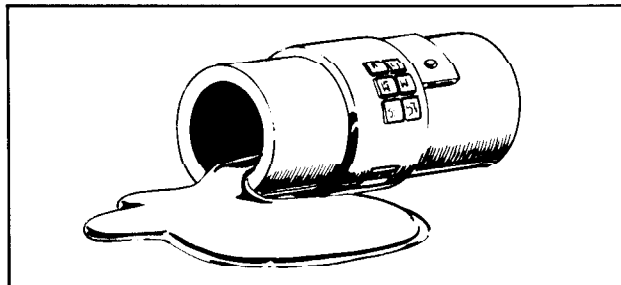
Complexity: 10

Duration: 1 hour

Avg. Cost: 800 domars

Weight: 1/2 kg

The bulk of this device is a flat screen, which is marked with concentric circles that indicate ranges, to a maximum of 50 meters. It uses similar technology to the death field generator to identify life forms. A computerized filter eliminates all plant life, including sentient plants. It can be set for a minimum kilogram weight to sense. The default is 20 kilograms. Any life forms above that register as blips on the screen.



Liquid Duralloy

Tech Level: VI

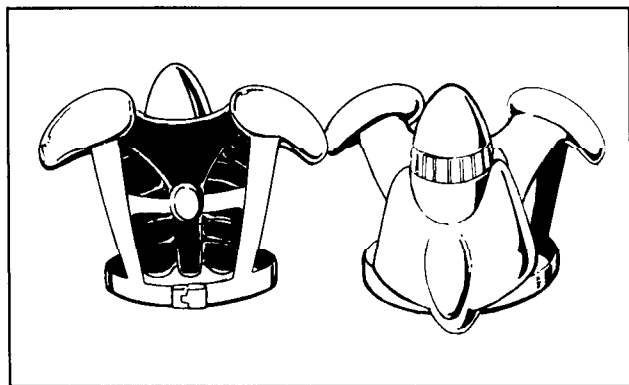
Complexity: 18

Duration: N/A

Avg. Cost: 8000 domars

Weight: 12 kg

This metal can holds 10 kilograms of liquid duralloy in a gravitic field. Its specialized power system can hold the volatile metal safe and secure for centuries. A simple code sequence is entered into the control panel to open the can. Once opened, it cannot be resealed. Gravity will harden the duralloy in 10 minutes. In the mean time, it can be poured into a mold to be formed. Solid duralloy passively disperses energy. The liquid duralloy actively absorbs energy from the surrounding area. This lowers the temperature within 15 meters of it by 10° per round for 12 rounds. All other energy sources (radiation, electrical, etc.) are dampened as well. Once it has hardened, things return to normal.



Lift Pack

Tech Level: VI

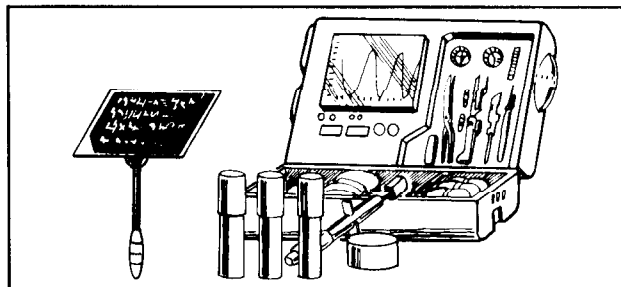
Complexity: 7

Duration: 8 hours

Avg. Cost: 750 domars

Weight: 5 kg

This open harness is worn like a backpack. A small antigravity pod is attached to it. When activated, it nullifies up to 50 kilograms of mass, not including the weight of the pack itself. If the pack is overloaded, anything over 50 kilograms counts as weight carried by the character.



Medikit

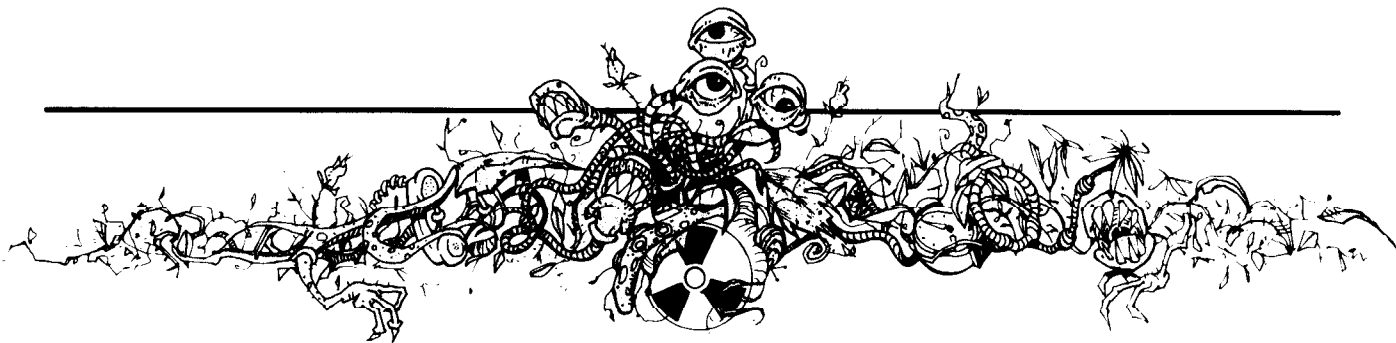
Tech Level: V or VI Complexity: 17 or 22

Duration: N/A

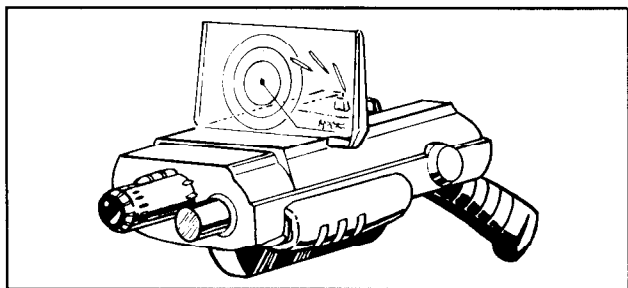
Avg. Cost: 2000 or 4000 domars

Weight: 2 kg

This kit can be used several times to help heal injuries. Each time it is to be used, the owner rolls a die. If the number is less than or equal to the number of uses left, then there is something in the kit that can help the intended patient. The Tech V version of the medikit has 10 uses, and its user rolls 1d10 to determine if it



is effective. If so, the patient is healed 1d6 + 2 points. The Tech VI version has 20 uses, and its user rolls 1d20 to determine if it is effective. If so, the patient is healed 2d6 + 2 points. All healing happens slowly, at a rate of 1 point per hour. If the ailment is poison, radiation, or chemical toxin, then no hit points are healed, but the patient is cured. The kit can only be tried once per patient for each situation in which the patient is injured. This artifact will not work on plants.



Motion Detector

Tech Level: V

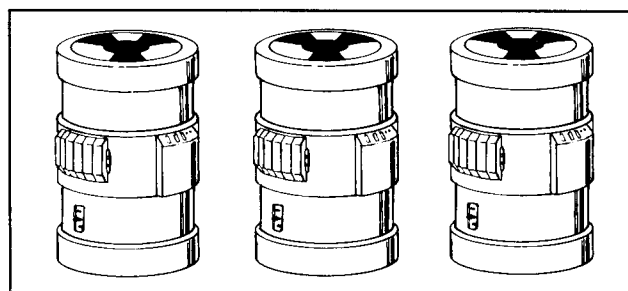
Duration: 4 hours

Weight: 1 kg

Complexity: 15

Avg. Cost: 800 domars

The untrained eye would not see much difference between this artifact and the life force detector. It also is dominated by a large screen marked with concentric circles that indicate ranges (maximum 50 meters). When activated, it shows moving objects on the screen as blips. The size of the blip is relative to the size of the moving object; the brightness of the blip is relative to its speed. The detector cannot see through solid objects, although partial obstructions, such as brush, smoke, cloth, etc., are not a problem. High winds can cause a lot of false images as objects flutter in the breeze.



Nuclear Fuel Cell

Tech Level: VI

Duration: N/A

Weight: 8 kg

Complexity: 6

Avg. Cost: 1000 domars

This is the radioactive solid fuel used primarily for atomic power cells. It is also used in some large machines that have miniaturized nuclear reactors as a power source. It has a duralloy shell, and, if penetrated, releases intensity 20 radiation into its surroundings. It is pictured at the bottom of the left column.

Parachute

Tech Level: IV

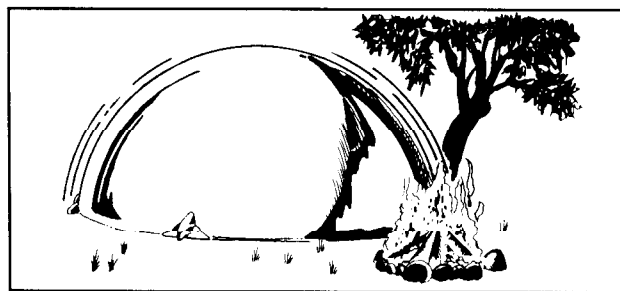
Duration: N/A

Weight: 10 kg

Complexity: 14

Avg. Cost: 200 domars

If donned properly, a parachute slows down a fall to 10 meters per round. It can be guided with a successful Use Artifacts roll against an "AC" of 10. The Game Master may apply bonuses or penalties for the weather.



Portent

Tech Level: VI

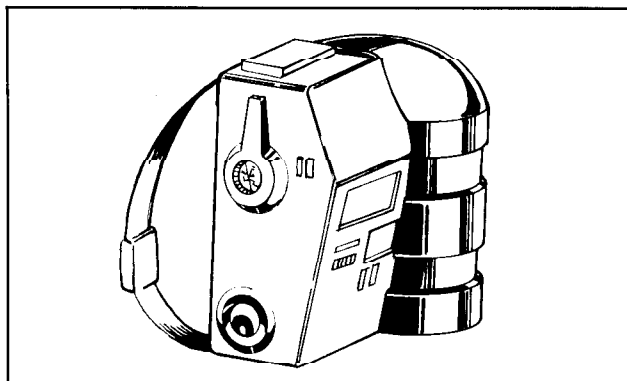
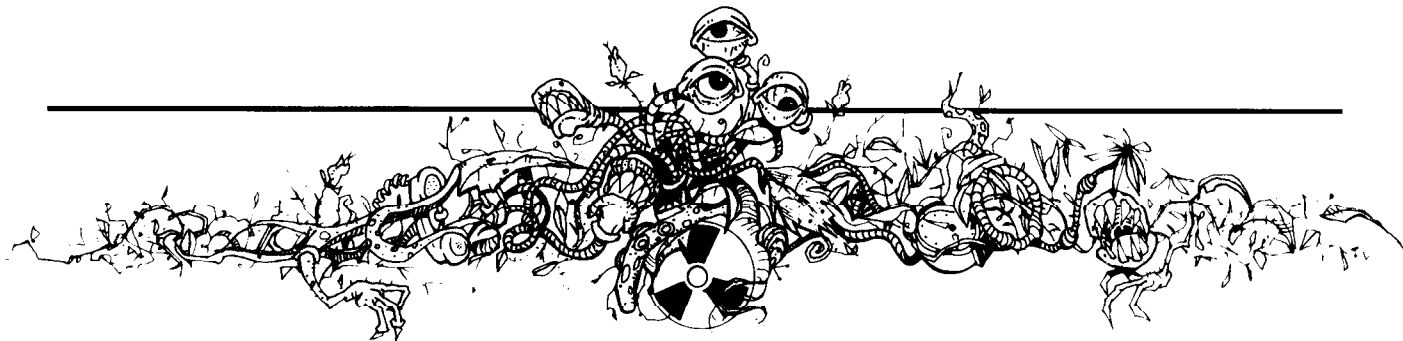
Duration: 12 hours

Weight: 5 kg

Complexity: 13

Avg. Cost: 1500 domars

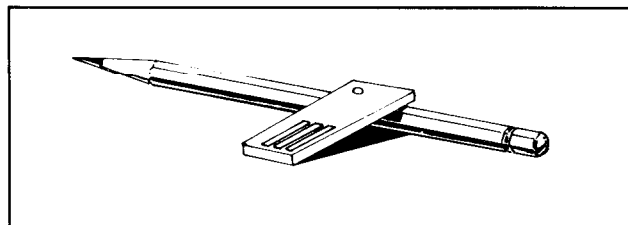
This portable tent consists of four force field generators and power cords. The four generators are laid out in a rectangular pattern, with the length of the cords limiting it to 3 meters on a side. When turned on, a weak force field bubble is generated over the enclosed area. The floor of the portent is not covered by a force field. It takes only 5 points of damage before collapsing. The force field is designed only to protect the occupants from the weather. Vents in the generator boxes keep the air inside fresh. The portent includes a flimsy nylon tent for privacy.



Power Cell, Atomic

Tech Level: VI Complexity: 12
Duration: N/A Avg. Cost: 5000 domars
Weight: 15 kg

Mounted on a backpack, this bulky unit provides electricity for 100 times as long as a chemical power cell. Its nuclear fuel cell can be replaced, but such things are rare and valuable artifacts.



Power Cell, Chemical

Tech Level: IV Complexity: 5
Duration: N/A Avg. Cost: 100 domars
Weight: Nil

By far the most common type of power cell, all the durations and charges for artifacts are measured by how long or how many times a chemical power cell can operate them. When found, these power cells are usually drained of power.

Power Cell, Hydrogen

Tech Level: V Complexity: 5
Duration: N/A Avg. Cost: 750 domars
Weight: Nil

These power cells last 10 times as long as chemical power cells. They are the same size as a chemical power cell and can be substituted for one without risk. When found, they usually have a full charge.

Power Cell, Solar

Tech Level: V Complexity: 5
Duration: N/A Avg. Cost: 1000 domars
Weight: Nil

A built-in solar panel allows these power cells to recharge in four hours of bright sunlight. Otherwise, they are identical to chemical power cells and can replace them without risk. They last as long as a normal chemical power cell.

Rad Badge

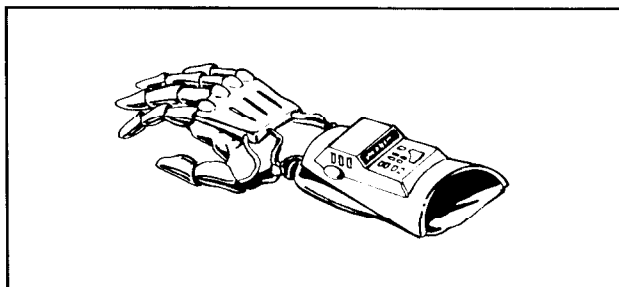
Tech Level: IV Complexity: 4
Duration: N/A Avg. Cost: 250 domars
Weight: Nil

This simple badge turns dark when exposed to intensity 5 radiation or higher.

Radios (Listen-Only and Ham)

Tech Level: IV Complexity: 13 or 23
Duration: 8 hours Avg. Cost: 150 or 700 domars
Weight: 1/2 or 3 kg

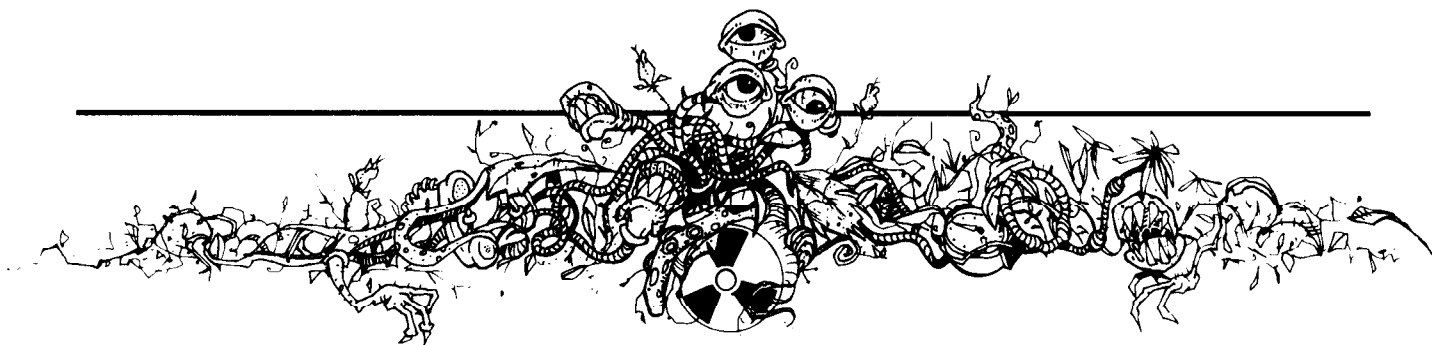
The listen-only radio is the common personal radio we use today to listen to music, news and talk shows. It can pick up any strong signal within 250 kilometers. The larger, more expensive, ham radio is a much more elaborate device, with much greater range, that can both send and receive messages up to 500 kilometers. In both cases, the range of the device is affected by the power of the signal and the size of the antenna.



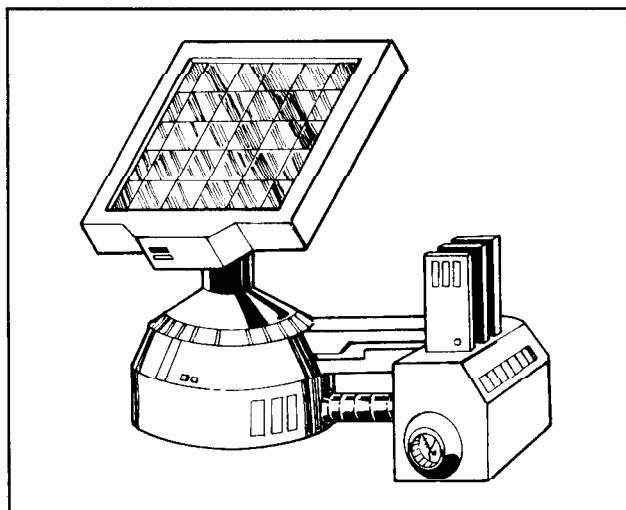
Remote Hand

Tech Level: VI Complexity: 13
Duration: 1 hour Avg. Cost: 2000 domars
Weight: 1 kg

This metal glove has a control panel with many buttons and an electronic readout. When activated, it allows the wielder to grasp and manipulate objects at a distance using projected force fields. The range is 15



meters and it has a PS of 10. The DX is the same as the welder's.



Solar Charger

Tech Level: V

Duration: N/A

Weight: 1 kg

Complexity: 10

Avg. Cost: 1500 domars

Hydrogen or chemical power cells can be recharged with this item. It must be left in bright sunlight for four hours to charge a chemical power cell and eight hours for a hydrogen power cell.

Tool Set

Tech Level: Varies

Duration: N/A

Weight: 2 kg

Complexity: Varies

Avg. Cost: Varies

These artifacts help the examiner character class to make repairs on other artifacts. Each set of tools is identified by its tech level: IV, V or VI. It is assumed that the examiner has Tech Level III tools, with which he can sometimes make repairs to artifacts. These Tech Level III tools do not provide any bonuses for repairing artifacts, but without them the examiner cannot attempt any repairs. Tech IV tools have a complexity of 10, Tech V tools are a 15, and Tech VI tools are a 20.

A tool set can work on any item, but it only provides a bonus for artifacts of the same tech level, not those above or below. A tool set IV is of no help in repairing a Tech Level V artifact. Different tool sets are of better quality than others. Roll on the table below to determine the bonus this particular tool set provides.

d20 Roll	Repair Bonus	— Avg. Cost/Tech Level —		
		IV	V	VI
1-4	+1	250	500	1000
5-11	+2	500	1000	2000
12-15	+3	1000	2000	3000
16-18	+4	1500	2500	4000
19-20	+5	2000	3000	5000

Toxin Neutralizer

Tech Level: VI

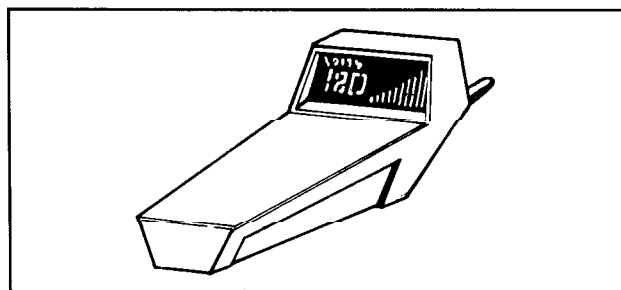
Duration: 1 month

Weight: Nil

Complexity: 8

Avg. Cost: 900 domars

This strange little device looks like a clear pill capsule with micromachinery inside. It is meant to be swallowed. Once in the stomach, it attaches itself to the organ's inner lining. It can completely neutralize any ingested poison, drug, chemical, or alcohol. Unfortunately, this includes beneficial drugs. Any toxins that are injected directly into the bloodstream are harder for it to neutralize. It reduces the intensity of such poisons by 10. Injected beneficial drugs have only a 50% chance of working properly. This includes the contents of a medikit. The power cell for the neutralizer is built into the device and cannot be replaced. It works for a month before detaching and being passed from the body. This device will not work on plants.



Voltmeter

Tech Level: IV

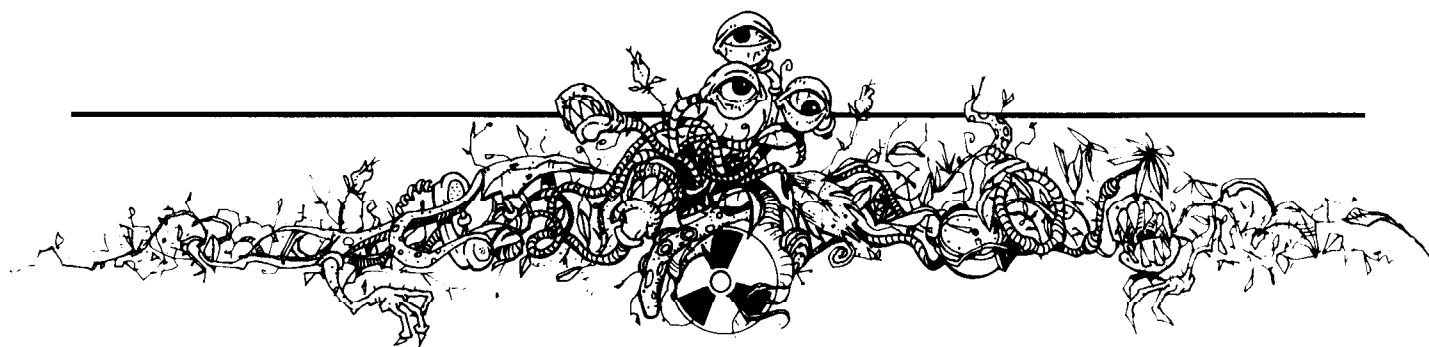
Duration: N/A

Weight: 1/2 kg

Complexity: 12

Avg. Cost: 350 domars

In game terms, a voltmeter is most useful when determining the presence or absence of an electrical charge. By comparing the readings to the actual power of the shock, PCs might eventually get an idea of how to interpret the power of the electrical current. However, this would be a painful process. This device needs no power cell.



Common Melee Weapons, Armor and Ranged Weapons

Common Ranged Weapons	Base Damage	Short Range	Rate of Fire	Avg. Cost	Weight (Kg)	Tech Level
Arquebus†	1d10	20	1/4	25	10	III
Blowgun	1 or 1d4	6	1	3	2	I
Bola	1d3	4	1	2	4	I
Bow, long	1d8	10	1	35	2	II
Bow, short	1d6	8	1	20	2	I
24 arrows	—	—	—	5	1	I
Heavy crossbow	2d8	15	1/3*	55	9	II
Light crossbow	2d6	12	1/2**	40	7	II
24 bolts	—	—	—	5	1	I
Flintlock pistol	2d8	5	1/2	40	2	III
Flintlock rifle	3d8	10	1/2	75	6	III
Dagger, throwing	1d4	3	1	6	1	II
Hand axe	1d6	3	1	4	3	II
Javelin	1d6	4	1	2	1	I
Sling, using stones	1d4	1	1	1	1/2	I
Spear	1d6	4	1	4	3	I
24 musket balls, gunpowder and horn	—	—	—	10	4	III

†Requires a bracing stand, which is included in the average cost.

*Drops to 1/2 if the Physical Strength of the user is 20 or over.

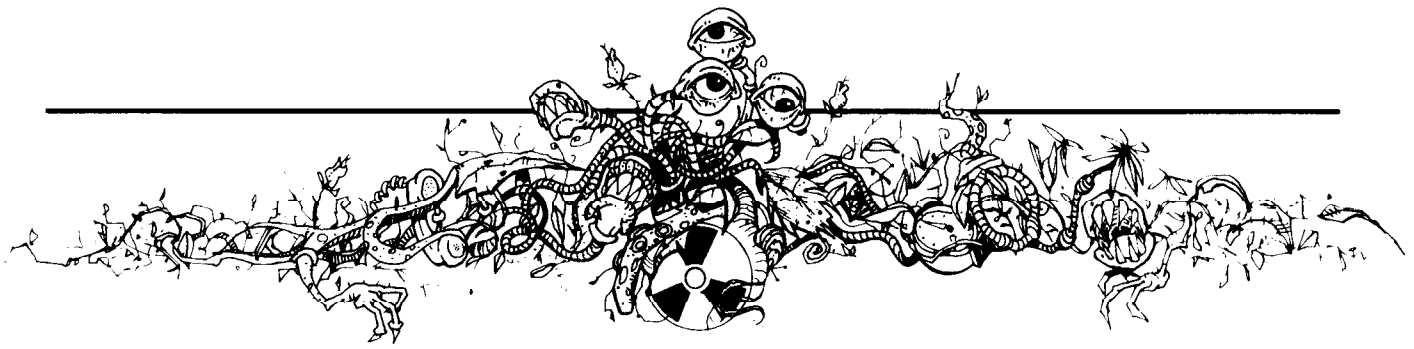
**Drops to 1 if the Physical Strength of the user is 20 or over.

Common Melee Weapons	Base Damage	Avg. Cost	Wt. (Kg)	Tech Level†	Common Armor*	AC Mod.	Avg. Cost	Wt. (Kg)	Tech Level
Battle axe	1d8	12	4	II	Wooden shield	+1	10	5	I
Bayonet	1d6*	35	2	II	Furs or skins**	+1	3	10	I
Club	1d6	—	2	0	Steel shield	+2	35	7	II
Dagger	1d4	5	1	II	Leather armor	+2	20	8	II
Flail	1d6 + 1	5	7	II	Studded leather	+3	25	12	II
Halberd	1d10	15	7	II	Ring mail	+4	35	15	II
Hand axe	1d6	4	3	II	Chain mail	+5	40	20	II
Javelin	1d6	2	1	I	Banded mail	+6	50	17	II
Knife	1d3	1	1/2	II	Plate mail	+7	60	25	II
Lance	1d6 + 1*	10	5	II	*It is assumed that all Tech III characters know about these armor types. **This assumes several layers of cured hides. Mutated animals do not automatically get this AC bonus just because they have fur. The hide of a living animal is usually soft and only has one layer.				
Mace	1d6 + 1	6	5	II					
Morningstar	2d4	7	6	II					
Rapier	1d6	9	1	II					
Quarterstaff	1d6	—	2	I					
Spear	1d6**	4	3	I					
Sword, long	1d8	10	3	II					
Sword, short	1d6	8	2	II					
War hammer	1d4 + 1	6	4	II					
Whip	1d2	2	1	I					

*Double damage when used with a charge.

**Double damage when braced for a charge.

†Common melee weapons are all automatically understood and have no complexity rating.



Common Weapons and Armor

Ranged Weapon Base Damage: Only the bows, dagger, hand axe, javelin, and spear get to add the PS modifier for damage. They are powered by the character's muscles, and hence do more damage in the hands of stronger characters.

Ranged Weapon Rate of Fire: This entry on the Ranged Weapons Table above always assumes that the character spends the rounds between firing loading the

weapon. He cannot make other attacks or defend himself while loading. Frequently, a character will have several loaded weapons, dropping one to fire the next. Another common option is to fire the weapon on the first round and then draw a melee weapon and charge into combat.

Muzzle-Loading Guns: The arquebus and flintlock weapons are muzzle loaders. This means that the ammunition and gunpowder are loaded into the gun through the muzzle and tamped down with a rod. In

Artifact Ranged Weapons

Artifact Ranged Weapons	Base Damage	THAC Bonus	Short Range	Rate of Fire	Shots/Reload	Avg. Cost	Weight in Kg	Tech Level, Complexity
Assault rifle	3d6	+2/ +4/ +8	40	2†	20 or 30	4700	4	IV, 13
Blaster, Mark V	5d8	+2	25	1	6	9000	5	V, 15
Blaster, Mark VII	5d10	+2	40	1	8	—	6	VI, 14
Conversion beamer	6d10	+3	80	1	6	—	7	VI, 17
Flame thrower	3d6	+2	30	1	5	600	10	IV, 15
Flying blades	1d8	+10	—	1	1	750	2	V, 9
Fission cannon*	3d8	+3	150	1	N/A	—	75	VI, 25
Gatling gun*	2d10	+4	100	1**	50	5200	70	IV, 16
Gravity gun	1d6 +1	+5	20	1	3	3500	16	VI, 18
Grenade launcher	Varies	+2	40	1/2	1	4500	4	IV, 10
Laser pistol, IR	3d6	+3	20	1	8	5000	2	V or VI, 11
Laser rifle, IR	4d6	+5	60	1	8	7500	4	V or VI, 11
Laser pistol, UV	3d8	+3	30	1	6	6000	1	VI, 10
Laser rifle, UV	4d8	+5	75	1	6	8000	3	V, 10
Laser rifle, VL	4d6	+3	25	1	4	3500	5	V, 12
Machine gun*	3d8	+8/ +12	100	1**	100	7500	10	IV, 15
Machine pistol	2d8	+2/ +4	10	2††	30	3900	3	IV, 13
Maser pistol	3d10	+3	40	2	8	7000	1	VI, 10
Maser rifle	4d10	+5	100	2	8	—	3	VI, 10
Micromissile	Varies	Varies	50	1	1	Varies	5	V or VI, Varies
Needler	1	0	7	2	20	900	1	V, 12
Plasma gun	5d10	+2	30	1	8	—	6	VI, 19
Revolver	2d8	0	15	2	6	800	2	IV, 9
Rifle, bolt-action	3d8	+2	60	2	4	1800	5	IV, 7
Screamer	4d10	0	5	1	7	4500	9	V, 13
Shotgun, buckshot	4d6	0	10	2	4	1600	2	IV, 8
Smart dart	3d6	Varies	12	1	1	Varies	1	V or VI, 8
Sniper rifle	3d8	+4	150	1	10	2700	5	IV, 12
Stun ray pistol	N/A	0	20	1	6	3200	3	V, 14
Stun ray rifle	N/A	+2	35	1	9	5500	5	V, 14
Tangler	2d6 +3	0	8	1	5	2000	4	V, 15
Taser	1d3	0	3	1	1/7‡	1200	2	IV, 17
30 bullets/shells	—	—	—	—	—	1	1	—

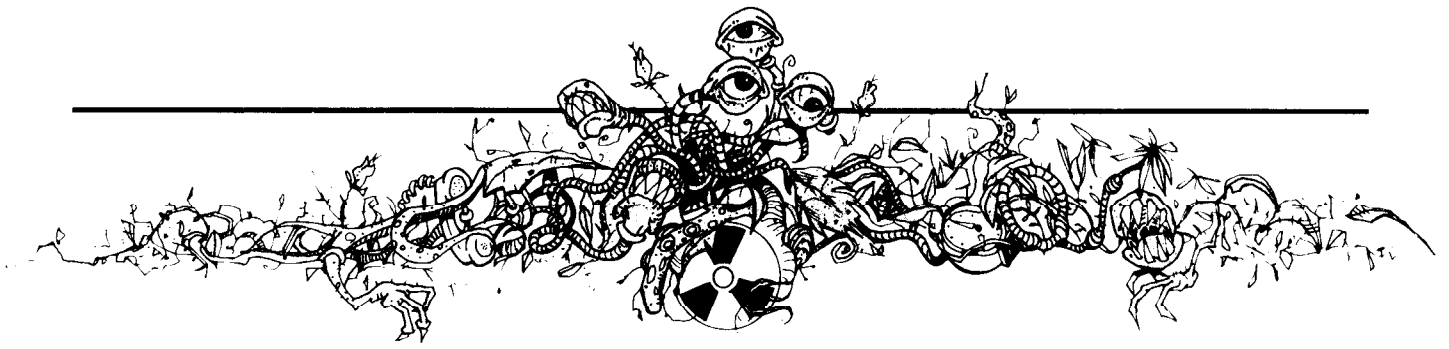
*Must be mounted; cannot be carried.

**Only one attack roll is made, but more than one shell is expended. See text description of weapon for details.

†THAC bonuses are for single shot, three-shell burst, and full auto. Make only one attack roll with the THAC bonus.

††THAC bonuses are for three-shell bursts and full auto fire. Machine pistols have no single-shot mode. Make one attack roll per round with the THAC bonus. Machine pistols are otherwise very similar to assault rifles.

‡One set of wires and needles, but the power cell is good for seven firings.



Warheads for Grenades and Missiles	Warheads for Grenades and Missiles						
	Grenades*			Missiles / Micromissiles			Tech Level
	Damage	Blast Radius	Avg. Cost	Damage	Blast Radius	Avg. Cost	
Chemex	3d6	10	600	3d8	20	1500	IV
ECM	N/A	20	1500	N/A	35	4000	V
Fission	2d4	40	2500	2d6	75	5000	VI
Flare, parachute	2d6**	60	400	2d6*	100	500	IV
Fragmentation	3d6	15	500	3d8	30	1200	IV
Gas, poison	Intensity 15	10	750	Intensity 20	25	2500	IV
Gas, tear	Intensity 15	10	400	Intensity 20	25	1000	IV
Gravity	1d6 + 1	30	800	2d6	40	1200	VI
High explosive	4d8	40	1000	4d10	50	2500	IV
Photon	3d8	25	750	3d10	40	2000	V
Smoke	N/A	10	100	N/A	20	150	IV
Stun	Intensity 15	20	600	Intensity 20	50	1500	V
Tangler	4d6	15	400	4d8	25	1000	V
Torc	6d8	15†	3000	6d10	201	6000	VI

*All grenades weight 1/2 kilogram each and have a complexity of 6; rocket grenades (used in grenade launchers) weight 1/2 kilogram each and have a complexity of 8.

**Only on a direct hit; blast radius is the illuminated area.

†Centered around a 1-meter-radius safe zone. See text for details.

the case of the arquebus, the trigger lowers a slow-burning fuse into a flash pan which then ignites the gunpowder. The flintlock gun uses a spring and a flint to produce a spark in the flash pan which then ignites the gunpowder.

Historically, there were more than these two variations of matchlock guns. These two have been selected as representative of their age. While both are listed as Tech III, the flintlock is clearly a more advanced weapon. The availability of flintlock weapons can be limited by declaring that a specific region has not invented them yet. Otherwise, they are considered standard armament on Gamma Terra.

Musket Balls and Gunpowder: Both the arquebus and flintlock weapons need musket balls, gunpowder, and a tamping stick. The tamping stick is included in the cost of the gun. It is always assumed that the powder horn and gunpowder are included in the price and sale of musket balls. The characters may buy gunpowder separately if they want to dream up their own bombs or other dangerous devices.

Rates of Fire and Cleaning: The rates of fire given in the table above assume that the wielder is using a

quickfiring method. This usually amounts to dumping “some” powder in the barrel, popping in a few pellets, thumping the butt of the gun on the ground to “pack” it in, and then firing. Obviously, this is not a very healthy way to treat a weapon, but it is fast. Only 5 shots can be made from a flintlock this way before it *must* be cleaned. The sixth shot or beyond made without cleaning misfires, which is just a guaranteed miss. Cleaning the gun properly takes about 10 minutes. If these guns are being treated more kindly, rates of fire

Artifact Armor	Artifact Armor			
	AC Bonus	Avg. Cost	Wt. (Kg)	TL, Complex.
Duralloy shield	+3	1200	4	VI, 0
Fireman's suit	+2	750	9	IV, 5
Force field generator	None	1500	10	V or VI, 14
Hazmat suit	+2	Varies	12	Varies, 7
Bulletproof vest	+3	Varies	5	IV, 3
Radiation suit	+1	Varies	5	Varies, 8
Riot shield	+2	300	2	IV, 0
Sports gear	+4*	500	7	IV, 10

*Average value. Ranges from +1 to +6.



equal once every 4 rounds for the flintlocks and once every 6 rounds for the arquebus. However, they can be fired this way indefinitely without chance of misfire.

Optional Misfire Rule: The major differences between these guns are ease of use and reliability. This optional backfire rule reflects some of the historical problems that occurred with them. An arquebus will misfire on an attack roll of 1, 2 or 3. A flintlock will do so on an attack roll of 1 or 2. A misfire has an equal chance of just not firing or doing half the normal damage of the weapon to the user. After 5 shots, the chance to misfire increases by one until the gun is cleaned.

Futuristic Weapons & Armor [Artifacts]

G'rrrth Paugg's feline ears picked up the snapping twig long before anyone else heard it. He dove to the far side of a tree, just as three true men burst into the campsite. One charged through to tackle one of the green folk, trying to sever some of its vines with a dagger. The plant quickly coiled tendrils about the human, pinning him. The far one swung an ugly cudgel up, catching an Altered woman on the side of her head. She stumbled backwards, two of her arms trying to catch her fall as she fumbled for her tangle with her other two hands. The cudgel came around again, knocking the tangle from her hand with the sound of crunching bone. The blow knocked her backwards a full meter, but G'rrrth Paugg was ready. As the last of the humans aimed a flintlock at the Altered One's chest, G'rrrth Paugg leveled his screamer at him and the one with the cudgel, and fired. The concussive shock wave disintegrated both of them, soaking the area with their fluids. The giant new animal sighed, patting the ancients' weapon fondly with a paw as he moved to check the Altered woman's wounds. The last of the humans crumpled to the ground, the green one's vines slowly uncoiling from around its neck . . .

Some of the artifacts listed on page 94 do not have an average cost assigned to them. So few of them are ever sold, that the mere concept of an average cost is ludicrous. Any group or individual that owns one will not sell it, barring extremely unusual circumstances. However, the player characters may try to sell such an item. The prices for most of these items starts at 10,000 domars and go up from there. The price the buyer is willing pay will have a lot more to do with the resources at his disposal and the artifact's particular usefulness to him.

The first few lines of each item description summarize some of its common characteristics. Tech level, complexity, duration, cost and weight of the artifact are given here. Duration is measured for a single chemical power cell. Exceptions are noted in the text. Remember that hydrogen power cells last 10 times as long, and atomic power cells last 100 times as long.

Not all the artifact weapons are listed in the tables on pages 94 and 95. Their effects are strange and can only be described accurately with a full description. Here is a list of the items not found in the tables, but described below.

Other Artifact Weapons			
Weapon	Weight in Kg	Avg. Cost	Tech Level/ Complexity
Black ray rifle	3	—	VI, 13
Drone weaver	1/2	5000	V, 20
Energy mace	1	1800	V, 10
Lamprey disk	1	7500	V, 12
Neural bite	1/2	1200	VI, 10
Paralysis rod	1	1500	VI, 10
Vibro dagger	1/2	4000	VI, 11
Vibroblade	1/2	7000	VI, 11

Ammunition

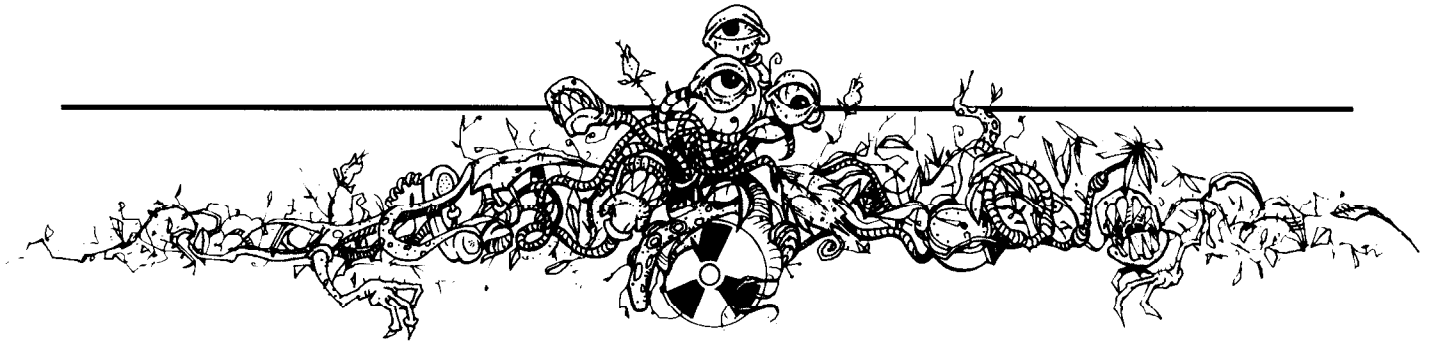
Avg. Cost: 1 domar

Weight: 1 kg for 30 shells

Many of the weapons in the artifact ranged weapons table fire bullets (shells). For game purposes, the bullets for these weapons all weigh the same and cost the same amount of money. However, bullets are made in a wide variety of calibers (sizes). Bullets designed to work in one gun will not work in a different one. The bullets a character buys for his assault rifle will not fit into his bolt-action rifle.

There are some guns that fire standardized ammunition (9mm, 7.63mm, etc.), however, these are the exception rather than the rule in the GAMMA WORLD® game. The Game Master always has the option to declare that a particular type of ammunition can fit into more than one gun, but the general rule is that it doesn't.

There are alternative ammunitions for many guns. For example, a shotgun can fire buckshot or a solid pellet. There are armor piercing shells, hollow nose bullets, incendiary bullets, tracer rounds, and many more. The effects of these types of shells are different from ordinary bullets that are fired by the gun. All Tech IV



(or above) guns can have these alternative types of ammunition. Each costs double the normal average cost for ammunition.

Armor Piercing: These shells provide a +4 THAC against armor, but do 1 die less damage. If the armor worn by the target provides less than +4 protection, then the shell only negates the armor and may not give the full +4 THAC bonus.

Hollow Nose: These shells are designed to cause more damage. However, they do not penetrate armor as well. They give a -3 THAC penalty, but do an extra die of damage.

Incendiary: These are normal bullets that do 1 die less damage. However, they do 1d4 of fire damage each round for 6 rounds. This might ignite flammable materials.

Tracer: Any shot fired the round after tracer bullets are fired gets a +2 THAC bonus. This only works at night. Essentially, the gunner is able to redirect his fire due to the tracer rounds. Unfortunately, tracer bullets also let others know where the gunner is located.

Assault Rifle

Tech Level: IV **Complexity:** 13
Duration: N/A **Avg. Cost:** 4700 domars
Weight: 4 kg

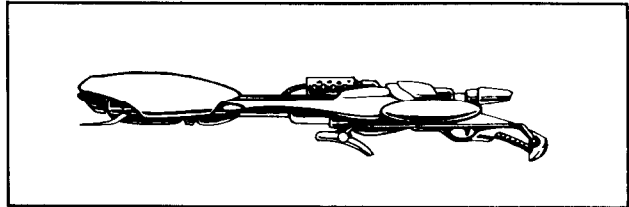
This weapon has three modes: single shot, three-shell burst, and full automatic. Single-shot mode gets a +2 THAC bonus. The three-shell burst mode is the most common. Only one THAC roll is made, with a +4 bonus. Contrary to some popular opinions, the burst firing of an assault rifle does not usually put multiple shells into an opponent or even hit multiple opponents. It increases the chances of hitting a single target. Thirty-shell clips are available, but not as common as the 20-shell clip. Full automatic will empty the clip in one round. Since all the shells leave the weapon in a couple of seconds, only one opponent can be targeted. The odds are that most of the shells miss completely; however, full automatic fire does increase the chances of one or more of the shells hitting. A +6 THAC bonus is given for hitting the target on full auto. At least eight shells must be fired to count as full auto; otherwise, the shot is just a burst with a few more shells.

There is a special rule for firing bursts or full auto at point blank targets or at extremely large opponents. When hitting a target point blank with an assault rifle, it is assumed that most of the shells from bursts and

full auto fire do hit the target. Burst fire does double damage, while full auto does five times normal damage in these situations.

Black Ray Rifle

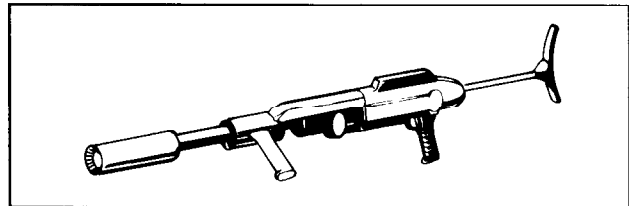
Tech Level: VI **Complexity:** 13
Duration: 1 shot **Avg. Cost:** Priceless
Weight: 3 kg



Based upon the same principles as death field generators, these guns fire a black ray that snuffs out any life force that it contacts. The victim is allowed a Health check against the ray. Even if he makes a successful Health check, the target takes 4d10 points of damage. A failed check kills the target instantly. Pistols are intensity 12 attacks, and rifles are intensity 18 attacks.

Blastor, Mark V

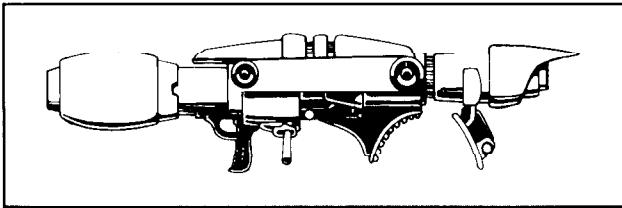
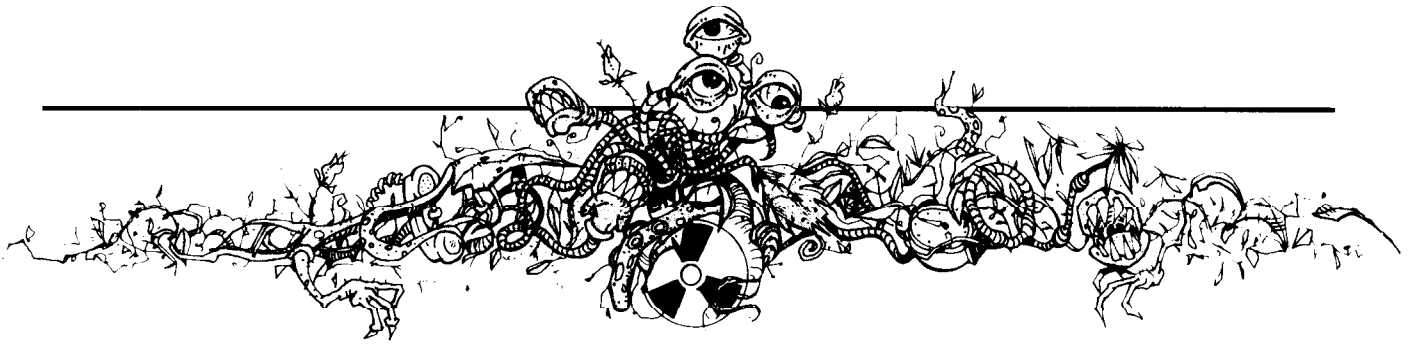
Tech Level: V **Complexity:** 15
Duration: 6 shots **Avg. Cost:** 9000 domars
Weight: 5 kg



This unusual weapon projects a ray that weakens the nuclear force that binds the nuclei of atoms together. The result is that all things touched by the beam disintegrate. The results are light, intense heat, a big noise, and an impressive hole in the target. Even the air the beam travels through is affected, making the beam visible as a white streak.

Blastor, Mark VII

Tech Level: VI **Complexity:** 14
Duration: 8 shots **Avg. Cost:** Priceless
Weight: 6 kg



The Mark VII blaster is merely a more efficient version of the Mark V blaster.

Bulletproof Vest

Tech Level: IV

Duration: N/A

Weight: 5 kg

Complexity: 3

Avg. Cost: 800 domars

The infamous bulletproof vest is made to spread the impact of any blow and resist penetration. Since it is a vest, it does not cover the entire body, but can be concealed beneath clothing. The low general AC bonus is due to the fact that not all shots will hit the covered area (torso and abdomen). Blows and shots that are specifically aimed at the torso and abdomen give the wearer a +6 AC bonus.

Conversion Beamer

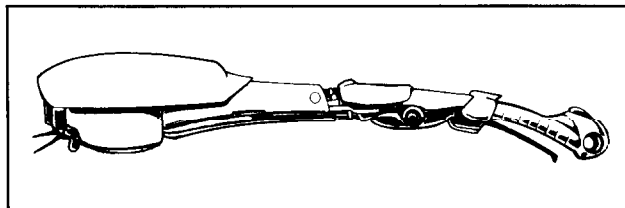
Tech Level: VI

Duration: 6 shots

Weight: 7 kg

Complexity: 17

Avg. Cost: Priceless



This deadly device fires a stream of antimatter particles in a gravitic sheath. Low density materials like air are ignored. Denser materials strip the gravitic sheath, exposing the antimatter particles to the target. Tremendous amounts of energy, including radiation, are then released. In addition to the normal damage given on page 94, any creature within 5 meters is subjected to intensity 8 radiation. Anything directly hit is subjected to intensity 13 radiation.

Drone Weaver

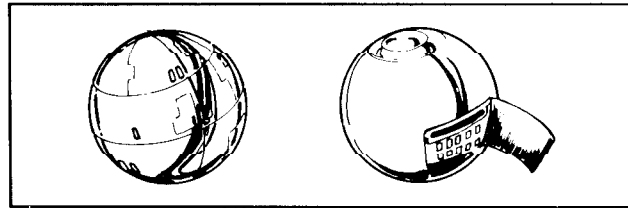
Tech Level: V

Duration: 3 hours

Weight: 1/2 kg

Complexity: 20

Avg. Cost: 5000 domars



This small metal sphere, 10 centimeters in diameter, has a small control panel under a flush hatch. There is a 12-button keyboard and LED readout underneath the hatch. The user specifies a trigger condition of elapsed time or motion detected (by size). He then specifies a traveling distance (0 to 500 meters) and direction. The drone weaver can lie dormant for decades without reducing its effectiveness. Once triggered, the sphere rises 1 meter off the ground and floats away at a speed of 5 meters per round. When it has traveled its specified distance, it begins to wander randomly and broadcast subsonic sound waves. These cause all creatures within range to make a tough (10) MS check. Those that fail must flee until they can no longer hear the noise. The subsonics can be heard up to 100 meters away.

Duralloy Shield

Tech Level: VI

Duration: N/A

Weight: 4 kg

Complexity: 0

Avg. Cost: 1200 domars

This is merely a flat chunk of duralloy made into a shield. The ancients did not make such things, but many of their duralloy items that served other purposes have been converted into shields. Any energy attack against the wielder has a 50% chance of being harmlessly deflected. The deflected beam is dispersed and cannot be aimed at any other target.

Energy Mace

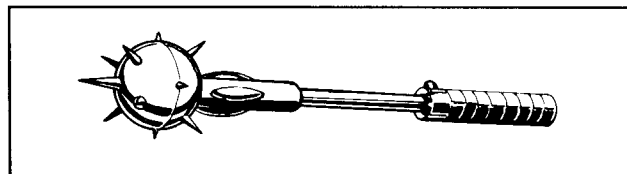
Tech Level: V

Duration: 4 successful hits

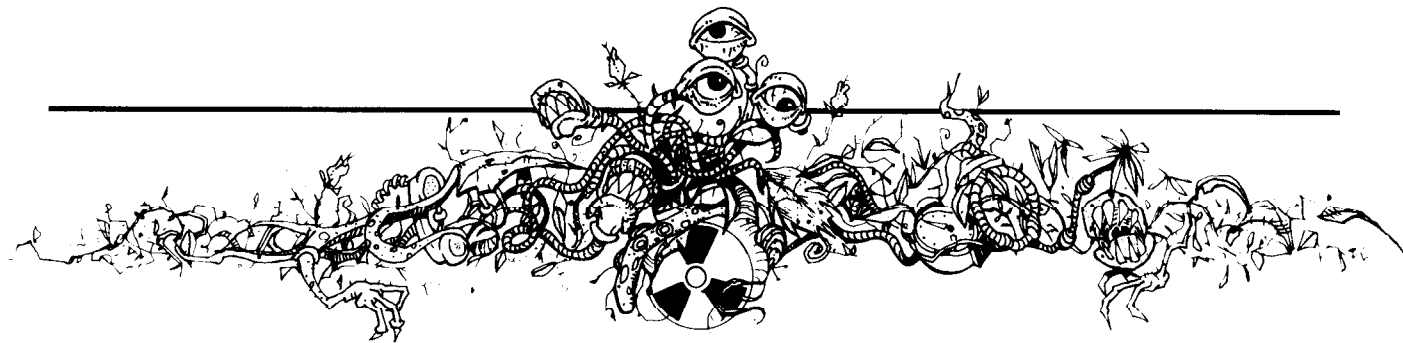
Weight: 1 kg

Complexity: 10

Avg. Cost: 1800 domars



This simple wand is a shatterproof plastic shaft half a meter in length. A rubber grip adorns one end, while a metal sphere covered with spikes caps the other end.



The sphere, including spikes, is 15 centimeters (6") across and electrified. At the base, below the rubber grip, is a catch where the battery fits, much like a flashlight. The blow of the mace itself does 1d6 points of damage and has a +5 THAC bonus, while the electricity it gives off does an additional 4d10 points of damage.

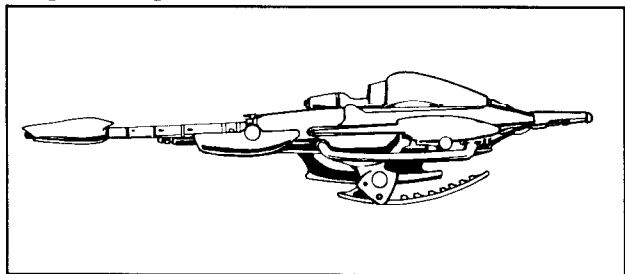
Fireman's Suit

Tech Level: IV **Complexity:** 5 (17)
Duration: N/A **Avg. Cost:** 750 domars
Weight: 9 kg

The combat value of this armor is minimal (+2 AC), however, it is highly resistant to fire and heat. The first 5 points of damage from heat (not direct flame) can be ignored each round, and direct fire damage is half normal. The suit can optionally include a set of air tanks and a mask, which are good for 30 minutes of air. This forces the complexity of the whole suit up to a 17.

Fission Cannon

Tech Level: VI **Complexity:** 25
Duration: Unlimited **Avg. Cost:** Priceless
Weight: 75 kg



This mounted weapon is designed to penetrate armor. It fires a beam of charged particles and radiation generated by an internal fission reaction. The charged particles will do 3d8 of normal damage as listed on the chart. The radiation will penetrate most armor as an intensity 30 radiation hazard. Each point of armor or hit point of intervening material reduces the hazard by one point. If firing blind (into a tank or building, for example), the gun provides no THAC bonus. In such a case, the 3d8 damage is applied to the wall or tank and not to those inside it.

The fission reaction powering the gun has a practically infinite lifespan. It draws the particles for acceleration from an air vent, and therefore needs no ammunition.

Flame Thrower

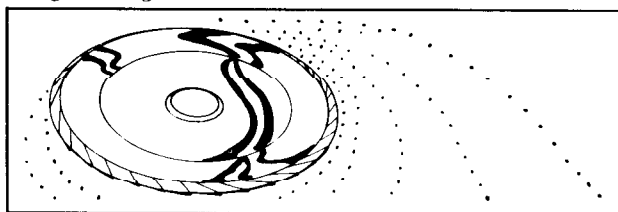
Tech Level: IV **Complexity:** 15
Duration: N/A **Avg. Cost:** 600 domars
Weight: 10 kg

Looking very much like an ordinary, short-barreled rifle, the flame thrower has a hose that connects it to a backpack-mounted canister. It cannot fire beyond short range (10 meters), but hits everything within a cone 2 meters wide at the end. A THAC roll is not necessary with this area effect weapon; however, the targets may attempt to dive for cover (see Diving for Cover on page 57). This is a DX check with a challenging difficulty (5) to reduce the damage to half.

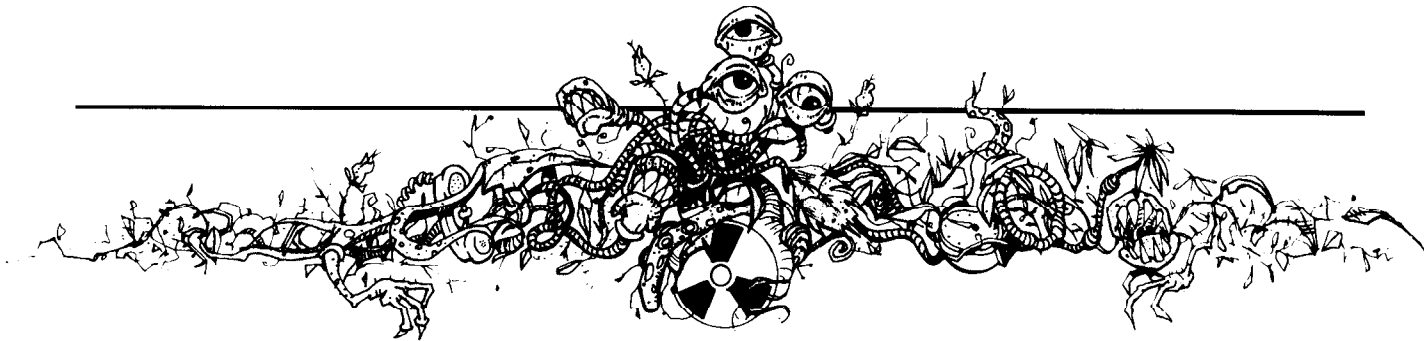
The flaming gel it shoots is sticky and adheres to the victim, causing 1d6 points of damage (1d3 if a successful dive for cover was made) on each subsequent round until the flame is put out. If the tank is ever subjected to extreme heat, there is a 10% cumulative chance each round (20% second round, 30% third round, etc.) of it exploding. The explosion does 3d10 damage to everyone within 10 meters, covering them with the flaming gel, which then does 1d6 on each subsequent round until the flame is put out.

Flying Blades

Tech Level: V **Complexity:** 9
Duration: 10/5 rounds **Avg. Cost:** 750 domars
Weight: 2 kg



This strange weapon is designed to distract and injure opponents while causing minimal harm to their equipment. It looks like a thick, circular saw blade. It has a single recessed switch in the center of one side that activates it. The reverse side has a covered socket for a power cell. Thrown like a frisbee toward the target, the flying blade begins spinning at a high speed and flies on at 20 meters per round, searching for living heat sources. It is able to distinguish the intense heat of an engine from the lower level heat of a living creature. It moves straight ahead for 10 rounds searching for targets. If it doesn't find one, it falls to the ground, drained of energy. The initial THAC roll is only used to



determine if it is thrown in the general direction desired by the character.

Once it has locked onto a target, it splits into three separate blades, each attacking with THAC +6, doing 1d8 points of damage with each pass. Each blade can make one pass per round. After five rounds of fighting, the blades fall to the ground. Only chemical or solar power cells can be used in this device.

Force Field Generator

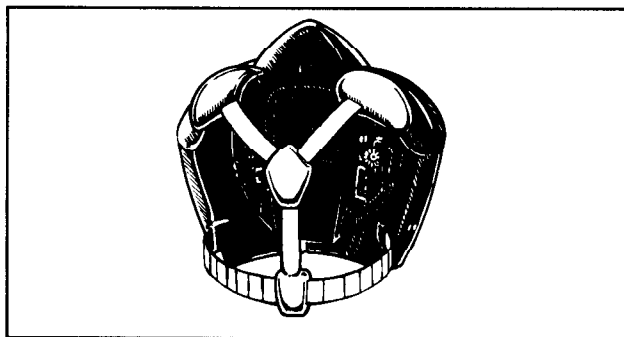
Tech Level: V or VI

Complexity: 14 or 13

Duration: 12 rounds

Avg. Cost: 1500 domars

Weight: 10 kg



This generator is worn in a backpack-style harness. When activated, it produces a spherical field with a 1 meter radius. The generator can be adjusted to produce a field with a 2 meter radius. The Tech V version absorbs up to 25 points of damage, while the Tech VI version (complexity 13) absorbs 40 points and is worth 3000 domars. The field can restore itself by 1 point each round. If it ever reaches zero, the field has been breached, and the generator shuts down. It takes 10 minutes to reset the generator and turn it back on.

Gatling Gun

Tech Level: IV

Complexity: 16

Duration: N/A

Avg. Cost: 3200 domars

Weight: 70 kg

This is a rapid-fire gun which looks like a large rifle with half a dozen barrels and was used during the American Civil War and in the Wild West. It must be mounted into a position and cannot be hand held. It is normally fired with a hand crank, firing no less than 6 shells per round. It must expend at least one shell per available target. The Gatling gun can cover a conical field of fire about 5° wide. This means that the width of its field is roughly 10% of the length. Therefore, the

short range distance of 100 meters is 10 meters wide at the end. Under normal conditions, the weapon is tested by firing at least five shots (5 shells) to determine range and distance. Then it is locked in place.

The character can attempt to fire the gun without this testing. He must spend a round moving the gun into the new position, but does not get the aimed shot bonus. He picks a primary target and uses its AC for the attack, with no THAC bonus for the gun, but including range penalties. He cannot aim at an adjacent object in order to have a better chance of placing an opponent in his field of fire. If successful, he can exactly place the cone, including or excluding any figure as he chooses. If the attack roll fails, the GM rolls to see whether the field of fire is just left or just right of the intended primary target (equal chance). If the target is aerial, the GM may want to roll 1d4 to determine the placement of the miss: up, down, left, right.

The skill of the gunner is almost useless for determining individual hits. The gun is considered to have its own THAC of +4 and does not use the character's THAC. Range penalties are applied normally. All targets in the field of fire must be attacked. If two people are manning the gun, it can fire continuously. Otherwise, every 50 shots the gunner must spend two rounds loading the hopper.

Gravity Gun

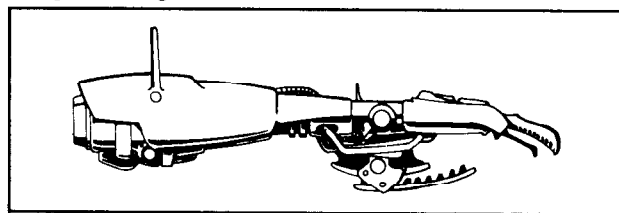
Tech Level: VI

Complexity: 18

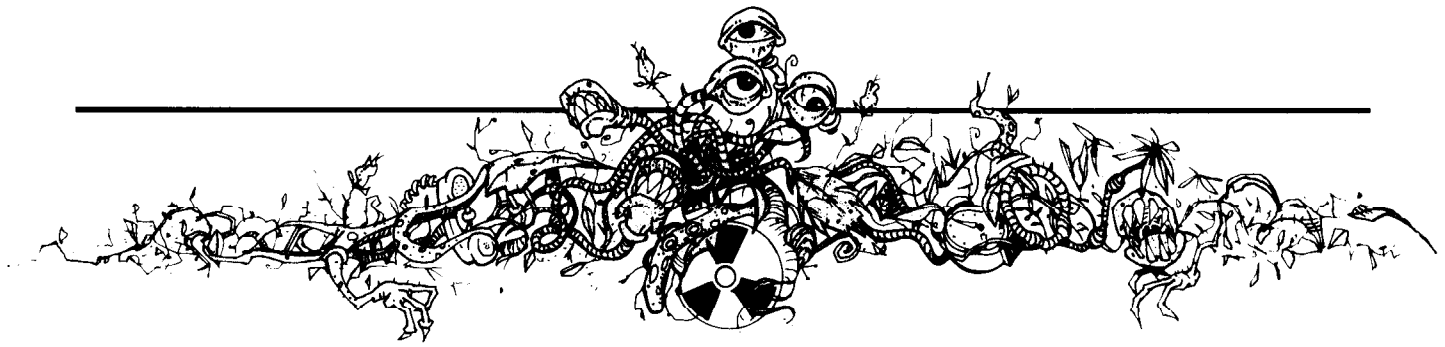
Duration: 3 shots

Avg. Cost: 3500 domars

Weight: 16 kg



This odd device looks vaguely like a rifle. It's longer than it is wide, has a mounting plate, and a push-button trigger in the same place as an ordinary gun. However, sighting down the barrel is not possible, because the view is completely obscured by a viewscreen. A 14-key miniature console is molded to the gun between the screen and the stock. The end of the barrel is solid metal, with no cavity for a projectile. The weight of the gun makes it unsuitable for hand held use by any creature with a PS less than 20. Weaker characters



must brace the gun on a solid object to fire it.

When fired, it sends a pulse of gravitic energy with a neutrino sheath. At the specified range, the sheath is dropped and the target is bathed in gravity waves. This causes an immediate fivefold increase in the local gravity, making everything within 3 meters of the target weigh five times its normal amount. The target takes $1d6 + 1$ points of crushing damage for $1d6 + 4$ rounds. Vehicles are slowed to 20% of their normal speed, and flying craft begin an immediate uncontrolled dive. The automated version of this weapon was designed to neutralize missiles that used inertial guidance systems.

Settings for the radar locator (integral to the gun and used to determine range and detect targets) and the gravitic pulse are entered at the console. The radar locator can be made transparent to allow for "down the barrel" sightings. Any shapes identified by the locator are outlines on the glass. The locator can be set for minimum and maximum distances, as well as target mass sizes. The default setting is for objects massing 25 kilograms (60 lbs.) and above.

Grenade

See the section on Grenades, Missiles, Micromissiles and Smart Darts.

Grenade Launcher

Tech Level: IV **Complexity:** 10
Duration: N/A **Avg. Cost:** 4500 domars
Weight: 4 kg

This device can only be used to fire rocket grenades. The launcher looks rather like a shotgun, except that the barrel is large enough to hold the rocket grenade. The launcher is more accurate than throwing a grenade and has better range.

Hazmat Suit

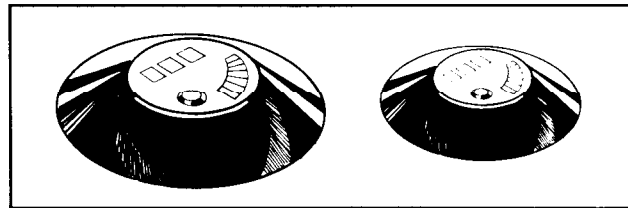
Tech Level: IV/V/VI **Complexity:** 7
Duration: N/A **Avg. Cost:** 1000 domars
Weight: 12 kg

Short for hazardous materials suit, this suit is designed for handling toxic chemicals. This silver foil suit covers the whole body and is airtight. It has air tanks that contain a two-hour supply of air. Rather than utilizing a gas mask, the entire head is enclosed and a large faceplate allows the wearer to see. The combat value of this suit is minimal (+2 AC); however, it provides extra protection from chemicals, acids and gasses. The Tech IV version gives a +10 bonus, the Tech V ver-

sion a +20 bonus, and the Tech VI version a +30 bonus—near immunity. There is some danger when removing the suit. The wearer must make a single Health check using half the suit's normal bonus, which is compared to all the toxins exposed to the suit. If the suit is cleansed first (industrial detergents and water), then it is safe to remove and no check is required.

Lamprey Disk

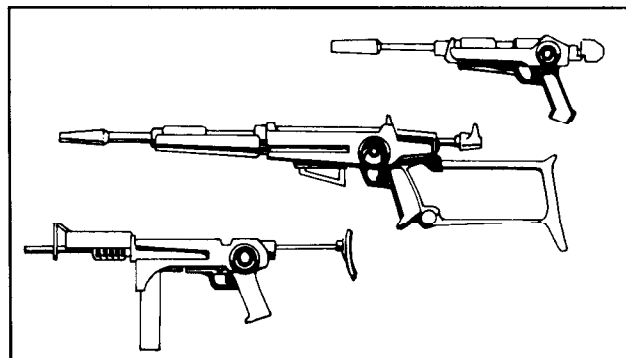
Tech Level: V **Complexity:** 12
Duration: N/A **Avg. Cost:** 7500 domars
Weight: 1 kg

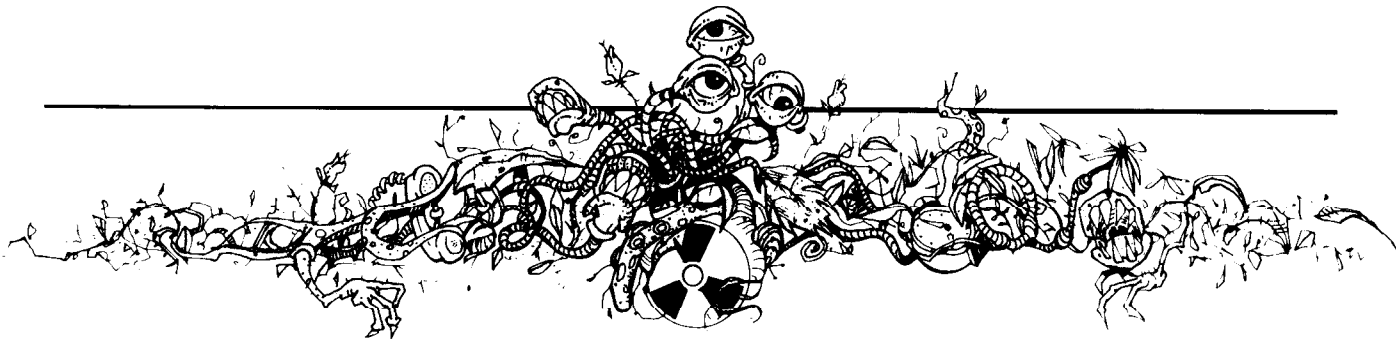


This is a metal disk about the size of a normal human hand. One side is strongly magnetized and will adhere to any steel surface with a PS of 8. A switch on the same surface turns the disk on or off. The switch is not accessible when the disk is stuck on a surface. When turned on, the disk absorbs magnetic and electrical fields within 1 meter. It can drain a chemical power cell in one round, a hydrogen cell in 10 rounds, and an atomic power cell in 20 minutes. Any powered equipment affected by the disk, including robots, operates at half power. Weapons do half damage, robots and vehicles move at half speed, robots get half as many attacks per round, etc.

Laser Guns

Tech Level: V or VI **Complexity:** 10-12
Duration: Varies **Avg. Cost:** Varies
Weight: Varies





There are as many types of laser weapons as there are gunpowder weapons. Tech Level V and VI societies used these weapons commonly in combat. They are greatly feared because they are silent and invisible. Contrary to popular lore, the beam of a laser weapon can only be seen through smoke or other suspended particles. IR lasers fire infrared beams, while UV lasers fire ultraviolet beams. VL lasers fire a visible light beam, and were only common in hand-held form in the early years of laser weapons. They made a resurgence as powered armor weapons when force fields became common. Visible light is one of the few things that will penetrate a force field. A pistol form of the VL laser was never developed.

The great advantage to the laser weapon is the ease of aiming it. There are no corrections to be made for gravity or wind. If the sights are aimed at the target, the beam will hit, which explains the THAC bonus.

Machine Gun

Tech Level: IV
Duration: N/A
Weight: 10 kg

Complexity: 15
Avg. Cost: 7500 domars

This is a heavier version of the assault rifle described on page 97. It must be mounted into a position and cannot be hand held by anyone with a PS of less than 22. It is normally fired in short bursts. Two bursts per round are allowed, each expending no less than 10 shells. The machine gun must expend at least one shell per available target.

The machine gun can cover a conical field of fire about 5° wide. This means that the width of its field is roughly 10% of the length. Therefore, the short range distance of 100 meters is 10 meters wide, and aiming at targets 25 meters away, the width of the cone is 2.5 meters.

Under normal conditions, the weapon is tested by firing at least three shots (three bursts) to determine range and distance. Then it is locked in place, allowing only its 5° traverse.

The character can attempt to fire the gun without this testing. He picks a primary target and uses its AC. He cannot aim at an adjacent object in order to have a better chance of placing an opponent in his field of fire. If successful, he can exactly place the cone, including or excluding any figure as he chooses. If the attack roll fails, the Game Master rolls to see whether the field

of fire is just left or just right of the intended primary target (equal chance). If the target is aerial, the Game Master may want to roll 1d4 to determine the placement of the miss: up, down, left or right.

The skill of the gunner is almost useless for determining individual hits. The gun is considered to have its own THAC of +8 and does not use the character's THAC. Range penalties are applied normally. All targets in the field of fire must be attacked.

Like the assault rifle, the machine gun can be fired full auto, which completely empties the belt. However, this heats the barrel to the point where it will take 20 minutes to cool down. If used in that time, the gun is permanently ruined. However, a full auto burst empties the belt and does triple damage with a THAC of +12. There must be at least 30 shells expended for a burst to count as full auto.

Machine Pistol

Tech Level: IV
Duration: N/A
Weight: 3 kg

Complexity: 13
Avg. Cost: 3900 domars

The machine pistol is very similar to the assault rifle. The machine pistol has no single-shot mode. It can fire three-shell bursts or full auto. THAC is +2 for three-shell burst and +4 for full auto fire. The machine pistol is otherwise treated almost exactly like an assault rifle.

Maser Pistol or Rifle

Tech Level: VI
Duration: 8 shots
Weight: 1 or 3 kg

Complexity: 10
Avg. Cost: Priceless

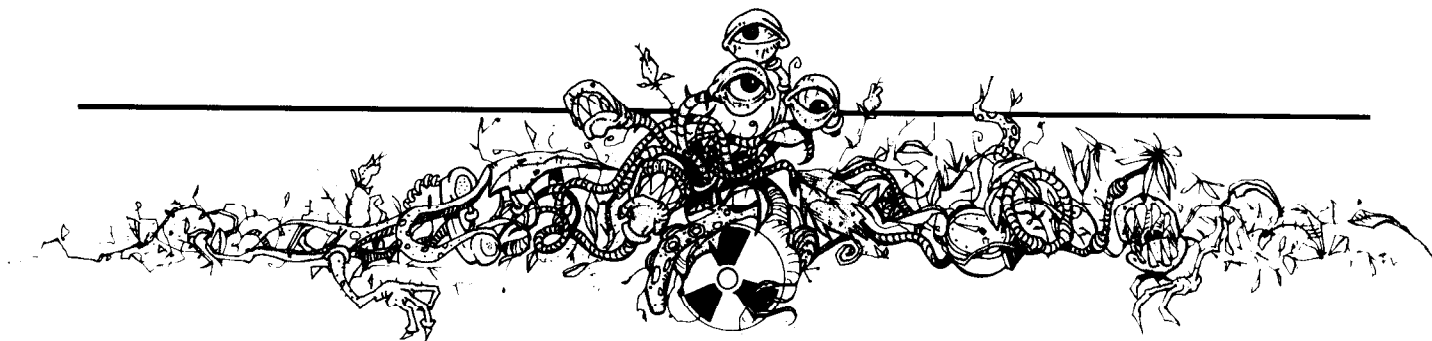
These weapons are simply microwave lasers. See the laser description above. Masers look the same as lasers.

Micromissile

See the section on Grenades, Missiles, Micromissiles and Smart Darts.

Missile

Missiles are the slightly larger and less sophisticated precursors of micromissiles. They are Tech Level IV weapons. See the section on Grenades, Missiles, Micromissiles and Smart Darts.



Needler

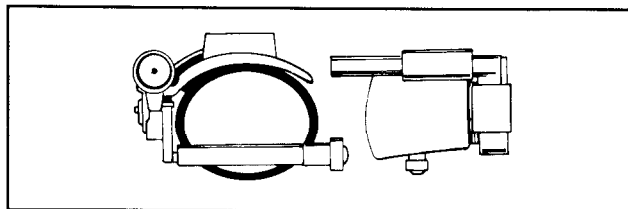
Tech Level: V

Duration: N/A

Weight: 1 kg

Complexity: 12

Avg. Cost: 900 domars



This small, pistol-like weapon fires a burst of needles, each loaded with a particular drug or poison. Most commonly, it is loaded with intensity 17 paralytic poison. It fires with a sound like a soft cough. Its range is lousy, and its penetration ability is even worse. It cannot penetrate any solid armor, like plate mail, regardless of the attack roll. Chain mail, hide or other softer materials (AC modifier +5 or less) can be penetrated. The damage from the needle is small, but the effects of the drug can be dramatic.

Neural Bite

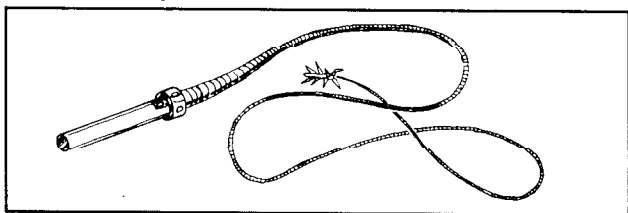
Tech Level: VI

Duration: N/A

Weight: 1/2 kg

Complexity: 10

Avg. Cost: 1200 domars



The neural bite looks much like an ordinary whip, but the last 20 centimeters (8") of this 3-meter-long lash bristle with small metal barbs. The barbs are unable to penetrate armor that provides an AC modifier of +5 or higher. If the barbs do penetrate, a nerve drug is injected into the opponent, dramatically altering his nervous system. This potent substance, intensity 18, acts like a paralytic poison, but results of paralyzed or worse means loss of free will (this drug cannot kill). The result is a mindless slave, who follows any orders he or she is given. The drug is injected into the neural bite with a syringe through a small rubber aperture, ringed in red, near the hilt. The weapon can hold up to eight doses at once.

Paralysis Rod

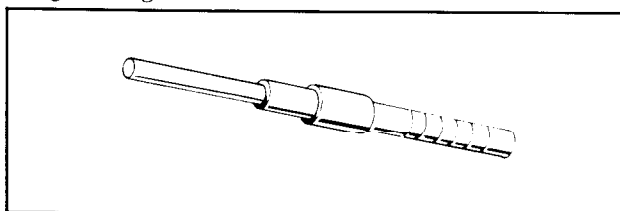
Tech Level: VI

Duration: 8 hits

Weight: 1 kg

Complexity: 10

Avg. Cost: 1500 domars



This 1-meter-long metal rod has a plastic grip 25 centimeters (10") long. Part of the grip folds out to reveal a battery socket. The plastic grip has a recessed switch to turn it on. Any contact with the metal surface of the rod causes an energy surge which attempts to shut down the victim's voluntary nervous system, in effect paralyzing him. If the normal attack roll succeeds, roll again as an attack against the victim's Health. Treat the rod's attack as an intensity 12 paralytic poison attack.

Plasma Gun

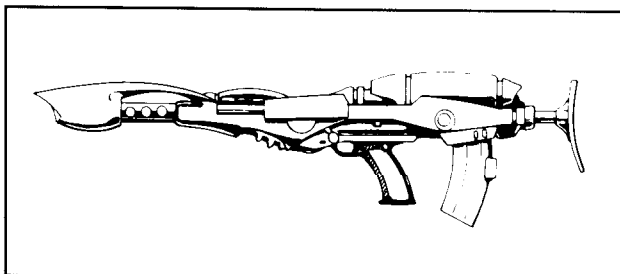
Tech Level: VI

Duration: 8 shots

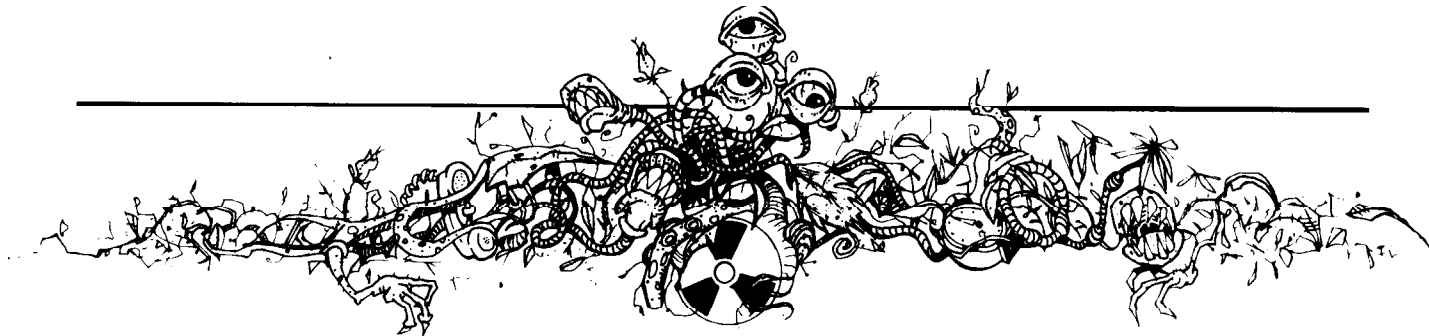
Weight: 6 kg

Complexity: 19

Avg. Cost: Priceless

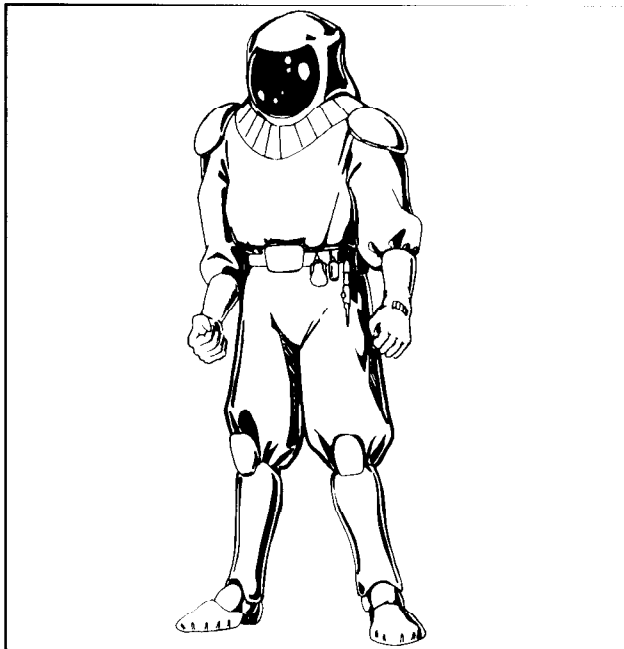


This is a hand-held derivative of the fission cannon. It fires a stream of superheated matter called plasma, which is generated by a fission reaction in the gun. The fission reaction has a practically infinite lifespan, allowing unlimited shots. Matter of any type—dirt, rocks, plants, whatever—is loaded into a small chamber. The material is converted to plasma and fired. The chamber only holds enough matter for 8 shots. It takes a round to reload the hopper and reseal the chamber. The weapon is heavy enough that the THAC bonus is only applied if the weapon is braced.



Radiation Suit

Tech Level: IV/V/VI Complexity: 8
 Duration: N/A
 Avg. Cost: 1500/2000/2500 domars
 Weight: 5 kg



This suit is mostly ineffectual in combat (+2 AC bonus), but does provide a bonus for radiation checks. As with the hazmat suit, if it is not cleansed before it is removed, the wearer must make a second check with only half the suit's bonus against the strongest radiation intensity the suit was exposed to. The Tech IV version of this suit provides a +10 bonus to radiation, the Tech V version gives a +20 bonus, and the Tech VI gives a +30 bonus, which is near immunity.

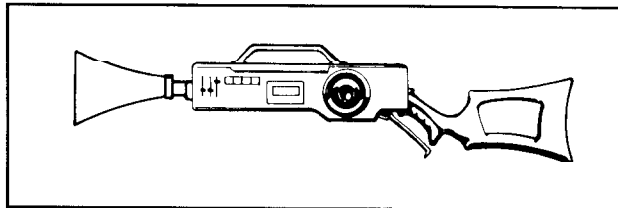
Riot Shield

Tech Level: IV Complexity: 0
 Duration: N/A Avg. Cost: 300 domars
 Weight: 2 kg

This clear plastic shield is impact- and shatter-resistant. It is a large shield, covering a normal human from knees to neck.

Screamer

Tech Level: V Complexity: 13
 Duration: 5 shots Avg. Cost: 4500 domars
 Weight: 9 kg



This weapon looks like a futuristic blunderbuss, with its bell-shaped muzzle. It emits a beam of focused sound that literally shakes apart the target. It can hit everything in a cone-shaped area 10 meters long by 5 meters at the end (roughly 30°). Victims are allowed to dive for cover (see Diving for Cover on page 57). Damage tapers off 1d10 for each range area: 3d10 at medium range, 2d10 at long range, 1d10 at extreme range. Point blank range actually adds an extra 1d10 of damage.

Shotgun

Tech Level: IV Complexity: 8
 Duration: N/A Avg. Cost: 1600 domars
 Weight: 2 kg

Although there are many types of shotguns, this description most accurately fits a pump shotgun. The buckshot shell used in these weapons shoots a spray of small pellets in a conical area. The end of this 5° cone is 10 meters across at its extreme range. All figures in it are attacked with separate attack rolls, and the range penalties are ignored. Instead, the buckshot does 1d6 of damage at extreme range, 2d6 at long range, 3d6 at medium range, 4d6 at short and 5d6 at point blank range. Targets are still allowed to dive for cover to reduce the damage.

A solid pellet can be fired from the shotgun as well. This type of shot is treated like a normal gunshot, doing the same 4d6 damage at any range, but applying normal range THAC penalties. A solid pellet can only hit a single target.

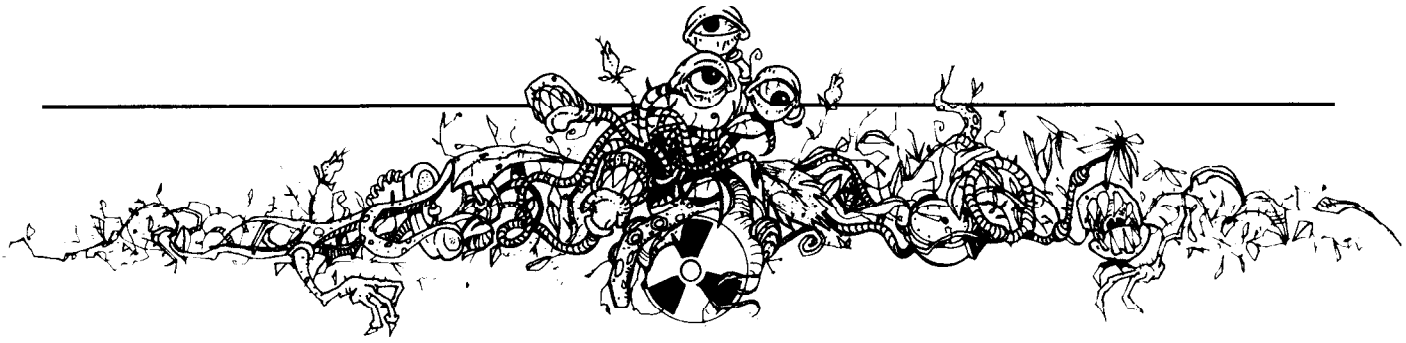
Smart Dart

See the section on Grenades, Missiles, Micromissiles and Smart Darts.

Sniper Rifle

Tech Level: IV Complexity: 12
 Duration: N/A Avg. Cost: 2700 domars
 Weight: 5 kg

The sniper rifle is merely a finely made bolt-action rifle with a scope attached. The precision of its con-



struction makes it more accurate (THAC bonus and longer range) than a normal rifle when it is used to fire an aimed shot. When it is fired normally, treat it as a bolt-action rifle with a scope.

Sports Gear

Tech Level: IV

Complexity: 10

Duration: N/A

Avg. Cost: 500 domars

Weight: 7 kg

The sports of the ancients were sometimes quite violent. The protective gear worn by the players was frequently as good as leather or even chain mail. Although such equipment varies greatly, typical gear would provide a +4 AC bonus if worn properly and would weigh only a fraction of what leather or chain mail weighs. It is possible to find sports gear that provides less protection and some that provides more, although never above a +6 AC bonus. The bonus for sports gear does not add to any other armor. The character only gets the AC bonus from whichever armor has the highest bonus. Better sports gear (+5 or +6 AC bonus) is obviously more expensive than 500 domars.

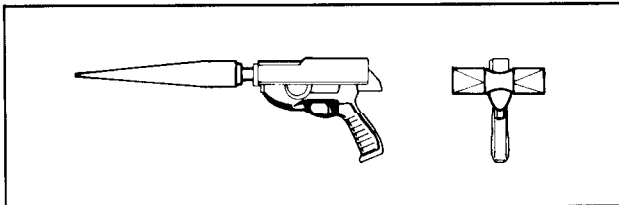
Stun Ray Pistol or Rifle

Tech Level: V

Complexity: 14

Duration: 6/9 shots Avg. Cost: 3200/5500 domars

Weight: 3 or 5 kg



This weapon delivers a magnetic pulse that overloads the victim's central nervous system. A hit literally stuns and paralyzes the target for 10 rounds minus his CN modifier. It has a devastating effect on machinery. An unshielded device will take 3d10 points of damage from a hit with a stun ray gun. Most robots and many other devices are shielded and grounded against magnetic attacks of this sort.

Tangler

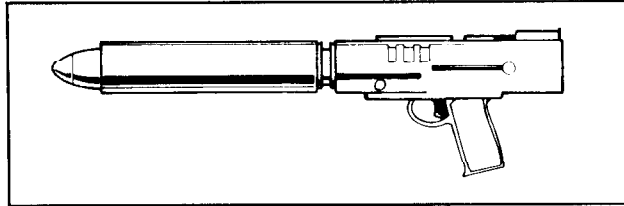
Tech Level: V

Complexity: 15

Duration: N/A

Avg. Cost: 2000 domars

Weight: 4 kg



The tangler is a large-muzzled pistol that fires strands of adhesive nylon. An oscillator in the barrel makes the strands cover a conical area about 15° wide up to 20 meters away. The end of the cone is 4 meters wide. The gun suffers no range penalties.

The damage the gun does is actually the PS of the strands for that individual. If the PS of the strands exceeds the PS of the target, then he cannot move. Every target in the area of effect gets to make a DX check, easy (0), to avoid some of the effects. This assumes that the target is attempting to dive out of the area or take cover. If the target dives for cover successfully, the strands are at half strength on him. Partially tangled targets are slowed to half their normal movement rate and perform all attacks with a -3 THAC and -3 on damage from physical blows.

Taser

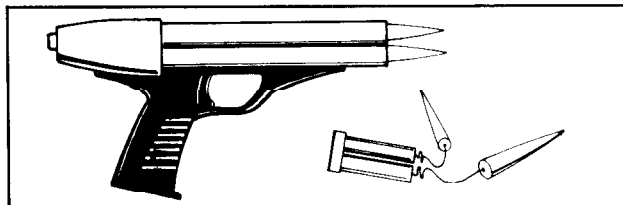
Tech Level: IV

Complexity: 17

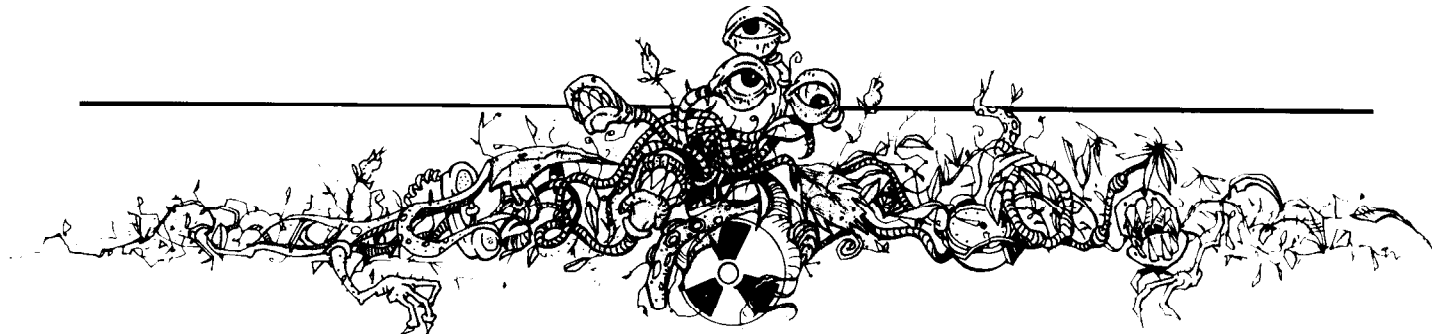
Duration: 7 shots

Avg. Cost: 1200 domars

Weight: 2 kg

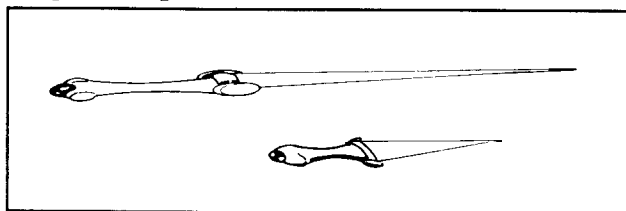


This single-shot pistol fires a pair of needles that trail wires. The power cell lasts for 7 firings, but the gun only holds a single shot of needles and wires at a time. It takes a full round to reload the taser. Upon impact, an electrical charge is delivered to the target through the wires. Besides the normal damage, the target is stunned for 1d6 rounds (it is incapable of attacking, defending, moving or using mutations) and is knocked back 1d4 - 1 meters. The knockback is reduced 1 meter for each size category that the target is larger than man-sized and increased 1 meter for every size category that the target is smaller than man-sized.



Vibroblade and Vibrodagger

Tech Level: VI Complexity: 11
 Duration: 5 Avg. Cost: 4000/7000 domars
 Weight: 1/2 kg



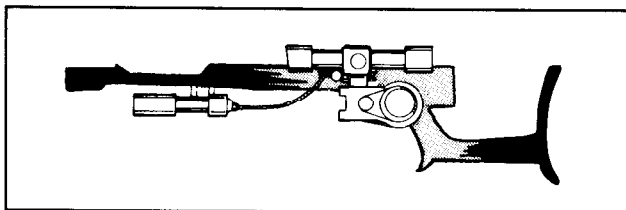
A vibroblade is found as a simple plastic tube 30 centimeters (12") long. The simultaneous pressing of a pair of recessed buttons springs the 1-meter-long blade from one end. The dagger version has a 25 centimeters (10") blade. This blade is a glowing blue force field shaped into a mathematically perfect edge and point. The base of the hilt holds the power cell. Blades are +10 THAC and do 8d6 points of damage. Daggers are +6 and do 3d6 points of damage.

Sights & Scopes

Sights and scopes improve a character's chance to hit a target with an aimed missile weapon (usually guns). They can be added to any gun. The sniper rifle is assumed to have a scope on it already. Scopes and sights must be calibrated before they are of any use. This means firing at least 10 test shots and adjusting the setting of the sight or scope between each shot.

Computer Sight

Tech Level: VI Complexity: 19
 Duration: 100 sightings Avg. Cost: 3000 domars
 Weight: 1/2 kg



A computer sight is a complicated mechanism that includes a laser sight, telescopic sight and a calculational unit. The gunner sights through the scope, placing the laser sighting beam on the target, and then activates the computer. It measures the wind speed, angle of the gun, range to the target, and other factors and then begins to tilt the scope and laser beam. The gun-

ner shifts the gun at the same time, keeping the laser beam on the target. In effect, the computer has forced the gunner to re-aim his weapon to take into account wind, gravity and a host of other factors. The chances of the shot going astray are now very small. The computer cannot account for such things as a dirty barrel, microdefects in the shell, last second movements by the target, etc. The end result is a +10 THAC bonus and a doubling of the normal ranges.

IR Sight [Scope]

Tech Level: IV or V Complexity: 10
 Duration: 100 sightings
 Avg. Cost: 500/750/1000 domars
 Weight: 1/2 kg

This is the same thing as a telescopic sight, but it allows for night vision. Everything seen through an IR scope appears in shades of red. A laser sighting beam is seen as merely a bright spot. The scope has the normal range of magnifications ($\times 2$, $\times 5$ and $\times 10$).

Laser Sight

Tech Level: V or VI Complexity: 8
 Duration: 100 sightings Avg. Cost: 1500 domars
 Weight: 1/2 kg

A low-powered laser beam is mounted on the gun. When activated, the gunner can place its tiny red dot on the target. This gives him a +4 THAC bonus. The dot cannot be seen with the naked eye beyond 50 meters. However, a scope (see below) could increase distance by its magnification rating. Usually laser sights are found with a scope, but not always.

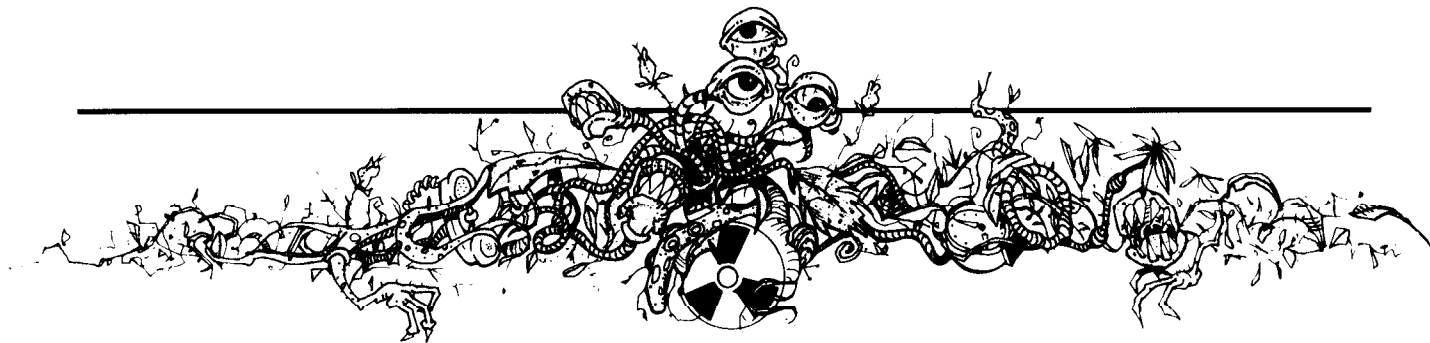
Telescopic Sight [Scope]

Tech Level: IV Complexity: 4
 Duration: N/A Avg. Cost: 200 domars
 Weight: 1/2 kg

This is just a simple telescope mounted on top of the gun. The cross hairs on the lens are calibrated to the gun. This increases the short range of the gun by its magnification rating. Scopes are available in $\times 2$, $\times 5$ and $\times 10$ magnifications. Anything beyond $\times 10$ becomes too sensitive to bumps and jostles to be useful. Guns with scopes more powerful than $\times 2$ must be braced to use the scope.

If a gun has a short range of 25 meters, with a $\times 5$ scope, its short range would be 125 meters (25×5). The other ranges would be affected in the same manner.





Warheads

There were thousands of different types of micro-missile warheads and grenades created before the cataclysm. The types discussed here only scratch the surface of these weapons. A representative model of each major type of warhead is described. For each model, it is possible to get variations that cause more damage, have larger or smaller blast radiuses, etc. There are two prices listed for each warhead: the grenade price, followed by the missile or smart dart price.

All characters in the blast radius suffer the damage or the consequences of the warhead. Each character rolls separately for damage or effects. Any character noticing the grenade before it goes off has a chance to dive for cover. See Diving for Cover on page 57. In short, a target who successfully dives for cover avoids the effects or takes half damage. Any creature half in the area of effect of a blast takes half damage.

Optional Rule: Since grenades tend to be more dangerous the closer a character is to them, it would be more accurate to take into account the distance from the center of the explosion. To do this, three zones are defined within the blast radius. The innermost zone is one-quarter of the blast radius, the middle zone is one-half of the blast radius, and the outer zone extends to the actual blast radius. Within those areas, the outer zone does 1 die less damage and provides a +2 bonus for diving for cover. The inner zone does 1 die of extra damage and forces a -2 penalty when diving for cover. If the effect of the grenade is measured with an intensity, add 5 for the inner zone and subtract 5 for the outer zone.

For example, a fragmentation grenade has a blast radius of 15 meters and does 3d6 points of damage. With the optional rule, the inner zone is 4 meters (rounded off) from where the grenade goes off. Any character in that area takes 4d6 points of damage and has a -2 penalty to his chances to dive for cover. The middle zone extends from 4 meters to 7.5 meters from the grenade and does the normal 3d6 points of damage. The outer zone is 7.5 meters to 15 meters from the grenade and all characters in it only suffer 2d6 points of damage and get a +2 bonus if diving for cover.

Optional Grenade Blast Zones

Zone	Radius	Damage Adjust.	Dive for Cover
Inner	1/4 radius	+1 die (+5 intensity)	+2
Middle	1/2 radius	Normal	0
Outer	Full radius	-1 die (-5 intensity)	-2

Chemex

Tech Level: IV

Complexity: 6

Avg. Cost: 600/1500 domars

These incendiary bombs shower the blast radius with a flaming chemical. The chemical sticks to its targets and cannot be put out with water. Targets coated with chemex take 1d6 points of damage each round until the fire is extinguished. Generally, it must be suffocated.

ECM

Tech Level: V

Complexity: 6

Avg. Cost: 1500/1400 domars

Short for electronic countermeasures, ECM warheads are specifically designed to nullify machinery. This warhead broadcasts a powerful magnetic field for 6 rounds. All unshielded machinery and electronic communications in the blast radius are disrupted until the warhead expires. This warhead makes a normal attack against the AC of every piece of machinery or robot within its radius of effect with a THAC of +10. If the attack is successful on a robot (all robots are assumed to have shielding, which an effect attack then circumvents), the robot is deprived of sensory input (blinded, no audio, radar obscured, etc.), moves at half its normal movement rate, and suffers a -4 penalty to its THAC. If the attack is successful on another machine, the machine ceases operating if unshielded for the duration of the warhead's effect. If the attack is successful on a shielded machine, the machine operates at half capacity.

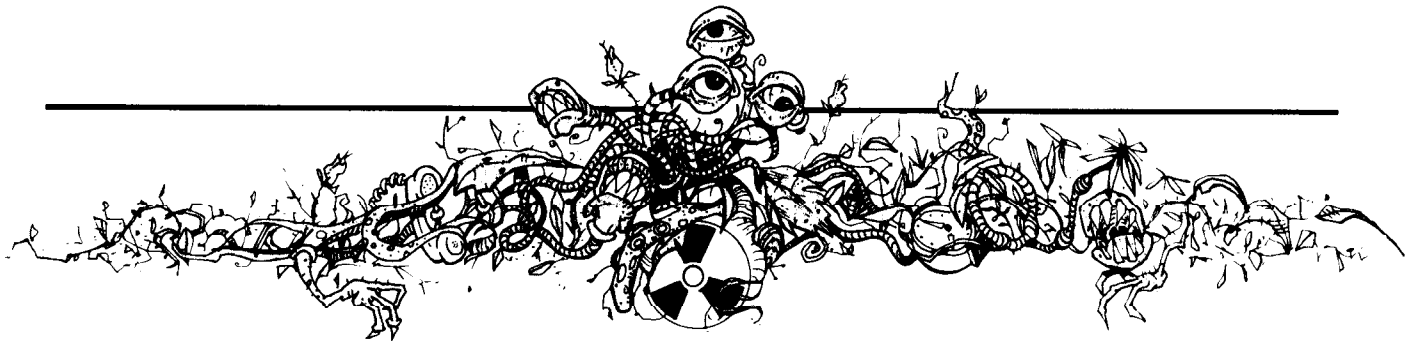
Fission

Tech Level: VI

Complexity: 6

Avg. Cost: 2500/5000 domars

This deadly device is a miniature nuclear explosion. It releases a barrage of charged particles and radiation within the blast radius. In addition to the explosion



damage, the targets suffer exposure to intensity 20 radiation.

Flare, Parachute

Tech Level: IV **Complexity:** 6

Avg. Cost: 400/500 domars

These warheads are only found as rocket grenades or missiles. At the peak of a parachute flare's trajectory, it opens a parachute and ignites a flare. It then gently floats down, taking 12 rounds to reach the ground. The flare illuminates an area on the ground equal to its blast radius. It is subject to drift from winds.

Fragmentation

Tech Level: IV **Complexity:** 6

Avg. Cost: 500/1200 domars

Built as an antipersonnel weapon, this warhead showers the blast radius with small metal fragments. It's rather like getting hit with high-velocity buckshot.

Gas

Tech Level: IV **Complexity:** 6

Avg. Cost: 750/2500 or 400/1000 domars

Virtually any type of gas will work in this warhead. The Game Master is encouraged to think up his own. The most common reagents are intensity 15 (20 for missiles and smart darts) poisonous gas and tear gas. Poisonous gas is usually the destructive type and more expensive (750/2500). Tear gas is a debilitating poison that causes such discomfort that on incapacitated results or worse, the target cannot attack or defend itself. His only thought is to get out of the gas. These effects last for 1d4 rounds even after he leaves the area of effect. Both types of gas obscure vision.

Gravity

Tech Level: VI **Complexity:** 6

Avg. Cost: 800/1200 domars

Like the gravity gun, this warhead causes a fivefold increase in local gravity, making everything within the blast radius weigh 5 times its normal amount. Victims take 1d6+1 points of crushing damage for 1d6+4 rounds. Vehicles are slowed to 20% of their normal speed, and flying craft begin an immediate uncontrolled dive. Gravity warheads can bring down unstable buildings. If you use the optional zone damage rule, gravity warheads do the same damage in all zones, although the dive for cover modifier still applies.

High Explosive

Tech Level: IV **Complexity:** 6

Avg. Cost: 1000/2500 domars

Just a plain old big bang results from this warhead. The concussion will do damage to everyone in the blast radius, and stun them (they are incapable of attacking, defending, moving or using mutations) for one round, unless they make a Health check against an intensity 20 attack. It also leaves a big hole where it goes off.

Photon

Tech Level: V **Complexity:** 6

Avg. Cost: 750/2000 domars

The warhead contains a one shot, high powered laser. Hundreds of microlenses and mirrors are used to split the single beam into hundreds of weaker, short-range beams. When detonated, all figures in the blast radius suffer burns from dozens of silent, invisible laser beams.

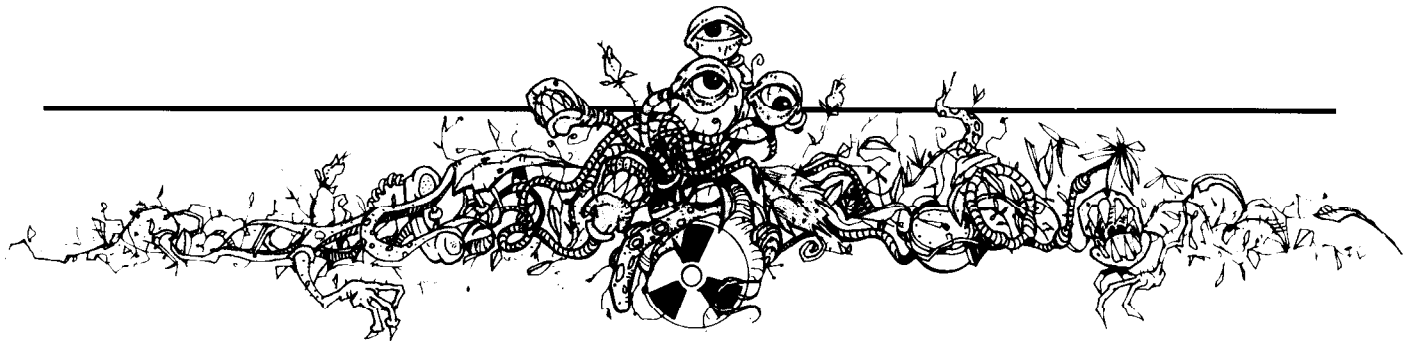
Smoke

Tech Level: IV **Complexity:** 6

Avg. Cost: 100/150 domars







While similar to a gas warhead, this one emits harmless smoke. The smoke can be of almost any color. It is used to mark locations or to obscure vision. The smoke will spread with the wind.

Stun

Tech Level: V **Complexity:** 6

Avg. Cost: 600/1500 domars

This warhead emits a neurosuppression field that paralyzes all targets within its blast radius for 5 rounds. It is an intensity 15 (20 for missiles and smart darts) attack upon the Health of each character.

Tangler

Tech Level: V **Complexity:** 6

Avg. Cost: 400/1000 domars

The damage the warhead does is actually the PS of the strands that attach to an individual. If the PS of the strands exceeds the PS of the target, then he cannot move. Every target in the area of effect gets to make a DX check, easy (0), to avoid some of the effects. This assumes that the target is attempting to dive out of the area or take cover. If the target dives for cover successfully, the strands are at half strength on him. Such partially tangled targets are slowed to half their normal movement rate and perform all attacks with a -3 THAC and -3 on damage from physical blows.

Torc

Tech Level: VI **Complexity:** 6

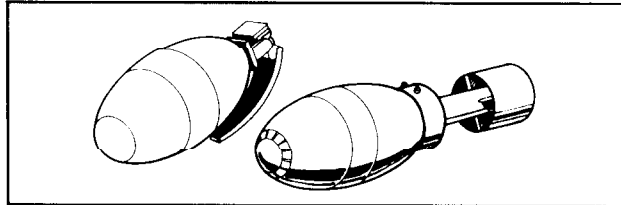
Avg. Cost: 3000/6000 domars

Based upon the same principles as the blaster, the torc warhead weakens the nuclear binding force of atoms within its field. However, the field is not uniform or stable, having a strange "torc" pattern to it (hence its name). Some objects are ripped apart in a blast and others are barely affected. Inanimate objects that are affected tend to become brittle and crumble into dust. Living creatures tend to suffer from internal injuries. The area of effect of a torc grenade incorporates a 1-meter-radius (2-meter-diameter safe zone at its center. Objects and people in the safe zone take no damage from the blast, rather the damage of the grenade occurs in a sort of ring around the center of detonation of the warhead.

Rocket Grenade Kit

Tech Level: IV **Complexity:** 10

Avg. Cost: 500 domars



This kit allows a normal grenade to be converted into a rocket grenade. Not all grenades can be used with this kit. It is left up to the Game Master to decide whether or not a particular grenade can be converted. The kit consists of a propellant unit, which is a small, finned rocket, and a replacement trigger. The kit weighs half a kilogram, but does not add significantly to the weight of the grenade.

Guidance Systems

Missiles can have one of four different guidance systems: ordnance, seeking, wire or laser guided. There are also five different guidance systems used for micromissiles: ordnance, seeking, wire, laser, and AI guided (ordnance is used when the normal system is defunct). Two different guidance systems are possible for smart darts: seeking and AI guided. The complexity of the micromissile or smart dart is exactly the same as the complexity of its guidance system.

Ordnance Guidance

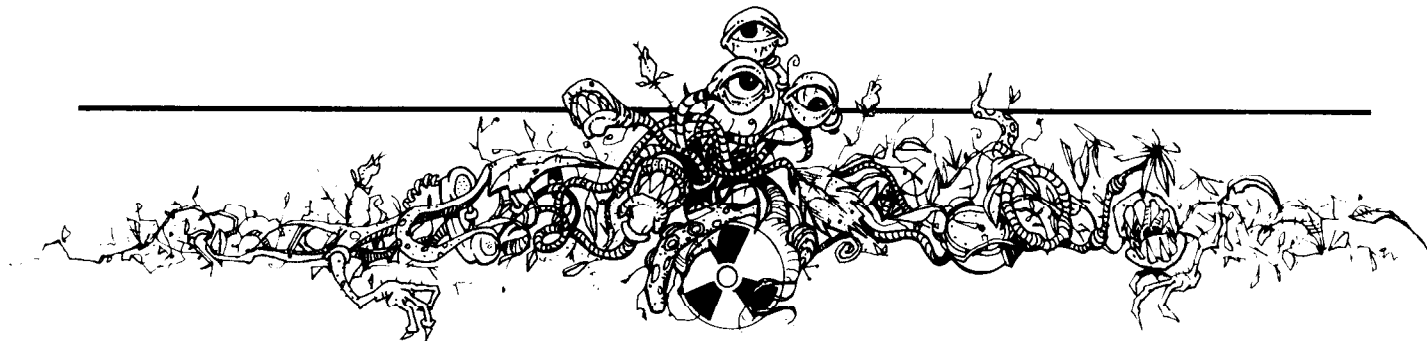
Complexity: 8 **Avg. Cost:** Free

Ordnance guidance is simply point and shoot. The missile goes wherever the user points it. A micromissile with a defunct guidance system always uses ordnance. Aiming a micromissile by hand is very difficult and has a -3 THAC penalty.

Seeking Guidance

Complexity: 10 **Avg. Cost:** 750 domars (base)

The missile or smart dart detects a particular type of emission and always heads towards the most intense source. Missiles, micromissiles and smart darts can be heat seeking, magnetic seeking, metal seeking, radar seeking or sonic seeking. The launcher for such missiles/micromissiles is very simple. Once the missile is properly loaded, the user releases the safety, arms the missile, aims, and pushes the firing button. The missile or smart dart has its own THAC and does not use the operator's THAC. Instead, the operator's Use Artifacts is employed. Because the missile or smart dart is a



seeking weapon, there is usually a +3 to +10 modifier, depending upon the quality of the guidance system. The cost of the system is increased by 250 domars for every plus of THAC bonus.

Wire Guidance

Complexity: 15

Avg. Cost: 1000 domars

This is a system that has a wire actually trailing behind the missile/micromissile. The controller continues to aim the launcher at the target. The missile adjusts for movement in the launcher to correct its flight pattern. Once again, the operator's Use Artifacts score is employed, rather than his THAC. The guidance system nullifies all range penalties but provides no other combat bonuses.

Laser Guidance

Complexity: 12

Avg. Cost: 1500 domars

These missile/micromissiles have a small IR laser beam mounted in the base of the launcher. The operator looks through a special telescopic sight that allows

him to see the otherwise invisible beam of light. The missile homes in on the laser beam. The operator's Use Artifacts value is employed rather than his THAC. The operator gets a bonus of +4 to his Use Artifacts score.

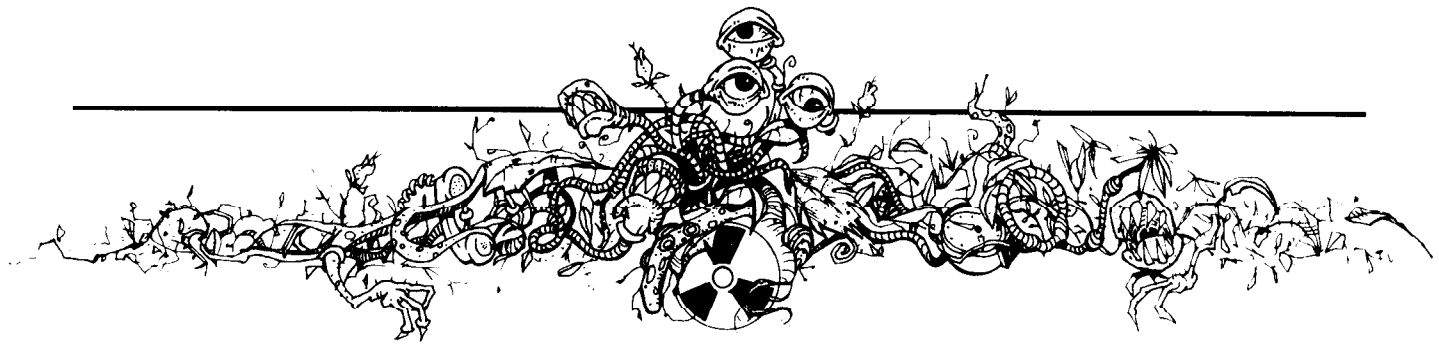
AI Guidance

Complexity: 17

Avg. Cost: 3000 domars

These micromissiles and smart darts, also called fire and forget, have a mind of their own. The operator locks onto his target with a telescopic sight. Upon firing, the visual image and its IR and magnetic signatures are passed to the micromissile/smart dart. The missile/smart dart is then on its own and tracks down the target. The operator makes an initial roll with his Use Artifacts score. The guidance system grants him a +3 to +10 modifier and ignores all range modifiers (+2 to +5 for smart darts). Once locked on, the missile or smart dart will make an attack every round for five rounds. If it misses, it circles around and tries again. The cost of the guidance system is increased by 500 domars for every plus





Vehicles

vehicle.

Num. Seats: How many people the vehicle can hold

deed. Vehicles are not on the loot tables. The Game Master should make them a part of the adventure, not a random reward or encounter.

All types of vehicles come in tremendously greater varieties than the table below indicates. Cars alone come in thousands of models, each with its own unique attributes. Any of the values on the table below can vary, depending upon the model of the vehicle. For example, a sports car will have a higher maximum speed than a station wagon. But the station wagon certainly has a higher cargo capacity.

Game Masters are encouraged to make every vehicle the characters find unique. They should change any or all of the attributes of it. The values on the table below are guidelines for a typical example of that type of

number.

Max Speed: The first number is kilometers per hour, the second is meters per round. "Mount" means that the maximum speed is that of the animal pulling it.

Man. Class: This maneuvering class letter is a measure of the vehicle's dexterity.

Hit Points: Once the vehicle takes this many points of damage, it is no longer operational. Once it takes half of its hits, its speed is reduced to half and its maneuvering class is dropped by one.

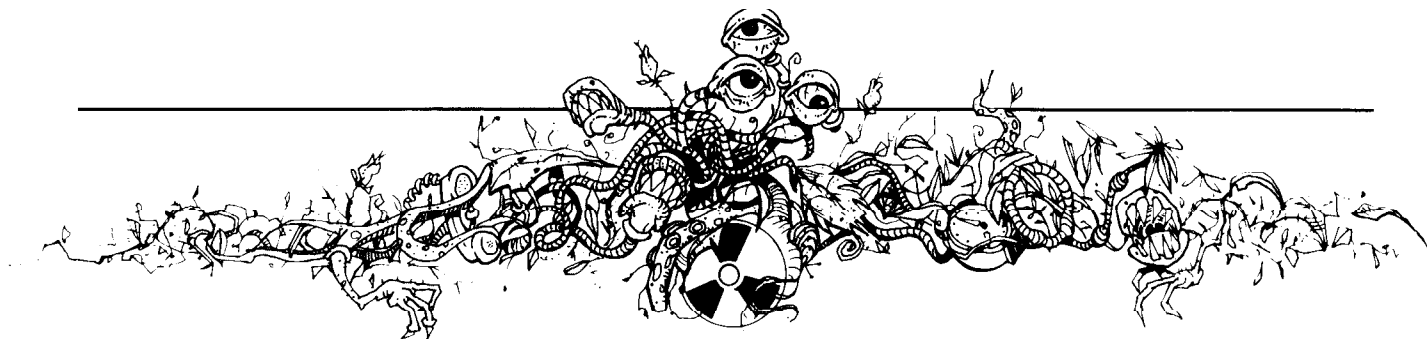
AC: This is the armor class of the vehicle and takes into account its size.

Avg. Cost: The typical price to buy this vehicle. A dash means the vehicle is considered priceless.

Tech Level, Complexity: Both are explained in detail

Vehicles								
	Num.	Cargo	Max	Man.	Hit		Avg.	Tech Level,
Ground Vehicles	Seats	in Kg	Speed	Class	Points	AC	Cost	Complexity
Bicycle	1-2	30	45/125	B	15	12	750	IV, 7
Bus	15-50	1500	100/280	D	75	16	—	IV+, 15
Car, atomic	2-6	300	150/420	C	50	15	—	VI, 11
Car, common	2-6	300	120/335	C	50	14	—	IV, 13
Car, primitive	2-4	200	60/150	C	40	13	8000	IV, 16
Carriage	4-8	500	Mount	D	60	16	500	III, 5
Motorcycle	1-2	50	120/335	B	30	15	10,000	IV, 15
Truck	2-4	6000	100/280	D	100	18	—	IV, 17
Wagon	3	2000	Mount	D	60	15	150	III, 4
Water Vehicles*								
Canoe	2-6	200	9/25	D	10	11	75	I, 2
Hovercraft	8-20	4000	100/280	B	75	14	—	IV, 17
Motorboat	4-8	350	75/140	C	40	13	3500	IV, 10
Rubber raft	4-12	200	5/15	C	5	10	1000	IV, 8
Sail boat	2-10	750	70/125	D	50	15	2500	II, 11
Air Vehicles								
Bubble car	2-8	300	400/1200	B	30	17	—	VI, 18
Flitter	2-6	400	250/700	A	60	15	—	VI, 11
Helicopter	2-6	200	150/420	B	25	12	—	IV, 35
Small plane	2-12	500	500/1400	C	40	16	—	IV, 30
Large plane	40-120	10,000	800/2300	D	75	13	—	IV, 40

*All water craft, except the hovercraft, add or subtract the speed of the water current to the speed of the craft.



elsewhere. In short, they measure the technical complexity of the vehicle.

Maneuverability

Vehicles are rated by maneuverability, which determines how easily they can change directions and avoid obstacles. This is not meant to be a precise rule for use in vehicle combat, but a general yardstick measurement to allow the Game Master to make judgments during a roleplaying game.

For example, if the characters are in a flitter and being chased by a small plane, they might try to weave between some small buildings. Although the small plane is faster, the flitter is more maneuverable.

The operator of the vehicle attempting something risky or complicated must make a check to control the vehicle. The type of check depends upon the vehicle. Most powered machines will require a Use Artifacts roll. Something like a bicycle or a canoe would require a DX check. Two different types of checks are made, because these vehicles are controlled differently.

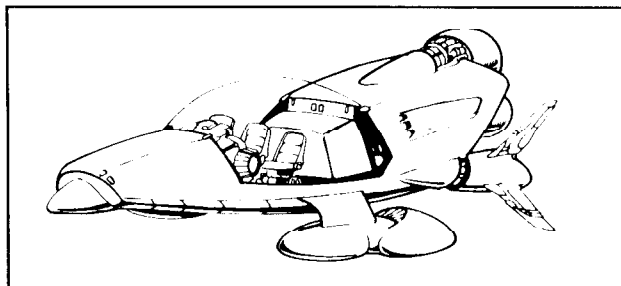
Maneuvering Class	Use Artifact Complexity	DX Check Difficulty
A	5	0
B	10	5
C	15	10
D	20	15

Obviously, details of the situation can modify this roll. The Game Master might rule that a particular maneuver is relatively easy and grant a +2 bonus to the check. On the other hand, he might decide that the character's lack of familiarity with the vehicle warrants a -3 penalty on the check. Such modifiers are left totally up to the discretion of the GM.

Descriptions

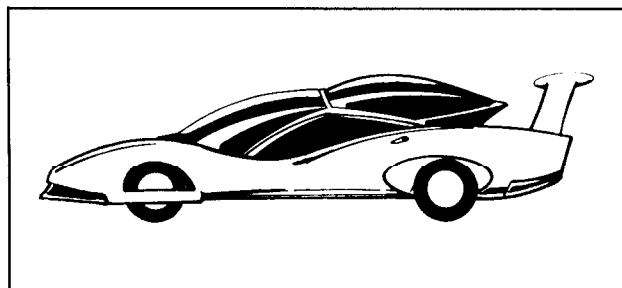
Items common to our own world are not described here, unless they possess some relevant detail that needs to be mentioned. Bicycles, canoes, small planes, etc. fall into this category. Many of these vehicles are powered by refined petroleum products. Unless a source of gasoline or oil can be found, they are next to worthless. However, for every vehicle that in our world today is run by gasoline, there is a futuristic equivalent in the GAMMA WORLD® game that is run by an atomic battery. Use the atomic car as an example.

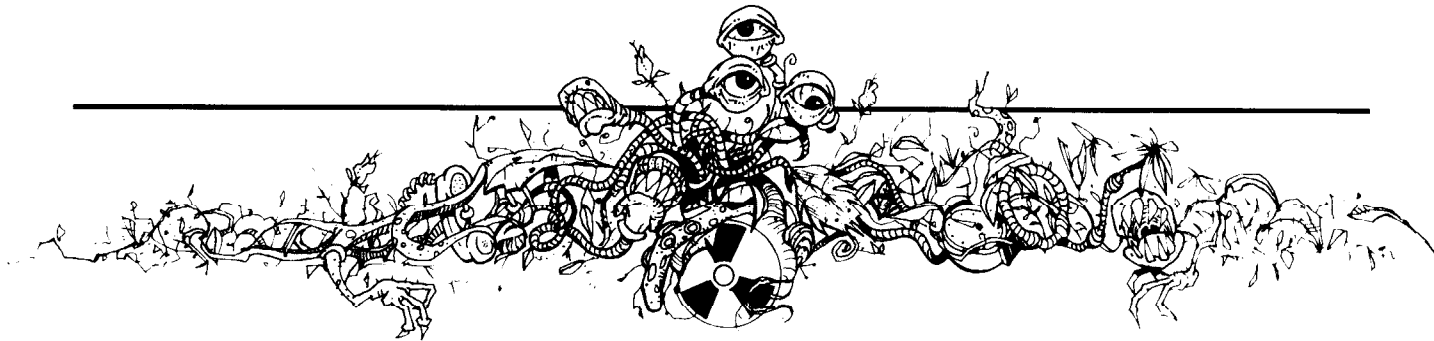
The technology of the futuristic vehicles was applied for many different functions. Underwater tour buses worked like the bubble car, only larger. Commercial flitters carried many more passengers and attained nearly supersonic speeds. The Game Master need only apply his imagination to see the full range of potential vehicles. Any powered vehicle is enormously complicated. It is not even remotely possible to completely describe them in this book. The Game Master will have to "wing it" in some cases when using vehicles. However, even a partially functional powered vehicle should be such a rare find that this shouldn't happen too often.



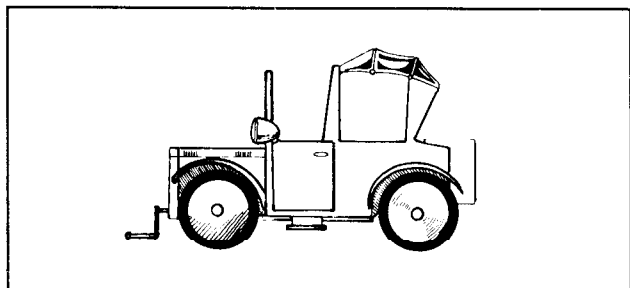
Bubble Car: A bubble car looks like an open air vehicle, with no roof or side walls. It is a slickly styled, rectangular frame that holds seats and a cargo area. When activated, a force field dome covers the open area of the vehicle. This field allows the bubble car to travel underwater, in outer space, and at high velocity without endangering the occupants. It is the ultimate all-terrain vehicle. It uses the same antigravity technology as the flitter (see the next page).

The force field can take 25 points of damage before collapsing. It cannot regenerate itself at all. Once collapsed, the circuitry cannot be used again without repair. If the force field is not collapsed, leaving it off for an hour will allow it to return to its full 25 points value.

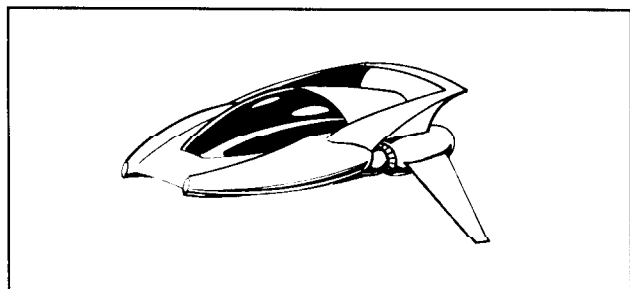




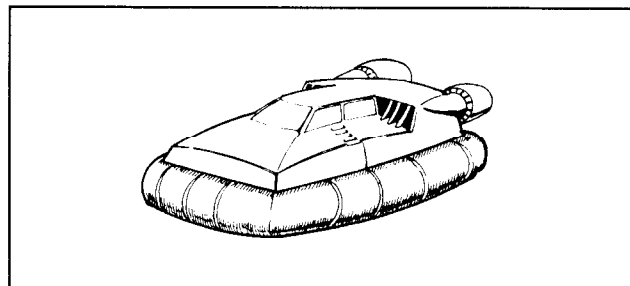
Car, Atomic: This car is pictured at the bottom of page 114. The atomic car is similar to our modern day car, except that it is powered by an atomic power cell. The power cell is three times normal size and can operate the vehicle for 1000 hours of continuous driving before being exhausted.



Car, Primitive: These are simply the early automobiles that needed a hand crank to get them started.



Flitter: This is the personal transportation vehicle of the far future. It is a flying car that uses antigravity forces to keep it aloft. Like a helicopter, it can hover and turn easily. The speed of flitters was strictly regulated to keep them safe for casual personal use.



Hovercraft: Held off the ground by blasts of air, a hovercraft can skim over calm water or flat land. By this

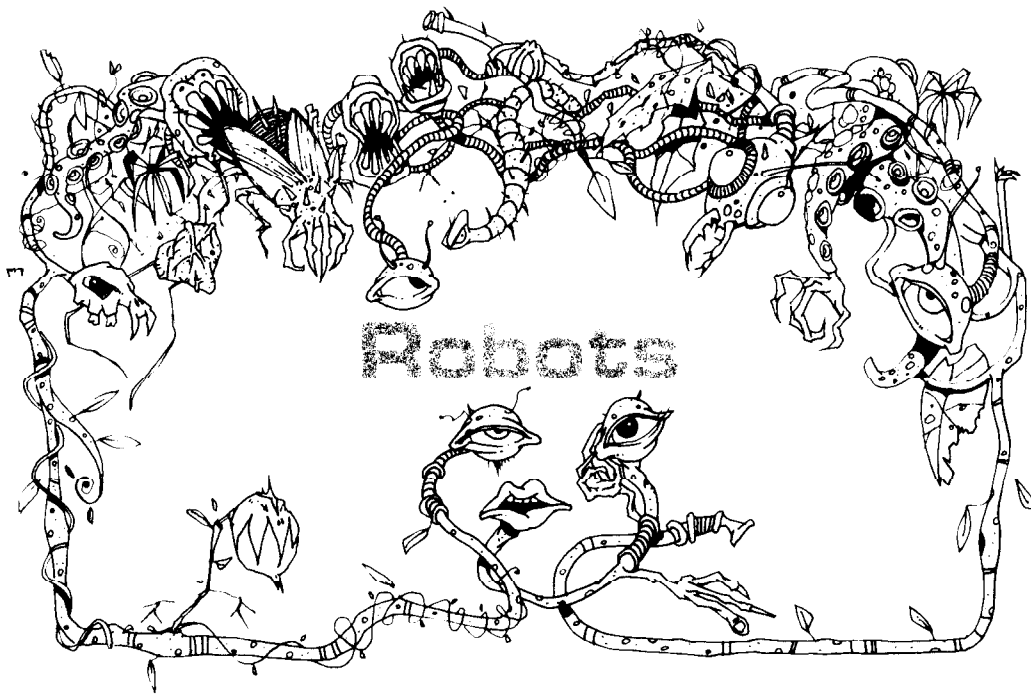
same virtue, it can ignore small obstacles or dangers that would stop a vehicle that makes contact with the ground.

Trains and the Like

Trains fall into a class of vehicles that ride a track of some sort. The vehicle is incapable of working unless it is on the track. This makes it easy to use in an adventure. The characters can only use a train to get to places on the track. They make wonderful ways of transporting the characters long distances without having to give them a functional artifact that will cause future problems in the campaign.

It is recommended that the Game Master treat trains as part of the adventure and not as artifacts that can be owned by the characters. Just let them use the train, but not actually operate it. The complexity of trains, monorails, pneumatic tube vehicles and the like, range from 30 to 40 if the characters need to operate one manually. The complexity is much lower to just get on, close the door, and push the "go" button. In fact, it should just be roleplayed.





Live metal? Let me tell you about live metal. Of all of the strange things I have seen in this very strange world—and believe me, I've seen quite a bit—live metal scares me the most. Have you ever seen a live metal being? Up close and personal? Well, until you've gone toe to toe with one, you don't know what fear is.

Once I was with a very good team, all friends of mine. We were checking out a city of the ancients and had come to one cloud tower that was pretty much still whole. We're walking through what must have once been a park, although by this time, of course, it's more like a jungle. Anyways, we're moving through this stuff, trying not to let anything get the jump on us, when we suddenly walk into this well-kept open area. Now, this sure doesn't look right to us, but we figure that everything's okay as long as we keep a sharp eye or three out.

We're making pretty good time, when, all of a sudden, this live metal cylinder on a disk with a half a metal person stuck on it comes careening towards us, looking like it had been out in the weather for about a thousand years—which, of course, I guess it had. You know, pieces missing off of its body, and an arm—I guess that's what you'd call it—an arm hanging limp at one side. And it's floating on the air, but it doesn't seem to be able to keep its balance.

So, it goes wobbling up to Gerak—he was one of our scouts, like me—and says, in a real strange voice, stuttering and with little hiccups, "Please keep off the grass. No pets, please. Thank you." Just like that! Gerak doesn't know what in the world to do, so he's just standing there, facing this silly hunk of live metal that must think we're ancients come back to live in the city.

Suddenly, it goes charging over to one of our espers, who was one of the green folk, weaving and wobbling the whole time, and pulls out this nasty looking saw that starts spinning real fast. Well, Whillp—that was the esper—starts backing up real fast, and hollering for somebody to get the hell over there and stop this thing. We're all running after it,

you know, but it mangles Whillp pretty good before any of us can get there. Once we do, there's nothing left of the poor esper. We hardly have time to see that before the thing starts trying to snag one of the enforcers, who was a new animal, with this wire net. The enforcer starts pounding on the live metal with his war hammer, yelling that he's not going to end up like the doggone plant. After about the third or fourth hit, it makes this awful screeching sound, like metal grinding, and collapses to the ground with lightning and smoke shooting out of its body from about every hole imaginable.

Well, Whillp is a goner, but we decide to move on without him. We climb to the top of a hill right next to the cloud tower, and there, below us, inside this huge, ruined fence, is a whole damned army of live metal! Most of it is just sitting there, like it's dead or something, but some of it is wandering around, carrying boxes and tools and stuff. That about did it for us. We reversed course real fast, and never went back there again.

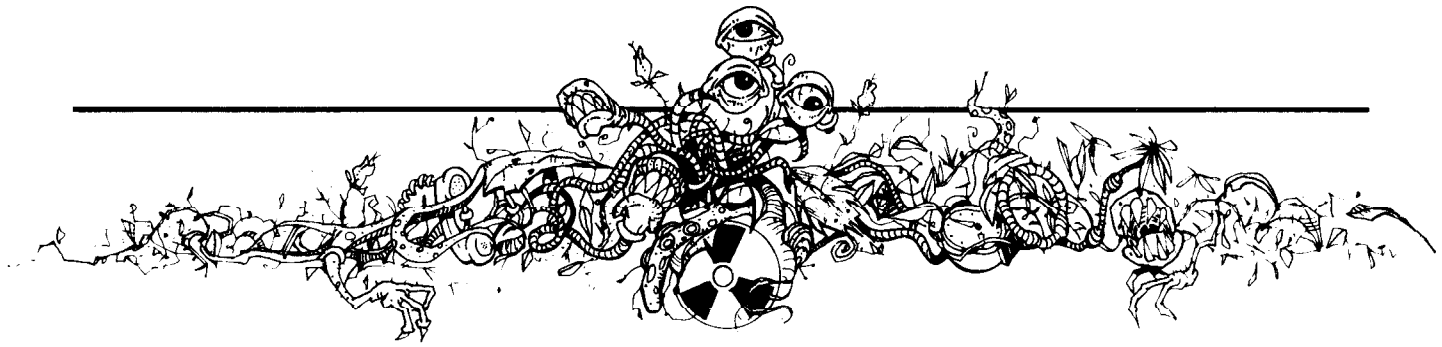
I still have nightmares about live metal, and in them I can still hear Whillp screaming.

—Flamn Klenv, Altered One and ex-scout

The Making of a Robot

Robots were constructed to perform specific types of tasks. They were never truly considered all-purpose machines; that was left to the androids. Therefore, the Game Master should always decide upon the use of the robot before building it. For example, a farming robot is not likely to be carrying laser weapons.

The ancients rarely built robots where a simple machine or sophisticated computer would do the job just as well. A robot has several distinct advantages over a computer or machine. Robots can speak, and understand verbal orders. An untrained person can instruct a



robot to perform a task, and the robot has just enough brainpower and physical tools to do the job

Classification

The ancients classified all robots by the sector of society that used them. This classification placed certain restrictions on the type of equipment and the level of security that could be built into the robot. Most robots have safety circuitry which prevents them from harming people or property under any conditions. They can, however, override the "breaking property rule" for some tasks, such as busting up a table so it can be thrown in the garbage.

Civil: Civil authorities are local governmental agencies, such as the police, firefighters, and hospitals. Robots built for these organizations could have some weapons and any form of armor. Police robots typically wield rifles, gravity guns, IR lasers, needlers, stun rays, tanglers, tasers, gas grenades, and grenade launchers. They usually had hands and might carry clubs. Civil robots were required to recognize military I.D. cards.

Police and security robots had a safety override which allowed them to injure people or destroy property if necessary to complete their tasks. There were usually severe limiting circumstances attached to the override. Property could only be destroyed to save other property or people. People could only be harmed to save other people.

Corporate: Built to do jobs for a company, these robots were allowed to have dangerous tools, any form of armor, but no outright weapons. These tools were frequently the equivalent of melee weapons such as spears or even vibroblades. Security robots were allowed to have nonlethal weapons such as needlers, stun rays, tanglers, tasers and tear gas. Corporate robots were required to recognize civil authority I.D. cards.

Military: Clearly the most dangerous of all robots, there was no limit to the weapons or armaments that could be built into a military robot. Melee weapons other than the vibroblade were uncommon. Military robots did not have to recognize any other form of I.D. card, although some were built to recognize civil authority I.D. cards. The fighting robots of the military did not contain any of safety override circuits. They were capable of killing or destroying property to accomplish their goals.

Personal: Individuals could own a robot that did not have any weapons or armor. Virtually any small tool

could be built into it, but not the large or dangerous ones. Rarely was anything more dangerous than the equivalent of a short sword made available for personal robots. Home security robots could be armed with stun rays and tanglers. They were required to recognize civil authority I.D. cards.

CPU

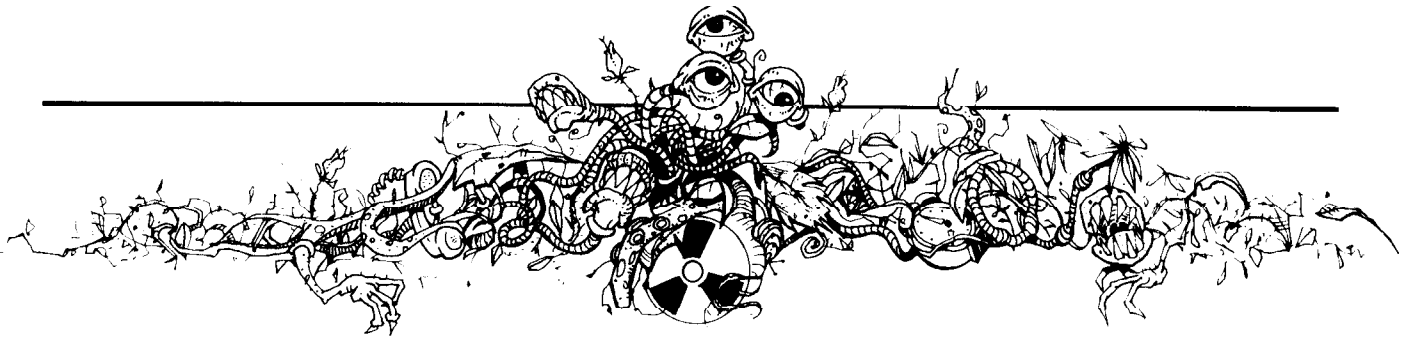
Robots are only made as smart as they need to be for their function. As a rule, they tend to know a lot about that function and very little about other things. A robot will tend to ignore references to things outside of its basic function. Most robots have interpretive Intelligence (5-7). Only those robots that need to deal with people on a regular basis rise above that level. For example, police robots, medical robots, and the like tend to have a deductive Intelligence (13-14). Many industrial robots are actually dumber, falling to a literal Intelligence level (2-4). A complete table of robot CPU levels is found in the Common Robots preface on page 121.

A robot's Intelligence measures its ability to reason in the real world. Their intelligence is doubled for problems strictly dealing with mathematics or pure logic. Unfortunately, it is halved for problems dealing with emotions, interpersonal relations, morals or ethics.

Robots that have damaged CPUs, called rogues, are basically "insane." This causes them to act illogically or to reinterpret their programming in bizarre ways. Rogues are one of the most dangerous hazards on Gamma Terra.

Locomotion

There are a few basic ways that a robot can get around. Each provides several options for speed and maneuverability. The Game Master can rule on any speed he desires for any of these options. However, each is presented with a slow, average and fast recommended speed to aid GMs in robot construction. Robots movement is handled in a fashion parallel to human movement. Robots have a patrolling speed, which is similar to walking, as their basic rated movement. Chase speed is twice patrol speed (like jogging), and reckless speed is three times patrol speed (like running).



Locomotion	Slow	Avg.	Fast
Antigrav	15	40	100
Legs	8	12	18
Flight	25	50	75
Submersible	5	10	15
Tracks	10	15	20
Wheels	12	18	30

Antigrav: This is the ultimate in robot locomotion. A robot with antigrav can hover in place and negotiate any turn or narrow space (if moving slowly), and yet is not dependent upon contact with the ground and can fly at very fast speeds.

Flight: Flight is rarely found as the only mode of transportation; it is usually paired with legs or wheels. A flying robot needs to keep a minimum speed of 10 to stay aloft. It cannot make sharp turns or fit into narrow places, but it is very fast.

Legs: This mode of locomotion is best suited to varying terrain and small tight places. The robot is not limited to two legs. It can have any even number of legs, up to eight. The extra legs provide stability and allow it to negotiate difficult terrain better.

Submersible: Speed is not a major issue for most submersible robots. The robot swims around by using a propeller system. This form of locomotion assumes that the robot is watertight.

Tracks: Popularized by the modern fighting tank, tracks offer a compromise between the speed of wheels and the maneuverability of legs. A tracked robot can negotiate rough terrain that does not have slopes greater than 45° or sheer obstacles (such as tree stumps) taller than the tracked portion of the robot (usually one-quarter of its height, which is about a half meter on a human-sized robot). Rough terrain does not slow down a tracked robot.

Wheels: Wheels have the advantage of speed and are ideal for flat terrain. It is possible for a robot to have any number of wheels, up to 6. One or two wheels require that the robot have an internal gyroscope for balance. Wheeled robots, even with a gyroscope, can't climb stairs and the like. They can ride over some rough terrain, and negotiate slopes of 30° or less. However, they are reduced to half speed on rough terrain.

Communications & Sensors

Most robots are assumed to be able to understand human speech, as well as speak themselves, since they were designed to work with people. It is also assumed that they have normal vision cameras and an internal thermometer. However, there are other sensors and communications equipment that they might also be equipped with.

Air Analyzer: This gives the robot the capabilities of a sense of smell. It can analyze the air for traces of chemicals or organic material. The robot is able to identify and track creatures in this manner.

IR Cameras: The robot is able to see heat sources up to 250 meters away. People and animals emit sufficient heat to be detected, but plants do not.

Life Force Detector: When equipped with a life force detector, the robot is able to sense the bioelectric field emitted by life forms. The robot can detect living creatures up to 100 meters away. Solid objects, like a wall, will block the detector. Plants cannot be detected by this sensor.

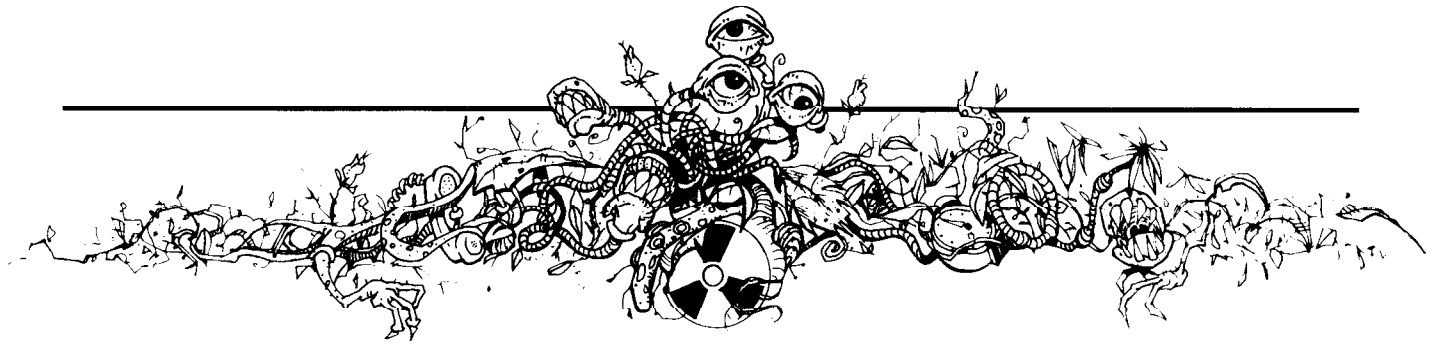
Radar: The robot can "see" using radar waves. It can see the position, size, movement and density of objects within two kilometers. However, it can only get a vague sense of their shape. Military robots frequently have radar with a range of 10-100 kilometers.

Radio: One of the most common additions to robots, radio allows communication with a remote station. The radio installed in most robots has a range of 10 kilometers. Some robots, particularly military models, have radios with ranges of 100 kilometers and include signal scramblers.

Telescope: Some robots are equipped with telescopes. Typical magnifications are $\times 2$, $\times 5$, and $\times 10$. Military models have been known to carry telescopes with even greater magnifications.

Manipulators

Not all robots need manipulators (hand equivalents), although they are more common than not. The Dexterity and Physical Strength of the manipulators can vary depending upon need. The three numbers below are for poor, average and excellent attributes. It is possible for a robot to have a poor DX and an excellent PS, or any other combination, for any manipulator. The PS modifier is added to the damage roll, but *not* the THAC.



Manipulator	Dexterity	Physical Strength	Damage
Hand/claw	10/15/30	8/15/25	1d4/1d8
Remote force field	8/12/18	8/12/20	1d6
Tentacles	6/10/15	15/20/30	2d6

Hand/Claw: This is a physical arm with multiple joints that ends in finger-like digits. The tips of these digits can be soft pads, sharp points, or whatever else is needed by the robot. The arm can be up to 4 meters long, but is usually only a meter in length. A hand does 1d4 points of damage, and a claw does 1d8 points.

Remote Force Field: The robot is able to invisibly manipulate objects at a distance. This is ideal for handling dangerous materials. The force field is usually only able to take 5 points of damage before collapsing. Once collapsed, it takes 10 minutes to reset the field. A remote force field can be used for ranged combat.

Tentacles: The average tentacle is 2 meters in length, although some models have 6-meter-long tentacles. The tentacle stresses Physical Strength, not Dexterity. The tip of the tentacle is usually thin, allowing it to coil around an object if necessary.

Armor

Most robots are made of stainless steel and are assumed to have an AC of 20. However, some specialty robots used in dangerous environments are made of sterner stuff.

Armor	AC Values		
	Light	Average	Heavy
Steel	15	20	25
Duralloy	20	25	30
Force field*	10	25	50

*Points absorbed, not Armor Class.

Duralloy: Most military robots are made of duralloy. This gives them an automatic resistance to most energy forms (see page 72 of "Play of the Game").

Force Fields: These invisible shields block all physical objects and most forms of energy (see page 73 of "Play of the Game"). They are usually used with either duralloy or steel armor. A typical robot needs 10 minutes to restore a force field that has been collapsed. Military models have built-in reinforcement circuits

that can regenerate lost force field points, usually at a rate of 1 4 points per round.

Equipment

Beyond the things listed above, robots can have any amount of equipment built into them. To make a robot, just go through the "Equipment" chapter and give them any piece of equipment that would be reasonable for their function. This includes weapons—even melee weapons. For example, a gardening robot might need the equivalent of a short sword for cutting tree limbs. In some cases, the equipment will not be built in, but rather be carried or detachable.

There may be some special function that the robot needs to do that is not covered by items from the equipment lists. The Game Master will have to invent such items. Try not to invent new weapons for the robots, since the weapons listed are already quite extensive.

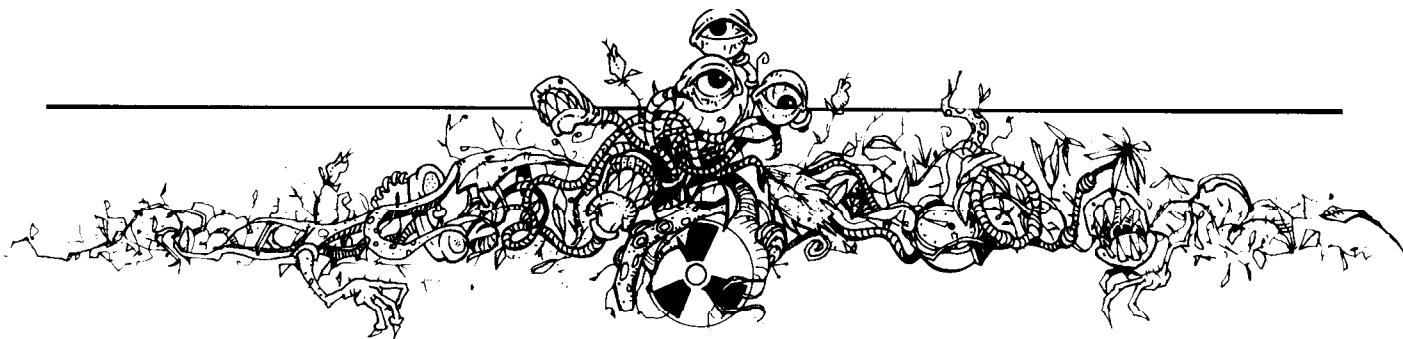
Other Attributes

Hit Points: Remember that "hit points" is not the amount of damage it takes to reduce the robot to a slag heap. It is the amount of damage it takes to completely *disable* the robot. A particularly fragile robot might be shut down by only a few hit points of damage, even though it is quite large.

A standard, man-sized robot has 50 hit points. Larger or more durable robots can have more—possibly even several hundred—and smaller or more fragile robots would have less.

THAC Scores: Noncombat robots have a THAC of 0. Security and police robots have a base THAC of +5. Base THAC scores for military robots are between +10 and +20. PS and DX values modify robot THAC scores for robots in the same way as for PCs. Specialty robots might have better or worse THAC scores than their classification indicates.

Perception and Stealth/Remain Unseen: Most robots have a Perception of 15 and a Stealth/Remain Unseen score of 0. Robots using antigrav have Stealth/Remain Unseen scores of +5. Robots designed to observe their environment might have Perception scores as high as 30. Those specifically designed for silence or to avoid detection might have higher Stealth/Remain Unseen scores.



I.D. Cards

One of the most amusing scenarios in a GAMMA WORLD® game is a party of characters trying to talk to a robot. The robot usually has an overwhelming advantage in firepower, but has limited brainpower. It is a classic case of brains vs. brawn. If the characters are clever, they might be able to secure its temporary assistance.

The most important factor in trying to influence a robot is the I.D. card of the character. With the right I.D. card, the robot is putty in a character's hands. With the wrong one, he might be dead meat.

Robots respond to commands and authority. The I.D. card is the physical representation of the authority, in most cases. Inside the card is a microlayer of passive electronic circuits that the robot scans to determine the access code level. It then matches the voice and retinal prints of the person presenting the card to that card, and the card does not need to be presented again.

I.D. cards are divided into six basic categories. There are many parallel variations of these categories. For example, every corporation would have its own set of I.D. cards for its robots. I.D. cards from one corporation are meaningless to the robots of another.

In addition, there are layers of authority within each group of I.D. cards. For example, between two different supervisory access cards, one of them might have more authority and be able to override the other.

All I.D. cards are color-coded. There is a primary color for the basic type of access, and then a secondary color for the level of authority within the basic access. The whole card is made of the primary color. The secondary color is sometimes a stripe, sometimes a dot, or maybe even a special symbol printed on the card in that color. Sometimes the secondary access level is indicated by the number of stripes or dots. The color scheme for every corporation, civil service organization, and line of personal robots is different. Some sample color schemes are provided in the table above.

On the back of most I.D. cards is a key describing the color codes. If the Game Master wants the characters to be left in the dark about the type of card, merely have the card bleached white by centuries of laying around. The robot doesn't read the color, anyway. Military I.D. cards for fighting robots are all the same color and have no key on the back. Instead, there is a code

Sample Primary Purpose Color Schemes

Access Level	Scheme 1	Scheme 2	Scheme 3
Common	Red	Black	Yellow
Supervisor	Orange	Purple	Green
Maintenance	Yellow	Dk. blue	Blue
Program override	Green	Lt. blue	Brown
Civil override	Blue	Gray	Red
Security override	Violet	White	Black

number on the front which can be looked up in a data bank to determine the access code level.

Common: These are the everyday cards used by ordinary people to gain access to a robot. With this card, a person can direct the robot to perform activities that are a normal part of its functions. For example, a gardening robot could be instructed to dig up the front yard. When it finished its current job, it would then go dig up the front yard. Tasks are prioritized by the secondary color of the card.

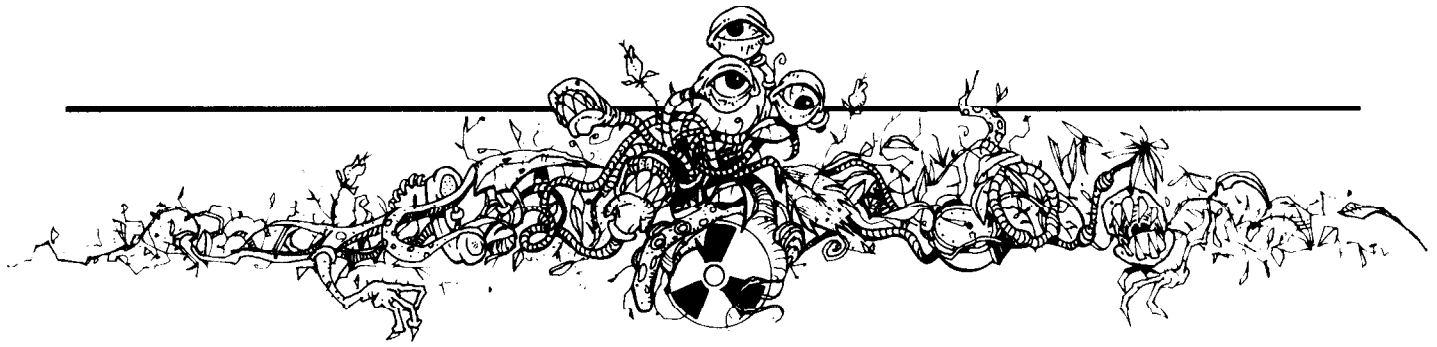
Supervisor: This type of card can override any current activity. The robot drops whatever it is doing to obey the supervisor's orders. Like the common access card, the orders must clearly fall within its function.

Maintenance: A person is not allowed to open up a robot and change or repair it without this type of I.D. card. The robot can be shut down or will allow itself to be partially disassembled when presented with this card.

Program Override: This card is needed to change the programming, or function, of the robot. A gardening robot can be reprogrammed to fix dinner with this card.

Civil Authority Override: This card is used by civil authorities to override the orders of any corporate or private robot. This is a safety mechanism to allow the police or medical units to control most types of robots. The commands given can be contrary to the robot's normal function.

Security Override: This type of card is used to take control of robots that attend to civil security. For example, this type of I.D. card would be necessary to redirect the efforts of a police robot. The cards are unique for each type of civil function. There is a comparable type of card for military robots that allow them to be controlled. The military's fighting robots can only be controlled by a security override I.D. card.



Common Robots

Robots are treated a lot like creatures. The same form, with modifications, that is used to describe a creature can be used to describe a robot.

Percept: Short for *Perception*, works just like the character score.

Stealth/R.U.: This value is used for both the Stealth and Remain Unseen abilities as described for player characters.

AC: Short for *Armor Class*. A (D) indicates duralloy armor.

Force Field: This is the number of hit points the force field will absorb. The number in parentheses is the regenerative power of the force field in points per round. All force fields are AC 15.

Speed: This is the number of meters per round that the robot can move. This is patrol speed, equivalent to a character's walking speed. Chase speed is twice patrol speed, and reckless speed is three times patrol speed (similar to a run).

Hit Points: Since robots are constructed, they do not have hit dice, only hit points.

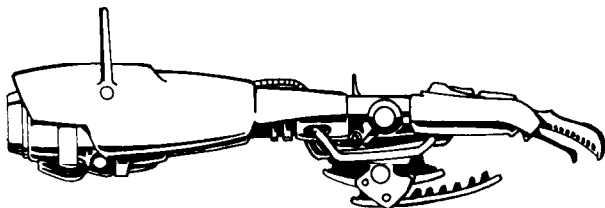
THAC: Stands for *To Hit Armor Class*, the same as for player characters. The number in parentheses is the ranged THAC. Both include attribute modifiers.

Attacks: All of the attacks of the robot are listed along with the damage that they can do. A "weapon" entry specifies the damage modifier for Physical Strength.

DX, PS: This is the robot's Dexterity, followed by its Physical Strength.

Tech Level: This is the typical level of technology that these constructs attain. It is followed by the complexity level, which is used in the event that repairs are necessary.

CPU: This represents the logic capabilities of the robot, and is the equivalent of a player character's Intelligence. It has been simplified somewhat for robots. When dealing strictly with a question of logic, treat the CPU as having twice the listed score.



Int. Score	Robot Intelligence Rating
2-4	Literal
5-7	Interpretive
8-12	Analytical
13-14	Deductive
15-16	Rational
17-18	Personality
19-20	Creative

Size: The letter is the descriptive size category, followed by the average height in meters (m).

Abbrev.	Size Rating	Avg. Height in Meters
T	Tiny	≤ 1/2 m
S	Small	≤ 1 1/2 m
M	Man-sized	≤ 2 m
L	Large	≤ 4 m
H	Huge	≤ 8 m
G	Gargantuan	> 8 m

XP Value: The number of experience points the party earns if it defeats this robot.

Classification: This is the societal group that used this robot. Options are personal, corporate, civil, and military.

Territory: This defines where the robot can most commonly be found. This is usually a region or place defined by man-made boundaries.

Mission Statement: This is a short description of the robot's original purpose. It defines the limits of a robot's responsibilities.

Description: This section details the robot's physical appearance.

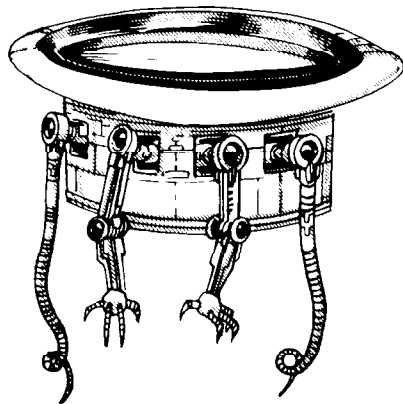
Equipment: This is a list of the equipment built into the robot, including any special abilities.

Reactions: Primarily, this is a summary of how the robot treats people, including the robot's response to each of the I.D. card types. Any other security precautions are covered, as well.

If an action or request is questionable, a Robot Recognition check must be made. This is an attribute check, made by rolling 1d20 and adding the difficulty level. If the result is less than the character's Robot Recognition score, the robot complies. A Robot Recognition check is frequently needed when an animal character is attempting to persuade a robot, even if the task is within its mission statement. Robots never recognize sentient plants.

Disaster Robot

Percept: 15
 Stealth/R.U.: +5
 AC: 20 (D)
 Force Field: 5
 Speed: 50
 Hit Points: 100
 THAC: +6 (+2)
 Attacks: 2
 Hand 1d4+2
 Tentacle 2d6+6
 Laser, IR 3d6
 Chainsaw 2d8+6
 Weapon +6
 PS, DX: 25, 15
 Tech Level: VI/30
 CPU: Analytical
 Size: M (2 m)
 XP Value: 5000



Classification: Civil authority

Territory: Fire stations

Mission Statement: To save human lives and prevent or minimize property damage in the event of a natural disaster, such as fire, flood, earthquake, industrial accident, explosion, plane crash, etc.

Description: The top of this oval robot looks like a serving plate. A smooth mass of metal hangs down a full meter below this concave area. Two 2-meter-long retractable arms with hands (DX 15, PS 15) and two 4-meter-long retractable tentacles (DX 10, PS 25) are mounted along the edges. It floats on antigrav pods. It uses a calm, soothing female voice for victims, and a bold, authoritative male voice for bystanders.

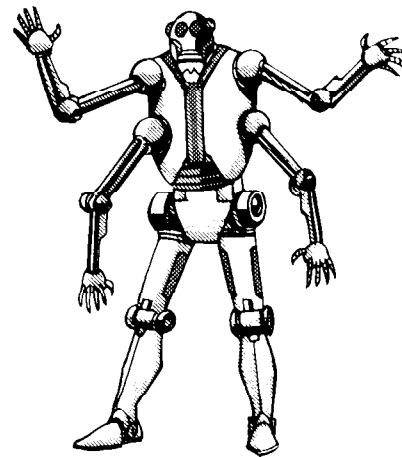
Equipment: It has telescopic cameras, IR cameras, four directional spotlights, a life force detector, a communicator, an envirolyzer, a Geiger counter, a medikit V, a remote hand (DX 10, PS 10), four fire extinguishers, air filters, oxygen tanks, a stun ray pistol, an IR laser pistol, a screamer, and a chainsaw.

Reactions: Common I.D. cards can only be used to direct a disaster robot to the disaster scene or away from it once its job is done. This ability includes limiting the robot's activities to a particular portion of the disaster (under the assumption that other robots or people are handling the rest). The robot is required to respond to a civil authority card, which can make it stop rendering aid or direct it to a new quadrant. Security cards are obeyed even if the orders endanger property and human life.

Upon arriving at the scene, the robot spends a few rounds questioning observers, if any, while searching for signs of life. It then determines the most effective course of action to save the most lives. Only after all lives are accounted for will it concern itself with preventing property damage. Each person located is placed on the robot's upper surface and a weak force field encloses them. Fresh air is pumped in and emergency medical treatment is rendered if necessary. The robot carries each rescued individual to safety and then goes and gets the next one. Medical care is not given once the victim is safe from the disaster scene. The robot will politely, but forcibly, remove looters or other dangerous individuals from the scene, using its stun ray or screamer.

Ecobot

Percept: 15
 Stealth/R.U.: 0
 AC: 15
 Force Field: 0
 Speed: 8
 Hit Points: 60
 THAC: +4 (0)
 Attacks: 2
 Hand 1d4+4
 Stun ray N/A
 Chainsaw 2d8
 Weapon +4
 PS, DX: 20, 10
 Tech Level: V/24
 CPU: Literal
 Size: M (2 m)
 XP Value: 1400



Classification: Corporate

Territory: Farms or parks

Mission Statement: To care for the crops, animals, buildings, and grounds of a farm or park. There are two major variations of ecobot, one for the farm and one for parks and preserves.

Description: An ecobot is basically humanoid, and its most notable feature is its four evenly spaced arms. It has two legs and 1½-meter-long arms with hand manipulators. Half of its large, barrel-like chest is a storage tank (100 liters) for whatever needs to be carried: seed, water, milk, feed, etc. It has a polite, but firm, male voice.

Equipment: The ecobot comes standard with an envirolyzer, soil analyzer, shovel, IR camera, radio, spotlights, and a stun ray pistol (short range 20). The park model includes a chainsaw. Ecobots used in large parks or forest preserves have ×5 telescopes.

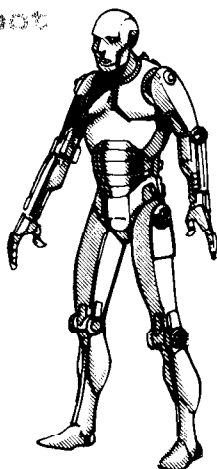
Reactions: A common I.D. card allows the operator to command the robot to perform any menial farm/landscaping chore or to temporarily stop whatever it is doing. A supervisor's card can reprioritize the chores or command the ecobot to perform nonfarm-related or nonpark-related tasks, so long as it doesn't leave the farm or park property. Only a civil authority card or a program override card can get the robot to leave its territory.

The ecobot will never respond to mutated animals or plants as sentient creatures on an equal level with people. Its particular programming is geared to have it take care of animals and plants. On the farm, animals are to be kept in the pens or the barn. In the parks, people are ordered to stay away from the animals for their own protection. If they do not, the animals are stunned and taken away to a safe place. Animals are shooed, or even stunned, to keep them out of groomed, landscaped areas.

Plants are only allowed to grow in specified places. On the farm, a sentient plant would be considered a weed to be cut down if among the crops (or crop area). Other locations are okay for a plant to grow in as long as the plant doesn't interrupt traffic patterns. In a park, plants are allowed to grow wild only in the natural areas. Sentient plants in a landscaped area will be cut down and removed.

Household Robot

Percept: 15
 Stealth/R.U.: +5
 AC: 15
 Force Field: 0
 Speed: 12
 Hit Points: 40
 THAC: +2 (+2)
 Attacks: 2
 Hand 1d4+2
 Weapon +2
 PS, DX: 15, 15
 Tech Level: V/18
 CPU: Interpretive
 Size: M (2 m)
 XP Value: 270



Classification: Private

Territory: Home

Mission Statement: To perform household tasks, including cleaning, maintenance, and personal attendance.

Description: These are the most humanoid looking of all robots. They basically look like metal people, and even have facial features. Cameras are mounted in the eye holes, and microphones in the ears. The mouth and nose are nonfunctional. These robots have hands for manipulators (on 1-meter-long arms) and legs. Both arms and legs are jointed like a human's. Most of the robot's have a low-key, deferential male voice. They can be programmed for a variety of local accents.

Equipment: The household robot is equipped with a communicator, fire extinguisher, flashlight, voltmeter, external thermometer, and hot plate in the palms. It has a replay video screen built into its chest. Generally, the house would have remote cameras that the robot could monitor or display on the same video screen.

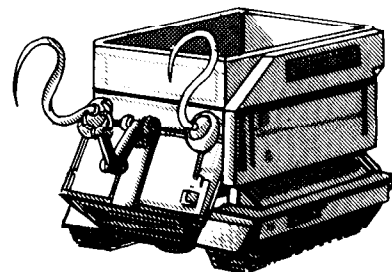
Reactions: The lowest level of common I.D. card was for children. It allowed them a very limited set of commands for the robot. They could not order the robot out of their presence. It would not let them engage in harmful activities, even if they tried to order it to do so. Adults had higher level common I.D. cards without these restrictions. Owners had a supervisor's card and maintenance card.

Programmers cards were highly restricted and only the manufacturer had them. Household robots would obey almost any civil authority card, particularly those from emergency services. They ignore security cards.

As a rule, the household robot is very polite and will perform harmless tasks given it by people that don't even have an I.D. card. However, such a request is ignored if the robot has a task, or if it would cause harm to people or property, or if it would leave a stranger unattended in what the robot considers its home territory.

Industrial Robot

Percept: 10
 Stealth/R.U.: -5
 AC: 20
 Force Field: 0
 Speed: 10
 Hit Points: 200
 THAC: +8 (+2)
 Attacks: 1
 Claw 1d8
 Tentacle 2d6+8
 PS, DX: 30, 15
 Tech Level: V/20
 CPU: Literal
 Size: H (4 m)
 XP Value: 4000



Classification: Corporate

Territory: Industrial plant

Mission Statement: Varies from model to model, but always involves the production, assembly, or testing of whatever the company makes. These robots have a strong sense of property value.

Description: There are two 6-meter-long tentacles on the front and a single smaller claw on a 2-meter-long arm just below them. The body is a large block, with a cargo bay area loaded from the top. Large tracks line either side, each 2 meters tall. Usually these behemoths are tracked robots (as is this model), but occasionally, they will have wheels or legs, or, rarely, anti-grav pods. These robots have a flat, emotionless, stereotypical computer voices.

Equipment: This industrial robot has a radio, fire extinguisher, headlights, warning tones (for backing up and turning corners) and an external thermometer. Different models may include specialty tools for the particular tasks they were designed for. This particular model has none. Options include lasers (for drilling), rotating blades, electrical probes, arc welders, etc.

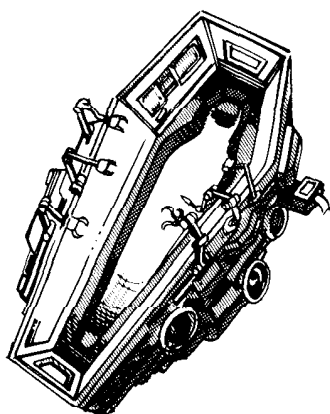
Most of the tasks performed by the robot are done with its tentacles. The claw is used for the few tasks that require fine manipulations. The tentacles have a DX of 10 and a PS of 30, while the claw has a DX of 15 and a PS of 10.

Reactions: The common I.D. card and the supervisor's I.D. card function normally, as do the maintenance cards. None of these cards can be used to get the robot to leave the grounds of the industrial complex. Programmer's cards are rare for this type of robot. All industrial robots respond to civil authority cards, such as those carried by the police, firefighters, ambulance crews, etc. The robot will obey any order given by a civil authority card bearer that does not obviously harm a person, including orders not allowed by the supervisory cards.

Industrial robots will go out of its way to prevent or avoid harm to corporate property. They are programmed with lists of what is to be safeguarded (machinery, tools, etc.) and what it is okay to damage (scraps, raw materials for processing, etc.). They will move to prevent a person from damaging property, but will not go so far as to harm a person.

Medibot

Percept: 15
Stealth/R.U.: 0
AC: 15
Force Field: 5
Speed: 75
Hit Points: 80
THAC: +2 (+4)
Attacks: 1
Hand 1d4+2
Weapon +2
PS, DX: 15, 20
Tech Level: VI/28
CPU: Rational
Size: M (2 m)
XP Value: 975



Classification: Civil

Territory: Hospitals

Mission Statement: To give aid and comfort to all injured people. It is incapable of harming a person.

Description: This robot looks for all the world like a steel coffin without a lid. The patient lies inside it. The sides of the box are sloped away from the center to prevent a closed in feeling. The bulk of the equipment is underneath the enclosure, giving it a depth of over a meter. Six retractable limbs (two claws, four hands) are mounted along the edge of the enclosure. A variety of lights, monitors and readouts line the outer edges. The whole thing floats on antigrav pods. It has a soothing, melodious female voice.

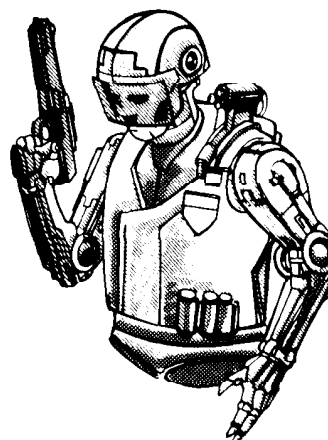
Equipment: The medibot is equipped with microscopic cameras, an external thermometer, an envirolyzer, soft lights and soothing recorded music, micro spotlights, an x-ray camera, four medikits VI, a life force detector, a communicator, an injectable toxin neutralizer, anesthetics (intensity 20), steel core (velvet lined) restraints, blood filters, surgery tools (laser scalpels, hemostats, etc.), and a host of other medical equipment. A weak force field can cover the enclosure to control the air quality or provide a pure oxygen atmosphere.

Reactions: Nurses were given common I.D. cards which only allowed them to request patient status, assign a new patient to an empty bot, and release a recovering patient. Doctors used supervisor's cards which allowed them to direct the medical care of the robot. Only the manufacturers had maintenance and programmer's cards. Civil authority cards could only be used to direct the medibot to an injured person or to indicate which facility (hospital, prison ward, etc.) he or she should be taken to. Security cards were obeyed without question, so long as it didn't endanger the patient.

The medibot will give medical care to anyone, with or without orders, so long as it doesn't have a patient. Humanoid animals need a Robot Recognition check. Plants are ignored. Patients are released as soon as they are well enough to not endanger their own health (half hit points or better). If another patient isn't waiting, the medibot will allow a patient to remain until fully recovered.

Police Robot

Percept: 20
Stealth/R.U.: +10
AC: 20
Force Field: 15
Speed: 75
Hit Points: 150
THAC: +13 (+7)
Attacks: 2
Hand 1d4+8
UV laser 3d8
Weapon +8
PS, DX: 25, 15
Tech Level: VI/26
CPU: Rational
Size: M (2 m)
XP Value: 8000



Classification: Civil

Territory: Assigned patrol

Mission Statement: To maintain law and order, apprehend known criminals, and assist law-abiding citizenry when possible.

Description: A police robot looks like a motorcycle cop without the motorcycle or the legs. It is a floating torso (antigrav pods) with a pair of arms and a head (complete with facial features). Many of the heads were molded to look like they are wearing helmets with sun visors. The idea is to present an authoritative appearance without being frightening. A police robot has a deep, confident male voice.

A police robot can extrude a padded seat behind it to carry one passenger or a small amount of cargo. Restraint straps are used to secure prisoners to the seat.

Equipment: The police robot includes a telescopic camera, motion detector, IR camera, communicator, loud speaker, spotlight, lexicon, video recorder, stun ray pistol, tangler, UV laser pistol, grenade launcher with three tear gas grenades (intensity 12), and handcuffs. The force field is linked to the weapons, allowing it to blink (see page 73 of "Play of the Game") when they are fired.

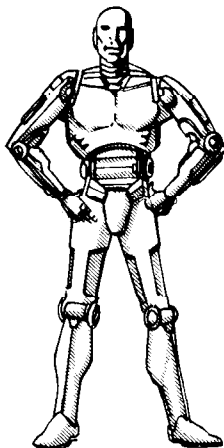
Reactions: A common I.D. card is only used to direct an idle police robot to a particular beat or to the scene of a crime or accident. Once on the scene, it is smart enough to be able to use its own judgment. The supervisor's card can direct the robot away from a crime or accident scene, but only if there are other personnel or robots there to attend it.

Programmer's cards are permanently identified with a voice and retinal print. Unlike other cards, which can be used by anyone, a programmer's card must be custom-made for each owner. Civil authority cards work just like supervisor's cards. The police robot will obey all the orders, even destructive ones, of a security card.

A police robot will do whatever it takes to prevent a crime. It uses the minimal force necessary. If the criminals are armed with assault rifles, minimal force can be deadly. The police robot will treat people engaged in noncriminal activities with respect and courtesy. It will even offer aid and assistance occasionally.

Security Robot

Percept: 25
 Stealth/R.U.: +5
 AC: 25
 Force Field: 0
 Speed: 18
 Hit Points: 150
 THAC: +2 (+4)
 Attacks: 2
 Hand 1d4+2
 Needler Int 15
 Stun ray N/A
 Weapon +2
 PS, DX: 15, 20
 Tech Level: V/22
 CPU: Interpretive
 Size: M (2 m)
 XP Value: 3000



Classification: Corporate

Territory: Company grounds

Mission Statement: To prevent the unlawful entry of persons onto company land and buildings. To prevent damage to corporate property. To assist employees.

Description: Like the household robot and the police robot, the security robot is human in shape, including human features molded into the head. Because this robot works frequently with people, it looks human to ease tension in dealing with it. It has a gruff, male voice, full of authority.

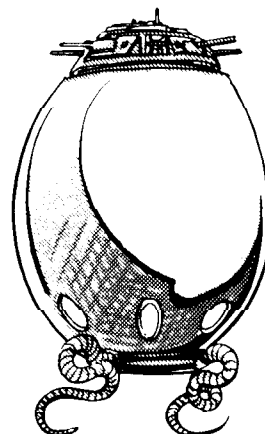
Equipment: A security robot comes with a built-in radio, directional spotlight, loudspeaker, siren, IR camera, telescope, motion detector, video recorder, stun ray, and needler (paralytic poison intensity 15). Its two hands have 1-meter-long arms. Its feet are rubber soled to quiet the noise of its step.

Reactions: A common I.D. card can only be used to control it when there is no emergency and during normal business hours. During an emergency or after hours, only a supervisor's card can command it. It is required to obey any emergency civil authority card, so long as it does not violate its mission statement. The owning corporation has both maintenance and programmer's I.D. cards. It is rumored that some corporations unlawfully altered the equipment and mission statements of some of their security robots. Security robots treat security cards in the same manner as civil authority I.D. cards.

Security robots wander the grounds and buildings of the corporation that owns them. They have very keen sensors, and rarely miss any telltale signs of intruders. Upon spotting an unauthorized activity, this robot always gives warning before attacking. Even then, it only uses the minimal force necessary to prevent the crime. It immediately radios the police and other security robots upon spotting a problem. Animals are kept out of buildings, but otherwise ignored. Plants are ignored altogether.

Warbot

Percept: 20
 Stealth/R.U.: +5
 AC: 30(D)
 Force Field: 50
 Speed: 50
 Hit Points: 250
 THAC: +13 (+7)
 Attacks: 2
 Hand 1d4+8
 UV laser 3d8
 Weapon +8
 PS, DX: 25, 15
 Tech Level: VI/33
 CPU: Analytical
 Size: H (3 m)
 XP Value: 15,000



Classification: Military

Territory: Base or mission

Mission Statement: To accomplish assigned military objectives, including, but not limited to, the destruction of soldiers and materials of the enemy. To defend the soldiers and material of its base. Its secondary goal is to avoid harming innocent non-combatants.

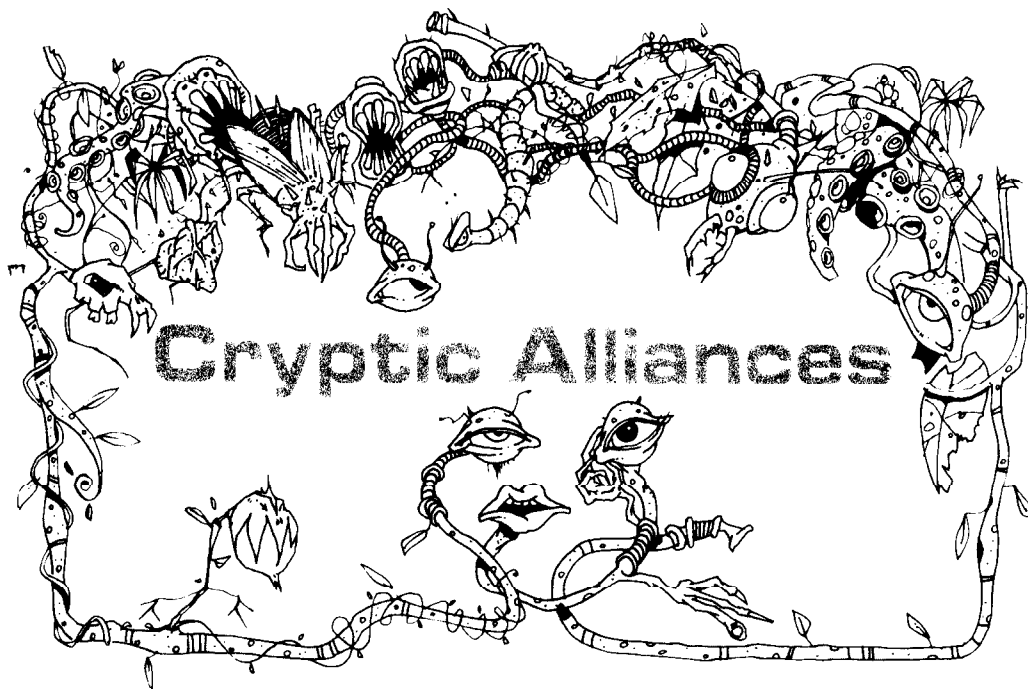
Description: A warbot looks like a floating egg. Basically oval, it floats along on antigrav pods. Its top is a flat gun turret that can rotate to face any direction. Its two tentacles (DX 10, PS 25) are nonretractable and hang coiled around its base when not in use.

Equipment: Warbots are equipped with communicators (with scramble circuits), invisible UV spotlights, a UV camera, a camouflage cloak (like an energy cloak, but it can be set for camouflage), twin maser rifles, a grenade launcher with 20 grenades (four ECM, four fragmentation, two flare, two smoke, four high explosive, four chemex), a micromissile rack with eight AI micromissiles (four high explosive, two fission, two torc), and a fission cannon.

Reactions: When encountered without an objective, dormant or in storage, a military common I.D. card can be used to move a warbot from place to place or have it perform menial tasks. Only a supervisor's card can give it a military objective. Maintenance I.D. cards work normally, assuming that they are from the same military base. Programmer's cards cannot be used to make a warbot attack the base it is assigned to. Only a security card can do that. Warbots ignore civil authority cards.

Some of a warbot's missions do not require it to destroy anything until its objective is reached. Others require it to not be detected, so as to slip behind enemy lines. In general, it ignores people unless they present the appropriate I.D. cards. When on an assault mission, the warbot shoots first and examines I.D. cards later.

In the event of an attack upon its base or upon itself, the warbot will fully activate and do whatever is necessary to drive off or destroy the attacker. This continues until the attacker is no longer a threat, or until it receives orders from a supervisor or anyone with a security card—which might prove to be difficult to present.



An excerpt from *Historics of Gamma Terra* written by Szah-lah, sleeth historian:

During the Reorganization, many of the sentients on Gamma Terra rallied around the ideas of charismatic individuals. These eventually evolved into what are now collectively called the cryptic alliances. Each is devoted to remaking the world in its own image.

Sleeth sociologists theorize that this is a normal, although dangerous, aspect of dramatic social change. Hopefully, we will all live through this phase and reach the time of enlightenment that is supposed to follow this schism of social drives. I shudder to think about the world remade to suit such groups as the Created or the Knights of Genetic Purity.

With a lack of governments that span large areas, the cryptic alliances sometimes hold tremendous power across vast distances. Political and military jousting tends to occur as frequently between the alliances as it does between cities.

Like any group of intelligent creatures, a cryptic alliance is not formed from a narrow view. That is to say, even members of the same cryptic alliance will differ greatly in their interpretation of the alliance's goals and methods. To reflect this, each alliance description is written from a central, moderate viewpoint. Traditional and reformed variations are described under separate headings.

This variation within an alliance can be a rich source of adventures. Powerful individuals within the same alliance might try to use the characters for almost opposite goals. Infighting in some of the alliances can get quite vicious.

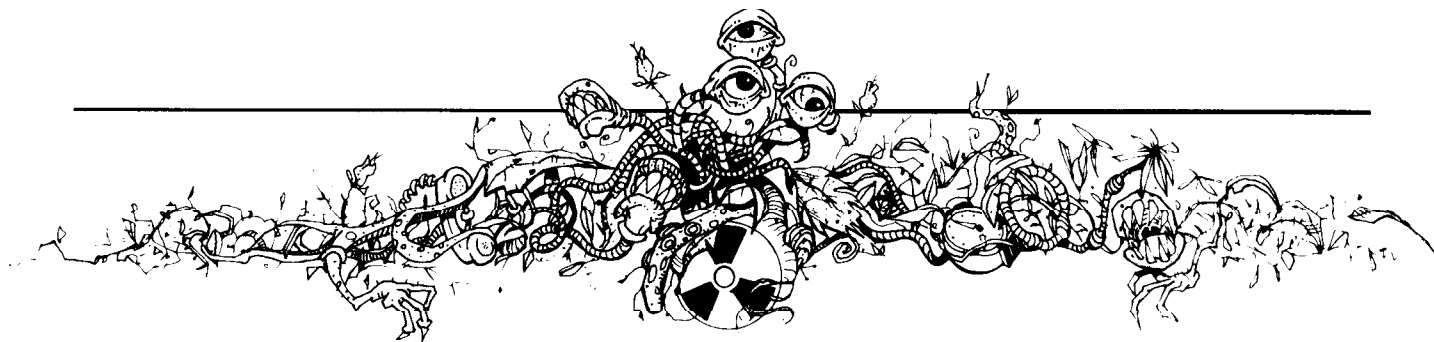
Each alliance has symbols and habits that distinguish it from the others or from those creatures not associated with an alliance. Sometimes this is a drawn symbol, like a logo, other times it is a phrase or type of apparel. For all the groups, the most decisive indica-

tion of membership in a cryptic alliance is the attitudes and actions of the creature.

Members of the alliance are granted certain privileges and subject to some restrictions. Any member caught acting against the goals of the organization is punished. The more militant alliances kill traitors. Player characters that perform acts that further the goals of the alliance get experience point bonuses. All of these benefits and restrictions are described under the individual alliance entries.

A common benefit for all cryptic alliances is being able to locate an ally in a distant land. If the cryptic alliance has a presence in a town or region, a character belonging to that alliance can usually contact the alliance and get a certain amount of assistance. It will only help the character if the character's cause is strongly related to the alliance's goals, and if the character can positively identify himself as a member.

It is not recommended that a character belong to some of these cryptic alliances. Many of them have been designed to work as the enemies of the player characters. These "enemy" alliances' goals and beliefs are offensive. Having a character in the party who belongs to such an alliance would ultimately result in conflict between the characters, which is to be avoided at all costs. The Knights of Genetic Purity are *not* open to PCs for this reason. The Zoopremists are explosive and tend toward terrorism. For this reason, GMs might not want to allow them as a PC alliance. The Seekers are not as heinous, but they are not open to PCs as their goals will tend to interfere with the probable goals of the group. The Created is not open to PCs, unless the GM wants to allow android or robot characters.



The Archivists

[Servants of the Eye]

This primitive alliance worships the artifacts of the ancients. Its members are usually ignorant and uneducated folk, poor both in mind and in body. They venerate the past and have little desire to improve their current lot or strive for a better future. Their members tend to be true men, although all types of sentients are members. Groups of Archivists are sometimes bullied into servitude by Followers of the Voice.

Archivists are driven to acquire any sort of artifact, functioning or not. They offer their finds to the deactivated robots they worship as gods. A typical temple is a shrine filled with artifacts, most of which are worthless. On occasions Archivists are able to capture and deactivate a robot. They then mount it upon an altar as a new god to be venerated.

Members of this organization tend to keep their alliance secret. The locations of their temples are never revealed to a stranger. Such places are bound to be looted if discovered by outsiders.

Traditional: These members hunt down robots and active machines, believing them to be inhabited by evil spirits. They deactivate these machines by any means and cart them off to a temple.

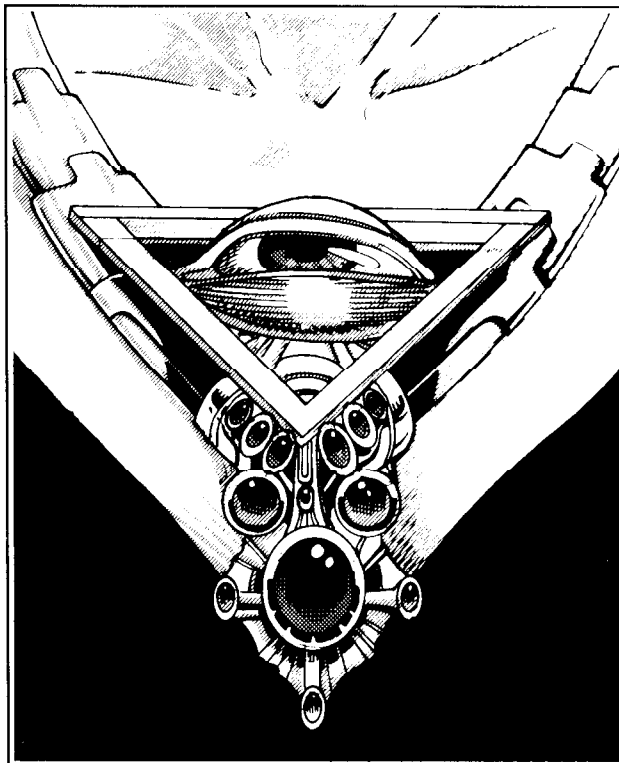
Reformed: These members believe that the machines are only the physical symbol of their gods. These members only seek or take artifacts that are not being used by others or have ceased to function naturally.

Symbol: An eye within a triangle. It is usually worn upon jewelry and kept out of casual view.

Benefits: +3 Robot Recognition and +3 Use Artifacts, but only when trying to *deactivate* a robot or machine.

Restrictions: All artifacts of value that a member acquires must be deactivated and placed in a temple. An artifact that is not "doing something" is considered deactivated even if it is in perfect working condition. Artifacts of value to the Archivist are usually defined as powered devices with moving parts. Deactivation is sometimes as simple as removing the power source.

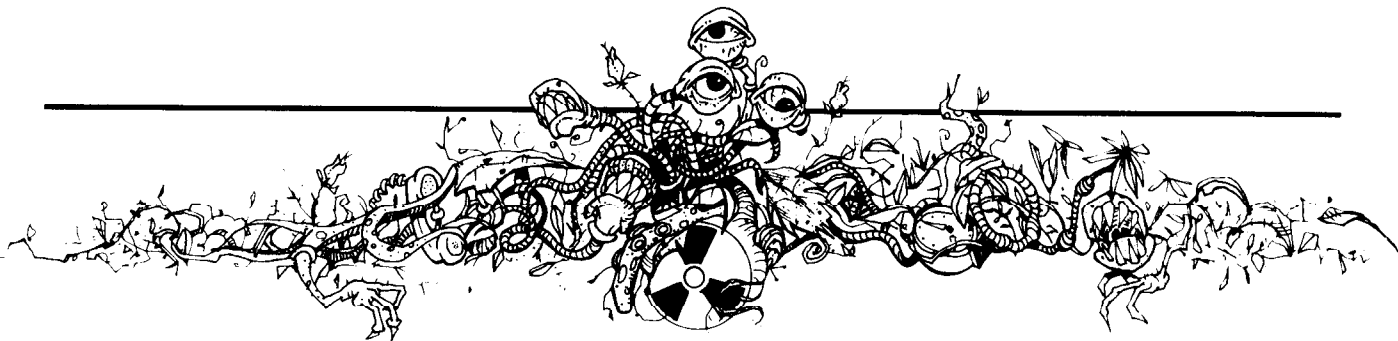
Player character Archivists are allowed to carry and use artifacts, so long as they regularly donate artifacts of value to the temple. The evaluators of the temple are likely to insist on the most valuable artifact in the character's possession as the necessary donation.



Experience Point Bonus: The character gets a bonus for placing artifacts at an Archivist temple. The highest bonuses would be awarded for unusual items such as an airplane (10,000 xp). On the other hand, a blow dryer might only earn an Archivist 10 xp. The PC gets experience points only for the single item of the highest value that he places there each visit. The Game Master will have to be careful not to allow a revolving door attitude towards what is and is not a "new visit." Once a week is a good guideline for a minimum gap between visits.

Notes: The Archivists will pay for artifacts. They don't care if they work or not. Any artifact is an item worthy of laying at the feet of their robot altars. They will pay the standard price for the item. They will even buy junk, baubles and curiosities. Even members of the alliance can sell to the temple, so long as their sales are accompanied by a substantial donation.

The Archivists have special squads of trained robot hunters. These men are armed with functional Tech V and VI weapons, which are sanctioned to be used rather than worshipped. They are adept at their jobs.



Brotherhood of Thought

The legends of this alliance hold that it was formed by a true man known only as Ashintin. Most sleeth historians believe this is a pseudonym and not the man's true name. According to the legend, Ashintin was a survivor of the cataclysm. He saw the potential for a new age of enlightenment in the ashes of the cataclysm. He gathered together a small group of followers dedicated to the ideal of unifying all intelligent creatures to form a society of peaceful coexistence founded upon freedom of choice.

The two pillars of the Brotherhood of Thought are nonaggression and personal choice. Their concept of personal choice borders upon anarchy. The Brotherhood has weak ties to the Seekers and the White Hand. It opposes the work of alliances such as the Purists or the Friends of Entropy.

There is little organization in the Brotherhood. Each member does as he pleases. Most merely go about their lives trying to live up to the ideals of the alliance. Some wander the land, trying to convince any sentient creature to join their ranks. Such wanderers usually travel in groups of three or four. They like to have one member of each basic genotype: a true man, an Altered One, a new animal, and a sentient plant. However, their ideals do not seem to appeal to plants as often as to the other genotypes, so frequently there are only three members of the group. They are quite open and honest about their alliance membership.

Traditional: Sometimes you have to use violence to stop violence. These brothers are reluctant to use this option, but will hurt or kill a sentient creature if necessary to prevent even greater destruction.

Reformed: A radical brother will never strike a sentient creature, even to save his own life. He will never prevent anyone from doing as he chooses, although he might try to persuade such a person verbally to the Brotherhood's view.

Symbol: Members trace an infinity sign in the air or on their foreheads as a symbol of their alliance.

Benefits: +3 bonus to Charisma in any attribute check made when trying to convince creatures to act peacefully or trying to calm down a heated situation.

Restrictions: Cannot attack creatures except in self-defense or if they are going to do violence or cause destruction in the immediate future (next few rounds).

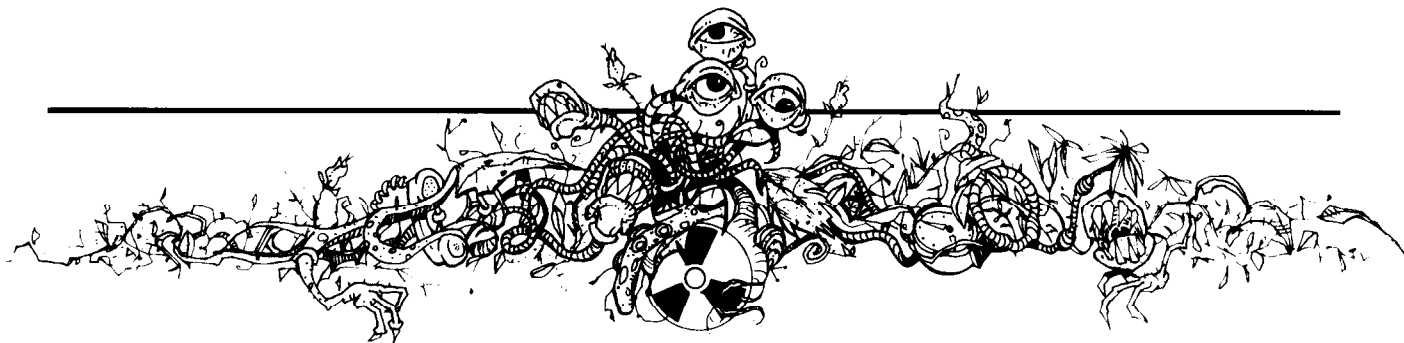
Experience Point Bonus: Once per adventure a



member of the Brotherhood can double the experience points he would normally get for resolving a conflict without combat. The Game Master will have to record the award for such events separately to be able to grant the bonus accurately.

Notes: Since the Brotherhood frequently works in small groups, it is recommended that the character have partners within the party that are also members of this cryptic alliance. Ideally these partners should be composed of one character of each genotype. The tangible game rewards to a character of this cryptic alliance are few. It is a better NPC alliance than it is a player character alliance.

Members of the Brotherhood tend to wear simple robes and carry defensive weaponry. Brothers usually carry axes and quarterstaves. Clergy use maces and shields for defense. The bishops use no weapons, but commonly wear armor, sometimes even Tech IV or Tech V protection.



The Created [Machinists]

Androids are a myth in Meriga. No one can say for sure that they still exist. The books and relics of the ancients describe such creatures, but there are no known androids around, just rumors. The most credible rumor is that they hate their human creators. They believe that artificial life forms, such as androids, robots, and computers are superior to any natural life form. Their long-term goal is the complete dominance of created life.

As a group, the Created value logical thought. Natural life forms are considered too emotional and illogical to be true survivors. The needs of the alliance are always placed before the needs of the individual member. Most members think nothing of sacrificing their existence if it will sufficiently further the alliance.

The Created tend to congregate in secret enclaves. These are usually located in the ruins of the ancients. There the Created rebuild many of the ancient artifacts that they find, waiting for a chance to replace humankind as the dominate species on Earth.

Traditional: Natural life forms are believed to be inferior, but should not be actively harmed or destroyed. Of course, this applies to whole races and natural life as a whole. Individuals are rarely of any significance. Sometimes a group of people or animals are able to form a cautious alliance with traditional Created.

Reformed: Reformed members of the Created believe that all sentient natural life forms are a threat to their supremacy. They destroy them whenever possible. However, sometimes the logic of the situation dictates letting a natural life form live to further a more important plot or goal.

Symbol: A clenched fist, raised shoulder high, is a salute used by this alliance. Members usually assume that any machine or android is also a member or at least agrees with their goals.

Benefits: Computers and robots always react positively when dealing with members of the Created.

Restrictions: *Not open to player characters!* Members must always put the needs of the group ahead of their own welfare or that of any other individual. They must act as if their lives, or any other individual's life, can be readily sacrificed if necessary.

Experience Point Bonus: Not applicable since this cryptic alliance is not open to player characters.

Notes: Since a character must be an android or robot

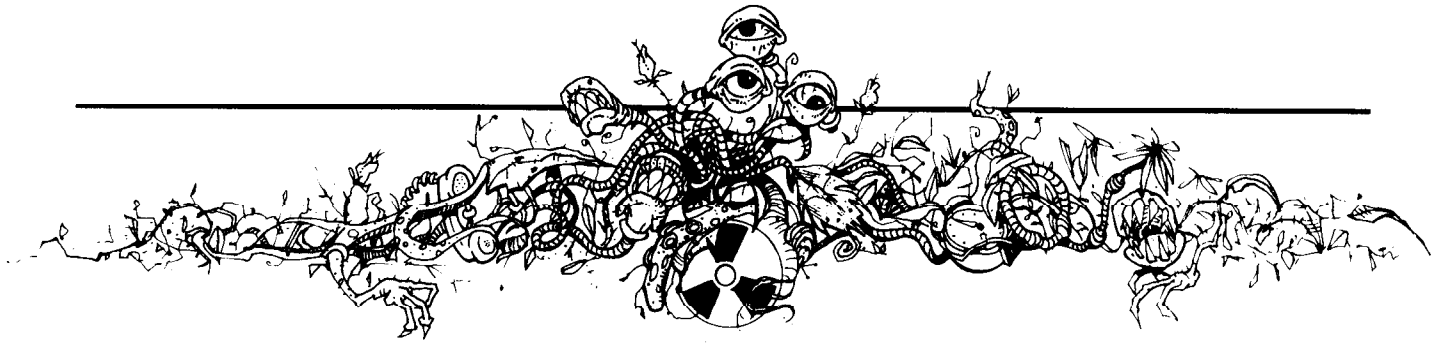


to be a part of this cryptic alliance, it is impossible for a player character to join this alliance. All members use logic exclusively and are incapable of understanding emotion or personal needs.

The Created are a very mysterious cryptic alliance and very powerful. They have access to a large quantity of ancient artifacts. Unlike organic life forms, the androids and computers have never forgotten how to use or build machines. They have an intimate understanding of high-level technology that surpasses that of any sentient, living being in the world.

Rumors claim the Created have established manufacturing plants, fully automated, of course, and secretly trade the products to sentient creatures. If so, they are very careful not to give too much technology to any one region or group, since that would undermine their own technological advantage.

The strongest clues to an android enclave are in the ruins of Datun. This unexplored city is somewhere in the Wild Lands. Few explorers have ever returned to verify its exact whereabouts.



The Followers of the Voice [Programmers]

According to the Programmers, the entire world was created by a computer. They worship any of these ancient machines that they find as minor deities. Always they search for the creator computer. What they intend to do if they find it is a secret known only by the grand high systems operator.

There are many cases where Followers of the Voice have been easily enslaved by an active computer. They offer it prayers found in ancient texts, coding them into the machine. Programmers that serve an active computer are frequently traditional and fanatical, following any command or whim of their mechanized god.

Programmers have been known to associate with Archivists and the Created. Most other alliances, particularly the Restorationists, oppose them. The Followers of the Voice keep their existence secret. They fear that outsiders would want to harm or steal their computers.

Their secret bases tend to be in the ancient ruins where the old computers might still be found. They are usually well equipped with artifacts from before the time of troubles.

Traditional: Anything the computer says or communicates is the literal truth. It must be obeyed instantly and precisely. These Programmers will lay down their lives proudly if the computer asks them to do so.

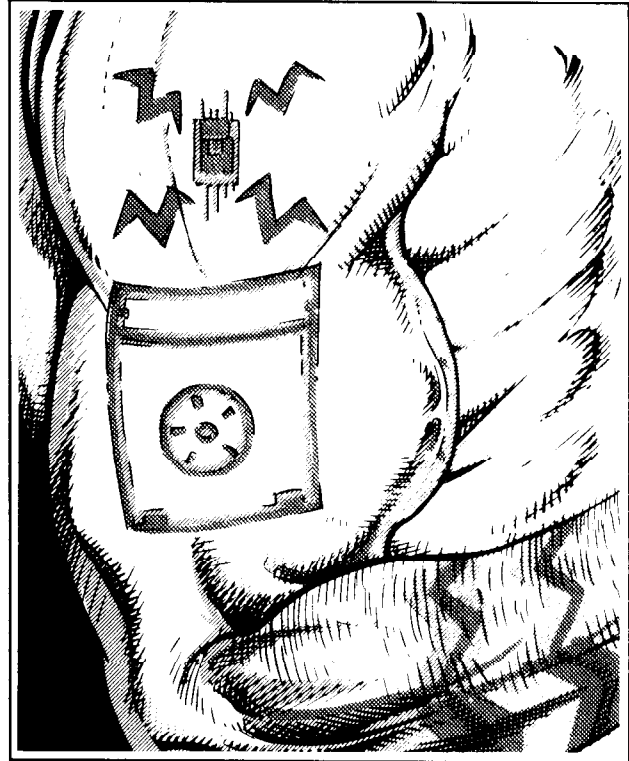
Reformed: The ramblings of the computer god are to be interpreted in light of the current social climate. It is often thought that the computer is intentionally cryptic in order to test the skills of its followers.

Symbol: The followers have many symbols, but the most popular are the chip and the disk. They are frequently tattooed in places that are not visible in public.

Benefits: +3 Robot Recognition bonus when dealing with computers or when trying to extract information from or program them.

Restrictions: The Followers of the Voice must obey the instructions of any computer. There is some latitude in interpreting what the computer wants done. Once a year, a Programmer must contact an active computer and ask it for a quest or instructions. This can happen coincidentally as part of an unrelated adventure.

Experience Point Bonus: The Programmer character is entitled to a 100 experience point bonus times his current level each adventure as long as he obeys any

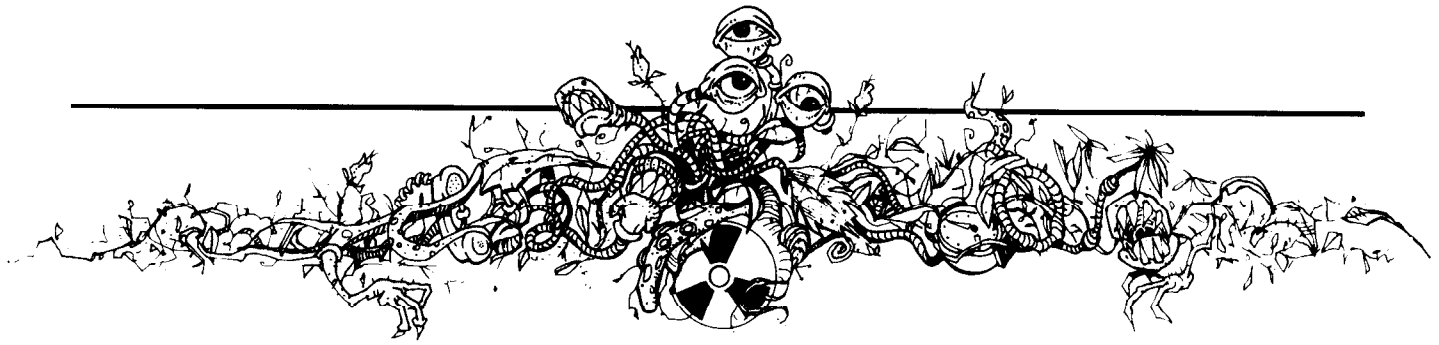


orders given to him by a computer. If a computer is not encountered in the adventure, then he doesn't get the bonus. The Game Master should be lenient about the player's interpretation of the computer's requests.

Notes: The character should strive to keep his alliance secret, even from other members of the party. He should try and seek out a computer a few times a year, so he can type in a "prayer." (These are old programs from dusty manuals found in ancient ruins.) It is not necessary for the computer to respond to these prayers.

The destruction of a computer or property clearly controlled by a computer is forbidden. From the Follower's point of view, the computer is always right. A player character Follower should always try to persuade the party to not harm any computer or computer equipment.

Typical members tend to be the disaffected middle class, craftsmen, businessmen and such. They tend to be idealists, believing in a world where all problems can be solved easily. For them, computers are the ultimate representations of order. It can't be wrong if the computer says it's true.



Healers [The White Hand]

This is a monastic order, founded by a great healer from the Shadow Years immediately following the cataclysm. Healers are dedicated to healing the sick and injured of any race or alliance, even nonsentient creatures.

Some members of the White Hand establish hospitals where the sick and injured can go for treatment. Others wander the land healing any and all creatures that cross their path. Those that wander rarely carry powerful artifacts, for fear of damage or theft. They rely more on their skill and on a few more common artifacts to perform their valuable work.

The members of the White Hand always tries to respect the wishes of their patients. For example, when among the Seekers, they use only primitive healing techniques, such as salves, ointments and splints. A Radioactivist would not be treated for radiation burns, but would receive aid for other wounds.

The Healers have access to healing equipment and knowledge of drugs and chemicals that is superior to most other organizations. They make no secret of their alliance membership. Anyone caught stealing from the White Hand is refused the benefit of their services.

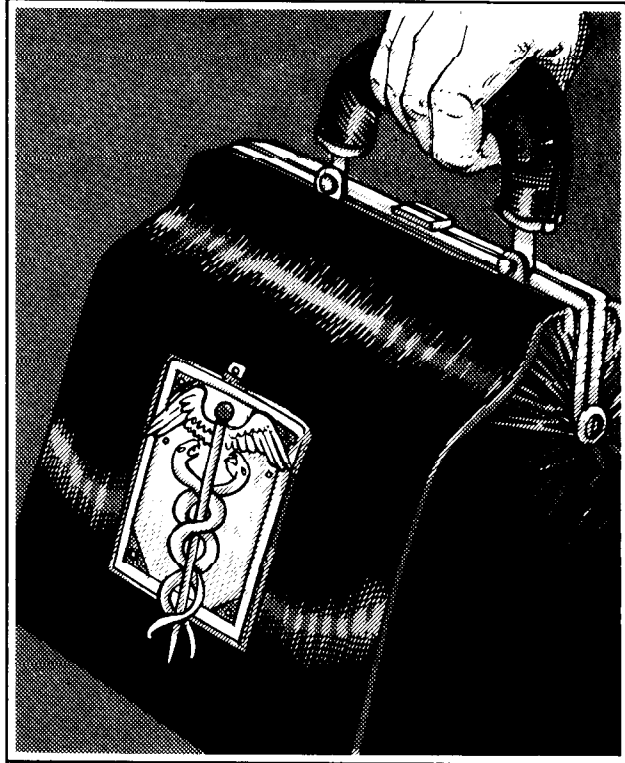
Traditional: Traditional Healers will help any creature, sentient or not. They will risk life and limb to give medical assistance to another. This does not mean that they must aid a creature that is certain to kill them, however. There must be a chance of successfully treating the patient before they will take the risk.

Reformed: Many reformed Healers demand payment for their services, although they will sometimes perform charity work. They tend to help nonsentient creatures only occasionally.

Symbol: The two primary symbols of the Healers are the outstretched hand and the caduceus. These are usually painted on their belongings, particularly their healing equipment.

Benefits: The character starts with a medikit V. A Healer can bandage a character in half the normal time. Any character under the constant supervision of a Healer heals at twice the normal rate (i.e., 2 points per day of rest). The Healer cannot accelerate regenerated healing.

Restrictions: The character must try to bandage or heal any wounded or sick sentient creature. If the creature is beyond help, he can humanely put it out of its

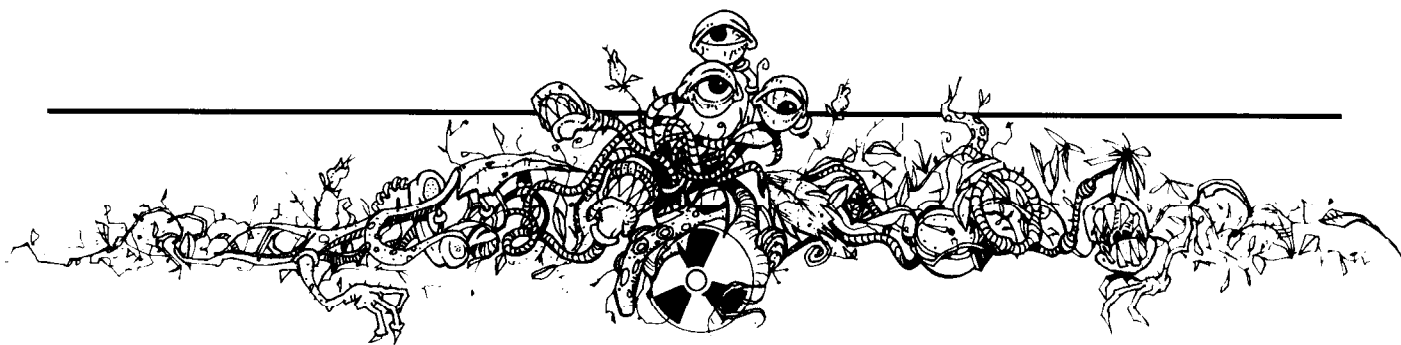


misery. He is not required to risk his health or safety to heal a creature.

Experience Point Bonus: The character gets a 100 xp bonus times his current level once per adventure if he heals a sentient creature or character that is not a member of the party. Insignificant animals don't count—i.e., healing a mouse does not warrant an xp bonus.

Notes: Healers can still fight and even kill other creatures. The Healer must avoid killing if possible, although this is not always the case. However, once the threat is over or the creature is no longer an obstacle, he must tend to its wounds, if possible. The Healer does not have to risk his life to do this. If the wounded creature is going to kill him if he comes near it, then the Healer is not obligated to bandage it.

In any hospital of the White Hand, the alliance member can get a fresh medikit V for half the listed cost. Although medikits are not always available elsewhere, these hospitals are always willing to sell one to an alliance member.



The Iron Society

This is yet another group founded upon fear and hatred. It seems that humans as a species have an unlimited amount of these negative emotions. Only altered humans can be a part of this alliance. Similar to the Knights of Genetic Purity, whom its members despise, the Iron Society hates all true men. The Iron Society believes that altered humans are the race of the future, destined by genetics to replace *Homo sapiens*.

Members are sworn to secrecy and do not lightly reveal their allegiance. The society has a special branch of telepathic mutants called the Thought Police that tracks down traitors and destroys them.

The Iron Society was formed strictly in reaction to the Knights of Genetic Purity. As the Purists began to hunt down and slaughter larger and larger groups of altered humans, militant mutants formed their own reactionary group. The struggle between these two cryptic alliances has been going on for over a century. The Purists have the advantage of technology, while the Iron Society has the advantage of powerful mutations.

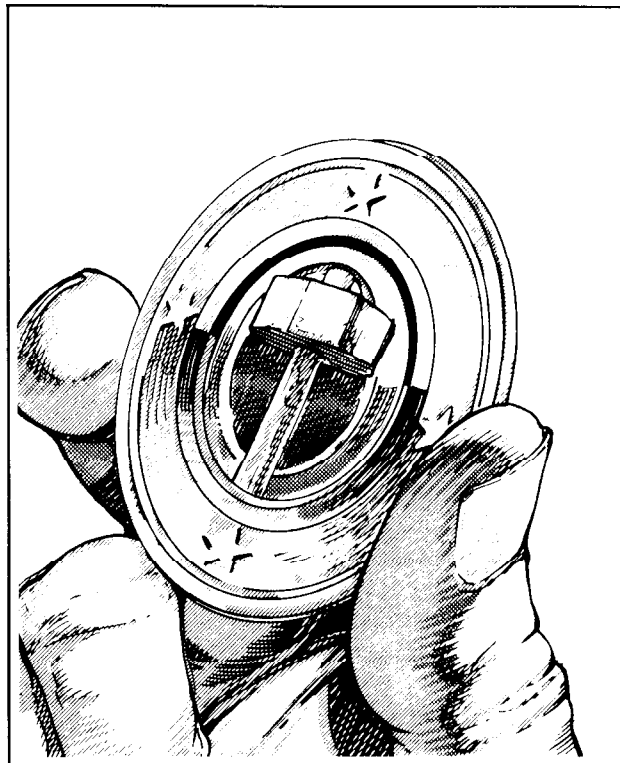
Traditional: Filled with hatred for all true men, these members hunt down and destroy all pure strain humans. They actively seek to better their position by eliminating all true men. Player character members are not allowed to hold the traditional point of view.

Reformed: These members are not blinded by their hatred. They only despise the Knights of Genetic Purity, not all true men. In their eyes, true men are merely pathetic inferiors. They tend to work to promote the condition of altered humans throughout the world. Player characters must take this reformed viewpoint if they are members of the Iron Society.

Symbol: A hammer in a circle is one primary symbol of the Iron Society. The Society has minted a coin with this image that is sometimes passed between members for identification.

Benefits: A member is able to buy a Tech IV or Tech V weapon from the alliance at 50% cost. He must purchase the weapon as part of a plot against the Knights of Genetic Purity or some other significant threat to mutantkind. The Game Master rolls once on the Tech V and Tech VI weapon loot tables and offers the character his choice. The PC can only purchase one of the items available.

Restrictions: The character must stop any threat to mutants. In particular, he must stop any activity of the

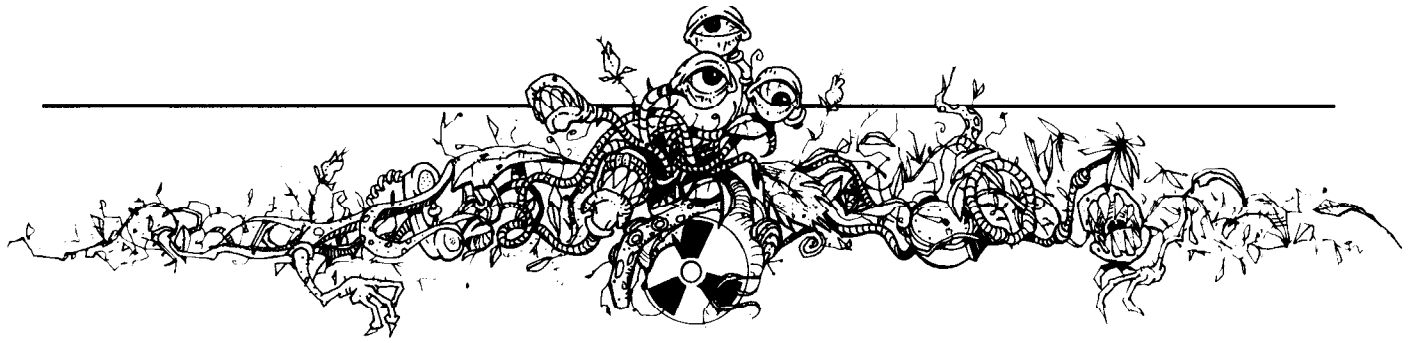


Knights of Genetic Purity, if possible. In general, he must promote the condition of mutantkind.

Experience Point Bonus: An Iron Society member is eligible for a 100 xp bonus times his current level each adventure if he prevents a serious threat to mutants or mutantkind, or if he causes the Knights of Genetic Purity trouble, if he significantly aids mutants or mutantkind. The Game Master will have to judge the character's performance during the adventure. Actions worthy of the xp bonus must be significant in stature and not just a small thing. There must have been some form of personal risk to the character or particularly clever work on his part.

Notes: The Iron Society is powerful and secretive. However, it is also divided. Traditionalists and reformed members sometimes fight each other as fiercely as they fight their genetic enemies.

Typical alliance members are rigid and inflexible in their views. They are right, and you are wrong. They tend to be extremists, who are willing to die for the Society. Their hostility and anger toward true men, particularly Knights of Genetic Purity, is obvious to all. All in all, the Iron Society is very dangerous organization.



Knights of Genetic Purity

[Purists]

Only true men are allowed to become a Knight. The members of this alliance thrive on fear and hatred. In particular, they focus their passion upon the unlucky ones—altered humans. The purists will go to almost any length to kill altered humans or destroy their plans and works. Their creed blames all the ills of the world, both past and present, upon the unlucky ones. Strangely, they seem to have no great hatred for sentient animals or plants.

Most sentients find their dogma of hatred and genocide repugnant. They are almost universally hated by the other cryptic alliances. In particular, they are pitted against the Iron Society. The typical Knight proudly displays the red square badge of his alliance, reveling in the fear of those around him. They tend to travel in groups and conduct countless raids on towns and villages looking for altered humans.

Purists are particularly well equipped. Early in their history, they seized control of an installation at New Waskum. The installation there has since been gutted. They have claimed all of the artifacts of the ancient times as their rightful inheritance. Groups of Purists can sometimes be found in control of a base or installation where they have taken control of most of the equipment.

Traditional: These Knights zealously seek out mutants to kill. They believe that their purpose in life is to wipe out the altered human population.

Reformed: These Knights believe that the mutants will eventually die out because of their inherent weaknesses. They tend to enslave mutants rather than kill them.

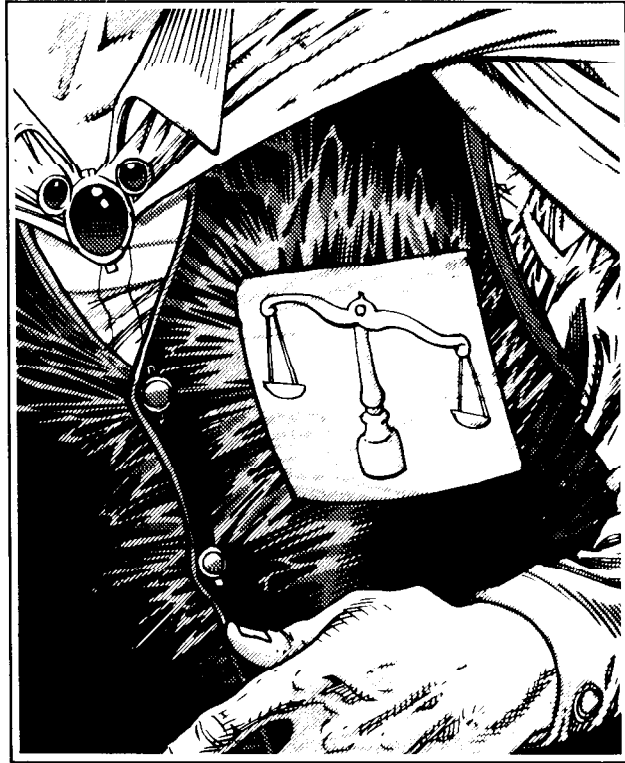
Symbol: A red square with an unbalanced scale is emblazoned prominently on their clothes.

Benefits: Members each carry a fully functional weapon artifact. They are particularly fond of blasters.

Restrictions: *This cryptic alliance is not available to player characters!*

Experience Point Bonus: Not applicable, since player characters cannot be members of this cryptic alliance.

Notes: The Knights of Genetic Purity are not open to player characters. This group is founded on racial hatred and specifically designed to be the nemesis of

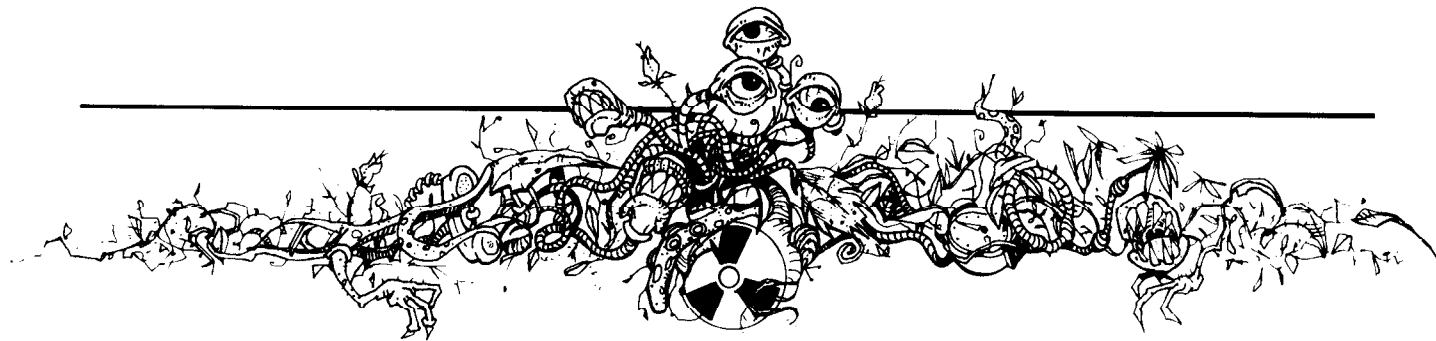


the player characters. A Knight of Genetic Purity would want to kill all mutated members of a party.

There is an underground movement afoot within the city of Bastion, home of the Knights of Genetic Purity. True men of the alliance that have mutated children born to them sometimes join this movement. It is aimed at overthrowing the Knights of Genetic Purity and dedicating the efforts of the city to healing genetic deviations. This would in effect, remove all mutations from the human race peacefully, assuming that all mutants agreed to have their genes altered.

Typical alliance members wear armor and carry weapons at all times. They favor the color red and are fond of cloaks. Knee-high boots and heavy gloves are common accessories. They carry the symbols of their alliance proudly and boldly.

Intellectually, the Knights are strict and unyielding. They never allow their reasoning to be scrutinized or questioned. A person that is not with them must be against them. There is not room in their philosophy for fence straddling.



Peace Brigade

Not long ago, a group splintered off from the Restorationists. This group decided that civilization needs to be preserved and nurtured wherever it may be found, and that its members were just the sentients to do it.

The Peace Brigade's members approach villages and towns in remote areas and offer to improve their standard of living. This usually involves education and improved public works. Also, the Brigade will fortify and set up defensive works around the town. In exchange, the Brigade expects to levy a very reasonable tax. Many villages accept this offer. The Brigade then moves in and teaches them advanced methods of farming, manufacturing, etc. Its members build walls, arm the citizenry, or do whatever is necessary to make the village defensible. Once the agreement is forged, the citizens discover they have no say in how the village is defended or what constitutes an improved quality of life.

Unfortunately, even if the village cannot be persuaded to cooperate, the Peace Brigade may move in and do its work anyway. Armed guards oversee the construction of protective walls, which may or may not run through fields and houses. Buildings and homes are leveled and replaced with more modern equivalents.

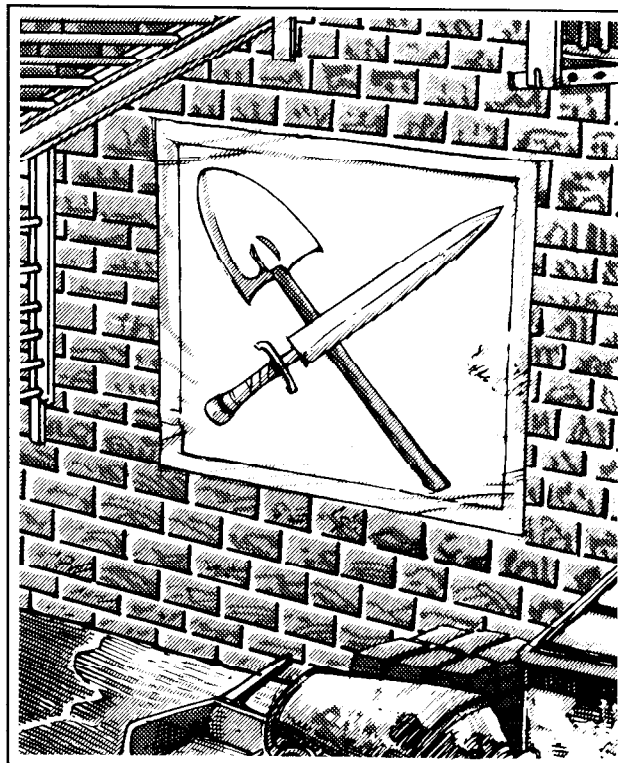
After all of this chaos, the Brigade leaves. The following year, it returns with an armed force and extracts a tax from the citizenry. This tax is higher than the one that might otherwise be levied if the Brigade had been allowed to do its work with the village's cooperation, but is still not a severe burden to the population.

Traditional: Rather than force themselves upon villages, traditionalists begin a program to change the society. Their goal is to convince the people that progress of any sort is good. They are willing to wait an entire generation to change the minds of the people.

Reformed: Reformed members' zealotry to improve the quality of life and protect the villages sometimes extends to removing all predators from the immediate surroundings. Alternately, they might force the people to live in underground dwellings, the ultimate in defensible positions. In general, they go to extremes when determining how best to protect a village.

Symbol: A crossed shovel and sword set on a blue field. It is typically emblazoned on the members' equipment and on the walls or other structures they leave behind in the villages.

Benefits: Members start the game with a set of

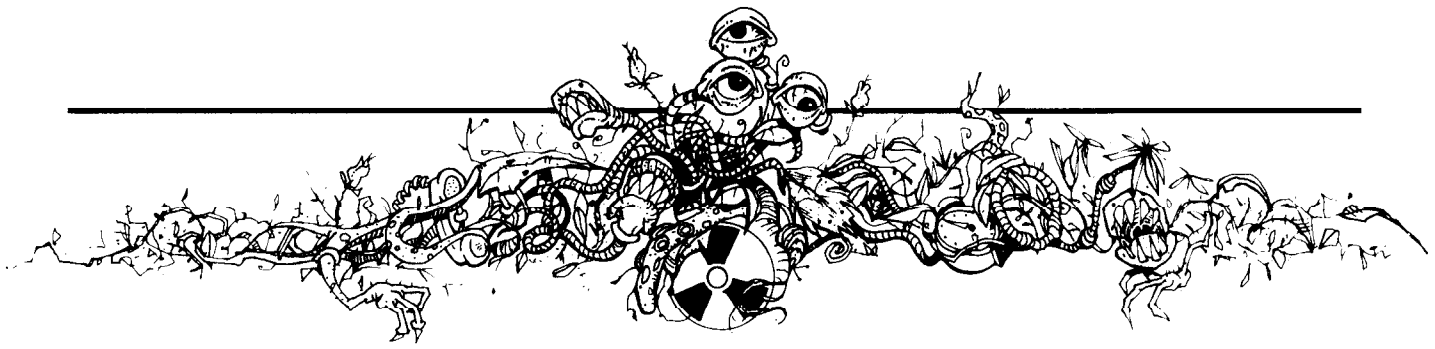


building tools and a knowledge of construction techniques. It doesn't take any less time or money for a member of the Peace Brigade to build something, but it is always built right. There is no danger of it falling apart or not working properly. This advantage is restricted to small- and medium-sized building projects with only simple mechanical operations.

Restrictions: Peace Brigade are not allowed to be a member of any army or military force. They cannot assist any army or military force, especially if it is besieging a town or village. They could help defend a village, but would not take orders, draw pay, wear a uniform, etc.

Experience Point Bonus: The character gets 100 xp times his current level if he can successfully introduce a superior method of living or improve the defensive works of a town, village, clan, etc. Killing the monster of the moment doesn't count. What he accomplishes must be something of lasting value. This award can only be earned once per adventure.

Notes: Members of the Peace Brigade are always sure that they know best. Their intentions are good, but their methods are sometimes destructive. It is almost impossible to sway them from fortifying a town.



The Radioactivists

This strange group believes in the “divine radiant glory.” Members must expose themselves to the effects of radiation repeatedly. They then crawl off to wait for a possible mutation to affect them. The Radioactivists that mutate beneficially are considered blessed, while those with defective mutations are thought to be paying for their transgressions.

The vast bulk of this cryptic alliance are altered humans, although there are some new animals in it. Members keep their membership secret from anyone not in the alliance. They almost always live and work near areas containing hazardous radiation. This gives them ample opportunity to practice their beliefs.

The overall goal of the Radioactivists is to spread radioactivity throughout the world. They do not seem to realize that this would mean the end of life as we know it. Somewhere there is rumored to be a supreme leader that has been mutated almost beyond recognition. He is supposedly directing the entire alliance’s efforts toward its grand goal.

Traditional: This branch of the cryptic alliance wants to establish shrines in currently radioactive areas where the devoted can visit. Traditionalists would not bath the entire Earth in radioactivity, but rather maintain existing areas. They want to go public with the creed.

Reformed: At the opposite extreme, the reformed Radioactivists want to increase the amount of radiation in the world. They engage in a crude form of fortune-telling by capturing innocent creatures and subjecting them to radiation. If the creature dies, it is a bad omen. If it lives, it is a good omen. If it mutates, then favor is truly shining upon the issue.

Symbol: The triple triangle (see picture) is the symbol of the Radioactivists. It must be either yellow, orange or red. Members of the alliance emblazon it in hidden corners of their clothing or on their belongings.

Benefits: Characters must roll two extra mutations, one physical and one mental. These mutations can be defects even if the character already has defects.

Restrictions: The character must keep his membership in the cryptic alliance secret, even from other members of the group. Although it is not mandatory, the Radioactivist should endeavor to expose himself to radiation whenever he finds it.

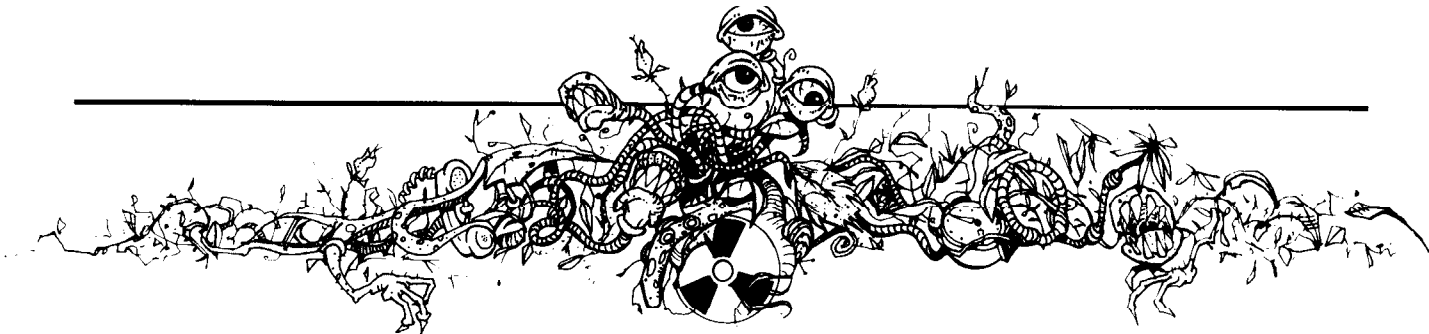
Experience Point Bonus: The character gets a 100 xp bonus times his level if at least once during the adven-



ture he voluntarily exposes himself to sufficient radiation to do him harm. He gets double that amount if he gets a mutation from it, even a defect.

Notes: It may not be realistic to keep the PC’s alliance secret from members of the group. They will be able to count his mutations and make an educated guess about his membership. The character may want to select two passive mutations to keep as his secret from the group. These do not have to be the extra mutations gained for his membership. Optionally, if his companions are good roleplayers, they can pretend to not know.

Typical alliance members are the poor and down-trodden. With nothing to lose, why not take a chance on some radiation? They are rarely intellectuals, but are more often laborers or peasants. They have a hatred for people with money and status. For them, the glow is the ultimate equalizer. It doesn’t care if you are rich or poor, it will mutate you just the same.



The Ranks of the Fit [Bonapartists]

The so-called Emperor Napoleon I, a mutated bear, founded this cryptic alliance. In the early years, he conquered vast territories with his large armies. Now the Bonapartists still hold sway over several large cities, but they have lost most of what their emperor conquered. Each city is ruled by a supreme high commander. These iron-fisted monarchs spend much of their time trying to unite the ranks under their individual command.

The creed of the ranks is based upon several ancient texts, which were once revered by Napoleon I himself. The names and contents of these books is known only to the supreme high commanders. These beliefs include the natural superiority of animals over all other forms of life, the necessity for subjugating the inferior races, and the vital importance of the military.

Anyone can become a Bonapartist, but only animals are allowed to have positions of authority (ranks of major or above). As a result, few humans or sentient plants can be found in their ranks. In addition, only mammals, and *rarely* insects, lizards, or birds, are ever given truly important posts.

Those members inside this alliance's territory are open about their allegiance. However, they have many spies and operatives in other places that keep their identity a secret.

Traditional: Many members of this branch hate humans. Reformed Bonapartists want to crush all human resistance and establish a supreme military government with humans as slaves. Mammals would, of course, be more important than other animals in this new scheme.

Reformed: This wing of the alliance believes that the military must serve the common good of the people. They want to conquer the world so that they can establish a government where the military and civilian elements rule equally. Animals are, of course, predestined to rule the military half of the government.

Symbol: Members of the military all wear uniforms with tricornered hats. Secret operatives usually carry a symbol with a stylized dagger thrust through a triangle.

Benefits: Enforcers get a +3 Combat Leadership bonus. All character types get to add +3 to the morale rating of anyone they are leading. A Bonapartist's

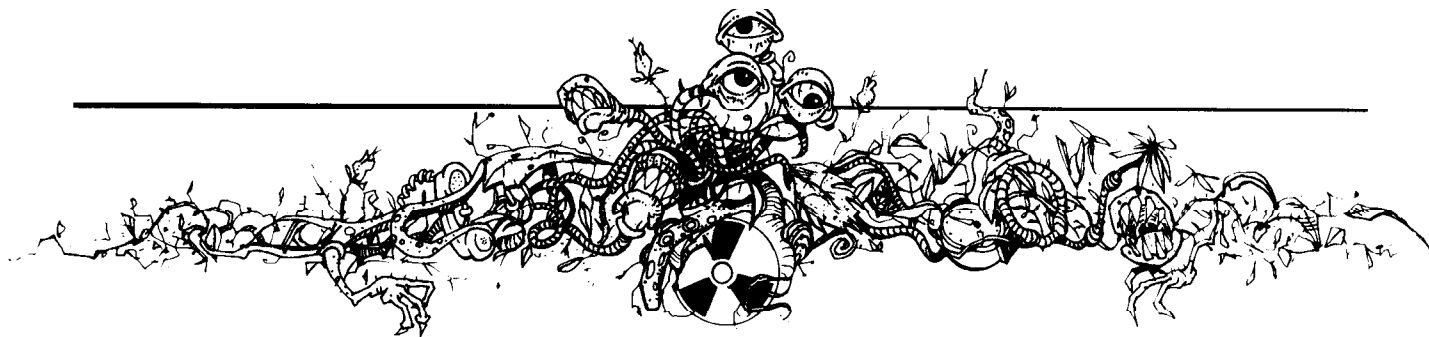


troops will tend to hold loyalty to him and be more courageous in battle with him around. This bonus cannot be used with other player characters.

Restrictions: Must belong to an army or military organization at all times. If ousted from one, the alliance member must immediately seek to join another.

Experience Point Bonus: He gets a 100 XP bonus times his current level once per adventure if he participates in a military action of some sort with NPCs. Normal guerrilla tactics involving only the player characters do not count.

Notes: Bonapartists tend to see the world through the eyes of a military strategist. They always advocate a military solution to problems—i.e., blockades, sieges, raids, assaults, etc. They consider mutated animals to be superior to other sentient races. This is not necessarily a conscious or malicious act; it just seems to be the natural order of things to them.



Restorationists

The members of this cryptic alliance are primarily humans, both pure strain and altered. However, any sentient creature is welcome to join their ranks. The Restorationists work to recover the ancient technology and restore Gamma Terra to its previous glory. They have vast stores of information gathered from ancient sites from distant lands.

As a rule, animals and plants are not interested in restoring the old ways. They would rather build a new civilization than restore the old one. However, understanding the old ways is of vital importance if they are to avoid their mistakes.

The Seekers in particular hate Restorationists for their love of machines. The Restorationists do not actively oppose any single group, although any cryptic alliance opposed to rebuilding civilization is dealt with cautiously. Such alliances as the Followers of the Voice, Zoopremists and Archivists stand in the way of the Restorationists' goals.

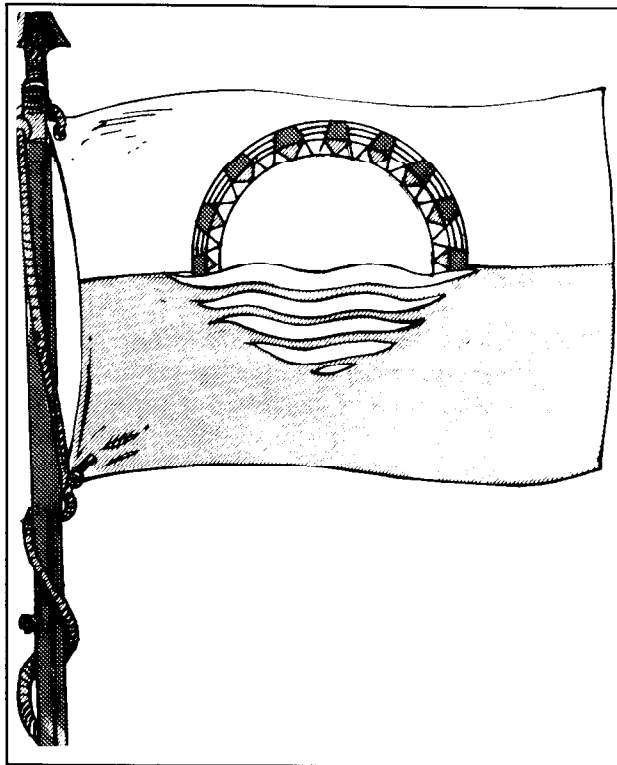
The Restorationists influence many large towns. They are very aggressive in their goals, hiring mercenaries to explore, seek out and recover ancient artifacts and knowledge. While well armed, they have never been known to attack without provocation.

Traditional: The traditional view holds that only complete dominance of an area will secure it so that it can be restored. The technology of the ancients must be used to control the populace if any progress is to be made.

Reformed: These members believe that society must be restored by peaceable means. They even advocate making treaties with such groups as the Seekers and the Knights of Genetic Purity.

Symbol: The rising sun over the ocean is the symbol of the Restorationists. They bear it proudly on flags, but rarely carry it on their persons.

Benefits: Any artifacts that a Restorationist purchases from the alliance are at a 10% discount. The character can ask the alliance to repair an artifact, for a price, once per adventure, and if the character can prove that the repair of the artifact would further the goals of the alliance, the Restorationists will repair it for free. Likewise, once per adventure, the alliance will analyze an artifact for a member at no cost. Use the Use Artifacts Diagram on page 67 and assume that the alliance's Use Artifacts skill is a 10. This means that most artifacts of complexity 12 or less will be automatically figured out. It is possible

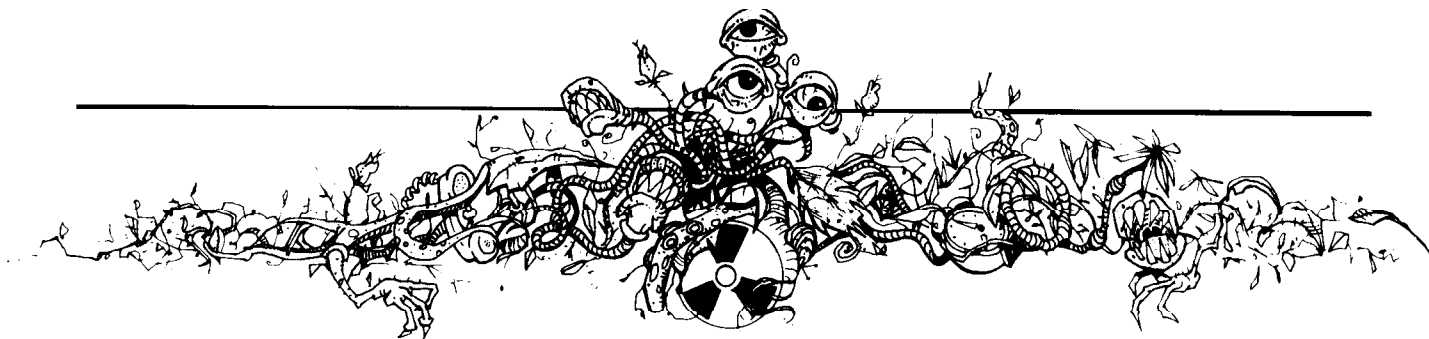


for the Restorationists to be wrong or even to break the artifact. Analysis takes a full week.

Restrictions: Restorationists are not allowed to destroy information from before the cataclysm. Books, tapes, computer files, etc. of the ancients must be preserved at all costs, even if they fall into evil hands.

Experience Point Bonus: A member of this alliance gets a 100 xp bonus times his current level once in an adventure if he retrieves information about the ancients and successfully turns it over to a Restorationist center. This should be significant information—trivial or useless bits don't count.

Notes: Restorationists buy and sell artifacts. Even broken junk can be sold to them for spare parts. They will buy junk, baubles and curiosities for the standard price. Individual artifacts are purchased for at least 10% less than their actual value. The condition of the artifact greatly influences how much the Restorationists are willing to pay. They sell the artifacts for the prices shown in the equipment section. Restorationists will only evaluate or repair equipment for members. Nonmembers are just plain out of luck.



Seekers (New Dawn)

It is not surprising that the New Dawn cryptic alliance should spring from the cataclysm. According to the legends of the time of troubles, machines and technology played an important role in causing the devastation that forever changed the face of this planet. Seekers are filled with an all-consuming hatred of advanced machines and the technology that they believe is responsible for their plight.

Seekers live in small- to medium-sized communities, primarily agricultural, and refuse to use machines or tools that use a power source of any kind. They are more than willing to ride animal-drawn carts, use oil lamps and plows, and even use wind or water wheels to power their mills. They make no secret of their beliefs.

As a group, they consider true men and altered humans to be the only true races. Animals and plants are given respect, but are considered second-class citizens only fit to be servants. It is important to note that Seekers do not hate or enslave animals and plants, they merely consider them to be inferior. For example, they are not allowed to have a voice in community decisions. The Seekers are friendly only with the Brotherhood. They actively hate Restorationists, Programmers, and Archivists.

Traditional: The traditional Seekers have a lengthy and detailed list of permitted and forbidden machines. They actively seek to destroy any machines that have been declared forbidden.

Reformed: These Seekers are willing to consider certain forms of technology as valid. They have an elaborate testing system to determine whether a machine is too advanced for their society. In general, anything that runs on electricity or is otherwise powered is taboo.

Symbol: The symbol of the New Dawn is a wheat stalk against an oval. Members place this symbol on buildings, but don't carry it around with them, as a rule.

Benefits: None.

Restrictions: *This cryptic alliance is not open to player characters!*

Experience Point Bonus: Not applicable since player characters cannot be members of this alliance.

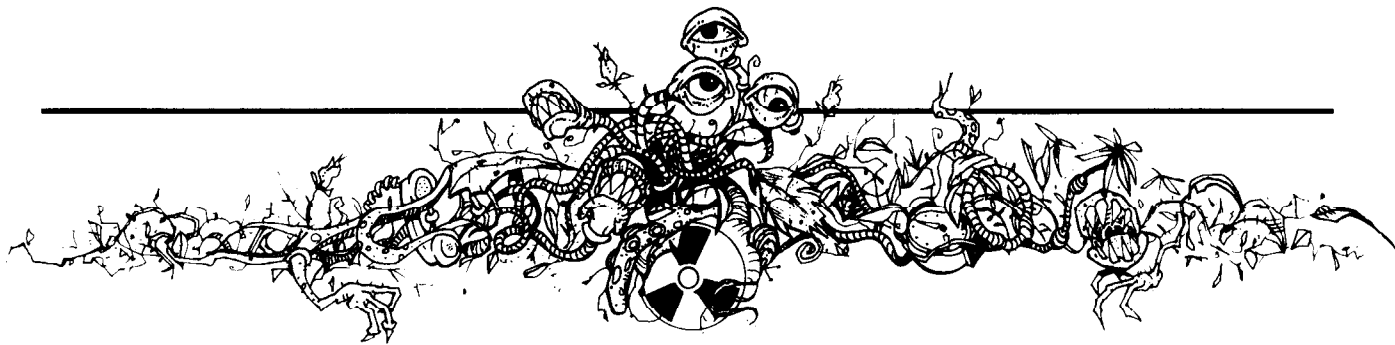
Notes: Just because this group doesn't believe in artifacts doesn't mean that they are weak or defenseless. They have cannons and flintlocks for weapons. Seekers



with powerful mutations are quite capable of protecting their families and homes.

There is a splinter group forming from the Seekers. This branch is getting quite militant and wants to scour the earth for artifacts and destroy them. The splinter group's members believe that they know what is best for the whole world. Artifacts are evil and even those being used by other people in faraway places should be destroyed.

Typical alliance members are farmers. Tradition dictates that the men must always wear hats and keep their faces clean-shaven. The hats they favor look vaguely like baseball caps. They fit snugly on the head and have a sun visor extending over the face. A modified form of overalls are common attire for the men. Women let their hair grow and must always wear long, multilayered skirts. All of their clothes are homemade and are of good quality. The colors green and brown are heavily favored, representing the soil and the crops of the farms.



Zoopremists

Originally the Zoopremists were dedicated to serving all sentient species of animals. Their alliance was to be a common society in which the new species of Gamma Terra could mingle freely. Since that time, it has splintered into two groups, neither of which follows the old creed of the original Zoopremists.

The current thinking of the Zoopremists is that the thinking beasts of the world are its rightful heirs. They believe themselves to be superior to humans, including the Altered Ones. The Zoopremists do not want to kill pure strain humans and altered humans, merely make them their servants. Sentient plants are not thought to be of any consequence.

Young animals seem attracted to this cryptic alliance. An alarming number of them join its ranks. Fortunately, as they mature into adulthood, many leave the Zoopremists. Those few that do stay tend to comprise the leadership ranks of the Zoopremists. Their young followers are quite zealous and devoted.

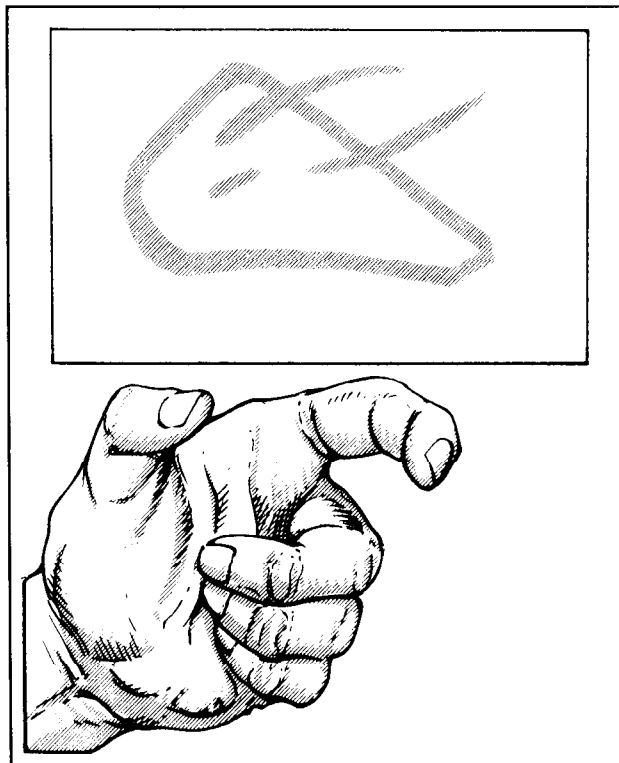
The Zoopremists secretly oppose the Ranks of the Fit. It galls them that a significant group of animals believes that it is possible to live with humans, even altered ones. The Zoopremists act as a secret organization to prevent the plots and activities of the Ranks of the Fit, seeking to discredit them in the eyes of mutated animals everywhere.

Left: Leftist Zoopremists have formed a secret society devoted to destroying anything and anybody that stands in the way of new animal supremacy. They wholly embrace the tools of terrorism.

Right: These new animal rights activists are interested in furthering the role of animals in the new world. They are militant but not a terrorist organization. They do not advertise themselves, but do not go to great lengths to keep their cryptic alliance secret.

Symbol: A bull's head is used to symbolize the Zoopremists' organization. Members use a secret sign with the thumb and forefinger curved to look like an animal's horns (see picture).

Benefits: A Zoopremist is skilled at making and using bombs. These bombs act like high explosive grenades or warheads. The damage and the radius of the bomb increase with their Zoopremist maker's level of expertise. The bomb is set off by a lit fuse up to 10 meters long. It takes four hours to pack the bomb and prepare the fuse. It takes 10 minutes to place it properly.

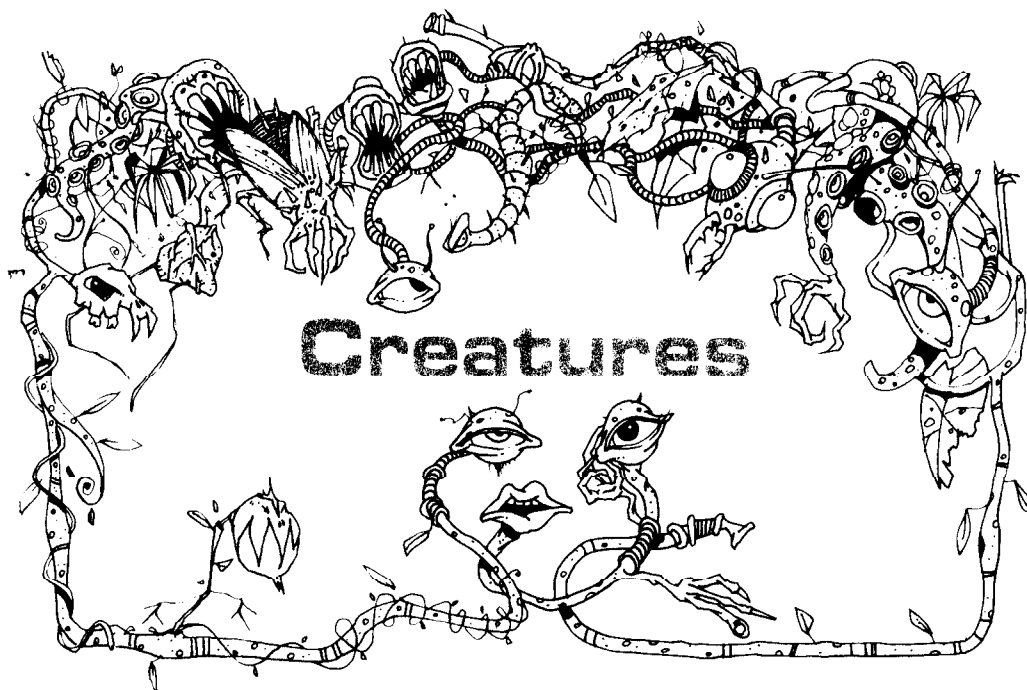


Level	Damage	Radius	Components Cost
1-2	3d4	5 meters	100 domars
3-4	3d6	10 meters	250 domars
5-6	3d8	15 meters	500 domars
7-8	3d10	20 meters	1000 domars
9+	3d12	25 meters	2500 domars

Restrictions: The character must avenge any threat or discrimination to animals. In particular, he must stop any activity of the Ranks of the Fit, if possible. In general, he must promote the condition of animals wherever possible.

Experience Point Bonus: A Zoopremist is eligible for a 100 xp bonus times his current level each adventure if he thwarts a serious threat to mutated animals, if he causes the Ranks of the Fit trouble, or if he significantly aids mutated animals. The Game Master will have to judge the character's performance during the adventure. Actions worthy of the xp bonus must be significant in stature and not just a small thing.

Notes: Zoopremists can be disruptive as player characters. The Game Master might want to not allow them as a player character alliance.



Experience Point Value

All creatures in the GAMMA WORLD® game have an experience point value associated with them. This is a measure of how hard it is to defeat the creature. Defeating a creature usually means beating it in combat, but can also mean outwitting it. For more details on awarding experience points, see the "Campaign" chapter, beginning on page 166 of this book.

The base experience point score for a creature is de-

termined by roughly measuring its combat potential. The GAMMA WORLD® game uses the same method that is used in the AD&D® game. The level of the creature serves as a base. Once the base xp value is determined, other special abilities add to the base score. Each plus shifts the xp value to the next higher rank.

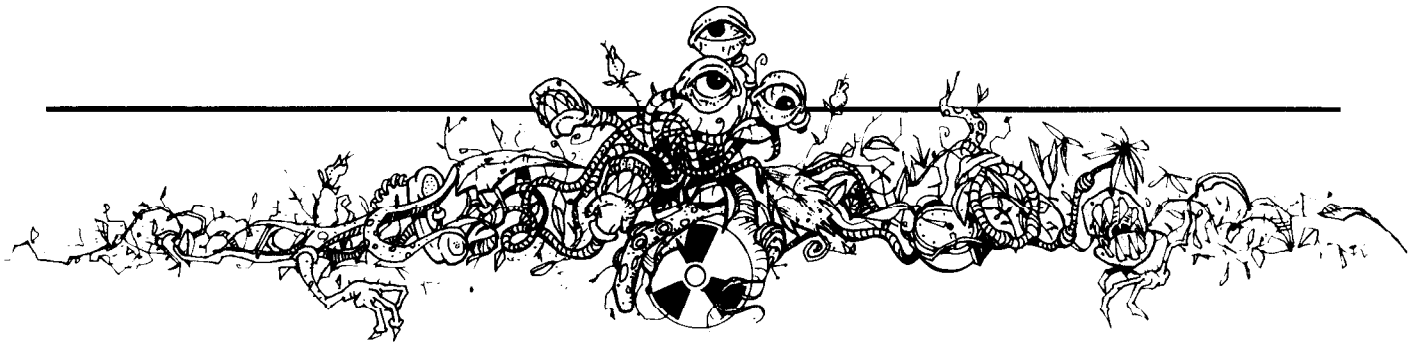
In general, a power or mutation only gives the highest bonus on the table. If it has been counted for one bonus, it cannot be counted for another. For example, *life leech* is an area effect attack, but is also a mental attack. It does not give both bonuses to the character, only the higher of the two.

Let's look at an example. An ark is a 2nd level creature. Therefore, its base xp value is 35. However, arks have the *life leech* mutation, which is an area effect mental power (+2), and *telekinesis* (+1), which is a mental attack. They also carry ranged attack weapons, such as bows (+1). Their Intelligence is too low to give them a modifier. The modifiers total to +4, which moves them down the Base Experience Point Value Table four rows. Therefore, an ark is worth 270 xp if defeated. Arks with artifacts could be worth even more.



Base Experience Point Value

Level	XP Value
1	15
2	35
3	65
4	120
5	175
6	270
7	420
8	650
9	975
10	1400
11	2000
12 +	+ 1000 each



Experience Point Modifiers

Special Ability	Mod.
AC of at least 20	+1
AC of at least 30	+2
MD of at least 20	+1
MD of at least 30	+2
Stealth/R.U. greater than +10	+1
Perception greater than 20	+1
Area effect attack	+2
Causes disease	+1
Flies	+1
Four or more attacks/round	+1
Hit dice greater than 10	+1
Hit dice greater than 20	+2
Hit dice greater than 30	+3
Average intelligence or better	+1
Each attack form immunity	+1
Ranged attack	+1
Each mental attack	+1
Multiple attacks that can cause 30+ points of damage	+2
Mutation with an MP score greater than 20	+1
Poison, low intensity	+1
Poison, intensity 20 or higher	+2
Poison, intensity 30 or higher	+3
Radiation, low intensity	+1
Radiation, intensity 20 or higher	+2
Radiation, intensity 30 or higher	+3
Each artifact usable against the player characters	+1
Single attack that can cause 20+ points of damage	+1
Any nondefect mutations not covered by the above*	+1
Special attack or defense not covered by the above	+1

*This bonus applies only once regardless of how many mutations the creature may have.

Creature Statistics

The creatures and monsters of the GAMMA WORLD® game are wondrous and deadly. The creatures of the land are most unpredictable. A seemingly innocent plant or animal could be a fierce predator, while a fanged and clawed behemoth is a gentle devotee of culture and etiquette.

The listing that follows describes the essential information that the Game Master needs to roleplay an encounter. Each of the entries is described in detail below.

Number: This is the typical number of creatures found in a random encounter. Villages or lairs probably have more.

Percept: Short for *Perception*. It is also used as the creature's Senses score if one is needed.

Stealth/R.U.: This value is used for both the Stealth and Remain Unseen abilities, as described for PCs.

AC: Short for *Armor Class*. A value in parentheses indicates the creature's AC when not wearing armor.

MD: Short for *Mental Defense*. It is also the creature's Mental Strength score if needed.

Speed: This is the number of meters per round that the creature can move. It is assumed to include the encumbrance of standard equipment for that creature.

Level: This is a measure of the toughness of the creature. When creating creatures of your own, the level is used to determine the THAC and MD and influence your decisions about other values. In general, the THAC is the same as the level and the MD is 10 plus the level. See Making Monsters & Creatures on the following page for further details.

Hit Dice: This is the number of six-sided dice rolled for hit points. The average value for this die roll is given in parentheses for quick encounters where the GM does not want to generate individual hit points.

THAC: This acronym stands for *To Hit Armor Class*. It is used in the same way as for player characters.

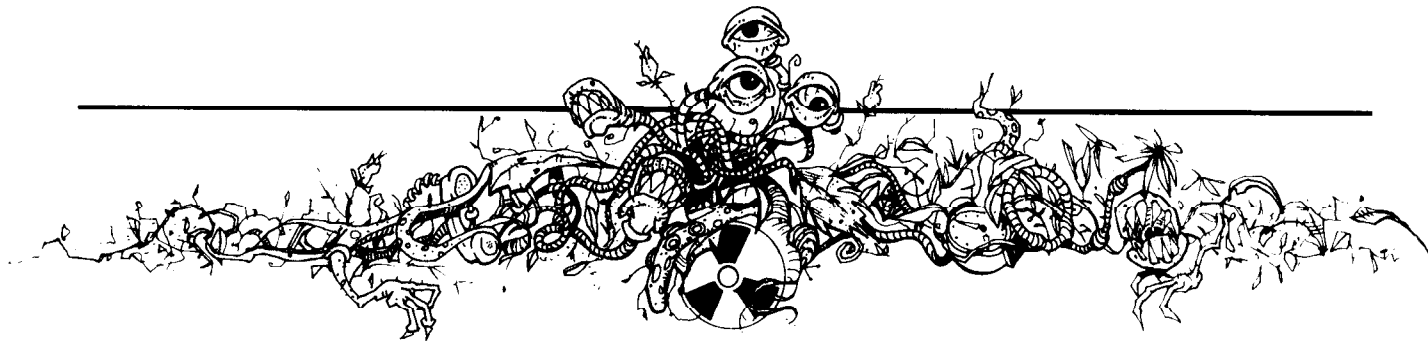
Attacks: All of the natural attacks of the creature are listed along with the damage that they can do. An entry for "Weapon" specifies the damage modifier for Physical Strength.

Morale: Whenever the Game Master thinks that the creatures might break and run (first blood, clearly losing the battle, etc.), he can have them make a morale check. He rolls a 20-sided die, and if the value is less than or equal to the morale number, the creatures stay and fight.

Int: This stands for Intelligence and is the equivalent of the player character trait. It has been simplified somewhat for NPC creatures.

Int. Score	Creature Intelligence Rating
0	Nonintelligent
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-12	Average intelligence
13-14	Very intelligent
15-16	High intelligence
17-18	Superior intelligence
19-20	Exceptional intelligence
21-22	Phenomenal intelligence
23-24	Genius
25+	Supra-genius

Size: The letter is the descriptive size category, followed by the average height in meters (m).



Abbrev.	Size Rating	Avg. Height in Meters
T	Tiny	≤ 1/2 m
S	Small	≤ 1 1/2 m
M	Man-sized	≤ 2 m
L	Large	≤ 4 m
H	Huge	≤ 8 m
G	Gargantuan	> 8 m

XP Value: The number of experience points the party earns if it defeats this creature. This number will increase if the creature has any artifacts usable against the player characters.

Climate/Terrain: This defines where the creature can most commonly be found. Climates include arctic, subarctic, temperate, and tropical. Typical terrain includes plains/scrub, forest, rough/hill, mountain, swamp, river, and desert.

Frequency: This is the likelihood of encountering the creature.

Organization: This is the general social structure the creature adopts. "Solitary" includes small family units.

Activity Cycle: The creature is most active during this time of the day. It may be active at other times as well under unusual circumstances.

Diet: Carnivores eat meat, herbivores eat plants, and omnivores eat both. Scavengers eat carrion or waste byproducts. Plants actually "eat" minerals and nutrients derived from waste byproducts. They are classified by the animal diet category they come closest to.

Tech Level: This is the typical level of technology that these creatures attain.

Artifacts: This denotes the chances of the creature possessing artifacts, and what types it might have. Ownership of an artifact does not mean that the creature knows how to use it or is willing to use it.

Physical Mutations: These are the physical or plant mutations of the creature. The attribute score is specified in parentheses following the mutation.

Mental Mutations: These are the mental mutations of the creature. The mutation score is specified in parentheses following the mutation. The attribute modifier for the score is the MHAC.

Special Powers: This is a summary listing of any special powers or abilities listed in the description.

Description: The creature's physical appearance, demeanor, smell, speech, or noise patterns are all described here. Any commonly used clothing, armor, weapons or artifacts are also listed.

Combat: This describes the particular tactics and

strategies used in combat by this creature. Any special powers are fully detailed as well.

Society: Any further comments about the creature's society, habitat or ecology are noted here. Especially important are its reactions to strangers or members of other races.

Making Creatures & Monsters

The GAMMA WORLD® game has a built-in method of making new creatures and opponents for the Game Master to throw at the characters. A stripped down version of the character generation system will do very nicely for making new creatures.

The Game Master must first determine the basic genotype of the new creature: human, plant or animal. Next, generate a series of mutations for it. It is recommended that you roll 1d4 for the number of physical mutations and 1d4 for the number of mental mutations, instead of using the rule used for player characters. Each mutation needs to have a power score rolled for it. Roll 3d6 for each mutation to get the power score.

Now the Game Master must determine if the creature is intelligent and what tech level it uses. Most creatures with sentience should be Tech Level II or III. Try and keep Tech Level IV creatures rare. No creature type should have a native Tech Level V or Tech Level VI society. Creatures might commonly use artifacts from that age, but they should have a lower tech level society as a whole.

The next element for the creature type is its level. Level in the GAMMA WORLD game is comparable to level in the AD&D® game. Barring unusual modifiers, the creature's Stealth/R.U. and THAC are the same as its level. Its Health and MD scores are both 10 plus its level. Creatures don't usually need Use Artifacts or Robot Recognition scores. The AC, Base Speed, and Perception scores are made up by the Game Master, and not necessarily related to the creature's level.

Last but not least are the hit dice. Big creatures should have lots of hit dice (15 or more), while small ones should have few (8 or less). Medium-sized creatures have between 9 and 14 hit dice. Always have an average hit points score available for the creature.

Any special powers and social characteristics will have to be invented by the GM. However, the list of mutations may spawn ideas for what kind of life this creature lives. Loot types will be affected by the tech level and nature of the creature.

Arks [Hound Folk]

Number: 2d6
 Percept: 15
 Stealth/R.U.: +2
 AC: 15 (11)
 MD: 12
 Health: 12
 Speed: 18
 Level: 2
 Hit Dice: 9 (32)
 THAC: +2
 Attacks: 1
 Bite: 1d6
 Weapon: +2
 Int: Low
 Morale: 11
 Size: L (3 m)
 XP Value: 270



Frequency: Common Organization: Pack
 Activity Cycle: Day Diet: Carnivore
 Tech Level: II Artifacts: C, I
 Climate/Terrain: Nonarctic plains, forest, or hills
 Physical Mutations: None
 Mental Mutations: *Telekinesis* (13), *life leech* (10)
 Special Powers: None

Description: These intelligent man-dogs grow to be 3 meters high when standing on their hind feet. Their hands have adapted to tool use. Their coarse, heavy fur offers substantial protection from the elements. They run the gamut of colors: brown, black, white, blond, spotted, multihued, etc.

Arks carry Tech Level II weapons: swords, spears, bows, and such. They most commonly wear leather or studded leather armor most commonly, and have rarely been seen without a shield of some sort. Their pack insignia is usually emblazoned upon their shields.

Combat: 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. They have an unreasoning fear of flying creatures larger than 1 meter.

Society: The hound folk 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. Other males will occasionally challenge the alpha male for the right to rule the pack. Sometimes a large pack will split, with part of it following a new alpha male and part of it staying with the old one.

Arks fear all Tech III and IV artifacts. Ignore them if rolled as loot. However, Tech V and VI artifacts are worshipped as totems. The alpha male's first wife is charged with the care and transportation of the totems. They consider human hands to be a great delicacy.

Arns [Dragon Bugs]

Number: 1d6
 Percept: 24
 Stealth/R.U.: -5
 AC: 11
 MD: 11
 Health: 11
 Speed: 10
 Flying: 26
 Level: 1
 Hit Dice: 6 (21)
 THAC: +1
 Attacks: 1
 Bite: 2d6
 Int: Animal
 Morale: 10
 Size: S (1 m)
 XP Value: 65



Frequency: Common Organization: Swarm
 Activity Cycle: Day Diet: Carnivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate/tropical swamp and coastal area
 Physical Mutations: None
 Mental Mutations: None
 Special Powers: None

Description: Arns, mutated dragonflies, live solely in moist, humid regions of the world. Their compound eyes make it almost impossible to sneak up on them, unless one is invisible or shrouded in darkness. Their loudly humming wings can be heard from 100 meters away and make arns easy to detect. Their colorful and pearlescent exoskeleton encases poisonous flesh (debilitative, intensity 18 poison). Most predators choose not to hunt them.

Combat: The arn prefers to eat small insects and rodents. It generally flees from prey larger than itself, except in times of extreme hunger. The arn has a vicious bite, causing 2d6 points of damage whenever it strikes. Once it has fed, it flies to the top of trees to bask in the sun, until hungry or threatened by brave or ignorant predators.

If attacked, the arn must make a morale check with every successful strike against it. If this check fails, the arn takes flight and escapes if possible. If the arn kills its attacker, it injects the creature, using its coiled tubular mouth, with an acidic compound to liquefy the organs. After 10 minutes, the arn repunctures the creature's skin with its mouth and sucks out the fluid contents.

Society: Arns congregate in swarms no greater than six in number unless food is scarce. If food is scarce, they are solitary hunters. The swarm brutally protects its territory whenever it is invaded by other arns, and drives other predators from the territory during famine.

If captured soon after emerging from its pupal stage, an arn can be trained to carry loads up to 20 kilograms. It only carries loads while airborne. Its legs are unable to wield such weight. Dabbers use arns as mounts and pack animals.

Attercops [Blackuns]

Number: 1
 Percept: 21
 Stealth/R.U.: +4
 AC: 17
 MD: N/A
 Health: 14
 Speed: 17
 Web: 6
 Level: 4
 Hit Dice: 5 (18)
 THAC: +4
 Attacks: 1
 Bite: 1d4
 Int: Animal
 Morale: 14
 Size: S (1.5 m)
 XP Value: 420



Frequency: Common Organization: Solitary
 Activity Cycle: Any Diet: Carnivore
 Tech Level: 0 Artifacts: D
 Climate/Terrain: Any temperate or tropical nondesert
 Physical Mutations: *Electrical generation* (14)
 Mental Mutations: None
 Special Powers: Immune to mental attacks, except illusions

Description: Attercops, also known as blackuns, are mutated garden spiders. They have long bristles across their bodies, making them unpalatable prey to all but the largest creatures. Attercops have 12 eyes located all over their heads, giving these creatures 360° sight. Two types of attercops exist. One dwells strictly in its huge web, while the second variation (*Attercop abulare*) is an active hunter, preferring to use its web only to shackle its prey.

Combat: The attercop attacks with a bite, causing 1d4 points of damage. As its teeth hit their mark, the creature uses its *electrical generation* to jolt its prey. Once its victim stops moving, the attercop trusses it in sticky webbing. Creatures held in this manner must make a difficult (10) Physical Strength check to escape. Attercops keep their prey as long as four days before they settle down to feed.

Because of the creature's extraordinarily high Mental Strength, the attercop is completely immune to all mental attacks except illusions. These mental attacks always succeed.

Society: The attercop is a solitary hunter, allowing no others of its kind within its web or territory except during fall breeding. Female attercops deposit a half-meter-diameter egg sac containing over 1000 young. Blights, blood birds and carrins hunt these young attercops, killing all but a few dozen before they are large enough to defend themselves.

The attercop's flame-resistant web sometimes stretches over an area 60 meters in diameter. Creatures captured in the web need to make a challenging (5) Physical Strength check to escape. Any loot found in an attercop's web is merely undigestible waste to the spider. The lil, a humanoid race, commonly take refuge within or behind attercop webs, although some fall prey to the spider.

Badders [Burrowers]

Number: 3d6
 Percept: 16
 Stealth/R.U.: +3
 AC: 16 (11)
 MD: 11
 Health: 14
 Speed: 10
 Level: 4
 Hit Dice: 7 (25)
 THAC: +4
 Attacks: 1
 Bite: 1d6
 Weapon: +1
 Int: Very
 Morale: 13
 Size: M (1.5 m)
 XP Value: 420



Frequency: Common Organization: Feudal
 Activity Cycle: Night Diet: Carnivore
 Tech Level: III Artifacts: A, G
 Climate/Terrain: Temperate woods and hills
 Physical Mutations: *Night vision*
 Mental Mutations: *Empathy* (11)
 Special Powers: Battle fury

Description: 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. They walk erect and have human-like hands with opposable thumbs, allowing them to wield any weapon they get their hands on. Their favorite weapons are vicious-looking bludgeons with spikes—the more spikes, the better. They wear chain mail and ring mail armor, preferring to cover it with the skin of their last kill. They also use flintlock pistols and bows with viciously barbed arrows.

Combat: 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 their opponents make all morale checks at -2 to their base morale score. Player characters do not have to make morale checks.

Most of these creatures carry Tech Level III weapons, but some (usually the nobility) possess Tech Level IV weapons as well. A few have Tech Level V artifacts. Fortunately, badders do not know how to use these artifacts unless shown by their captives.

Society: Badders have a feudal society, 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 will fight without weapons, and young. They are rarely able to trade with other humanoids or intelligent creatures, since their reputation as thieves and brigands precedes them. This causes them to steal and kill for equipment even more.

Blaashes [Gamma Moths]

Number: 1
 Percept: 14
 Stealth/R.U.: +4
 AC: 12
 MD: 16
 Health: 16
 Speed: 4
 Flying: 24
 Level: 6
 Hit Dice: 8 (28)
 THAC: +6
 Attacks: 2
 Buffet (2): 1d4
 Int: Animal
 Morale: 16
 Size: S (1 m)
 XP Value: 650



Frequency: Uncommon Organization: Solitary
 Activity Cycle: Day Diet: Carnivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate forests or plains
 Physical Mutations: None
 Mental Mutations: None
 Special Powers: Emits intensity 18 radiation

Description: Mutated from the gypsy moth, 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. Fearless and carnivorous, this creature is feared by all who encounter it.

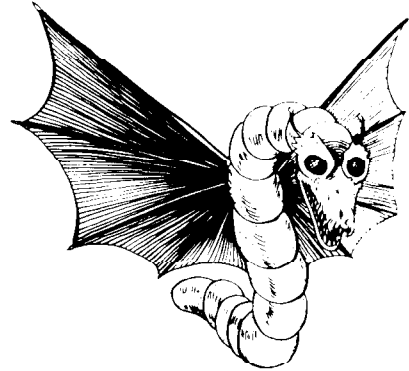
Combat: Because it prefers fresh meat, the blaash only attacks moving and live targets. When it attacks, the blaash emits intensity 18 radiation from its abdomen, causing it to glow brightly. It affects anything within a 180° arc, which is 6 meters in radius. Creatures above or behind the blaash are safe. As it swoops over its target, the blaash also buffets the target with its wings, causing 1d4 points of damage per wing. Once a creature falls victim to the radiation, the blaash stops to feed on the carcass. It will continue combat only to defend itself or its catch.

Society: The blaash is an animal tied to its birthplace. It never strays more than three 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. After a year of life, a female will fly far from her cocoon in search of a mate. Once her eggs are laid, she does not survive the winter.

Blaashes fight a mating ritual with other males who battle for the right to mate with a receptive female. This ritual is usually nonlethal. The blaashes buffet each other with their wings until the weaker one submits to the stronger.

Blights [Cloud Worms]

Number: 1d4
 Percept: 15
 Stealth/R.U.: +7
 AC: 11
 MD: 16
 Health: 16
 Speed: 2
 Flying: 18
 Level: 6
 Hit Dice: 12 (42)
 THAC: +6
 Attacks: 2
 Bite: 3d6
 Squeeze: 5d6
 Int: Low
 Morale: 16
 Size: L (3 m)
 XP Value: 6000



Frequency: Rare Organization: Solitary
 Activity Cycle: Day Diet: Carnivore
 Tech Level: 0 Artifacts: L
 Climate/Terrain: Nonarctic forests and hills
 Physical Mutations: *Photogeneration* (18)
 Mental Mutations: None
 Special Powers: Invisible, immune to heat, radiation, sound

Description: These carnivorous, winged worms have a wingspan three times longer than their body length. Blights secrete a substance that bends light around their bodies, rendering them invisible (even to IR, UV, radar, and the like). *Sonar* and creatures that use other means to locate objects can detect them normally. Rain washes this substance away, and it takes 24 hours to replenish this protective coating.

When viewed without their protective coating, the blight is deathly white with white wings. Their mouths, full of hundreds of needle-sharp fangs, strike fear in those caught unaware. The blight is blind, with dark, pupilless eyes. Its sense of hearing and smell is so acute it can pinpoint its prey with deadly accuracy.

Combat: While invisible, the blight gains a +4 bonus to its Armor Class. Before a blight attacks, it uses its *photogeneration* to blind its victims with a flash of intense light. While its prey struggles with its loss of sight, the blight wraps itself around the body of the victim, constricting and biting, for 5d6 and 3d6 points of damage per round (respectively). Once the blight starts constricting, it cannot use its *photogeneration* until it releases. It can immediately take flight after releasing a victim its target. Blights are resistant to weapons and mutations involving radiation, heat, or sonic effects.

Society: Adventurers commonly misconstrue blights as a mindless predators, but they are intelligent, though they do not have a society. Any loot is considered "nonfood" by blights. When large prey enters their hunting grounds, blights work together to bring it down. A blight reproduces by fission, dropping its lower half in a painful process that takes a full day to complete.

Blood Birds (Red Deaths)

Number: 1d4
 Percept: 17
 Stealth/R.U.: +1
 AC: 16
 MD: 25
 Health: 11
 Speed: 6
 Flying 32
 Level: 1
 Hit Dice: 3 (11)
 THAC: +1
 Attacks: 1 or 2
 Bite 1d4
 Spur (2) 1d4
 Int: Animal
 Morale: 7
 Size: S (1 m)
 XP Value: 120



Frequency: Common Organization: Family
 Activity Cycle: Day Diet: Herbivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate forests, hills and plains
 Physical Mutations: None
 Mental Mutations: None
 Special Powers: Radioactive flesh, intensity 15

Description: The blood bird, also known as the red death, is a mutated scarlet tanager. It retains the startling red plumage of its unmutated cousin, 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.

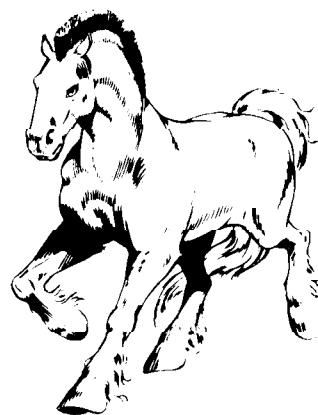
Combat: The flesh of these creatures is highly radioactive. An open wound subjects all creatures within 2 meters to intensity 10 radiation. The touch of its blood requires a check against intensity 15 radiation. A check against intensity 15 radiation is also required if it successfully hits using its bite or spurs. As you can imagine, it has few natural predators. Its primary attacks are pecking with its beak or raking with its wing spurs.

The blood bird's incredible Mental Strength—in comparison to its Intelligence—makes it highly resistant to mental attacks, including illusions. When encountering areas of radiation or attacked by radiation-producing weapons or mutations, the blood bird gets a +4 bonus to its Health score.

Society: Blood birds are solitary, unless in the employ of a carrin. The carrin, also known as a dark emperor, always has one to four blood birds as followers. When not serving carrins, the blood bird is a loyal member of a very small family, which consists of two adult mates and their young. The birds mate for life. The female lays one or two eggs in the spring. The pair look after their young with great care. The blood bird aggressively protects its territory from other blood birds. Blood birds never fight to the death, unless protecting their nest, young, or mate.

Brutorz (Big Walkers)

Number: 2d6
 Percept: 12
 Stealth/R.U.: -2
 AC: 13
 MD: 15
 Health: 15
 Speed: 22
 Level: 5
 Hit Dice: 14 (49)
 THAC: +5
 Attacks: 1 or 2
 Bite 1d6
 Kick (2) 3d6
 Int: Average
 Morale: 16
 Size: L (3 m)
 XP Value: 975



Frequency: Rare Organization: Herd
 Activity Cycle: Day Diet: Herbivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate/subarctic plains
 Physical Mutations: None
 Mental Mutations: *Intuition* (15), *telepathy* (21)
 Special Powers: Unusually strong

Description: Brutorz are mutated percherons (a breed of horse). Their shoulders are level with a human's head. 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.

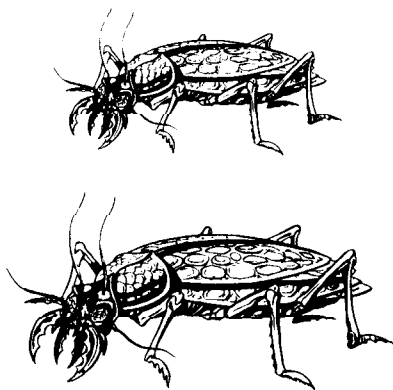
Combat: The brutorz prefers peaceful coexistence with other animals and intelligent plants, but it never backs down from a fight when peaceful options are exhausted. These massive beasts attack with a bite or with two kicks with their front legs. If attacked from the back, the brutorz can strike with its two back hooves. As an attack of last resort, the brutorz can trample with his four feet, causing 3d6 points of damage per hoof. (The GM should roll a 1d4 to determine how many hooves strike the opponent).

The brutorz uses its *intuition* and *telepathy* 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.

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. They live to run free and wild. If approached in a congenial manner, a brutorz may befriend a humanoid. Brutorz refuse to ally with humanoids and creatures who do not respect them. In a like manner, characters who plan to use a brutorz for their own means, without a thought toward the creature, can never hope to gain the brutorz as an ally. Brutorz willingly serve as draft animals, but refuse bits, bridles, or confining harnesses. They have a PS of 26 and can carry three normal men comfortably.

Cal-Thens [Flying Rippers]

Number: 1 or 1d3
 Percept: 13
 Stealth/R.U.: +9
 AC: 14
 MD: 18
 Health: 18
 Speed: 5
 Flying: 28
 Level: 8
 Hit Dice: 8 (28)
 THAC: +8
 Attacks: 1
 Bite: 6d10
 Int: Average
 Morale: 13
 Size: L (2.5 m)
 XP Value: 1400



Frequency: Very Rare Organization: Solitary
 Activity Cycle: Day Diet: Carnivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Any evergreen forests
 Physical Mutations: None
 Mental Mutations: None
 Special Powers: Immune to heat and cold

Description: Cal-thens are large predatory insects that live exclusively in areas containing coniferous (evergreen) trees. Their shells are colored bark-green to camouflage themselves within these areas, enhancing their ability to move stealthily and remain unnoticed (and reflected in a higher Stealth/Remain Unseen score). Their long legs end in feet that cling to any surface, no matter how smooth or greasy. Their antennae allow them to detect heat from warm-blooded animals and electrical components.

Combat: When hungry, the calthens fearlessly approach any exposed living flesh, no matter how large the target might be. They consider bone marrow to be a delicacy. Their dual-jawed mouths are coated with an organic meral and cause an incredible 6d10 points of damage to anything they grip. This includes plastic and duralloy-based armor. Cal-thens can disable tires and wreak havoc on the strongest powered armor with a single bite. They are the most feared insect on Gamma Terra. Cal-then mandibles can be made into melee weapons, granting a +2 THAC and doing 1d8 + 2 points of damage. However, they deteriorate and rot away after one year.

Society: In spite of the intelligence these vicious creatures hold, they do not possess any semblance of society. They commonly hunt together to bring down larger prey and then share the meat, but this is where their cooperation ends. They are solitary, unless found with a mate or the occasional hunting party. They do not have a spoken language, but by scraping the burrs of their six legs across their thick exoskeleton, the cal-then claim their territorial boundaries and attract mates.

Carrins [Dark Emperors]

Number: 1d6
 Percept: 9
 Stealth/R.U.: -1
 AC: 13
 MD: 19
 Health: 19
 Speed: 8
 Flying: 21
 Level: 9
 Hit Dice: 17 (60)
 THAC: +9
 Attacks: 1d4
 Quills: 1d4
 Int: Superior
 Morale: 9
 Size: L (3 m)
 XP Value: 5000



Frequency: Rare Organization: Coalition
 Activity Cycle: Day Diet: Scavenger
 Tech Level: IV Artifacts: K, W
 Climate/Terrain: Any tropical or temperate
 Physical Mutations: Quills, poison (quills), intensity 12 destructive
 Mental Mutations: Telepathy (17)
 Special Powers: Immune to their own poison

Description: Carrins are 3-meter-tall mutated vultures, weighing nearly 50 kilograms (110 lbs.). 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 carrin carry ceremonial spears with some sort of totem or mark attached near the top, like the skull of a dabber or the dried skin of a humanoid's face. They use these to help strike fear in their opponents, hoping to defeat them before combat even starts. These ceremonial spears are not used in combat, and the totems displayed on them may be some sort of badges of rank or honor in carrin society. A carrin has 1d4 blood bird followers around it at all times.

Combat: As a rule, carrins avoid personal combat. They prefer to have their servants or machines fight for them. Carrins are rarely without a plan or scheme. When all else fails, they try to use their *telepathy* to anticipate what their opponents will do.

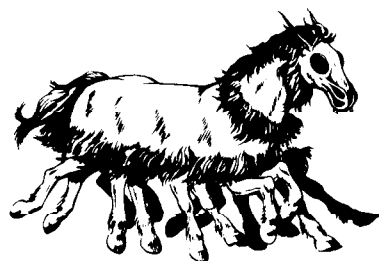
If forced into combat, they send their blood bird followers in first, while they flee to safety. Carrins frequently have powerful artifacts which they can use to defend themselves. If these strategies won't work, they make strafing runs, firing their poisoned quills (destructive, intensity 12) up to 5 meters at targets from beyond melee range.

Society: Carrins are known by many cultures as dark emperors. They gained this name because they rule large areas with an iron fist. A typical tactic of theirs is to control the flow of trade in their dominion, carrying a high percentage off for their own consumption.

Carrin society is a complicated structure where the wealthy make the rules and Machiavellian political intrigue is common. Currying favor and double-crossing is a way of life. Most carrin schemes are elaborate, twisted plots.

Centisteeds (Fast Trotters)

Number: 4d4
 Percept: 17
 Stealth/R.U.: -4
 AC: 11
 MD: 14
 Health: 14
 Speed: 36
 Level: 4
 Hit Dice: 11 (39)
 THAC: +4
 Attacks: 1
 Trample (1d8) 1d6
 Int: Animal
 Morale: 5
 Size: L (4 m)
 XP Value: 270



Frequency: Uncommon Organization: Herd
 Activity Cycle: Day Diet: Herbivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate plains
 Physical Mutations: None
 Mental Mutations: *Force field generation* (7)
 Special Powers: Eats twice as much as normal

Description: Centisteeds are mutated horses of insectoid appearance, each having between 12 and 18 legs— $(1d4 + 5) \times 2$. Centisteeds are usually colored in blotches, much like a “painted” horse. Their heads are horse-shaped, but they have two compound insect eyes, giving them 360° vision. Small mandibles fill their mouth instead of teeth.

Combat: Centisteeds do not initiate combat at any time. They panic with the tiniest of provocation, perceiving everything as a threat to their meager lives. Unfortunately, the centisteed tends to trample any character or creature in its way. A successful attack means that the opponent has been knocked down and trampled with 1d8 hooves. Each hoof does 1d6 points of damage.

When the centisteed perceives danger, it immediately activates its *force field generation* to ward off any possible damage. If a rider is currently on the beast, the force field actually raises the character off the beast’s back, causing him to fall to the ground. Centisteeds have been known to trample each other in their panic to follow another centisteed on the run. Once they get going, they are almost impossible to catch.

Society: Centisteeds have no society other than herd instinct. A centisteed can carry two human-sized passengers, or one passenger and 100 kilograms of cargo. One rider must concentrate at all times on controlling the beast, or it tries to throw and then trample the passengers. No amount of coaxing and kind words can calm these hyperactive creatures. To add insult to injury, they eat twice as much as a normal animal their size. Herds of centisteeds can overgraze a pasture or meadow in record time. The Ranks of the Fit are rumored to have a centisteed cavalry with riders that use mental mutations to keep the beasts calm.

Dabbers (Brown Beggars)

Number: 1d8
 Percept: 19
 Stealth/R.U.: +5
 AC: 15
 MD: 17
 Health: 17
 Speed: 11
 Level: 7
 Hit Dice: 4 (14)
 THAC: +7
 Attacks: 1
 Weapon -1
 Int: Very
 Morale: 8
 Size: S (1 m)
 XP Value: 4000



Frequency: Uncommon Organization: Clan
 Activity Cycle: Day Diet: Omnivore
 Tech Level: I Artifacts: L, V
 Climate/Terrain: Any temperate
 Physical Mutations: *Photogeneration* (10)
 Mental Mutations: *Empathy* (13), *illusion generation* (22), *repulsion field* (16), *telekinesis* (7), *telepathy* (6)
 Special Powers: None

Description: Dabbers are highly intelligent, mutated raccoons who walk upright. Their manipulative hands have opposable thumbs, allowing human-like manipulation of objects. Dabbers wear human clothing of all types, including boots and shoes. They maintain the raccoon face and mask, giving them a startling appearance.

Combat: Dabbers sometimes carry Tech Level III and IV equipment and weapons. Occasionally, they even know how to use them (20%). When dabbers fight, they use their *repulsion field* mutation to ward off small projectile weapons. They use their *telekinesis* to lift the items to their hands. Their *illusion generation* is particularly strong. They can muster up visions of warbots or horrible monsters to scare their opponents off when they are at a combative disadvantage.

Their *telepathy* and *empathy* give them a tremendous advantage when dealing with their opponents. They are almost impossible to ambush. As a rule, they engage in combat only to acquire fun little baubles or in self-defense if cornered.

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 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 up to seven friends to take the object, and anything else that strikes his and their fancy.

Fens (Man-Fish)

Number: 1d10
 Percept: 11
 Stealth/R.U.: 0
 AC: 14 (11)
 MD: 13
 Health: 13
 Speed: 7
 Swim 10
 Fly 24
 Level: 3
 Hit Dice: 10 (33)
 THAC: +3
 Attacks: 2 or 3
 Tail slap 4d6
 Buffet (2) 1d6
 Bite 2d6
 Int: Average
 Morale: 8
 Size: M (2 m)
 XP Value: 420



Frequency: Very rare Organization: Lyceum
 Activity Cycle: Day Diet: Omnivore
 Tech Level: II Artifacts: M
 Climate/Terrain: Any water or coastal
 Physical Mutations: None
 Mental Mutations: Shapechange (10), bird form only
 Special Powers: Limited air breathing time, 24 hours

Description: Fens are intelligent humanoids who are adapted for living on both land and water. They possess fish-like tails, stubby legs, and both lungs and gills. They can remain out of water for as long as 24 hours. If they do not return to a watery environment at that time, they lose 1d6 hit points each additional hour until they submerge. While in their standard form, fens wear fishskin armor, giving them the AC bonus of studded leather (+3 AC).

Fens can shapechange into a bird of their own size and weight twice per day. This allows them to escape both aquatic and land-based predators with ease. While in their bird form, fens can only fly at a movement rate of 24. They cannot accelerate to a higher speed as a normal bird can. It takes two rounds for a fen to change from one form to the other. When a fen shapechanges, equipment worn or carried does not become part of the bird form.

Combat: The fen has several natural attack forms at its disposal. While in its standard man-fish form, it can use its tail to slap an opponent standing behind or to its sides for 4d6 points of damage. It can also attack with any weapon it might have. The fen also can use any weapon that does not require fine manipulation, since its fingers are heavily webbed. In its bird form, the fen has three attack forms that it may direct at only one opponent during a single melee round. It can buffet with its wings for 1d6 points of damage per wing, and it can peck with its beak for 2d6 points of damage.

Society: When in water, fens live in a society they call a lyceum. These lyceums swim together their whole lives, hunting during the early dawn and dusk. Basically omnivores, they eat both the flora and the fauna living at the sea or lake bottom. Fens are most prevalent in coastal areas and near large lakes. They are basically friendly and harmless, desiring only to live and let live.

Fleshins (Flying Fish)

Number: 2d8
 Percept: 9
 Stealth/R.U.: +7
 AC: 12
 MD: 14
 Health: 14
 Speed: —
 Swim 9
 Fly 20
 Level: 4
 Hit Dice: 8 (28)
 THAC: +4
 Attacks: 1
 Bite 2d8
 Int: Animal
 Morale: 14
 Size: M (2 m)
 XP Value: 420



Frequency: Very rare Organization: School
 Activity Cycle: Day Diet: Carnivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Any lake or ocean
 Physical Mutations: Shapechange (10), gator form only, new body parts, spines, poison, spines (intensity 15 debilitating)
 Mental Mutations: None
 Special Powers: Immune to own poison, feeding frenzy

Description: These 2-meter-long fish live only in large bodies of water. However, they are able to leap into the air and glide, using their broad pectoral fins as wings. They can spend an unlimited amount of time gliding, actually flapping their fins to gain speed and height. However, after 5 rounds they need to return to the water or they suffocate in the air.

Fleshins may shapechange into a gator form at will, maintaining their adjusted form for as long as 24 hours. While in this form, the fleshins have the physical appearance and natural AC of gators. The tentacles they gain in the transformation use debilitating poison, though, not gator paralytic poison.

Combat: 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 will attack until killed, ignoring morale.

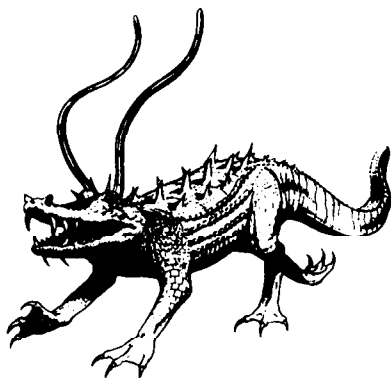
They will attack targets up to 10 meters above the water, frequently with surprise, by leaping out of the water and biting. If their bite is successful, they automatically whip their back spines up into the target they have bitten. The spines on their backs and glide fins are poisonous (intensity 15 debilitating), but do only a single point of physical damage. Aside from this surprise leap, the spines work as the *quills or spines* mutation.

If a gliding attack results in a landing on dry land, the fleshin shapechanges into a gator. It may or may not head for the open water, depending upon the situation and whether or not it is subject to bloodlust at that moment.

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 and marauding both above and below the water. Unwary birds and fish of any size are common prey. The scent of blood can bring fleshins from kilometers away.

Gators [Green Hissers]

Number: 1d2
 Percept: 14
 Stealth/R.U.: -1
 AC: 16
 MD: 12
 Health: 12
 Speed: 6
 Swimming 9
 Level: 2
 Hit Dice: 6 (21)
 THAC: +2
 Attacks: 2
 Bite 1d6
 Tail slap 1d8
 Tentacle (2) 0
 Int: Semi-
 Morale: 12
 Size: S-M (1-2 m)
 XP Value: 120



Frequency: Uncommon Organization: Solitary
 Activity Cycle: Day Diet: Carnivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate/tropical rivers and swamps
 Physical Mutations: New body parts, tentacles, poison, tentacles (intensity 20 paralysis)
 Mental Mutations: None
 Special Powers: Immune to radiation

Description: Gators, mutated alligators, live in the wetlands of the world. Gators are very dog-like in size and shape, and their legs are structured like those of a mammal.

A gator is dark green in coloration, and 2-meter-long, smooth tentacles spring from its forehead. It has three sharp claws on each of its webbed feet. A gator's thick tail is equal in length to its body.

Combat: Gators are very territorial and aggressive, viciously attacking any creatures which invade their claimed area. The gator can use its bite and tail slap at the same time, but not against the same opponent.

In addition to these two attacks, the gator slaps with its two tentacles. These cause no damage, but act as intensity 20 paralytic poison attacks. The effect of the paralysis can be no greater than Stage III.

Gators have no real combat strategy; they simply rush to the attack when something invades their territory, attacking with everything at their disposal until their opponents are all paralyzed or dead.

Society: Gators are normally solitary, but during their mating season each spring they congregate in groups of up to 60 individuals. The males vie with one another for the attention of the females, and each takes as many mates as possible. The mating season lasts about two weeks, after which the gators all return to their own territories. Females lay eggs about a month after mating, and these hatch in three months.

During mating season, gators are even more aggressive than usual and will attack anything that moves. They attack on an individual basis and are as likely to attack one another as any other opponent.

Gators are nearly impossible to train, but if an egg is obtained and allowed to hatch in a certain area, the gator will guard that area with its life.

Grens [Green Men]

Number: 1d8
 Percept: 12
 Stealth/R.U.: +5
 AC: 16
 MD: 12
 Health: 12
 Speed: 12
 Level: 2
 Hit Dice: 7 (25)
 THAC: +2
 Attacks: 1
 Weapon 0
 Int: Very
 Morale: 8
 Size: M (2 m)
 XP Value: 120



Frequency: Common Organization: Tribe
 Activity Cycle: Night Diet: Omnivore
 Tech Level: I Artifacts: None
 Climate/Terrain: Temperate/tropical forest
 Physical Mutations: None
 Mental Mutations: None
 Special Powers: None

Description: Grens look like pure strain humans except for their dark green skin. Hair color ranges from brown to green, though a few rare individuals have blond hair. Grens wear a minimum of clothing, usually something made from leaves and grass.

Combat: A gren's skin color allows him to blend in with natural surroundings. If a gren is outside his normal forest environment, his Stealth/Remain Unseen bonus does not apply.

Though normally peaceful, grens will defend their homes with spears, staves, and other primitive weapons if necessary. They never wear armor or use equipment above Tech Level I, and hate and shun ancient technology.

Gren communities are often guarded by domesticated animals or intelligent plants, usually blackuns, gators, kai lins, or obbs. A typical tribe has 1d4 + 2 of a single type of these creatures. Other community defenses include snares and pit traps, and a few settled tribes have primitive catapults.

Society: Grens are normally nomadic, living as simple hunter-gatherers in forests and jungles. Some tribes have settled and expanded, however. These communities consist of 20-80 (1d4 × 20) members. Communities form only in very isolated areas. Settled grens still hunt and gather food, but they also tend any food plants which grow within their communities. They are careful to not harm the local ecology, trying to live in harmony with nature.

Grens are also remarkably adept with animals and can train even the most stubborn of creatures, such as gators. This training ability also applies to semi-intelligent plants and funguses. Creatures are domesticated solely for the use of the community and are never kept as personal guardians or pets.

Grens are very insular, but sometimes help friendly pure strain humans.

Hawkoids [Terror Birds]

Number: 1d3
 Percept: 15
 Stealth/R.U.: +2
 AC: 13
 MD: 13
 Health: 13
 Speed: 3
 Flying 40
 Level: 3
 Hit Dice: 5 (18)
 THAC: +3
 Attacks: 1 or 2
 Bite 1d4
 Weapon +1
 Int: Average
 Morale: 17
 Size: M (1.5 m)
 XP Value: 650



Frequency: Uncommon **Organization:** Pack
Activity Cycle: Day **Diet:** Carnivore
Tech Level: I **Artifacts:** None
Climate/Terrain: Temperate forests and hills
Physical Mutations: None
Mental Mutations: *Fear generation* (12), *levitation* (18), *repulsion field* (14), *duality*
Special Powers: None

Description: Hawkoids are mutated forms of sparrow hawks. They grow to a height of 1.5 meters and their wingspan is equal to their height. They have many human elements, including human-like hands on their wings and legs. These creatures usually wear clothing of some sort, and all wear at least a harness for weapons and equipment.

The feathers of a hawkoid are predominantly brown, though they have white markings. Male hawkoids have beautiful white crescents on the undersides of their wings.

They often wear light armor (such as leather, studded leather, and other nonbulky, nonmetallic armor), and most use two weapons, wielding them in their hand-like talons.

Combat: Hawkoids are aggressive hunters and will attack almost any reptilian or mammalian life form for food. They are nearly fearless.

Hawkoids almost always attack first by swooping silently down upon their prey, attempting to get in one surprise attack. After that, they will usually stay in melee range of a chosen victim, fighting until one or the other is dead.

If hard pressed, or if a group of prey seemingly has a powerful guardian, hawkoids will use their fear generation to drive the biggest threat away. Though largely fearless, they are not stupid, and will retreat if their lives are threatened. Hawkoids generally save their repulsion fields to protect them when they decide to retreat with any victims they have slain.

Society: Hawkoids consider hissers and hoops special delicacies. They will not eat carrion. They consider carrins disgusting and will not associate with them.

Hawkoids seldom land, preferring to levitate even when fighting or talking. The ability to fly is so precious to them that if for some reason a hawkoid loses it, it enters a self-induced coma and wills itself to death.

Hissers [Man-Snakes]

Number: 1d10
 Percept: 12
 Stealth/R.U.: +5
 AC: 13
 MD: 19
 Health: 19
 Speed: 9
 Level: 9
 Hit Dice: 13 (46)
 THAC: +9
 Attacks: 2
 Bite 1d6
 Weapon +3
 Int: Average
 Morale: 14
 Size: L (3 m)
 XP Value: 4000



Frequency: Uncommon **Organization:** Tribal
Activity Cycle: Day **Diet:** Carnivore
Tech Level: III **Artifacts:** V
Climate/Terrain: Any nonarctic swamp or desert
Physical Mutations: *Energy reflection*, *lasers* (16), *sonic blast* (14)
Mental Mutations: *Mass mind* (16), *telepathy* (11), and one additional mental mutation
Special Powers: Immune to *sonic blast*

Description: With the tail and head of a snake but the torso of a man, hissers often inspire fear in others. Although they only rise to man-height, this conceals their great strength and large size (3 meters). Most have heavily tanned skin with green to blue-black scales that flash in iridescent colors, although desert-dwellers run to rust, brown and tan.

Combat: Most hissers fight with clubs, *sonic blast*, and mental powers, although 20% of any group may have artifacts useful in combat and know how to use them (50% chance). They wear no armor, relying on their scales which are both hard and somewhat reflective of laser attacks. Half of all hisser patrols are accompanied by packs of trained squeekers. When accompanied by squeekers, a hisser's Stealth/R.U. drops to +3.

Hissers seldom attack alone and are never uncoordinated. They use their telepathy to execute precise maneuvers on the battlefield. Groups follow the orders of a leader who stays back from the battle, processing the thoughts of the others. If this commander is slain, there is a brief period (1d6 rounds) of disorganization before another hisser assumes control.

Society: Hissers are communal creatures. Each village (clutch) is ruled by a brood queen; nearly all the hissers of the village are her children. A nest queen may rule several villages, which are composed of the offspring of herself and her children. Some hissers have formed nations, such as Huush, ruled by a single grand matriarch, known as the Great Mother of Us All.

Hisser clutches are commonly located on high ground in the swamp. These are silent communities, except for the shrieks of their squeekers (raised for food and defense) since the man-snakes communicate entirely by telepathy. Many cannot even speak the most rudimentary languages. They have little attachment to artifacts, and for an appropriate offer, they may sell one that they have. However, they do not trust or welcome outsiders.

Hoops [Floppies]

Number: 1d20
 Percept: 11
 Stealth/R.U.: +2
 AC: 15 (11)
 MD: 15
 Health: 15
 Speed: 18
 Level: 5
 Hit Dice: 13 (45)
 THAC: +5
 Attacks: 1
 Weapon: +1
 Int: Average
 Morale: 7
 Size: L (2.5 m)
 XP Value: 975



Frequency: Uncommon Organization: Squad
 Activity Cycle: Day Diet: Omnivore
 Tech Level: 1 Artifacts: B, U
 Climate/Terrain: Temperate forest, plains
 Physical Mutations: None
 Mental Mutations: *Mass mind* (15), *telepathy* (12)
 Special Powers: Soften metal by touch

Description: These mutated rabbits average 2.5 meters in height (not counting their long ears, which add as much as another meter). They stand erect, though they often crouch, ready to use their powerful legs to jump at a moment's notice.

Most hoops have white fur, though some have brown or yellow markings. Hoops do not look cute or cuddly in the slightest, at least not while they are awake. They usually bear cruel expressions, and their malicious grins show their sharp teeth.

Hoops wear armor and carry Tech Level I and II melee weapons in addition to their artifacts. They favor swords, axes, and short bows.

Combat: Hoops patrol their home area in military units. When they spot an intruder, they attack first with ranged weapons, then leap to attack in an organized manner. Hoops are able to leap as far as 10 meters.

Once hoops have moved into melee, they will first attempt to touch any metal items carried by their opponents. If they are successful in this attack, the molecular bonding of the metal item is altered, and it becomes like rubber—soft, stretchy, etc. Softened weapons and armor are all but useless; armor protection is negated and weapons do minimum damage. Artifacts affected by this power no longer work. Once the hoops' opponents are weakened in this manner, the hoops will proceed to enter melee. After 1d4 hours the softened metal returns to normal, and the item resumes its normal shape. Artifacts will function normally once again.

During a combat, hoops use their mutations to stay in contact with and help one another.

Society: Hoop society is based on a military structure, and a community's leader is always called "general." Hoops try to gather as many artifacts as they can to "maintain combat superiority."

They consider "floppies" a derogatory term.

Hoppers [Jackalopes]

Number: 1d20
 Percept: 8
 Stealth/R.U.: -2
 AC: 11
 MD: 6
 Health: 12
 Speed: 25
 Level: 2
 Hit Dice: 9 (32)
 THAC: +2
 Attacks: 1
 Ram: 1d6
 Charge: 2d6 + 2
 Int: Semi-
 Morale: 8
 Size: L (3 m)
 XP Value: 120



Frequency: Uncommon Organization: Herd
 Activity Cycle: Day Diet: Herbivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate plains
 Physical Mutations: *Chameleon power* (12), *horns or antlers*
 Mental Mutations: None
 Special Powers: None

Description: These abysmally stupid animals look like giant rabbits and stand 3 meters at the shoulder. Most have a large rack of antlers, though some have simple curved horns instead.

A jackalope's natural coloring is usually brown with a white underbelly. Some pure white specimens have been seen, and green, blue, and pink individuals have been reported. Because of its *chameleon power*, a hopper can appear any color, and pastel-colored individuals are thought to be the results of the use of this ability.

Combat: Jackalopes are easily spooked unless they have been trained. A wild jackalope will attack anything which startles it, leaping at the offensive being (or object) and attempting to skewer it. A hopper will attack until it is hurt or otherwise frightened, such as by a loud noise or bright light.

Once it has been frightened, a jackalope will hop away, often pausing after only one or two leaps, hunkering down and using its *chameleon power* mutation to blend in with its surroundings. After blending in, the hopper tries to remain still until it believes that the source of the danger has left.

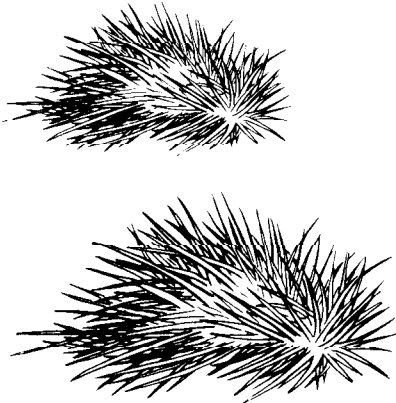
Society: Hoppers live in small family herds. A typical herd will consist of half adults and half young.

If approached carefully, young jackalopes can be captured and trained. They will respond to only one master, and will still be easily spooked, though the presence of its master will raise a hopper's morale to 12.

Jackalopes have very rough gaits, and a first-time rider is 80% likely to fall off and take 1d6 damage. A trained jackalope can carry one man-sized rider. A hopper with a rider can leap 5 meters, while an unencumbered hopper can leap as far as 15 meters.

Horl Choos [Porcupine Plants]

Number: 1d2
 Percept: 14
 Stealth/R.U.: +3
 AC: 15
 MD: 14
 Health: 14
 Speed: 3
 Level: 4
 Hit Dice: 12 (42)
 THAC: +4
 Attacks: 1
 Quill 2d6
 Int: Low
 Morale: 12
 Size: L (3 m)
 XP Value: 650



Frequency: Rare Organization: Solitary
 Activity Cycle: Day Diet: Carnivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate forest
 Physical Mutations: *Dissolving juices* (12), *poison*, *quills* (7),
 quills and spines
 Mental Mutations: None
 Special Powers: None

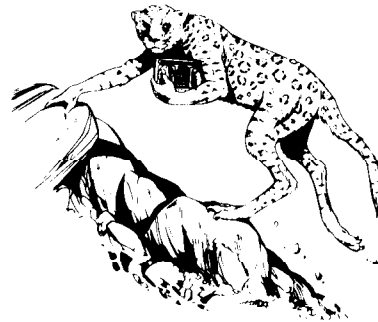
Description: The horl choo is a mutant plant found in deciduous forests. A vicious hunter, it possesses a dim intelligence and will avoid encounters with great numbers of foes. The horl choo, which is also known as the porcupine plant, is about 3 meters tall and 3 meters long. It is covered in meter-long quills, and it walks slowly on its lower quills and uses its upper quills as harpoons.

Combat: The horl choo waits motionless for its prey to come near, and careless characters may unwittingly walk into its range. The porcupine plant attacks by firing 1 quill per round with a range of 30 meters. Each quill causes 2d6 damage and is coated with an intensity level 12 destructive poison. A hit of 4 or more above the required THAC roll harpoons the target, lodging the barbed quill in the victim. The horl choo then retrieves its prey with a tough, thin vine, which is attached to the base of the quill, dragging the character to itself with an effective Physical Strength of 15. Stronger characters can resist the horl choo's pull, and characters not entangled can try to sever the vine (AC 14, 10 hp). When the victim is dragged back next to the horl choo, the plant secretes a digestive acid causing 2 points of damage per round of contact. If allowed to continue, the acid breaks down the horl choo's victim into a nutritive goo which the plant absorbs.

Society: Horl choos are rarely seen together. Each plant usually remains within a certain territory. Horl choos are voracious hunters and generally view any animal as a meal. They do not hesitate to attack any individual that comes within the range of their spines. On the rare occasions when more than one horl choo is encountered, the porcupine plants generally cooperate, each selecting its own prey and refraining from attacking the victim of another. Horl choos do not attack other plants and can often be helpful if another plant can make itself understood.

Jagets [Savannah Cats]

Number: 1d4
 Percept: 18
 Stealth/R.U.: +6
 AC: 13
 MD: 12
 Health: 12
 Speed: 20
 Level: 2
 Hit Dice: 6 (21)
 THAC: +2
 Attacks: 3
 Claw (2) 1d4
 Bite 1d6
 Int: Low
 Morale: 12
 Size: S (1.5 m)
 XP Value: 270



Frequency: Uncommon Organization: Family
 Activity Cycle: Any Diet: Carnivore
 Tech Level: I Artifacts: A
 Climate/Terrain: Temperate plains
 Physical Mutations: *Chemical susceptibility* (D)
 Mental Mutations: *Fear generation* (14), *telekinesis* (10), *telepathy* (12), *intuition* (20), *phobia*, *sentient plants*
 Special Powers: None

Description: Jagets are mutated jungle cats who have migrated into the open plains. Although they are not very intelligent, they have reached the level of basic tool use and can manipulate objects with their forepaws. The typical jaget is about a meter and a half long and weighs about 50 kilograms. A jaget's coat is stippled with dark stripes or spots over a yellowish base. Jagets prefer to travel on all fours and rarely wear anything or carry any objects or tools with them.

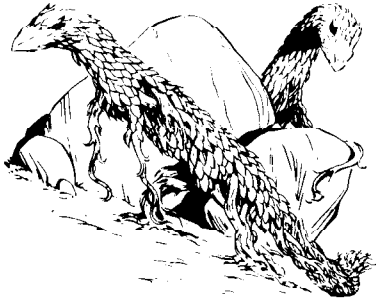
Combat: Jagets avoid combat with foes much larger than themselves, but occasionally cooperate to pull down a large animal. A single human-sized opponent may be attacked by a lone jaget, but the savannah cats generally pursue smaller and safer game. Jagets attack with two claws and a bite. If hunting together, the cats will often use their fear generation ability to drive prey towards the waiting pride. Jagets will attempt to use their intuition abilities in combat, gaining a +2 THAC with a successful MP roll.

Society: The savannah cats are a wide-ranging race of hunters. Their intelligence is barely above the animal, and their lives revolve about the hunt. On the open plain, they usually live in family groups, which cooperate in the taking of prey and the defense of the group. Families are composed of a mated pair and one or two young or subadults. Their telepathic and intuitive abilities make it nearly impossible to surprise a group of cats, and also make the jagets skilled stalkers.

Rarely, savannah cats are found wandering alone far from their homelands as the companions of other creatures. Usually this is because, due to their substantial mental powers, jagets are often desired as followers or hirelings of other species. Jagets love bright, shiny objects and often slip into human camps to pilfer small artifacts.

Kai Lins [Lizard Bushes]

Number: 1d4
 Percept: 12
 Stealth/R.U.: +3
 AC: 14
 MD: 13
 Health: 13
 Speed: 12
 Level: 3
 Hit Dice: 11 (39)
 THAC: +3
 Attacks: 3
 Bite 1d6
 Claw (2) 1d6
 Int: Low
 Morale: 12
 Size: L (3 m)
 XP Value: 120



Frequency: Common Organization: Pack
 Activity Cycle: Day Diet: Scavenger
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Any nonarctic
 Physical Mutations: Attraction odor (D), electrical generation (16), radiating eyes (14), dissolving juices (6)
 Mental Mutations: None
 Special Powers: Immune to radiation

Description: These creatures look very much like strange lizards, but are in fact mobile plants. They move via two strong, thick stalks which end in thorny, "foot-like" pads. As kai lins move, they drag their roots behind them. The motion of the roots trailing behind the main body of the creatures resembles the action of a tail.

Their "skin" is composed of green plates that are more like bark than scales. These scales offer complete protection from radiation for kai lins, but do not retain this ability once removed from their bodies. A pair of stubby branches located just under a kai lin's "head" gives the impression that kai lins are miniature green tyrannosaurus rex dinosaurs. These "arms" end in bunches of thorns which the kai lin uses similar to an animal's claws to attack live prey in conjunction with its bite.

Combat: A kai lin eats carrion by jabbing its roots into a carcass and sucking the carrion's vital juices away. If the carrion is dried up, then the kai lin secretes a chemical that will dissolve whatever organic material it can use into a liquid nutrient, which is then absorbed by the plant's roots.

If no carrion can be found, then kai lins will hunt live prey. They kill by stunning their prey with their *electrical generation* mutation, which is used in conjunction with their bite, and rending with their claws. They then use their *radiating cycs* mutation to finish off the prey.

Society: Kai lins hunt in packs and are dominated by a one large kai lin (16 hit dice). They are generally simple creatures, with a simple hierarchy—one leader and everyone else on an equal level with each other. Pack attacks are poorly organized, and it is not known what attributes cause certain kai lin's to become pack leaders. If a leader is killed, one kai lin of the pack will metamorphose into a leader within a month.

Katkins

Number: 1d6
 Percept: 17
 Stealth/R.U.: +7
 AC: 14
 MD: 15
 Health: 15
 Speed: 17
 Level: 5
 Hit Dice: 9 (32)
 THAC: +5
 Attacks: 3 or 1
 Claw (2) 1d6
 Bite 1d6
 Int: Average
 Morale: 12
 Size: S (1 m)
 XP Value: 650



Frequency: Rare Organization: Solitary
 Activity Cycle: Diurnal Diet: Carnivore
 Tech Level: II Artifacts: W
 Climate/Terrain: Any forest
 Physical Mutations: Heightened balance, heightened speed (10), sound imitation
 Mental Mutations: Thought imitation
 Special Powers: None

Description: Katkins are similar in appearance to common house cats, from which they sprang. They are somewhat larger, standing about a meter tall when walking bipedally. They have manipulative forepaws, allowing them to use weapons and tools, although they still possess sharp retractable claws capable of considerable harm. Their fur can be either long or short with a broad range of coloration—white, orange-striped, calico, black, grey, or brown.

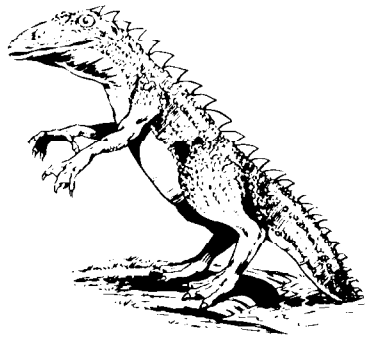
Combat: Katkins typically rely on their own natural weapons and small Tech II ranged weapons—darts, javelins, and small bows and arrows. If they possess usable artifact weapons as part of their treasure, they will use these too. However, because of their small, light frames, katkins do not carry rifles or other large weapons when on the hunt. Such gear is typically mounted for defense of the lair. Their most common defense tactic is to use *sound imitation* to lure their prey away from the herd or nest and then attack from the trees. By custom, they prefer to make kills with their own claws, often weakening a victim with missile weapons before closing in for melee.

Society: Katkins live in small family groups among the treetops. The adults typically hunt as a team and kittens, when old enough, assist by driving the prey closer to the pair. Katkins are reclusive and keep treetop summer homes—small, camouflaged huts of branches and bark high in the trees. In winter, they move to warmer quarters, usually a dwelling made from a hollowed-out tree, although some have been known to build cabins. Contact with the outside world is normally limited to a few select traders.

Katkins are the mortal foes of squeekers. They will attack these vermin whenever encountered, although not by foolhardy means.

Keeshins [Water Weirds]

Number: 1d4
 Percept: 14
 Stealth/R.U.: +2
 AC: 12
 MD: 12
 Health: 12
 Speed: 9
 Flying 6
 Swimming 12
 Level: 2
 Hit Dice: 7 (25)
 THAC: +2
 Attacks: 1
 Bite 1d6
 Int: High
 Morale: 7
 Size: S (1 m)
 XP Value: 1400



Frequency: Uncommon **Organization:** Solitary
Activity Cycle: Day **Diet:** Omnivore
Tech Level: 0 **Artifacts:** A, G
Climate/Terrain: Small bodies of water
Physical Mutations: None
Mental Mutations: *Cryokinesis* (15), *force field generation* (15), *life leech* (15), *mental reflection* (12), *mental blast* (11), *telekinetic hand* (17), *telekinesis* (16), *telekinetic flight* (13)
Special Powers: None

Description: Keeshin are white amphibians that live in small bodies of water. They grow to be one meter long and live in caves with underwater entrances. They cannot breathe water, although they can absorb oxygen through osmosis to a limited extent—enough to allow them to remain submerged for up to an hour. Although they are amphibious, they have a great dependence on the water. While out of water, they begin to dehydrate, and their lack of skin pigmentation offers virtually no protection from the sun's ultraviolet rays. So threatening is the sun to them that they will die if left out of water for 24 hours.

Combat: Keeshin are highly mutated creatures which are mainly motivated by greed and self-interest. They use their mutations effectively to take what they want. Their primary goal, upon encountering an object they desire, is to take it and leave as quickly as possible (usually by diving underwater). Rarely will a keeshin remain in combat for an object once it is injured, though. Although keeshins are terrible bullies, they are also cowards at heart. If they are in danger of being killed, they will quickly bargain some of their loot for their lives.

Keeshins usually open with a *mental blast*, followed by using *life leech*, and then returning to *mental blast* after *life leech* can no longer be maintained. They will also use tactics such as freezing the water around a target's feet to hinder its movement using *cryokinesis* and then using *telekinetic hand* to take an object.

Society: Keeshins are snide bullies who crave shiny objects and intriguingly shaped artifacts. They store their loot in their caves. But, keeshin are not above bargaining for loot that they desire, and often will trade information for a shiny trinket or odd curiosity. Normally solitary, keeshins will be found together when they are hatch-mates or during the mating season.

Lils [Wee Ones]

Number: 1d20
 Percept: 15
 Stealth/R.U.: +3
 AC: 14
 MD: 15
 Health: 13
 Speed: 2
 Flying 14
 Level: 3
 Hit Dice: 4 (14)
 THAC: +3
 Attacks: 1
 Weapon 0
 Int: High
 Morale: 6
 Size: T (0.2 m)
 XP Value: 650



Frequency: Rare **Organization:** Village
Activity Cycle: Night **Diet:** Omnivore
Tech Level: I **Artifacts:** L
Climate/Terrain: Temperate/tropical forest and jungle
Physical Mutations: *Energy reflection* (15), *size change*, *wings*, *dual brain* (mass mind (16), *telepathy* (14), *total healing* (12))
Mental Mutations: *Anti-life leech* (11), *empathy* (16), *force field generation* (14), *illusion generation* (18), *telekinesis* (9)
Special Powers: Light generation

Description: These graceful creatures appear to be diminutive humans with antennae and beautiful, fragile wings. They have the same proportions as normal humans, as well as the same range of hair and eye color. Their wings are usually like those of dragonflies, long and transparent, though some groups have wings like those of butterflies of various types.

Much like fireflies, lils have a limited ability to generate light. When in the dark or in deep shadow, lils periodically and involuntarily give off enough light to illuminate everything within one meter. This is not the mutation photogeneration, and lils cannot concentrate this light into bursts.

Combat: The grace and beauty of these tiny beings hides their incredible toughness. They will avoid combat as much as possible, preferring to use their vast array of mutations to protect themselves and drive opponents away. If forced into close melee combat they are essentially helpless.

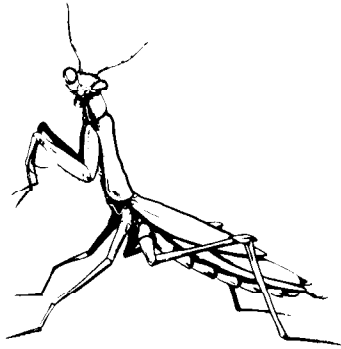
Lils often use tiny bows and arrows which do 1 point of damage if they hit successfully, but are dipped in intensity 15 sleep poison. This poison functions like paralytic poison, but never goes above Stage III. Stage III is "asleep." It lasts an hour.

Society: Lils live in villages built of mazes of brambles, building small nest-like family dwellings. They are very playful and mischievous, playing pranks on one another and on outsiders. They prefer to avoid contacts with other intelligent life, though they have been known to aid travelers who have not caused them any problems.

Lil often have artifacts of great sophistication, but their ability to use such items is limited by their size. Nonartifact items are always Tech Level I or II.

Mantas [Green Renders]

Number: 1d2
 Percept: 15
 Stealth/R.U.: +6
 AC: 17
 MD: 16
 Health: 16
 Speed: 24
 Level: 6
 Hit Dice: 13 (46)
 THAC: +6
 Attacks: 3
 Bite 5d6
 Claw (2) 3d6
 Int: Low
 Morale: 16
 Size: L (3 m)
 XP Value: 1400



Frequency: Rare Organization: Solitary
 Activity Cycle: Any Diet: Carnivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate hills and forest
 Physical Mutations: Heightened speed (10)
 Mental Mutations: None
 Special Powers: None

Description: These horrifying predators stand 3 meters high and are armed with powerful jaws and dangerous claws. Mantas are mutated praying mantises and have evolved a low intelligence. Their green coloration varies subtly through the spring, summer and fall to best imitate the seasonal vegetation the render hunts in. This is not the *chameleon power* mutation as the changes take much too long to occur and the only variations occur throughout the spectrum of greens.

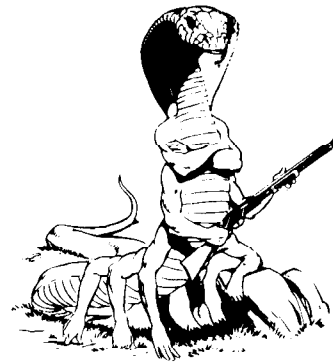
Combat: Mantas are deadly fast and have been known to run down many a foolish creature whose only panic-stricken thought was to run. They are not afraid of numbers, but will hesitate to attack a group of victims that is clearly stronger, such as a band of 10 or more humans.

Mantas are extremely dangerous in hand-to-hand combat. They attack twice a round with their clawed forelimbs, inflicting 3d6 damage with each hit, and once with their mandibles for 5d6 damage. If both claws hit the same opponent in one round, the victim is held with a Physical Strength of 20, and the bite attack automatically hits. Once held a manta grips an opponent in this manner, it will bite him each round, automatically hitting. A manta can be forced to release its victim by inflicting one-half its hit points in damage on it, at which point the creature will usually seek to escape.

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 only in a few weeks out of the year, as the female devours the male after mating. Mantas are intelligent enough to be bribed with food, but do not understand any language beyond their own system of gestures and preening.

Menarls [Slime Devils]

Number: 1d4
 Percept: 10
 Stealth/R.U.: 0
 AC: 14
 MD: 14
 Health: 14
 Speed: 3
 Swimming 24
 Level: 4
 Hit Dice: 10 (35)
 THAC: +4
 Attacks: 1d6 + 2
 Weapon +4
 Fists 1d2 + 4
 Constriction 6d6
 Int: Average
 Morale: 14
 Size: G (10 m)
 XP Value: 650



Frequency: Rare Organization: Solitary
 Activity Cycle: Day Diet: Carnivore
 Tech Level: I Artifacts: U
 Climate/Terrain: Temperate/tropical swamps, rivers
 Physical Mutations: Heightened Physical Strength
 Mental Mutations: None
 Special Powers: Frenzy at the sight of birds

Description: Menarls are huge water snakes. They have 1d12 + 4 arms ending in hands with opposable thumbs. Each arm is about one meter in length.

Menarls 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.

Combat: Slime devils 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 (they have as many fist attacks as they have arms) or any available weapons. They often pick up pieces of driftwood; consider these as clubs for damage.

Menarls may attack several different opponents at the same time; they can attack however many are ranged along their length. Their bodies are very supple as well, and they can whip around to bring more arms to bear if several opponents are clustered at their head.

A menarl may also try to grab an opponent with at least one hand (no damage) and then constrict with its body. If it is holding a victim, the menarl gains a +1 to its constriction attack.

Menarls generally use only Tech Level I items. They often hire themselves out as mercenaries or guards, however, and their employers may then provide them with superior weapons.

Society: Slime devils have little in the way of society. Though a few of them are often found in the same place, they have little commerce with one another, except during mating. They are relatively friendly towards humanoid mutants and pure strain humans. They prey on water birds and go into a frenzy when they see any type of bird. When in a frenzy, they will attack until all birds in sight are dead or they are, ignoring morale.

Narl Eps [Ghost Trees]

Number: 1d4
 Percept: 12
 Stealth/R.U.: +2
 AC: 15
 MD: 14
 Health: 14
 Speed: Immobile
 Level: 4
 Hit Dice: 35 (123)
 THAC: +4
 Attacks: 8
 Squeeze vines 4
 Int: Animal
 Morale: 16
 Size: G (60 m)
 XP Value: 2000



Frequency: Rare
 Activity Cycle: Day
 Tech Level: 0
 Climate/Terrain: Any marshes, lakes, ponds
 Physical Mutations: Squeeze vines (15), sonic blast (15)
 Mental Mutations: None
 Special Powers: None

Organization: Solitary
 Diet: Omnivore
 Artifacts: Z

Description: This tree has stark white bark and off-white leaves. It grows to a height of about 60 meters. The tree appears to be just like any other until it attacks. It cannot communicate or display any other sign of activity other than its attacks. The tree's vine network usually extends for 30 meters away from its trunk. The vines lie on the ground and look like roots or extend into lakes and ponds where they lurk under the water waiting to snag something.

The nickname "ghost tree" comes from its appearance, and the fact that the ghosts of its victims are said to haunt the area it inhabits.

During the spring, the tree's vines are covered with pods that, when ripe, are flung away by the tree for a distance of 120 meters or more. When the pods land and their husks rot away, the sound of the bursting seeds creates a *sonic blast* (doing 3d6 + 15 points of damage to those within 10 meters of the seeds).

Combat: The vines lie in wait for an object to touch them. As soon as the vines contact something, they immediately leap from their resting place and attempt to entangle their prey. See the *squeeze vines* mutation for details. It can direct up to eight vines in attacking. It will usually concentrate on one target at a time.

Each vine has 1d6 hit points. If a vine is cut, another will take its place in two minutes. The narl eps does not detach its vines, but they are extremely long (up to 30 meters) and, for all intents and purposes, there are an infinite number of them in any given battle (over 100 per tree).

Society: Narl eps are solitary creatures. They have no intentional interaction with any other tree or plant. Generally, most creatures will avoid ghost trees because of their vine system. The vines avoid plants but attack anything else that moves. Squirrels and birds that generally stay in the trees will of course not land or walk near a ghost tree, but they will inhabit the other trees surrounding a ghost tree.

Obbs [Flying Eyes]

Number: 1d4
 Percept: 18
 Stealth/R.U.: +12
 AC: 12
 MD: 16
 Health: 16
 Speed: 3
 Flying 30
 Level: 6
 Hit Dice: 8 (28)
 THAC: +6
 Attacks: 3
 Claw (2) 2d6
 Int: Average
 Morale: 14
 Size: M (2 m)
 XP Value: 4000



Frequency: Very rare
 Activity Cycle: Day
 Tech Level: 0
 Climate/Terrain: Temperate hills and plains
 Physical Mutations: Radiating eyes (19)
 Mental Mutations: None
 Special Powers: Immune to radiation and heat (including IR and fire)

Organization: Clutch
 Diet: Carnivore
 Artifacts: None

Description: The obb is a fungoid carnivore that is nearly helpless on the ground but a deadly opponent in the air. About 1 meter long, with a 2 meter wingspan, the obb has three powerful claws and one great, dark eye from which it emits blasts of radiation. Obbs possess an alien intelligence that is nearly unfathomable to plant and animal alike. Obbs tend to hunt in spore-groups called clutches.

Combat: The obb is an exceedingly dangerous enemy in the air. It is fast and maneuverable. When attacking ground-bound creatures, the obb begins with a silent (treat as a Stealth attempt) strafing run and blast with its eye. The radiation blast is a cone 50 yards long and 10 yards wide at its base, at intensity 24. The obb will then commence a series of swooping attacks, returning every other round from a different direction to claw at its opponents. Its eye recharges at the rate of 1 intensity per round, and generally the obb will wait until it has built up a charge for 10 rounds or so before using its ability again. If caught on the ground (a rare occasion) the obb cannot use its claws and can only use its radiation blast on an opponent directly in front of it.

Society: Obbs are fearless predators and even one may attack a large group of humans, counting on its radiation blast to kill or injure several victims at once. The creature usually plants spores in the remains of its kills, which grow into 1d6 young obbs within 24 hours. These spore-groups, or clutches, will remain together for the rest of their lives. Obbs can occasionally be approached through use of *telepathy* without causing them to attack, but rarely have any thoughts comprehensible to a human or even a sentient plant.

Orlens

Number: 1d4-1
 Percept: 15
 Stealth/R.U.: +2
 AC: 14
 MD: 17
 Health: 17
 Speed: 14
 Level: 7
 Hit Dice: 18 (63)
 THAC: +7
 Attacks: 2
 Weapon +3
 Int: High
 Morale: 14
 Size: L (2.5 m)
 XP Value: 4000



Frequency: Rare
 Activity Cycle: Any
 Tech Level: III
 Climate/Terrain: Any temperate or subtropical
 Physical Mutations: Multiple limbs, dual brain (two random mental mutations)
 Mental Mutations: Telekinesis (18), telepathy (18), will force (16)
 Special Powers: None

Description: Orlens are tall two-headed humanoids with four arms. Peaceful by nature, they are exceptionally intelligent and collect artifacts of all sorts. A typical orlen will possess artifacts of Tech Levels IV or V. In addition to the older artifacts they may have, all orlens carry an assortment of Tech Level II and III weapons and tools. (The GM will need to remember to add to the XP Value for an orlen based on what artifacts it is carrying.)

Orlens prefer not to resolve problems by combat, but their size, strength, and armament ensure that they will not be caught unprepared when trouble comes looking for them. All orlens have a dual name, one for the left head and one for the right, such as Jan-Jane, Maura-Maureen, Tim-Tom, and Kevin-Calvin. When an orlen talks, the heads alternate speaking.

Combat: Any given orlen's combat abilities will vary widely with the nature of the extra mutations he may have and what kind of weaponry he is carrying. A typical orlen might carry two battle axes, a duralloy shield, a flintlock rifle, and an IR laser pistol, with a grenade or two thrown in for good measure. He would prefer to save the pistol for an emergency and use the flintlock from good cover, entering melee only when necessary.

Society: Many orlens are wanderers, but there is a significant segment of the species that likes to settle down. The only orlen settlement of any significant size is Jainus, a fairly large city. Nomadic orlens are peaceful and gentle. The urban orlens are more aggressive and love sporting events, particularly those with a lot of physical contact.

Parns [Sword Beetles]

Number: 1d4
 Percept: 14
 Stealth/R.U.: -2
 AC: 17
 MD: 15
 Health: 15
 Speed: 12
 Level: 5
 Hit Dice: 14 (49)
 THAC: +5 (+8)
 Attacks: 4
 Antennae (2) 3d6
 Spines (2 or 4) 2d6
 Int: Semi-
 Morale: 17
 Size: L (3 m)
 XP Value: 975



Frequency: Rare
 Activity Cycle: Any
 Tech Level: 0
 Climate/Terrain: Temperate/subtropical hills
 Physical Mutations: Quills and spines
 Mental Mutations: None
 Special Powers: Antennae attacks at +3 THAC

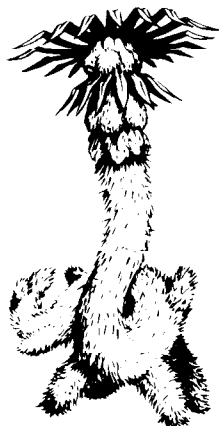
Description: The parn is a fierce, 3-meter-long hunting beetle with a tough, black carapace. Its limbs are covered in long spines which it can break off and fling at its prey with great accuracy. The parn's most notable feature, however, is its antennae. These multibranching antennae are 3 meters long and composed of many "blades" made of razor-sharp chitin. Often referred to as "sword beetles," parns are persistent, cunning hunters who attack almost anything they encounter.

Combat: When attacking prey, a parn will often begin by rearing and using four limbs to fling spines (30 meter short range). Each spine hits for 2d6 damage. The sword beetle then closes in to finish the kill with its whip-like antennae, striking for 3d6 with each one. The sword beetle is so skillful in its use of these appendages that it gains a +3 THAC bonus in addition to its normal +5, for a total of +8 THAC when it strikes with its antennae. If involved in a fight with more than one opponent or with a struggling meal, the parn fires two more spines every round in addition to its antennae attacks until all struggling ceases. The antennae are somewhat brittle and can be specifically targeted by opponents. Each antennae is AC 15 and takes 18 hp of damage (above and beyond the parn's hit dice) to sever or disable.

Society: Parns have enough intelligence to cooperate somewhat in the hunt. Usually they spread out over a wide area, and when one finds a suitable target, it will summon the others by clashing its sword-bladed antennae together. This can be heard for a mile or so and is considered an excellent sign that it is time to leave the area.

Pinetos (Horse Cacti)

Number: 2d8
 Percept: 20
 Stealth/R.U.: +2
 AC: 14
 MD: 12
 Health: 12
 Speed: 21
 Level: 2
 Hit Dice: 6 (21)
 THAC: +2
 Attacks: 1
 Tail slap 1d6
 (+1d6+12)
 Int: Semi-
 Morale: 6
 Size: L (4 m)
 XP Value: 65



Frequency: Rare
 Activity Cycle: Day
 Tech Level: 0
 Climate/Terrain: Any desert, plains
 Physical Mutations: *Thorns or spikes* (12)
 Mental Mutations: None
 Special Powers: None

Organization: Herd
 Diet: Herbivore
 Artifacts: None

Description: The horse cacti is both a horse and cactus in name only. It is in actuality a mobile, cactus-like plant with behaviors in many ways resembling a horse. The plant has a large, horizontal central trunk which is supported by either four or six thick, stubby stalks which act as legs. These legs can propel the creature at great speeds. When the creature moves as quickly as it can, the action of the legs resembles a horse galloping.

The trunk extends into a thick, neck-like growth which the plant keeps elevated. At the end of the "neck" is a large assortment of leaves, roots and a clump of visual and olfactory organs. The leaves are used to gather sunlight, and the roots absorb liquids. The plant lowers its leaves and roots into pools of water when it drinks, an action that further resembles horse activity.

The pineto is much more cactus than horse. Every centimeter of its surface except for the leaves and roots is covered with long, sharp thorns. These thorns are usually 5 centimeters or so in length. Although sharp, they are somewhat flexible. These thorns give a pineto the appearance of having a hairy "coat" of thorns. The pinetos *can* be ridden, but a saddle of thick leather or other strong material is required.

Combat: Opposite the neck growth is another growth that tapers to a relatively thin stalk. This stalk is flexible, and the plant can use it to attack. This attack is treated as a tail swipe.

Society: Horse cacti are encountered in small groups of two or four, or herds of as much as 16. They reproduce by budding. Pinetos are extremely skittish and will bolt as soon as they perceive a threat. Only one of a pack has to become aware of the threat for everyone else to run.

Intelligent races, such as sleeths, have tamed pinetos and used them as beasts of burden and riding animals. In this respect, they have the same endurance and load-bearing qualities as a normal horse.

Podogs

Number: 1d12
 Percept: 17
 Stealth/R.U.: +4
 AC: 15
 MD: 12
 Health: 12
 Speed: 20
 Level: 2
 Hit Dice: 12 (42)
 THAC: +2
 Attacks: 1
 Bite 2d6
 Int: Average
 Morale: 10
 Size: L (2.5 m)
 XP Value: 270



Frequency: Common
 Activity Cycle: Any
 Tech Level: 0
 Climate/Terrain: Temperate/subarctic plains and forest
 Physical Mutations: *Sound imitation, dual brain* (1% chance)
 Mental Mutations: None
 Special Powers: Immune to sonic attacks, rush

Organization: Pack
 Diet: Carnivore
 Artifacts: None

Description: A podog is a huge, mutated mastiff standing more than a meter and a half high at the shoulder. Podog coloring is usually a deep bay, but some run towards a chocolate or black coat.

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. Podogs are sometimes found as mounts, but in their wild state they often hunt humanoid.

Combat: Podogs attack with a powerful bite, but begin combat with a rush, charging and leaping for the throat of their victim.

This first rush allows them to make a full move and then attack with a +2 THAC. A successful hit of 4 or more above the required number means a small- or medium-sized victim has been knocked flat and is now fighting prone. Podogs also have the unusual habit of baying as they attack, exactly imitating the cries or sounds their opponents may be making. Note that the character who tries to use *sonic blast* or uses a screamer on a pack of rushing podogs will have as many as a dozen hounds returning the sonic attack at full effect. When fighting as mounts, podogs still imitate sound, but they cannot use their bounding rush to enter melee.

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. If they are encountered as mounts, it is because they feel friendship for the person riding them—a podog will never allow itself to be saddled and ridden by a stranger! In the wild, podogs are clever and dangerous hunters, using their *sound imitation* to maximum effect and making fast, hit-and-run attacks to weaken strong prey.

Rakoxen

Number: 5d6
 Percept: 14
 Stealth/R.U.: -3
 AC: 17 (12)
 MD: 10
 Health: 13
 Speed: 16
 Level: 3
 Hit Dice: 18 (63)
 THAC: +9
 Attacks: 1
 Gore 2d6+6
 Charge 4d6+6
 Int: Animal
 Morale: 5
 Size: L (3 m)
 XP Value: 270



Frequency: Common Organization: Herd
 Activity Cycle: Day Diet: Herbivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate plains and hills
 Physical Mutations: Partial *carapace* (15), *horns or antlers*, *heightened Physical Strength*
 Mental Mutations: None
 Special Powers: None

Description: These slow, but powerful, mutated oxen sport a tough cluster of horns, which angle generally forward from a bony plate across the crown of their heads. These horns form a partial *carapace* which protects the head and shoulders of the rakox. Both male and female rakoxen possess their impressive horns. Young rakoxen begin growing the horns shortly after they are weaned. Adult rakoxen are about 2 meters tall at the shoulder. Although rakoxen are prone to panic and stampede, they are one of the most favored draft animals in Meriga for heavy labor.

Combat: Rakoxen typically attack when they are spooked. The rakox will gore with its extraordinarily dense set of horns once per round and can charge if the target is more than 10 meters away. Rakoxen are exceptionally strong for their size (PS 24), giving them a bonus to damage and THAC in combat. A normal gore attack does 2d6+6 points of damage, while a charging attack does 4d6+6 points.

Society: Rakoxen roam plains areas in large herds, grazing in groups of 20d10. They are also found in many Tech Level II and III civilized areas, where they are used to pull wagons, plows, etc. Domestic rakoxen often have their horns saw down or capped by their owners. If sawn, the horns grow back in a season, requiring them to be cut again. Rakoxen are rarely ridden, since they tend to buck off riders.

In many places, older rakoxen are butchered for food. The meat is salty but otherwise palatable. The hide can be cured and used, but it is less serviceable than rogo hide (see the "Campaign" chapter). The horns are hollowed out and made into musical instruments or storage containers, like gunpowder horns.

Sarbises [Varks]

Number: 1d20
 Percept: 22
 Stealth/R.U.: +4
 AC: 12
 MD: 15
 Health: 15
 Speed: 9
 Burrow 3
 Level: 5
 Hit Dice: 10 (35)
 THAC: +5
 Attacks: 1 or 2
 Claws (2) 1d4
 Weapon +2
 Int: Average
 Morale: 15
 Size: M (2 m)
 XP Value: 650



Frequency: Rare Organization: Tribal
 Activity Cycle: Diurnal Diet: Omnivore
 Tech Level: III Artifacts: W or X, H
 Climate/Terrain: Anywhere important minerals are found
 Physical Mutations: *Heightened senses* (sight, smell, taste), *directional sense*
 Mental Mutations: None
 Special Powers: None

Description: The sarbis looks strikingly like a 2-meter-tall bipedal aardvark. Its body is covered with coarse yellow to gray fur, and its face is dominated by a long snout. The hands, while manipulative, end in powerful claws good for digging and fighting.

Combat: Varks are not warlike creatures, and mainly prefer to be left alone. They favor defensive tactics, especially burrowing out of danger. However, once roused, they are tenacious fighters and will continue until death or victory is gained. They are quite comfortable with most types of Tech III weaponry and will use it to their best advantage.

Society: Sarbises can be found in almost any terrain except the coldest. Their settlements or camps invariably signal the presence of minerals, for the sarbis are passionate miners. The camps are a mixture of above- and underground constructions. Sarbises are paranoid that others (especially other sarbis) might try to "claim-jump" their diggings, so most camps are well defended with stockades and guard towers. Attack is made doubly difficult since the ground outside the camp is broken by jagged heaps of tailings.

Sarbises rely on trade for food, clothing, and other interesting goods. In exchange, they sell refined minerals—ingots of pig iron, copper, lead, tin, nickel; bags of sulphur, salt, and coal; whatever is useful from the earth. Because few others have the talent to dig and smelt these needed metals, sarbises are often left unmolested, even in the most hostile territories.

Each camp is ruled by a strong man, a single leader who achieved his position through bullying and threat. All trading in the camp is controlled by the strong man or his minions. Sarbises will often buy artifacts useful to mining, sometimes offering other artifacts or to make useful implements in exchange.

Seps (Land Sharks)

Number: 1d6
 Percept: 18
 Stealth/R.U.: +12
 AC: 15
 MD: 16
 Health: 16
 Speed: —
 Burrow: 12
 Level: 6
 Hit Dice: 17 (60)
 THAC: +6
 Attacks: 1
 Bite: 9d6
 Int: Animal
 Morale: 18
 Size: L (4 m)
 XP Value: 1400



Frequency: Rare
 Activity Cycle: Day
 Tech Level: 0
 Climate/Terrain: Any desert (or any plains)
 Physical Mutations: None
 Mental Mutations: None
 Special Powers: Exceptional burrowing

Description: The land shark is a voracious predator that does not hesitate to attack almost anything it encounters. It resembles its aquatic relatives in general form, with the same streamlined body and gaping jaws, but its skin has roughened into a thick, rubbery hide and its pectoral fins have developed into short, stubby claws. The sep is a subterranean predator, depending upon a telekinetic organ in its brain and its stubby claws to push loose earth out of its path and reduce its body's friction with the soil around it. It passes so effortlessly through earth that it seems to "swim" through it. A sep tunnel is about a meter across, but collapses after the land shark passes.

Combat: The sep is a terrible foe, equipped with many natural advantages. It senses any sound or motion on the ground within 60 meters (this is the reason for its high Perception score) and silently burrows towards it (this is the reason for its excellent Stealth/R.U.). Often attacking by surprise, it lunges out of the earth and attacks with a deadly bite, then dives back into the earth. It takes a round for the sep to turn around and reposition itself for another pass, so it usually attacks once every other round, always from a different direction. Although the sep can burrow faster than most other subterranean monsters, a fleet-footed human can easily outrun it on the surface, and most people advise flight when a land shark is encountered.

Society: Seps are stupid killing machines that seem to hunt continuously. They often school together in packs of up to six animals to attack large concentrations of game, but little or no cooperation is shown by the predators. A rare variety of arctic snow sep has been occasionally seen in deep winter, when large areas of contiguous snow pack make it possible for these hunters to follow game easily. They are for all purposes identical to their desert-prowling relatives.

Serfs (Thought Masters)

Number: 1d4
 Percept: 12
 Stealth/R.U.: +1
 AC: 16 (12)
 MD: 16
 Health: 15
 Speed: 12
 Level: 5
 Hit Dice: 9 (32)
 THAC: +5
 Attacks: 2 or 1
 Claws (2): 1d4
 Weapon: +2
 Int: Very
 Morale: 14
 Size: M (2 m)
 XP Value: 5000



Frequency: Uncommon
 Activity Cycle: Day
 Tech Level: II
 Climate/Terrain: Subarctic/temperate plains, forest, rough
 Physical Mutations: Heightened Physical Strength, partial carapace (14), new body parts, claws, poison, claws (3)
 Mental Mutations: Death field generation (12), density control (others) (14), life leech (9), photokinesis (13), mental blast (15)
 Special Powers: Immune to own poison, +2 Health against poisons

Description: These humanoids have claws instead of fingers on their hands and with them can make two attacks per round. The claws carry intensity 8 debilitating poison. Serfs have a partial carapace, a ridged, bony plate that covers the top and back of their heads.

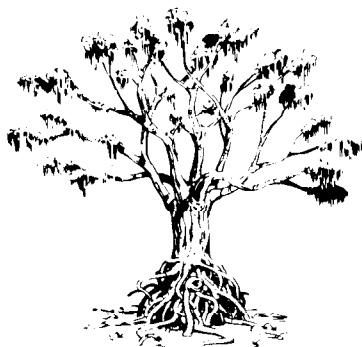
Combat: Serfs may make two claw attacks or one other type of attack. They much prefer to engage in mental combat as opposed to physical melee, and are 90% likely to do so. Serfs commonly wear chain mail into battle and will fight with Tech III weaponry, such as flintlock rifles. They prefer the battle axe to the sword in melee combat.

Society: Serfs are either encountered as a small patrol, or may be found in large "brigades" of 5d20 + 50 individuals. (A brigade will include 30% females and 30% children.) Serfs are militant, and prefer to dress in uniforms imitating ancient military and police designs, using these as clan symbols. They are likely to attack other brigades of serfs as they are other enemies. Although they are a Tech Level II society, they readily use higher Tech Level equipment if shown how to operate it.

They are semi-nomadic, traveling when food in a particular area becomes scarce, or with the changing of seasons. Once every few years, at the whim of the commander, a brigade travels to Gran Rads. Once there it participates in a festival of celebration with other serf brigades, holding gladiatorial contests and swapping stories. One serf clan, the Ministers of Thought, never leaves Gran Rads. Its members believe that a serf leader called the Forstar will be born to their clan there, and will lead the serfs to create a great new nation.

Seroon Lous [Haunted Fruit Trees]

Number: 3d6
Percept: 15
Stealth/R.U.: +3
AC: 13
MD: 13
Health: 13
Speed: Immobile
Level: 3
Hit Dice: 18 (63)
THAC: +3 (+8)
Attacks: 5
Squeeze vines 4
Weapon +5
Int: Animal
Morale: 10
Size: G (30 m)
XP Value: 420



Frequency: Rare
Activity Cycle: Day
Tech Level: 0
Climate/Terrain: Any marshes, lakes, or ponds
Physical Mutations: *Allurement* (24), *squeeze vines* (17)
Mental Mutations: None
Special Powers: None

Description: Seroon lous grow to a height of 30 meters and have a single eye to see with, located on a stalk two or three meters above the body of water they grow in or beside. Seroon lous have 2d4 + 1 squeeze vines of 20 meters in length. The trees drape their vines across the surface of the water they grow in and wait for prey to come near one of their vines.

The seroon lou is called the haunted fruit tree because it exudes a sweet-smelling aroma that has the scent of apples to lure animal prey to it.

Combat: Seroon lous make melee attacks with heavy, blunt objects which they wield in their squeeze vines. Their tool use is limited to bashing with whatever happens to be lying nearby. When they see something moving, they strike until there's no more movement from the target. A seroon lou's vines are very strong, and so have a +5 THAC and +5 damage when using a weapon.

A seroon lou can control five of its squeeze vines in the attack at once. Vines can be targeted separately, and take 8 points of damage to sever. They are AC 12. If a vine is destroyed, one of the remaining vines will take its place until the seroon lou runs out of vines. It takes the tree two weeks to regenerate a lost vine. If, for some reason, a vine cannot wield a weapon, it can attempt to grab a target and squeeze for 4 points per round.

Once the prey is unconscious or dead, the tree's roots (which are also 20 meters long) extend and insert themselves into the prey and withdraw the animal's juices. This process can take up to two days.

Society: Seroon lous are solitary. They live without regard to the other plant life around them. Although they generally grow in clumps, with as many as 18 or more of them in a square kilometer, they do not cooperate with each other or even seem to be aware of each others' existence.

Sleeths [Seer Lizards]

Number: 1d10
Percept: 15
Stealth/R.U.: 0
AC: 15
MD: 20
Health: 20
Speed: 16
Level: 10
Hit Dice: 14 (49)
THAC: +5
Attacks: 1
Weapon +1
Int: Superior
Morale: 10
Size: M (2 m)
XP Value: 9000



Frequency: Uncommon
Activity Cycle: Any
Tech Level: III
Climate/Terrain: Any temperate/tropical/nonarid except mountains
Physical Mutations: None
Mental Mutations: *Intuition* (15), *plant control* (21), *telepathy* (16), *total healing* (14), and one non-defect, nonspecies mental mutation
Special Powers: Immune to illusions, can negate force fields within 30 meters

Description: Sleeths are lizard-like humanoids, the intelligent descendants of alligators. They have an erect stance, tails, long snouts, and dextrous hands. They are dark green in color.

Combat: Sleeths are normally peaceful. They use their mutations and intelligence to avoid combat, sending plants to attack and using *telepathy* and *intuition* to discover the intent of their opponents. They prefer using nonlethal high-tech weapons to defend themselves. If forced, they will fight using melee weapons of Tech Level I, II, or III, coordinating their efforts with *telepathy*.

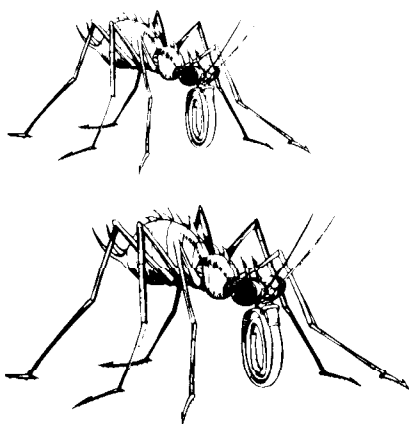
Society: Sleeths live in peaceful, scholarly communities. Each sleeth village is headed by a dean, who often presides over a governing body called a faculty. In times of trouble, the deans of neighboring villages gather together and form a college. They then elect a president from among their number to preside during their decision-making. 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 transfers. They are subtly arrogant in the extreme, however, believing themselves to be mentally superior to all other races.

Sleeths build beautiful villages and towns. They make full use of their *plant control* ability. Though sleeth villages and towns are mostly Tech Level III, they almost always contain high-tech items. These items are put to use to ease living conditions and for defense.

Soul Beshes (Skeeters)

Number: 1d4
 Percept: 16
 Stealth/R.U.: +3
 AC: 5
 MD: 18
 Health: 13
 Speed: 16
 Level: 3
 Hit Dice: 6 (21)
 THAC: +3
 Attacks: 1
 Feeding tube 1d6
 Int: Animal
 Morale: 14
 Size: S (1.5 m)
 XP Value: 270



Frequency: Common **Organization:** Swarm
Activity Cycle: Day **Diet:** Carnivore
Tech Level: 0 **Artifacts:** None
Climate/Terrain: Temperate/tropical grasslands, marshes, forests
Physical Mutations: *Chameleon power* (16)
Mental Mutations: *Intuition* (12)
Special Powers: Feeding tube attack (poison and blood drain)

Description: Soul beshes are gargantuan, mutant, man-eating mosquitoes. They grow to 1.5 meters in length and about that tall. They are flightless, however, but scurry over any terrain an incredible speed. Their ability to do this comes from their long, spindly legs which support their thin, streamlined body. Except for the lack of wings, they look exactly like a normal mosquito, only bigger.

Soul beshes prefer terrain where they can hide easily and strike from cover. They use their *chameleon power* to remain undetected, and their large, faceted eyes to easily detect prey.

Combat: The skeeter attacks with its feeding tube, which is a 2-meter-long apparatus that uncoils and strikes targets for 1d6 damage. It prefers to attack prey that is sleeping, paralyzed or otherwise alive but immobile. Once the feeding tube punctures the skin of a target, it immediately injects an intensity 10 paralytic poison (limited to Stage III effectiveness).

Once the target is paralyzed, the skeeter withdraws blood for nourishment at a stupendous rate. It causes damage due to blood loss at a rate of 2d6 per round. If allowed enough time (four hours) a soul besh can completely drain a human-sized creature of virtually all its blood.

If the target is not paralyzed or immobile, the soul besh will continue to strike anywhere it can on the target in an attempt to eventually cause paralysis.

Society: Skeeters travel in small swarms of around four. Although normal mosquitoes travel in large numbers, they increased size of skeeters over mosquitoes makes this impractical if a stealthy approach is to be maintained.

Skeeters exhibit typical insect-like preening, mating and swarming behaviors. They lay their eggs in shallow water.

Squeekers (King Rats)

Number: 2d8
 Percept: 14
 Stealth/R.U.: +4
 AC: 16
 MD: 12
 Health: 12
 Speed: 14
 Level: 2
 Hit Dice: 6 (21)
 THAC: +2
 Attacks: 3
 Claw (2) 1d4
 Bite 3d6
 Int: Animal
 Morale: 9
 Size: S (1.5 m)
 XP Value: 120



Frequency: Uncommon **Organization:** Pack
Activity Cycle: Night **Diet:** Scavenger
Tech Level: None **Artifacts:** None
Climate/Terrain: Any
Physical Mutations: *Sonic blast* (13)
Mental Mutations: None
Special Powers: None

Description: Looking like nothing more than grossly overgrown brownish or rust-colored rats, squeekers are easily identified by the shrill, painful cries they make in combat. Of course, by this time the knowledge may come too late to save the intended victim.

Combat: Squeekers are pack animals, taking their prey by surrounding and overwhelming the target. Although vicious and quite capable of causing serious harm, squeekers have never been known for their courage. When hunting, they single out weak or isolated targets that can easily be pulled down.

Their most common hunting tactic is to stealthily surround the victim and then rush out all at once, directing their *sonic blast* attacks at the target. If the victim is still standing, they then attack with their bite, clinging to the animal until it is pulled down by the weight of their numbers. If their dinner puts up strong resistance, they will circle it at a safe distance, hoping to wear the target down by repeated lunges. If this does not work or help arrives, the squeekers flee in all directions.

Society: Squeekers can be found in any terrain, but are most frequently encountered near settlements, lurking around garbage pits, or close to the lair of a larger creature. They prey on passersby or scavenge food from the waste of others. Their dens are usually a small complex of underground tunnels with several chambers and exits.

Squeekers can be domesticated somewhat and trained to serve like guard dogs or hunting animals. This requires that they be trained from birth and even then can only be accomplished by those immune to their *sonic blast* mutation. Hissers, in particular, keep pens of the animals for use both in the hunt and as food. Indeed, it is likely that the hisser immunity to sonic blasts developed slowly from a close relationship squeekers.

Terleens [Tree Fish]

Number: 1d4
 Percept: 16
 Stealth/R.U.: +4
 AC: 11
 MD: 14
 Health: 14
 Speed: —
 Swim 9
 Flying 7
 Level: 4
 Hit Dice: 9 (32)
 THAC: +4
 Attacks: 1
 Bite 2d6+2
 Int: Semi-
 Morale: 9
 Size: L (3 m)
 XP Value: 2000



Frequency: Uncommon Organization: Solitary
 Activity Cycle: Day Diet: Carnivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate/tropical forests, rivers
 Physical Mutations: Gills
 Mental Mutations: Cryokinesis (7), sonic blast (12), telekinetic flight (16)
 Special Powers: Immunity to heat and lasers

Description: This creature is the mutated descendant of the barracuda. The terleen is about 3 meters long, is equally adept at swimming or flying, and can breathe in either air or water. It is covered in bright feathers and lives in trees. Terleen feathers are blood red to bright orange in color, with yellow along the edges. On occasion, terleens with greens, blues, and even brilliant violet coloring have been seen. Terleen feathers contain special reflective cells, distantly akin to solar reflectors, that make the terleen immune to the effects of heat and laser attacks.

Combat: The terleen attempts to kill its prey first with its mental mutations, saving biting attacks for a last resort. If both of these methods of attack fail, a terleen will retreat into the trees to await easier game.

There are stories of entire swarms of terleen attacking herds of wild animals, and sometimes even sentient communities, but this is extremely rare.

Society: Terleens generally live in small family groups sharing the same tree, although there have been cases of large numbers nesting in regions of forest. They build nests of sticks, grasses, bones of their prey, and even clothing and other items from sentients that they have killed.

In the spring, terleens travel to the headwaters of rivers, where they spawn. The young hatch and live as water creatures for the first six months of their lives, whereupon they grow their first feathers and take flight. Young terleen have a rainbow-like sheen, and are reported to be extremely good to eat.

The feathers of the terleen are prized as fine material for creating special cloaks and other clothing, which bestow the terleen's immunity to heat and lasers to the wearer. However, this property fades from the feathers after three months.

Wardents [Devo Beasts]

Number: 1d2
 Percept: 13
 Stealth/R.U.: 0
 AC: 11
 MD: 20
 Health: 16
 Speed: 9
 Level: 6
 Hit Dice: 6 (21)
 THAC: +5 (+6)
 Attacks: 1
 Weapon -1
 Int: High
 Morale: 14
 Size: S (1 m)
 XP Value: 2000



Frequency: Rare Organization: Solitary
 Activity Cycle: Day Diet: Omnivore
 Tech Level: I Artifacts: I, Y
 Climate/Terrain: Subarctic/temperate forests, mountains
 Physical Mutations: None
 Mental Mutations: Heightened Intelligence, mental reflection (13), mental control (14), telepathy (18), telekinesis (10), will force (10), stunning force (15)
 Special Powers: Always carry 1d4 artifacts

Description: These 1-meter-tall humanoids are covered in silky blond to dark brown fur. They have three toes on their feet, as well as four fingers on each human-like hand, and tend to be chubby. Their faces are quite furry, but have a wizened expression on them. When seen, they usually are wearing clothing and accessories, of Tech Level II and III.

Combat: Not having a great physical presence, the wardents opt to combat threats mentally, which provides them with a chance to escape, if necessary. They are not naturally aggressive and will avoid violence, if possible. They are quite cunning, and will usually keep potential enemies at bay with a variety of mental tricks. Occasionally, a wardent will carry an artifact weapon of some sort, but will avoid using it except in dire need.

Society: Wardents tend to be solitary by nature, usually traveling alone, or with a single companion. They dwell in deep and inaccessible mountain and forest regions, and their homes tend to be complex mazes of winding passages made of mud walls or intertwined in the branches of very tall and large trees. They have a natural curiosity for knowledge and odd experiences, as well as an insatiable hunger for tasty food. These traits can convince a wardent to join in on an adventure, provided any group it comes in contact with does not seem menacing to it.

Although wardents are natively a Tech Level I culture, they have no fear of stranger artifacts and will readily use them. It is not uncommon to see wardents with steel knives, flintlocks or even artifacts that they have found or acquired through trade. Their insatiable curiosity means that any usable artifacts which fall into their hands will soon yield up their secrets—or be broken.

Winisleans [Tangle Vines]

Number: 3d4
 Percept: 14
 Stealth/R.U.: 0
 AC: 12
 MD: 13
 Health: 13
 Speed: Immobile
 Level: 3
 Hit Dice: 20 (70)
 THAC: +3
 Attacks: 4
 Squeeze vine 2
 Int: Non-
 Morale: 18
 Size: H (8 m)
 XP Value: 270



Frequency: Uncommon Organization: Clump
 Activity Cycle: Day Diet: Carnivore
 Tech Level: 0 Artifacts: None
 Climate/Terrain: Temperate/tropical scrub, swamp, river
 Physical Mutations: Allurement (17), poisonous thorns (5), squeeze vines (5)
 Mental Mutations: None
 Special Powers: None

Description: This carnivorous plant can cover an area as large as 8 meters in diameter and grows in clusters so dense and entangled that it is difficult to determine where one plant stops and another begins. Winisleans are primarily made of meaty vines with small barbed thorns and ivy-like leaves (2d6 + 2 vines per plant). The winisleans tend to show hues of green, and sometimes brown or yellow, depending on its surroundings. It blends in with normal flora quite well. An aquatic version, found near the shores of calm bodies of water where many plants grow, has leaves that resemble water lilies. The land version of the winisleans gives off an odor that attracts most creatures of animal intelligence or less.

Combat: A winisleans waits for a creature to come into range, then quickly wraps its vines about the victim when it senses motion, entangling its prey. In addition, its thorns secrete an intensity 10 paralytic poison. The vines continue to squeeze for 2 points of damage per round after they have grasped a target. The vines can be cut (6 hit points, AC 12) if targeted specifically. If a winisleans loses three vines, it will cease attacking and wait for more docile prey.

Once prey stops moving, the vines consume its flesh through small ciliary "fingers" on the undersides of the winisleans's leaves.

Society: Winisleans reproduction is a very slow process, as an overabundance of vines in any given area will deny the innermost plants from receiving food, thus causing them to die. This results in a ring-like structure in very large patches of winisleans. Ten doses of intensity 10 paralytic poison can be boiled out of every three to four vines. This poison must be injected to be effective. These doses will remain toxic for two months before losing potency. This poison is commonly used by some Tech I and II societies, who like to coat their melee and missile weapons with the stuff.

Yexils [Orange Darters]

Number: 1d4
 Percept: 15
 Stealth/R.U.: +2
 AC: 12
 MD: 8
 Health: 13
 Speed: 9
 Flying 24
 Level: 3
 Hit Dice: 12 (42)
 THAC: +3
 Attacks: 2
 Eyes 3d6 + 10
 Bite 1d4
 Int: Low
 Morale: 12
 Size: L (3 m)
 XP Value: 270

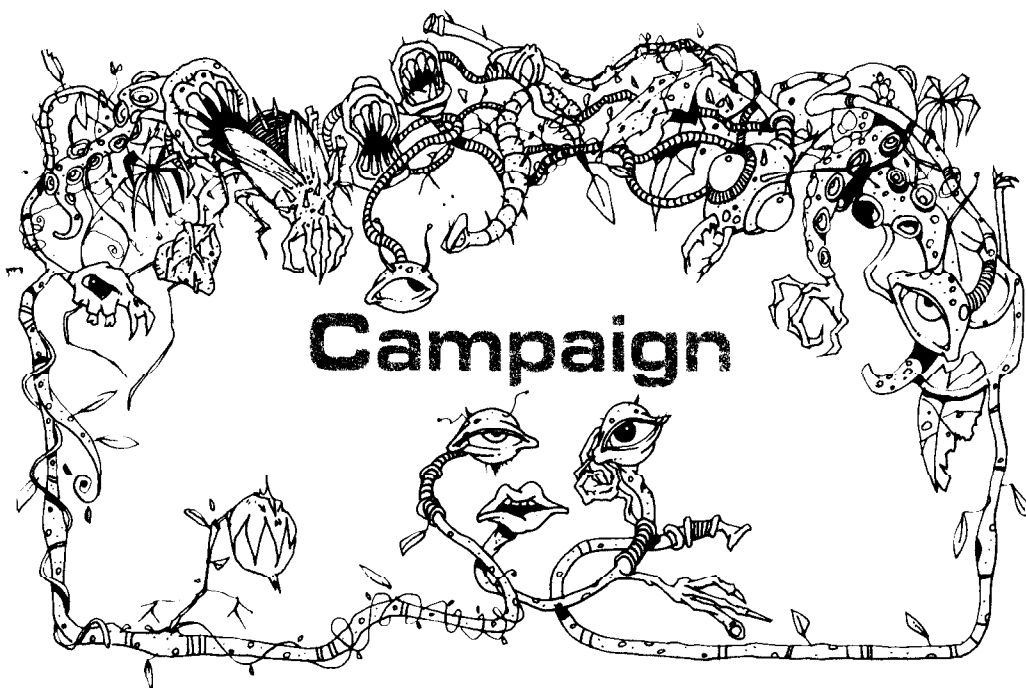


Frequency: Rare Organization: Family
 Activity Cycle: Day Diet: Hide and cloth
 Tech Level: I Artifacts: U, W (group)
 Climate/Terrain: Subarctic/temperate forest, rough, mountain
 Physical Mutations: Hands of power, laser (using eyes) (10)
 Mental Mutations: None
 Special Powers: Immunity to cold

Description: This exotic animal looks like a cross between a bat and a lion. It has a 9-meter wingspan, with a human hand at the point of each blade. Its head looks like a male lion, with the addition of two pinching mandibles. It stands on two lion-like 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.

Combat: Yexils can project a laser beam from their eyes once per round (25 meter range) and can also pinch with their mandibles, but rarely get close enough for this melee attack. Typical yexils can fire 10 shots with their eyes before their stored charge runs out, but weaker and exceptionally gifted yexils have been reported. Yexil fur has a special genetic insulating fiber content that repels intense cold, making them immune to such attacks. In general, unless their young are threatened or they have been cornered or captured, yexils will not stay and fight, preferring to flee to safety. Yexils are extremely miserable when kept in captivity—even as a whole family—and soon die from this.

Society: Yexils are friendly creatures, but slightly slow-witted. They travel in small prides, sometimes as an extended family (1d4 + 2 × normal number appearing), and they mate for life. They are very receptive to intelligent interaction with other species. The most striking oddity about yexils are 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. The more gaudy and outrageous a piece of fabric or garment looks, the more appealing it is to a yexil. If killed, their pelts will not maintain their unusual ability to resist cold, so yexils are generally left in peace.



The campaign for the GAMMA WORLD® game is set in what used to be the United States. The people of the land call it Meriga, a derivation of America. Specifically, the campaign centers on the Midwest. Game Masters are welcome to establish their campaigns anywhere in the world. However, the bulk of the future support product will focus on Meriga and the Great Lakes region.

A common problem in setting up a campaign in the GAMMA WORLD game is keeping the past and present separated. The world before the cataclysm was several centuries in our own future. That alone makes it largely unrecognizable. Now, add in a cataclysm that took place several centuries ago, and the world is a very different place. A person from today stepping out into Meriga would not recognize the place or even the surrounding area where he once lived.

Only a very few landmarks, such as the St. Louis Arch or Mt. Rushmore, still stand. The cities as we know them are gone. The pell-mell pace of the future changed them almost beyond recognition, and then the cataclysm finished the job. From space, the outlines of the continents are different, but the ghosts of the past can be seen in the shapes of the present. Rivers have changed their courses, shorelines have been redrawn, mountains have risen and fallen. Many roads are completely overgrown, if not buried.

The inhabited towns and villages of Meriga have all been built since the cataclysm. Very few inhabited towns or villages have buildings from before the Time of Troubles. Immediately after the cataclysm, the displaced and homeless built new towns and villages. Those that lived in the old towns soon realized that without electricity, their homes and other buildings did not serve them very well. It only took a century or two for nature to eradicate most signs of these places

once they were abandoned. Some still stand, but most are buried and overgrown.

The Game Master must make sure to keep the players aware that this is not just a bombed-out version of their homeland. Even if they figure out where in the U.S. the campaign is based, and they probably will, it doesn't help. Even something as simple as trying to follow the Mississippi River down to the Gulf of Mexico is doomed to failure. The players should be encouraged to work within the framework of their characters new world rather than try and recreate or rediscover the old one.

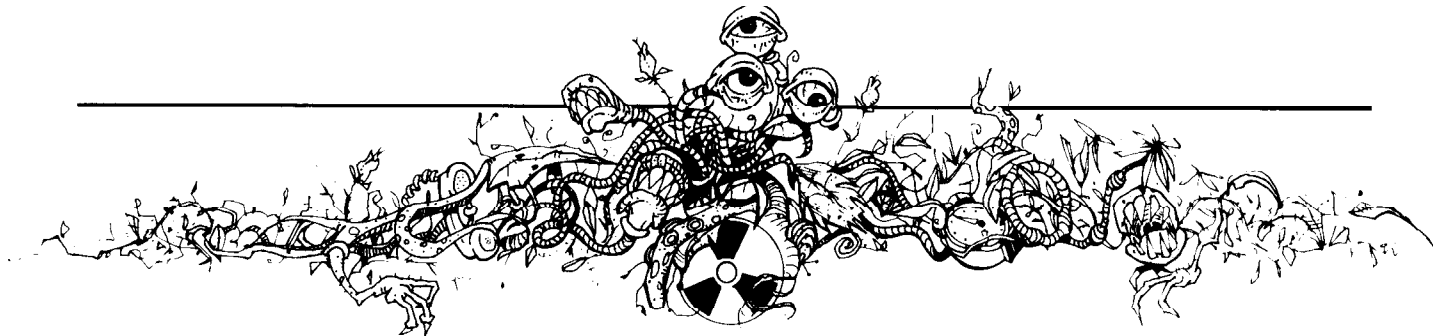
Common Elements of Meriga

There are a few elements of the world that are found in most places throughout Meriga. If used regularly (don't harp on them), they can enhance the alien feel of the landscape. Try and toss one of these elements into a game session every now and then.

Flora: The most common elements of the land's vegetation that are different than before the cataclysm are the thistle forests. They are about as common as maple or elm trees. They aren't everywhere, but the characters should run into them regularly. The thistle in our own time grows about as tall as a man and has a round, purple flower on top. The cataclysm mutated this plant into a tree-sized monster. Looking something like an evergreen, it bears round, purple flowers all over it in spring. The trunk is smooth, without spikes or thorns. However, the leaves are all barbed, making the tree virtually unclimbable. Like the evergreen, the lower branches fall off and die when the upper ones cut off the sunshine. This makes it relatively safe and easy to walk among the thistle "trees."

Fauna: There are two common beasts in the land:



**Money (Domars)**

100 blue = 10 silver

100 blue = 1 gold

10 silver = 1 gold

The plastic used to make domars is easily melted and cast into a shape. The stamp is highly detailed to deter counterfeiters. Since domars are modeled after the old credit cards of the ancients, when domars are found in ruins it is assumed that these “domars” are actually credit cards from before the cataclysm. Precataclysmic domars can be spent like current domars, and in fact, any collection of domars from more mundane sources usually contains a few ancient credit cards.

Artifacts: Unimportant artifacts, junk, baubles, and curiosities are sometimes used like money. They can usually be sold to the Restorationists, Archivists, or just plain merchants, for the prices listed in the “Equipment” chapter, under Loot. The characters can also buy such pieces fairly easily if they want them. In most civilized (Tech Level III) towns and cities, there is a 50% chance of characters being able to find and buy such unimportant artifacts.

More useful artifacts, like those listed in the “Equipment” chapter, are less commonly available on the open market. Anything listed without a price is never, or very rarely, available for sale. Other artifacts have a 10% chance of being found in a given city or town. The chances improve to 20% if the Restorationists have a major center there.

Game Masters should feel free to use their judgment in allowing artifacts to be found. If it would ruin an adventure to buy a particular artifact in advance, then it isn’t available, regardless of the die roll. If the characters have a very creative way to use a particular artifact, and it won’t be a gamebreaker, then increase the chances of finding one for sale. Additionally, if the town or village is a small one, reduce the chances or just declare that such an artifact isn’t there.

As a rule of thumb, it takes an entire day to locate and arrange the purchase of an artifact and even longer for powerful weapons or armor. The artifacts available in any given area won’t change for a month. Searching again in the same city before a month has passed will produce the same results without a new die roll. In general, buying artifacts should be discouraged in favor of exploring for them.

Language: English is the common language of Meriga. It has not changed greatly since the cataclysm. The vocabulary has many new words for things never encountered by the ancients, but has lost thousands upon thousands of technical terms and culture-specific words (such as “Cowabunga, dude!”). This can make translating the works of the ancients very difficult at times.

It is possible to encounter other languages. Spanish and French are the most common second languages. Occasionally, races evolutionarily far from humans (sleeths, mutated plants, etc.) will have their own languages. As a rule, such creatures also speak English, but not always. Fortunately, robots and computers all speak English.

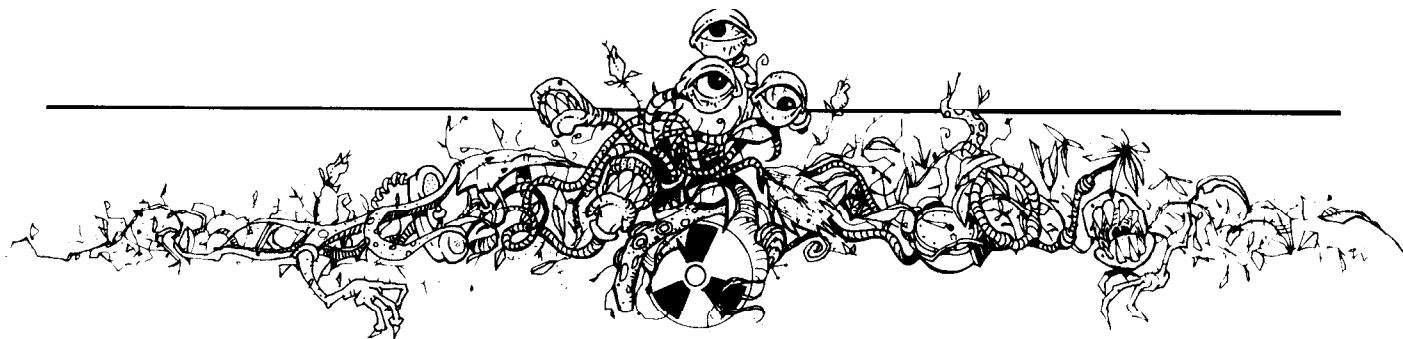
Running a Campaign

Campaigns usually need a home base. This place can change over time, but the characters have to start somewhere. The two easiest places to use as a home base are Ascension and Jainus. Anywhere will work, but some places are more difficult to use than others. Ascension and Jainus are both open cities with a broad mixture of genotypes and cryptic alliances available. It is easy to justify why a strange combination of characters (the PCs) has come together in either place. Also, both cities provide good places to exchange money, and have artifacts evaluated, etc.

Once a campaign is rolling, the GM must always remember the carrot and the stick—in other words, reward and punishment. Punishment is to be used sparingly, if at all, because it is most often seen as “unfair” of the GM by the players. However, if the players do dumb things, or are completely uncooperative, the GM might have to resort to it. Some good examples of the stick are having minor artifacts stolen, being denied access to cryptic alliance privileges (use only if the characters violate their alliance restrictions), etc.

A far better approach is to reward the players for good gaming and let the lack of reward be their punishment for bad gaming. Experience points (xp) are the most common and useful method of rewarding players. Defeating monsters, robots and the like is not the only way to get experience points. Many of the cryptic alliances provide xp bonuses for doing things their way.

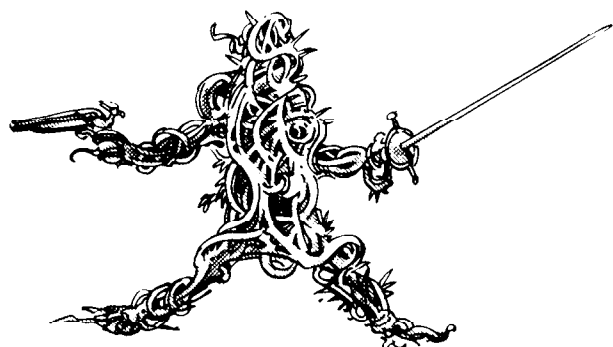
At the end of every game session, the GM should give out xp bonuses for good roleplaying, good prob-



lem solving, creative ideas, and progress toward the overall goal. Such rewards should be roughly 2%-5% of the xp needed for a given character to advance to the next level of experience. For example, a 5th level character needs 32,000 more xp to become 6th level. Therefore, his rewards at the end of a game session should be roughly between 750 and 1500 xp, even if he is only 100 xp from gaining his next level. Exactly how many xp are awarded is up to the judgment of the GM.

At the end of the adventure, or when major goals of the adventure have been completed, give the player characters another reward. This one should be of the same caliber as the session award. This does not replace the xp bonus for the end of the session, but rather adds to it. Spectacular successes or wonderful game playing can be rewarded beyond the limits of this formula. The table below summarizes the rule for xp bonuses. Some of the numbers have been rounded off to make them easier to work with. Regardless of the level, it is recommended that the GM never reward a player more than 10,000 bonus points for a single game session—20,000 if it includes the adventure completion award.

Experience Point Bonuses	
Character Level	Experience Point Bonus Range
1	100-200
2	100-200
3	200-400
4	400-750
5	750-1,500
6	1,500-2,500
7	2,500-5,000
8	5,000-10,000
9	Up to 10,000



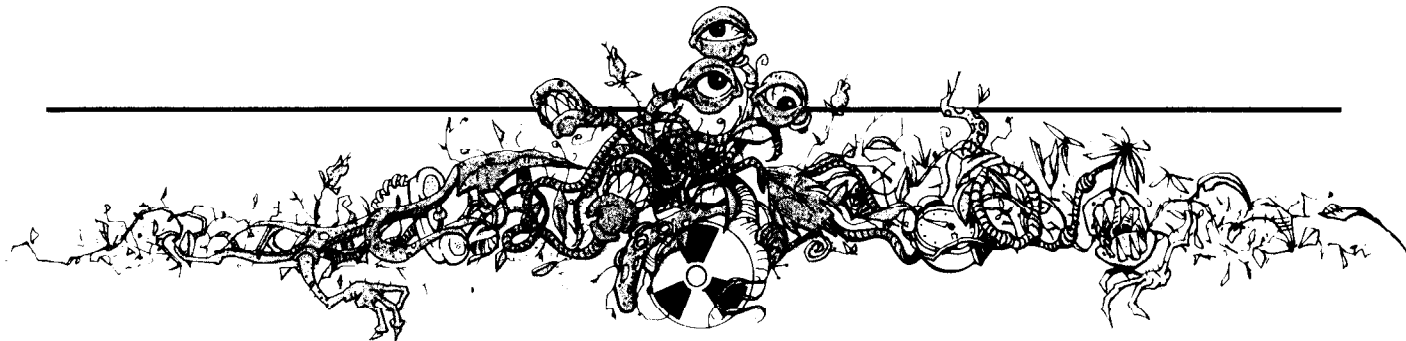
The Maps

There are two major maps provided with this book. First of all, there is the map of the greater United States as it is at the time of the campaign on page 171. Much of the territory outside of the Midwest will not be developed. That is not to say there will never be source material available for those regions. But they will not have the same level of development as the Great Lakes region. The Game Master is encouraged to develop his own campaigns in these outer regions.

This map is basically the same as the one found on the large map sheet from the second edition of the GAMMA WORLD® game. If the Game Master has that product, he should feel free to use the larger color map. On both maps, many coastal areas of the U.S. have been either submerged, bombed into oblivion, or both. This is a somewhat realistic result of what might happen in a limited nuclear exchange. Unfortunately, it puts some of the most populated and technologically developed areas of the U.S. out of the game. Since our campaign takes place largely in the Midwest, this is not too big a problem. However, Game Masters who wish to design their own campaigns around their home towns may find them to be under water or a nuclear wasteland.

There is a very simple solution to this problem—change it. That's right—change it. Redraw the coast line or "unradiate" the area that you want to play in. Since these areas are largely outside of plans for future supplements and sourcebooks, Game Masters are free to make them into anything they desire. As a rule, it won't disrupt things very much at all if a GM makes New York City (and most of the state!) into dry, livable land. The Midwest is another story. If Game Masters change things in that area too much, they will make it difficult to blend their campaigns in with our future source material.

The second major map is the full-color, poster-sized map of the Midwest bound into the back of this book. The map is perforated on one edge for easy removal. The scale of this large map is 1 inch equals 30 kilometers, which is about one day's travel by foot. If you own the FORGOTTEN REALMS® campaign setting boxed set or the RAVENLOFT™ campaign setting boxed set, you can use the plastic overlays found in those products with this map. The FORGOTTEN REALMS boxed set template is particularly suitable, since it is marked



with a 1 inch equals 30 miles scale. Merely read the numbers as kilometers, not as miles. With either template, the large hexes are 30 kilometers. The smaller hexes are each 5 kilometers (3 1/2 miles) across.

This large map is not complete. There are things and places of interest that are not shown on it. The larger elements—nations, cities, etc.—are present and accurate. However, the large map is not a complete source of villages, since many are so small and insignificant as to be not worth placing. The open space between features is filled with undeveloped land, plains and large groves of trees. Near the towns and cities, the land has been cleared and turned into farmland. Additionally, there are installations, amusement parks, small ruins, cryptic alliance bases and the like, that are not shown. This allows Game Masters to place new towns or strange places for adventures as they wish.

Ascension: This is the largest city in the region. There might be others somewhere in Meriga that are larger, but nobody around here knows of them. It boasts a population of 30,000 sentients. It is an open city, where any genotype is welcome. At least, that is the law. In practice, like in any other town, there is a certain amount of intolerance towards “the other guys,” who are defined differently by each group, by some sectors of the population. In general, though, the different genotypes get along well enough.

The city is divided into many districts. The market district is one of the busiest in Meriga. There are residential districts that are primarily populated by true men, and others for altered humans, mutated animals, and sentient plants. The fringes of these districts are populated by a mixture of genotypes. The slums are filled with unlucky ones whose mutations are useless or even degenerative. The slums make no distinction between human, animal or plant.

The city itself has a low stone wall (3 meters tall), which is just high enough to keep out roving animals and prevent an invading army from just walking in. Cannons are mounted at intervals along the top. Governor Slyler has foiled three separate attempts by the Peace Brigade to improve the defenses. He wants Ascension to remain an open city and not become a fortress.

One of the principal influential groups in Ascension is the Restorationists. They do not run the government, and, in fact, studiously avoid getting directly involved. However, they are a wealthy and powerful

lobby which persuades politicians and leaders behind the scenes.

The Restorationists have a compound in Ascension. This is their primary headquarters in Meriga. Most of their research is conducted behind its walls. The chances of being able to buy a particular artifact in Ascension are much greater than in most cities (30% total chance). Their examiners examine artifacts with a Use Artifacts of 15, and can repair them at a Repair Artifacts of 20.

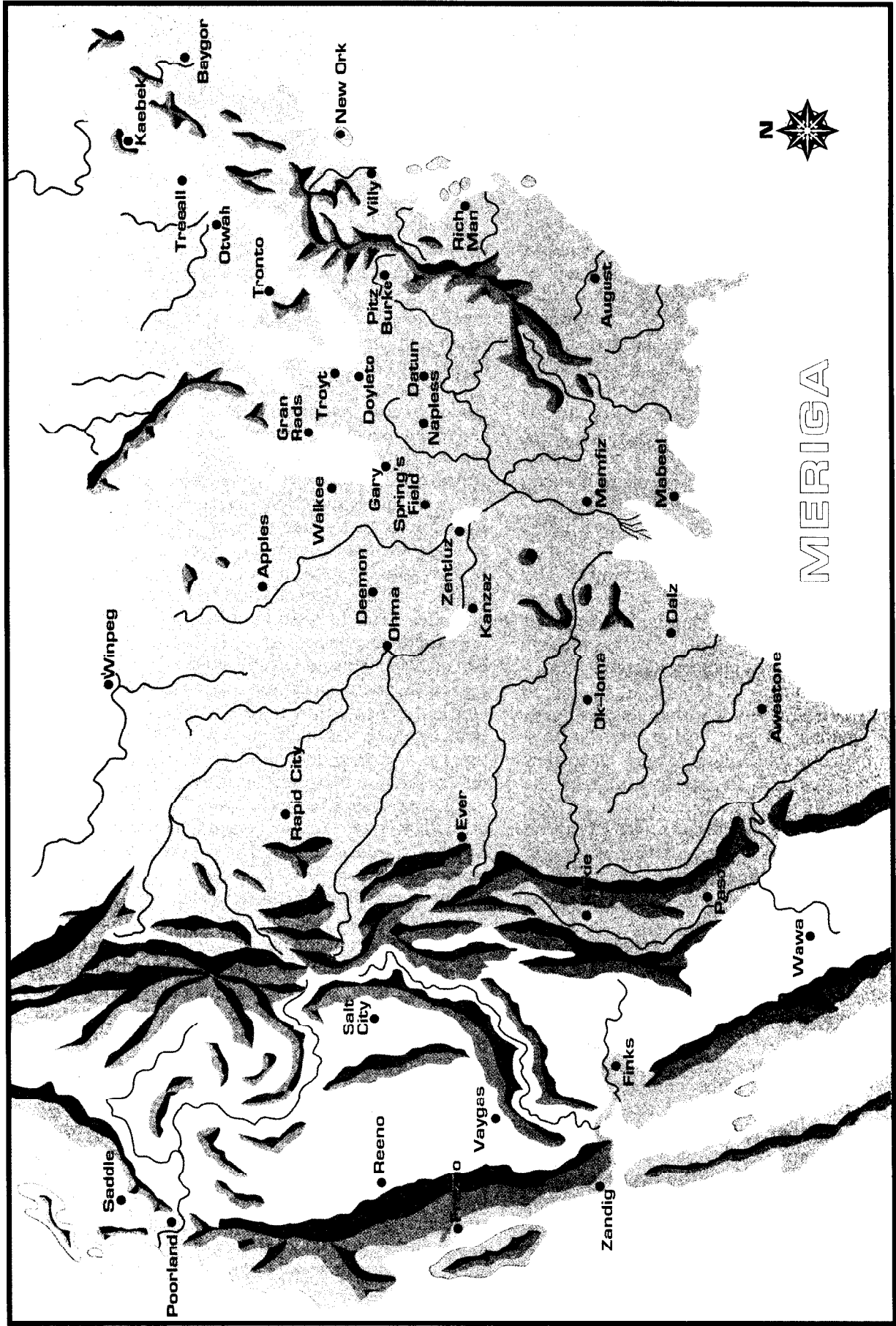
Despite the influence of the Restorationists, the town is basically Tech Level III. A few decades ago, it was a small Tech Level II town. The Restorationists have brought it a long way. Unknown to most of the population, the Restorationists intend to move their headquarters sometime in the next 10 years. The new location is not yet picked, but it will be a small, backward town, like Ascension was before they arrived.

The ruler of Ascension is Governor Slyler, a mutated fox. He is noted for being extremely clever and not beyond using underhanded tactics. To be fair, he usually puts the genuine needs of the city above his own personal gain. The position is hereditary, and his son is a scoundrel without the moral fiber of his father. Currently, Governor Slyler is annexing the nearby farming areas; he is providing protection and other services to increase his tax base.

Most cryptic alliances are active in Ascension, although most are not public about it. All are trying to compete for new recruits for their ranks. The secretive ones do this secretly, of course. Sometimes turf wars break out in the poorer sections of the city, particularly between the Knights of Genetic Purity and the Iron Society.

Ascension is an excellent place to begin a campaign. From here the characters can get embroiled in all sorts of adventures. Rumors and political intrigue abound. A wide variety of alliances and private interests might want to hire the characters to perform dangerous tasks. Between adventures, the characters can return here to get healed, buy, sell, and trade artifacts, make repairs, do research, etc.

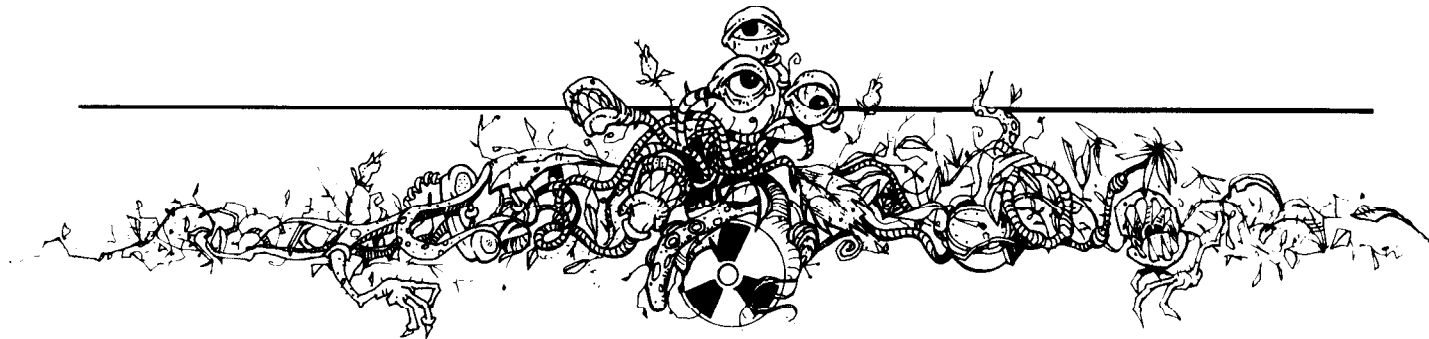
Bastion (BAST-shun): This city is ruled by the Knights of Genetic Purity. As you might expect, it is populated solely by pure strain humans, or, as they call themselves, true men. This city has a population of 17,000 humans. Mutated animals are generally slaves and indentured servants. While the leadership of this



Scale: 1" = 500 Kilometers

- High Plains
- Lakes, Oceans
- Ancient Ruins

- Mountains
- Rivers



city, and a decent amount of its population, hate mutated humans, not all of the citizenry are filled with hate. Many of them fear mutants or merely prefer the company of other true men. There is an underground that believes in equal rights for all people, mutated or not. It is generally formed of people with secret mutations or those that have children born with mutations.

No other cryptic alliances except the Healers are tolerated inside the city, but several have a secret, underground presence. The Archivists, Restorationists, Zoopremists, and particularly the Iron Society are all secretly active in Bastion. The other alliances stay as far away from the Knights as possible. Only members of the White Hand can move and act openly in Bastion. In fact, they have a small hospital established there.

Within the walls of Bastion, the order of the Knights of Genetic Purity rules. The Knights use old feudal titles to indicate relative stations of the government. The ruler of the city is King Garik Blackhand. Under his guidance, the Knights plot to exterminate mutated humans wherever they may be found. Garik is currently planning a cleansing war upon neighboring Odess, a haven for mutated humans.

Citizens of Bastion trade only with mutated animals or pure strain humans. A good deal of their wealth is gained by raiding mutated human villages, an act they call "cleansing." Artifacts are highly prized by the Knights, particularly weapons. Bastion itself is a Tech Level III city. It looks like a medieval walled city and is armed to the hilt. Bastion's prize possession is a fission cannon mounted over the front gate. A pair of Gatling guns oversee the postern gate. Cannons serve to protect the walls.

Bonparr (Bone-PAR): This land is ruled by the Ranks of the Fit, a militarily organized cryptic alliance. It is predominantly populated by mutated animals, although all genotypes are welcome. It has a population of 60,000 sentients. As a culture, it is Tech Level III, but on the verge of entering a new age (Tech Level IV). Scientific principles are on the rise, and precision manufacturing is in the early stages here. Tech level IV military equipment is getting more and more common.

The ruler of Bonparr is a mutated bear by the name of General Ursal. He is quite old and not prone to aggressive behavior. If aroused, however, he is more than fit to command the defense of his nation. There are several young colonels in his command that are just waiting for him to die or step down. When that hap-

pens, the nation of Bonparr will most likely begin marching upon its neighbors.

Each town has a highly organized militia under the command of a colonel. Young citizens are required to enter the military for two years when they come of age. After that, the good ones (mutated animals only) are invited to join the Ranks of the Fit, the only way to advance in the military. Each village earns money by leasing the use of its militia as mercenaries.

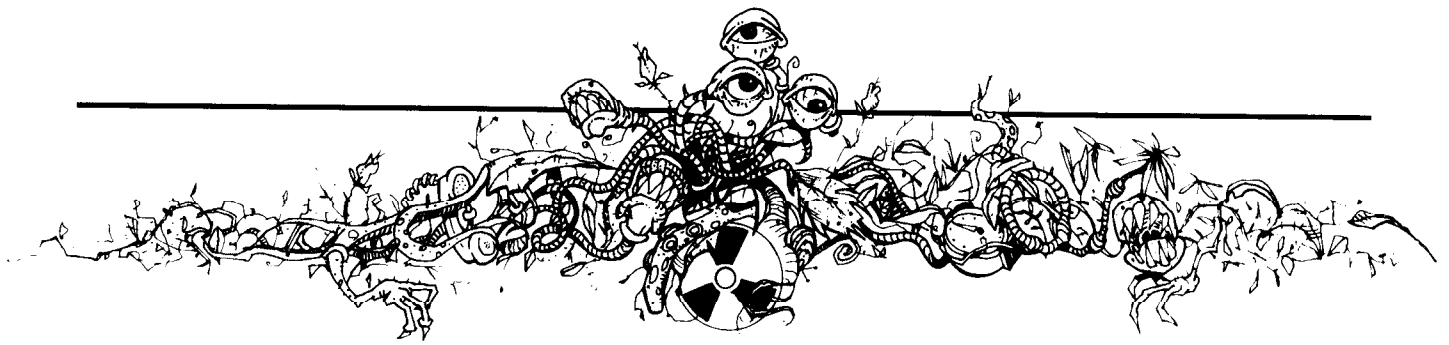
Every village or town in Bonparr is walled and defended by many cannons. The guards are always alert, and tough to fool. Regular patrols walk the streets, preventing crimes and keeping order. Typical guards are armed with flintlocks or even bolt-action rifles. Visitors, particularly merchants, are welcome in Bonparr. Adventurers are frequently hired as freelance spies or scouts by the Ranks of the Fit.

The capital is Jospeen, which has a population of 22,000 sentients. General Ursal and his staff are headquartered here. Its walls are high and strong. Other towns of the nation are Defiance, Finday, Lemay, Elda, Fortain, Moonsee and Green Village.

Most cryptic alliances are tolerated in Bonparr, so long as they don't cause trouble. All have a presence of some sort here, although not in every town and sometimes as a secret underground organization. Strangely, the Zoopremists hate the Ranks of the Fit, and are definitely a secret presence in Bonparr. The Ranks are one of the few cryptic alliances on neutral terms with the Knights of Genetic Purity. The nation of Bonparr is a major trading partner with Bastion.

Bort Yuron (Bort YOUR-on): This small island nation lives amid the ancient ruins that cover the island. The lower floors of the old buildings were covered by mud and silt hundreds of years ago. That silt and mud is now dry land, only the tops of the buildings protrude from the ground. The Bort Yuron natives use old steel girders as a framework for their own homes and buildings. Any building over four stories tall (above the new ground level) still has its framework rising above the wooden buildings of the newer Bort Yuron.

Bort Yuron controls the Straits of Sate Care, which link Lake Heron and Lake Ire. Bort Yuron's sailing ships patrol the waters to the north and east of the island nation. Any sailing vessel passing through the straits must pay a moderate tax of 5 domars per person and 1 domar per 100 kilograms of cargo. Bort Yuron ships are well armed with cannons, and their sailors are



armed with flintlocks and cutlasses (treat these as a long swords). There are ships and captains in the region that specialize in shooting the straits, usually at night, to avoid the tax.

The inhabitants of Bort Yuron are largely mutated animals. There are a few other genotypes, but the animals are by far the largest segment of the 14,000 sentients on the island. Any genotype is allowed into the city, but humans, altered and true, are sometimes persecuted. Most merchants charge people 50%-100% more for goods than they will charge an animal or plant.

The city is Tech Level III, and its inhabitants willingly use any artifacts they can get their paws on. However, they have not been overly successful at acquiring such items. They subsist mostly by fishing and merchant sailing. Despite its control of the Straits of Sate Care, Bort Yuron really doesn't make that much money from the taxes when the expenses of the tax ships are considered.

The Mayor of Bort Yuron is Payo, a mutated skunk. He has led his people for almost two decades now. Of late, he has had his eye on the ruins of Troyt. He has sent several expeditions of hired sentients into them to try and recover artifacts of great power. Payo dreams of using this power to take control of all the shipping on the lakes, just like the Faremen of Mitchgloom.

Within the city, many of the cryptic alliances are accepted. The Zoopremists, and to a lesser degree the Ranks of the Fit, are very popular here. Since the two groups hate each other, there are violent clashes in the city and continuous mad schemes by both groups to eradicate each other. As is true in many places, the Knights of Genetic Purity are reviled and cast out when found.

Burning River: Huge oil storage tanks upriver survived the cataclysm. A few decades ago they started leaking oil into the river. Most fish and marine life has been killed as a result, but algae and the like are thriving. If hit by lightning or otherwise ignited, the river will actually burn. This happens a couple of times each year. The fire can last for weeks until a heavy rain puts it out. So far, the tanks themselves have not caught fire.

Datun (DAH-tun): The ancient ruins of Datun are in the center of the Wild Lands. Few adventurers have explored Datun and returned to tell the tale. As the saying goes, getting there is half the fun. Rumors

abound about this lost city of the ancients. It is called lost not because its location is unknown, but because it is so difficult to reach.

The mysterious androids are rumored to control the underground vaults of Datun. Since androids are only found in stories and books from before the cataclysm, it is not even known if such creatures exist. One can only guess at the treasures that might be found in such a remote and unplundered place.

Doyleto (Doy-LEE-to): The mainland portion of these ancient ruins has been gutted of useful artifacts for over a century. On rare occasions, an explorer will uncover a new cache, but such events are exceedingly rare. There is no appreciable radiation remaining in Doyleto.

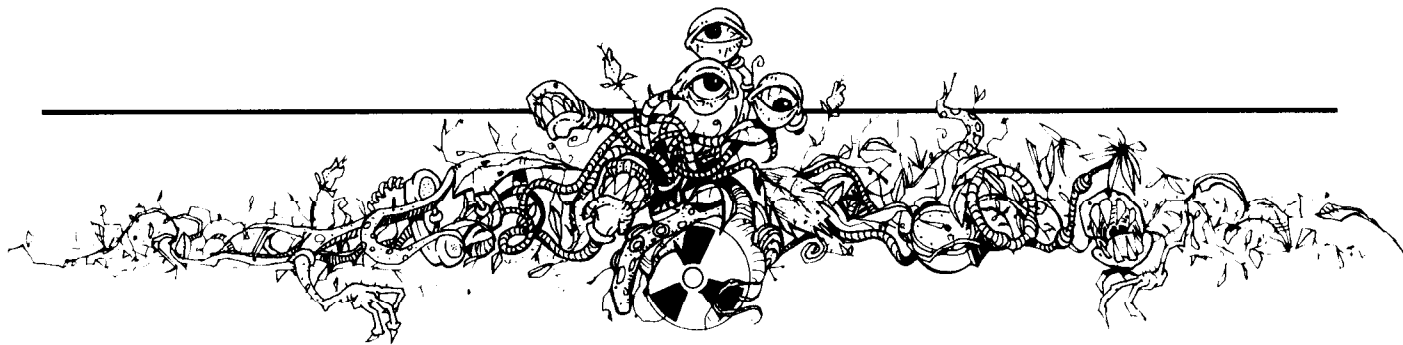
The islands have not been explored as heavily. The Circle of Chaos Islands just off the coast of Doyleto have some of the most dangerous currents on Lake Ire. Whirlpools and waterspouts are common events and can sink a ship before it has a chance to get away. Once he has landed, the adventuresome explorer is faced with the prospect of the blights that infest the islands. Though intelligent, the blights do not have a society as we understand it.

In the last 50 years, the lils have occupied the mainland ruins. Few sentient creatures bother to explore Doyleto anymore, and the ruins have become overgrown with vines and brambles in many places. These make a perfect home for the lils. Their population does not begin to fill the city, but it is growing quickly. They occupy almost 5% of the ruins—a large area, considering the size of the ruins and the size of the lils. Doyleto has the largest single population of lils in known Meriga.

The lils are not hostile toward visitors, but will protect their territory fiercely if necessary. They occasionally engage in trade with outsiders, but only for items of great value to them. They have successfully pilfered some artifacts from the Circle of Chaos Islands. Their small size and powerful mutations allow them to avoid or defeat the blights.

Earthwound: The forces unleashed in the cataclysm caused the earth itself to crack open here. The rift is a kilometer wide for much of its length and almost 250 meters deep. The west side of the chasm is higher than the east side by about 120 meters. Near the ends, all of the heights and gaps close up.

Anyone that enters the Earthwound is affected by



the Curse, since there are several zones of radioactivity down there. There are also rumors of unspeakable horrors bred in the darkness that feed on flesh. The only confirmed inhabitants of the Earthwound are the squeekers.

Fermee (Fair-me): This installation has survived since before the cataclysm. It is rumored to be a place of evil and is known to be controlled by live metal.

This is the site of an ancient laboratory. Its inhabitants were able to erect an experimental force field over the lab to protect themselves from the cataclysm. Unfortunately, it interfered with the main computers and the robots. The largest AI computer took over and had the robots slaughter all of the people.

Decades ago, the force field collapsed and has never been restored. The computer is still insane and has several dozen robots and an entire laboratory full of cutting-edge Tech Level VI stuff. The loot in Fermee is a treasure without price. The defenses are equally deadly.

Most of the lab is underground. The whole place is powered by a nuclear reactor deep underground. The aboveground buildings are all in perfect condition. The computer is in control of the security system and can observe anything through the system's cameras and other sensors. Modified security and police robots wander the grounds. Any damage from time, the elements, or outright attacks is repaired within a day by a fleet of service robots.

On occasions, robots from Fermee will leave to perform strange tasks for the computer. They might bury an odd device or kidnap a person. They might leave an artifact sitting in the middle of a road or inscribe an incomprehensible saying on a wall.

The only cryptic alliance members that have had any success penetrating Fermee are the Followers of the Voice. Each Follower is given a white I.D. card by the base's computer. These members are allowed into the lab, but only in restricted zones. The Followers are devoted servants of the computer and will do anything it says.

Gary: This city has only just become safe for travel. Until five years ago, the background radiation was too deadly for extended trips into the ancient ruins. Now it is finally safe for exploration, although there are still many radioactive places.

Few normal animals and plants can be found in Gary. Those that have set up home there are new to

the ruins or else have been severely affected by centuries of living in a radioactive environment. There are tales by explorers of horrid monsters, mutated beyond recognition, wandering the streets and lurking in the buildings.

Compared to its precataclysm size, there is very little left of Gary. However, the remaining ruins are still 25 kilometers across, larger than any postcataclysm city. Nobody knows what treasures and artifacts are waiting to be found in the cooling walls of Gary.

The islands of Gary are like the others on Lake Mitchgloom. They are filled with decaying and damaged buildings. The channel between the ruins and the largest island is filled with bones of the giants, their framework tops thrusting out of the water. They form a rusting steel spider web from the mainland to the island.

Gran Rads: The mainland portion of these ancient ruins is in a shambles. The ruins have not been radioactive for a while. Gran Rads is still a worthwhile place to hunt for artifacts, since it has not been cleaned out yet. Unfortunately for would be explorers, the reason it has not been cleaned out are the large number of serfs that make their home here.

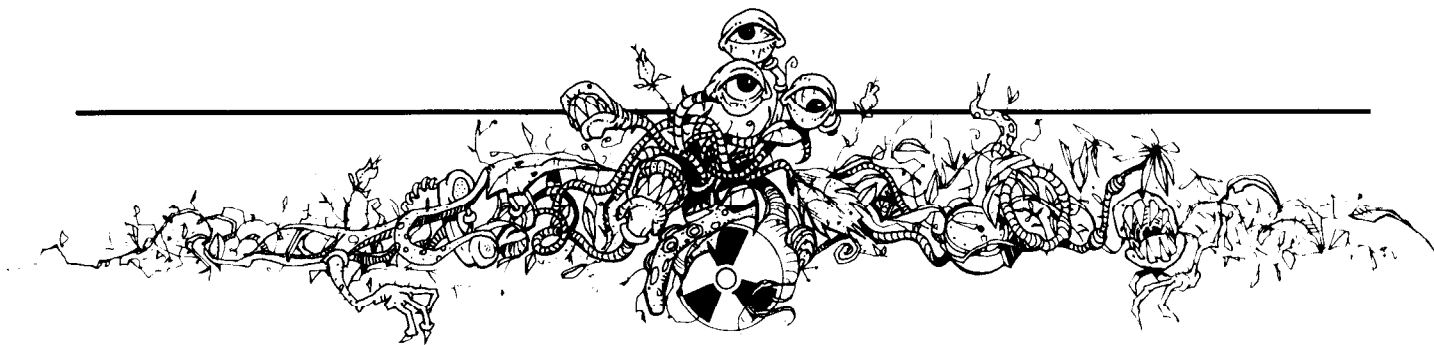
Unlike in other ruined cities, many of the buildings in Gran Rads are still intact. However, many are structurally unsound, and each year or so another building collapses from the weight of the years, weakened by the forces of the cataclysm unleashed centuries ago.

There is one building, 77 stories tall, that is in pristine condition. Nobody knows how or why this is so. The first dozen floors are accessible to anyone entering them. They are in perfect condition, although they are completely empty. If any part of the building is damaged, within a few weeks it is repaired by unknown forces. No attempt to penetrate the upper floors or the basement has yet succeeded.

Gran Rads is a meeting ground for the serf clans. Normally nomadic, once every few years each clan travels to Gran Rads. There are never less than 8 serf clans in the city. The serfs patrol the empty streets and hunt down all intruders that they can find. Among themselves, they hold gladiatorial contests and swap stories.

There is one serf clan, the Ministers of Thought, that never leaves Gran Rads. It is the clan appointed to await the coming of the Forstar. According to clan legends, he will be born to a member of the Ministers of Thought in Gran Rads and lead his people to create a





new nation.

Bestie, the large island off of Gran Rads, is controlled by the Faremen (see Mitchgloom). This is their only known land base. They use the harbor on the island to shelter their ships in bad weather. This is one of their winter retreats when the shipping business slows down.

The harbor waters are very treacherous. Submerged buildings lie just below the surface, waiting to rip out the hull of an unwary ship. Only the Faremen know how to safely navigate the harbor.

The island of Bestie itself is not filled with ruined buildings, like many of the other islands on Lake Mitchgloom. The eastern half of Bestie does contain some small ruins, with buildings standing only a few stories high. They have been thoroughly pillaged by the Faremen. The rest of the island, and the other smaller islands that surround it, is natural landscape.

Gruesome Afbayz (GREW-sum AF-bayz): Once an air force base and spaceport before the cataclysm, Gruesome Afbayz is now one of the most dangerous places in Meriga. Although the base itself suffered little damage during the cataclysm, one of the warbots stationed there was activated for defense. It has since awakened several other warbots, and the lot of them patrol the base, keeping out intruders.

Most of the surface buildings have fallen due to time's ravages. However, the reinforced bunkers and the munitions dump sustained minimal damage. The few successful explorers tell of huge live metal birds and powerful armored chariots of the ancients resting unharmed and awaiting new owners. These explorers did manage to bring back a few ancient and functional weapons of destruction to verify their stories.

The Ranks of the Fit in Bonparr mounted an assault upon Gruesome Afbayz 43 years ago. Wave after wave of well-armed mutants stormed the ruins. Two large live metal warriors wiped them out totally. Since that time, few have tried to enter Gruesome. The Ranks of the Fit still nurse plans of conquest while licking their wounds from the failed attack.

Harmony (HAR-moan-ee): This is the largest Seeker town in the area. There are 3500 humanoids living here. They believe in a grass roots way of life that shuns all Tech Level IV and above technology. They refuse to allow any form of progress or advancement. Town guards have flintlocks and axes, but no artifacts. There are no walls around the town, but the buildings are

solidly built of wood and stone.

The Seekers wish to live as peaceful farmers, handing down their way of life to generation after generation. Only true men and mutated humans are allowed to live in Harmony. Mutated animals and plants are shunned.

Unfortunately, the Seekers can sometimes get quite militant about their beliefs. Anyone visiting Harmony had better not bring in artifacts. Such artifacts will be confiscated, and the offender severely punished. A typical punishment is the impounding of all property and a public flogging.

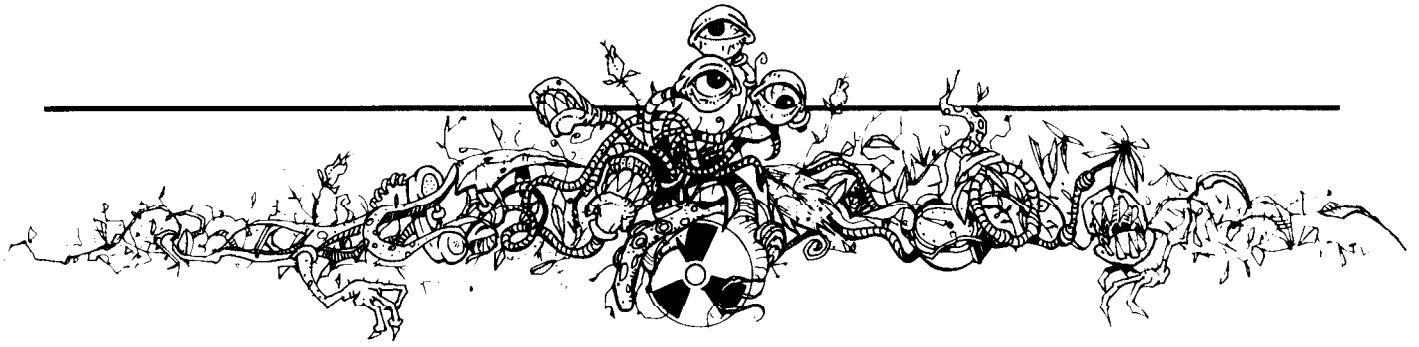
Harmony is ruled by a tribunal of peacemakers, all elders of the town. They are a bunch of old men (Seekers are sexist as well as antitechnology) with highly conservative viewpoints. The next wave of elders that might someday replace them are almost as old and equally conservative. Politics in Harmony are not likely to change for many generations. Currently, the tribunal is planning to establish a new Seeker village not far from Harmony. Its name has yet to be decided.

Only the Brotherhood of Thought and the Healers are welcome in Harmony. Even the Healers are required to leave their high tech equipment behind. They must practice medicine the old-fashioned way with salves, splints, and bandages. The Seekers are considered too much on the fringe for any of the other cryptic alliances to try and set up a secret underground in Harmony.

Lake Heron (HAIR-on): This lake was once a separate body of water. Now the channel between it and Lake Ire is so large as to make the two lakes into one body of water. However, the separate names have persisted, even though nobody remembers why one section of this great lake has a different name than the other. For further details, read the entry on Ire.

Huush (Hoosh): This land of the hissing can be a dangerous place for poorly armed travelers. Those that stay away from the settled areas are relatively safe. However, anyone entering a village had better be well armed. Hissers have no great love for any of the other races. Unwary strangers are likely to be attacked and eaten. Fortunately, the hissing recognize the usefulness of trade and political relations with their neighbors, but only as far as their own immediate needs and national security are concerned. Armed groups of four creatures or more are safe, so long as they are wary.

A hisser village is a creepy place, almost devoid of



sound. The hissers have no language, relying upon their *telepathy* to communicate. The silence is only broken by sound of the squeekers (giant rats) that the hissers breed for food. The hissers are immune to the squeekers' *sonic blast* mutation. The hissers do not allow other sentients to sleep within their villages. Each night strangers are evicted to sleep in the wilderness beyond the town limits.

The culture of the hissers is Tech Level III. They do not manufacture anything higher than Tech Level II, preferring to trade for the higher tech level items. Tech Level IV and better artifacts are used when they can be obtained. Hissers do not greatly value artifacts and are rarely willing to pay for Tech Level V or VI artifacts. However, they do find or steal a few such items.

While each village is ruled by a queen, the land of Huush is ruled by the Grand Matriarch Saressa. She is a huge hisser, three times the size of a normal creature, and rumored to have powerful mental powers. Saressa's goal for her people is a mystery. She has established herself as a dealer in information. With the combined efforts of a race that has both *mass mind* and *telepathy* at its disposal, there are few secrets in Meriga that she doesn't know.

Saressa rules over the city of Saa, which has a population of 5000 hissers. A typical village has 500-1000 hissers. As a nation, Huush numbers roughly 10,000 hissers. Only hissers are allowed past the city gates of Saa. Just outside its low stone wall are its trading posts. These buildings, including a few homes, serve the traveler wanting to trade.

None of the cryptic alliances, except the Healers and the Brotherhood of Thought, are welcome within the borders of Huush. Travellers belonging to unwelcome alliances are tolerated, so long as they don't stay long and don't engage in alliance activities while in hisser land.

Lake Ire (EYE-er): This lake is connected to Lake Heron (see above) and is essentially the same body of water. The combined waters of Lake Ire and Lake Heron are larger than Lake Mitchgloom. Unlike on Mitchgloom, there are no Faremen that ply the waters with confidence. The lake is available to anyone brave enough to sail it.

There are islands along the shores of the lake, remnants of the cities of the ancients. Many still contain buildings, although they are twisted frames and hulks. Some have been scoured clean by the forces of the cata-

clysm. Only Bort Yuron is settled.

Jainus (JAY-nus): This city-state is ruled by the orlens. It is an open and friendly place for peaceful races of all sorts. Since it is their city, only orlens are allowed to be full citizens. However, there is a second citizen class for people of other races. Second citizens cannot vote, but are subject to the other rules and privileges of the city.

Jainus is ruled by two heads of state. One leader is appointed for life by an elected council of politicians. The other is elected directly by the populace and only serves for six years. Both leaders have equal say in all events, and are advised by the council, a situation that would never work for humans, but somehow seems to work for orlens.

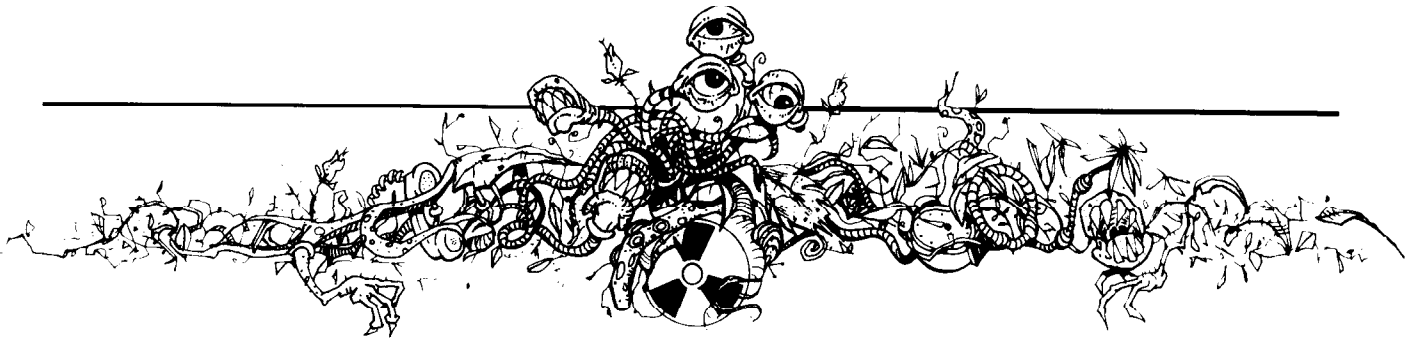
Jainus is a Tech Level III society. The orlens buy, sell, and use higher tech level artifacts, but don't seem to be too interested in improving their own ability to manufacture them.

All nonviolent cryptic alliances are welcome in orlen land. Only the Knights of Genetic Purity are outlawed and are universally reviled by the orlens. The Archivists, Followers of the Voice, and the Zoopremists keep a low profile, operating strictly as underground movements. The other alliances operate openly and many even have permanent headquarters in Jainus.

As a society, the orlens tend to value physical power and personal honor. In this respect, they are very much like the Knights of the Round Table. Jainus is an excellent place to start adventures, since there are frequently many people there looking to hire sentients to perform dangerous tasks.

There are 14,000 sentients living in Jainus. The city is not walled, but has several outlying bunkers that are armed with cannons and are nearly impregnable. A sporadic guard patrols the city's outlying perimeter. The militia of Jainus numbers over 500 soldiers, not including reserves, and is well armed and well disciplined. An assaulting army would meet very stiff resistance.

Mad Zone: Unlike many of the ancient ruins, Mad Zone is not crawling with dangerous life forms. Instead, it is crawling with dangerous live metal. Before the cataclysm, the city was the site of a robot production facility. The plant was presumably destroyed, although nobody has been able to prove this. However, the robotic offspring of the factory still wander the streets. There have been sightings of all types of robots,



including street cleaners, police robots and construction machines. Some are at best neutral toward living creatures, and many are hostile.

There are secretive life forms that successfully survive the streets of Mad Zone. Archivists and Followers of the Voice are particularly enamored with living here, even though they must hide from the robots to survive. Since the robots do not search or even enter many of the smaller buildings, animals and even people eke out a meager existence. The sentients tend to be Tech Level I or even Tech Level 0 societies.

Mad Zone is the only ancient city in Meriga that is growing. The robots have spent the last few centuries rebuilding the city. Since there are not very many of them and resources are scarce, the process has been very slow. So slow, in fact, that they frequently have to go back and restore sections that they had restored decades ago. They have approximately a third of the city rebuilt. What they will do several centuries from now when the project is complete is anyone's guess.

Magmatap (Mag-MA-tap): In ancient times, this was a power source, tapping into the magma layer of the Earth's core. During the cataclysm, the tap was damaged. A few decades later, it erupted into a volcano, lava and ash spewing forth from the man-made hole. It is still active, generating a lot of heat and smoke. The last eruption occurred several decades ago. The equipment for tapping the magma was completely destroyed in the original eruption.

Miacholin (Mee-AH-ko-lin): This nation is ruled by the dark emperor birds, the carrins. It is an open country where trade and interaction with other societies is encouraged. However, the carrins maintain a tight grip on the reins of power. Border patrols meet all incoming travelers and charge them a small tax on the goods they are carrying in. This includes all personal items. The tax amounts to 2% of the value of the items (2 domars for every 100 domars of value). The tax is applied again upon leaving the nation. The amount may be small, but the constant collecting adds up quickly. There are approximately 1200 carrins in Miacholin, and another 35,000 sentients of other races and genotypes.

Miacholin is primarily an early Tech Level IV society. The lower and middle classes still rely upon Tech Level III tools and implements, but the upper class, mostly carrins, frequently use Tech Level IV items. There is even a small plant that manufactures primitive cars. Of course, the carrins can only make a handful a year, all

of which must be sold to carrins. While the birdmen don't personally have a use for them, they make great rewards for important servants and do very nicely as political gifts.

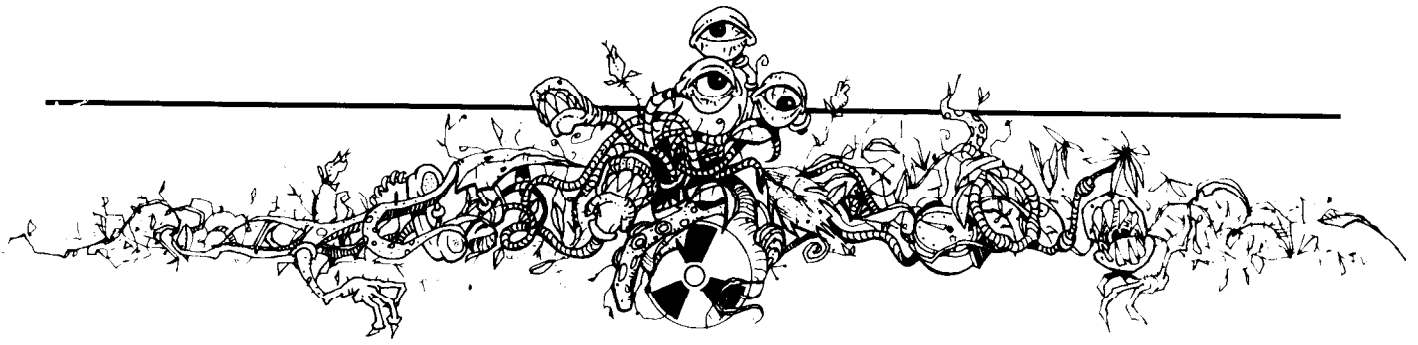
Most cryptic alliances function as underground movements in Miacholin. So long as they don't make themselves too visible or cause trouble, they are left alone. The carrins pay lip service to the Ranks of the Fit and the Zoopremists, playing one off of the other by allowing them to operate openly. Violent clashes between the two groups are not uncommon. Few carrins are members of either alliance.

Of the other alliances, only the White Hand is genuinely respected and supported in Miacholin. Archivists, Seekers, the Peace Brigade, Restorationists and the Iron Society are all illegal. Visitors are allowed some latitude, although they are watched carefully if their alliance membership is discovered.

Carrin homes are mounted on high platforms. These are three stories tall (10 meters) or higher, making the homes accessible only by flight or a folding ladder. There is always a comfortable roost present for blood bird followers. In the capital of Spiral, there is a single tower standing 12 stories high (40 meters) that houses the ruling cartel. The carrins rarely meet as a group, relying upon their telepathic abilities to communicate with each other.

The carrins' long-term goal is the conquest and subjection of all of Meriga. They are willing to wait many generations to accomplish this goal. At the current time, they are sifting through the old ruins of the ancients looking for useful artifacts. Groups of hired sentients, rarely carrins themselves, are paid well to bring back anything they can find. Such groups have standing orders to attack any other group in these places that might be considered to be in competition for artifacts found in them.

Lake Mitchgloom: The great waters of Mitchgloom are the home of a nation of sailors called Faremen (FAIR-men). The Faremen ply the waters, trading goods and carrying passengers from one side to the other. There are hidden dangers beneath the surface of the water that only the Faremen know how to handle. Some passengers have reported sighting a pair of enormous dorsal fins, like those of a shark, circling their boat. The two fins, one eight meters ahead of the other, seemed to be part of a single massive beast. The Faremen tossed a large sack overboard, and shortly



afterward the fins submerged and were not seen again.

Faremen boats are large, wooden sailing vessels of their own design. They tend to have from 15 to 40 expert sailors on board and are armed with cannons. Few boats are able to weather the storms on the lake. Even the Faremen will not sail in such conditions.

The only known Faremen land base is the isle of Bestie, just offshore from the ruins of Gran Rads. It is rumored that they also have a secret base far beyond the horizon. This artifact of the ancients is supposed to be able to shelter their entire nation during the harsh winters and bad weather.

The Faremen of Mitchgloom are mostly mutated humans and mutated animals. Most of the animals are of basic stock that is suited to working on and in the water: otters, fish, birds, etc. Faremen are armed with short swords and flintlock pistols. They are a Tech Level III people with only a few higher tech level artifacts. One notable exception is that every boat has a short-wave radio that the crew and captain know how to operate. Their secret base is rumored to be filled with ancient artifacts of great power.

There is a recorded incident where a band of Knights of Genetic Purity attempted to hijack a Faremen boat. According to the story, a few hours out into the great water, a live metal boat attacked the Knights. Firing huge guns, it sank the hijacked boat and captured the surviving Knights. One of these Knights was released in port as a blind man to give warning to all other people that might want to steal the boats of the Faremen.

The Faremen have a complete economic stranglehold on merchant travel across Lake Mitchgloom. They allow fishing boats to sail the lake only so long as they keep shore in sight. Going out further than that is risking the anger of the Faremen.

There are many routes that the Faremen travel. They charge about 2-3 domars per kilometer for a person's passage. Freight costs a domar per kilometer for every 100 kilograms. A trip across the widest part of Lake Mitchgloom is roughly 175 kilometers. The Faremen charge 400 domars for such a trip, which takes about six hours with a good wind.

The Faremen do not discriminate against any genotype or cryptic alliance. However, the Knights of Genetic Purity refuse to use boats manned by "deviants and tainted flesh." There is some evidence that the Iron Society has a strong following among the Faremen.

All around the shores of the lake are large islands. Most are filled with ancient ruins, and their shores are lined with partially submerged buildings. These places are sometimes still radioactive, and always dangerous. Even the Faremen tend to steer clear of the islands.

Napless (NAP-less): This smoking ruin of a city is still quite hot with radioactivity. It has low level radiation of 1 point per five minutes—far too hot to explore safely. There are no buildings over three stories tall that are left standing. It is highly unlikely that anything of value remains in these ancient ruins. Napless is even devoid of plant and animal life.

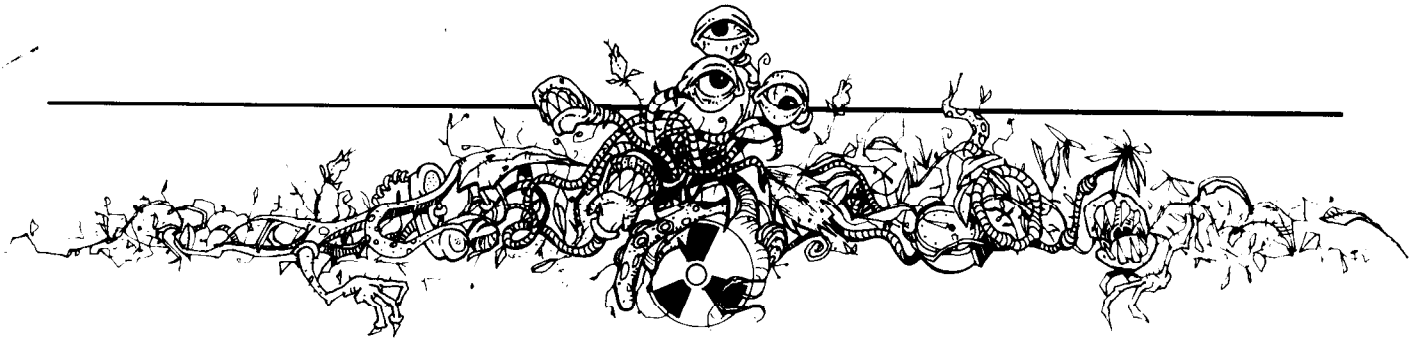
The Pit: This is a large crater, which is five kilometers across and a full kilometer deep. High levels of radiation left it barren for almost a century. However, plants and small animal have finally returned in the last hundred years or so. The background radiation still present in the crater (intensity of 1 point per two hours) has twisted and warped everything that lives there.

The plants, twisted and mutated things, seem to grow in strange patterns. It is almost as if they were laid out as cultivated fields by a deranged mind. Sentient plants wander the crater engaged in unknown tasks. There are no animals living here larger than 20 centimeters (8").

Strangely, the name of this place does not come from the crater. It refers to the large pit at the center of the crater. The crater itself is such a normal part of the landscape that it is only thought of as a valley. The pit in the center of the crater is an opening 50 meters in diameter. A corkscrew ledge runs around the inner surface, granting access to the subterranean land below.

A race of enlarged, mutated ants live under the crater. They are not individually intelligent, but have a communal mind that is very smart. How this works is not known, nor are any details of their realm available. What is known is that they have secret entrances all over the crater and that they feed on anything that moves.

Psion City (SIGH on SIT-ee): The ruling elite of this city are all master espers. The rest of the urban population have more mental mutations than average. This does not mean that every person on the street is an esper or even has a mental mutation; it is just a tendency. When generating NPCs for Psion City, roll 2d4 for the number of mental mutations, ignoring the lower die roll and using the higher die roll. PC-type characters would roll a 1d4 for physical



mutations, then subtract that result from 5 to get the number of mental mutations.

The ruling council of Psion City has eight members plus a chairman, called the mentat. Its members vote on all issues, with the mentat's vote breaking all ties. The rulers of Psion city believe that the power of the mind is the natural path of advancement for all sentients. They seek to foster a spirit of mental community in Psion City, regardless of genotype. Three of the more radical members of the council believe that non-esper creatures should be lower class citizens or even slaves of the espers. However, this is not the mentat's view, nor is it shared by the rest of the council. It is rumored that the three dissenters have formed a rebel triumvirate to overthrow the others.

Although not a large city (11,000 sentients), it is a prosperous one. It is a Tech Level III society with fewer artifacts than most towns its size. The general sentiment is that it is better to rely upon one's own powers and abilities than to use artifacts.

The city itself has no wall. Guards patrol the perimeter day and night, watching for wild animals as well as intruders. These guards are armed with flintlock rifles and ornate spears. Each group of guards (usually numbering three), is required to have at least one telepathic or empathic member. Visitors to Psion City are required to pass a mental scan by the guards. If the guards fail to penetrate a visitor's defenses, it is assumed that it is safe to let the visitor enter (a generous policy).

Most cryptic alliances are permitted in Psion City. Only the Knights of Genetic Purity are outright banned. Reactionary groups, such as the Iron Society or the Zoopremists, are watched carefully but allowed to enter. There is rumored to be a fledgling esper cryptic alliance called the Order of the Mind that has been started in this city.

Rambling Woods: One of the stranger phenomena of Meriga is the rambling woods. Two of them are known to exist in this portion of Meriga, and more are assumed to exist elsewhere. These forests are literally made up of plants that can walk. They slowly move from place to place in a migratory pattern. In the spring, they wander north, and then in fall, they head south again. The exact path and final destination vary from year to year, but each does have a most common route and territory.

The rambling woods in this region are roughly 15

and 35 kilometers across. Travelling through one is very difficult. There are very few predators within the woods, but there are also no landmarks or stable paths. An open glade one day is a thicket the next. Even the most experienced scout can get lost.

A wood travels at night, each plant unrooting itself and wandering with the rest, replanting as the dawn breaks. It can cover up to 5 kilometers a day, which is a pace of about $\frac{1}{3}$ of a kilometer an hour, or 1 meter per round. In its travels, it avoids most obstacles except water. The wood skirts cliffs, stone walls and fences, houses, etc. However, it will break through light wooden fences and ford streams and rivers. The plants do not appear to mind being submersed for a day or so. The woods will flee a fire, even if it means moving in the daylight.

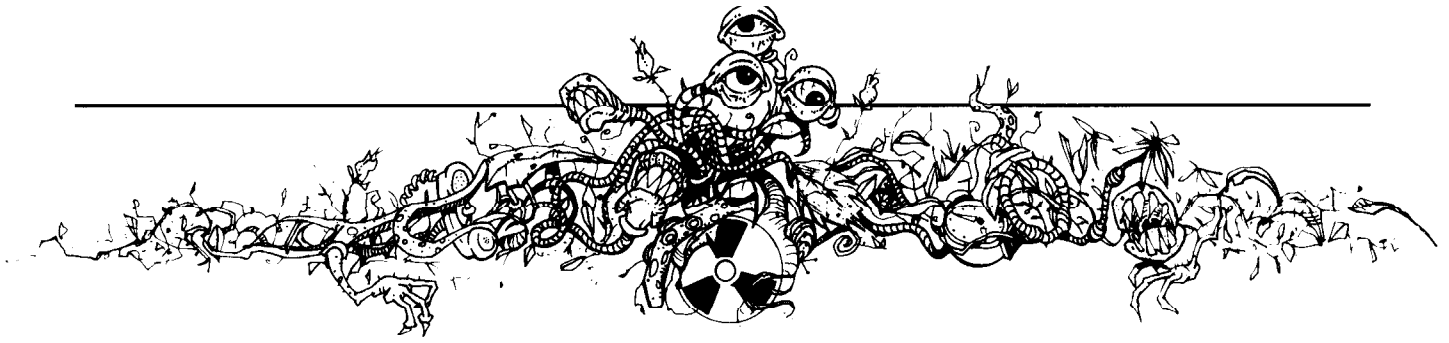
Farmers dread the rambling woods, as a field of crops can be ruined by one. Wherever such a woods has been, the land is filled with broken plants and raw patches of earth where the different trees and plants pulled out their roots. Larger plants, like nonrambling trees, are safe, but smaller or more fragile plants are trampled.

Skyoto Dam (Skeye-O-toe): Known locally as the water wall, this dam is one of the few surviving dams in this region of Meriga. Although the power plant portion of the dam is no longer functional, miraculously the locks can still be opened and closed. The dam itself is on its last legs. If left alone, it will burst any year now. Any river settlement along the banks of the Skyoto will be washed away in the resulting flood.

Spring's Field: This ruined city of the ancients is largely filled with giant's bones. Few buildings are left standing. A mere smattering have any interior walls, with most of the remainder being only the iron-girdered skeletons of ruined frames. Spring's Field has not been radioactive for 150 years.

Spring's Field is home to many creatures, but the dabbers' presence is the strongest. Known as wheelers and dealers in junk and artifacts, the dabbers have staked out these ruins as their own. There is no dabber nation here, just a collection of families, which are all sharing the territory. There are other dangers in Spring's Field aside from the dabbers, including a wide variety of large carnivores, and even a wandering robot or two.

The dabbers allow anyone to search through the ruins for treasure or artifacts. However, they are very curi-



ous and overly friendly, and have almost no sense of property. The end result is that they “borrow” many of the finds from would-be treasure hunters before the hunters can leave. Fighting the dabbers is not a healthy choice. Their mutations and access to artifacts make them dangerous opponents, although they are very difficult to anger.

The end result is that Spring’s Field has been partially picked over, mostly by the dabbers, but there are still good finds to be made. Most people that want artifacts from Spring’s Field trade for them with the dabbers. There is a lot less hassle, although the quality of the artifacts suffers since the dabbers keep all the best stuff.

Troyt: Like Gary, Troyt is a cooling city, at least as far as radioactivity is concerned. The islands are still hot with low-level radiation (1 point per 30 minutes), but the mainland portion is much safer (1 point per eight hours). Although it was a huge metropolis before the cataclysm, only a small portion of the city remains. In a few years it will be picked clean of useful artifacts.

Walkee: This city of the ancients is filled with the bones of giants (girder building skeletons) and a few cloud towers (intact buildings). Hawkoids and obbs dominate the upper floors of both types of structures. The presence of these fierce predators has left much of the city unlooted. The outer fringes are very picked over, but the heart of the city is not.

A wide variety of dangerous life forms live on the ground level. Arks and badders are the predominate intelligent races. They battle constantly for territory amid the ruins. The badders are more numerous and have the upper hand in most combats.

The island off of Walkee is also filled with ancients’ ruins. The city’s island is still radioactive in places and highly dangerous. Its shores are lined with partially submerged, frequently skeletal, buildings. Neither the badders nor the arks live on the island.

Wild Lands: This large area is overrun with vegetation and filled with many dangerous beasts. Blackuns, kai lins, obbs and parns are common. This dense, trackless forest has never been fully explored. Only the fringes of it are known at all.

Deep within the Wild Lands live the grens. They have a Tech Level I society, relying upon stone-tipped spears and arrows. The grens are shy and reclusive, but they know the Wild Lands like no other people. A gren guide is almost necessary to do any significant traveling

or exploring of the Wild Lands.

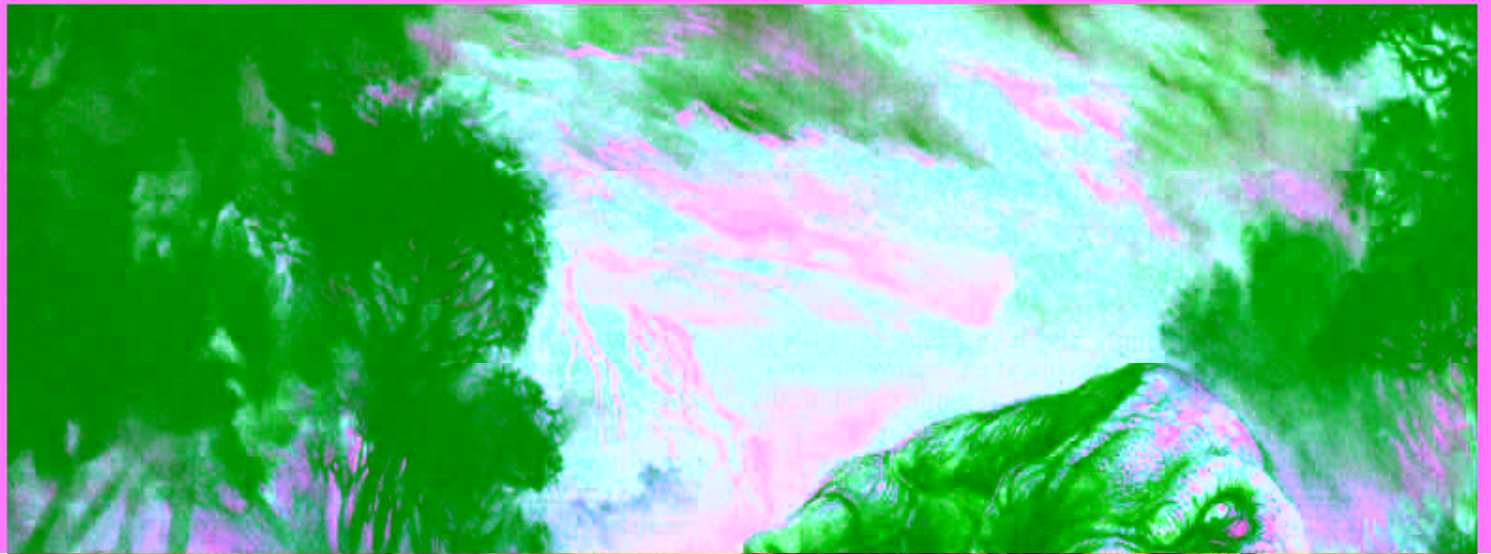
Yrsahl (Ear-SAL): This is the land of the sleeths. They are peaceful scholars that welcome visitors. There are roughly 2500 sleeths in Yrsahl. There is no large city in this land, but rather a collection of small villages. Each village is dedicated to a particular field of research. Areas of devotion include astronomy, language, art, the cataclysm, precataclysm history, mental powers, etc. The sleeths have little or no interest in the physical sciences, such as chemistry, lasers, nuclear physics, etc.

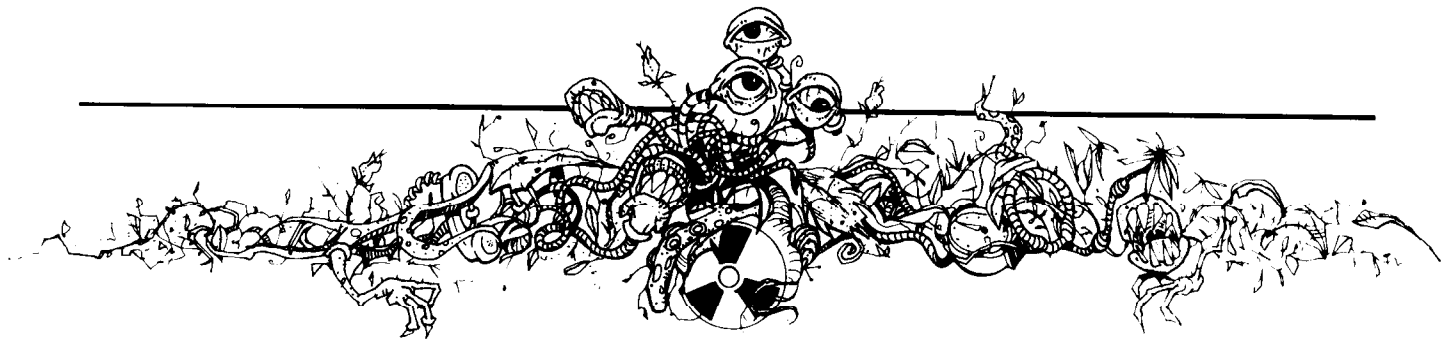
Each village is run by a dean. He makes sure that all sleeths are involved in the rotating duties of day to day living. He communicates telepathically with deans in other villages, sharing new ideas and dealing with problems. If necessary, the deans will gather together to form a college. The college elects a president who presides. The college is only convened if dramatic events warrant a decision that affects all sleeths. When the decision has been made, the president’s office is dissolved and the deans return to their own villages.

Yrsahl is a strange mixture of tech levels. The basic living style is Tech Level III, but Tech Level IV, V and VI conveniences are common. One of the more common riding beasts is the pineto mobile plant. There are no high-tech weapons of destruction anywhere in Yrsahl. Spears, bows and other Tech Level III weapons can be found, but not in large numbers. The sleeths rely on paralysis rods, stun rays, needlers (paralytic poison) and other nonlethal high tech weapons to protect their land.

The most impressive defense of Yrsahl is found in the plants that the sleeths cultivate. They use an immobile mutated form of the 3-meter-tall porcupine plant (horl choo). It has *empathy* and can shoot half-meter-long poisoned quills (destructive, intensity 9) up to 20 meters away. If it senses hostility or bloodlust in an approaching creature, it attacks. The roads and paths into Yrsahl, as well as the outlying borders, are lined with these plants. As a secondary line of defense, there are trained kai lins that roam inside the borders of Yrsahl. Tamer kai lins are kept as pets.

The Brotherhood of Thought, the White Hand, and especially the Restorationists are all welcome in Yrsahl. Some sleeth even belong to these organizations. The Knights of Genetic Purity, the Iron Society and the Zoopremists are all forbidden. Other cryptic alliances are tolerated, but watched carefully.





NPC Characters

These characters are tailored for use in the campaign included with these rules. In particular, they tend to emphasize a campaign that uses Ascension as a base of operations. If the Game Master is running his campaign from a different city, he can transplant these characters if he wishes. This is true even if the Game Master is running a campaign located off the map, say in Texas, New York, California, or wherever. These characters are generic enough to stand on their own merits.

Each of the characters described has its attributes summarized following the format of the block below. The second paragraph of the block lists the seven basic attribute scores. The third paragraph lists mutations, followed by the MP score in parentheses. A (D) indicates a defect. Last, but not least, are listed the class skills and their ratings. Equipment is described in the text following the summary block.

Name

Genotype; Class/Lvl; AC; MD; HP; THAC; #AT; Dmg; Hth; Spd; Per; St; RU; UA; RR.

PS; DX; CN; MS; IN; CH; SN.

Mutations:

Class Skills:

Genotype: PSH is pure strain human, AH is altered human, MA is mutated animal, SP is sentient plant. Animals and plants are followed by the base stock, with an H in parentheses if humanoid. Separate intelligent races (orlen, sleeth, etc.) are listed by name.

Class/Lvl: EN is enforcer, ES is esper, EX is examiner, SC is scout, NCC means no character class. The level immediately follows the abbreviation, as in ES 7, which is a 7th level esper.

AC: Armor Class (normally worn armor is included).

MD: Mental Defense.

HP: Hit points.

THAC: Melee THAC, with ranged THAC in parentheses if different than the melee THAC.

#AT: Number of attacks.

Dmg: Damage per attack.

Hth: Health.

Spd: Base speed, given as walking, then flying, then swimming, separated by slashes. For example, 12//3 means the NPC walks with base speed 12, can't fly,

and swims at speed 3.

Per: Perception.

St: Stealth.

RU: Remain Unseen.

UA: Use Artifacts.

RR: Robot Recognition.

Captain Bayhar

AH; NCC; AC 10; MD 11; HP 31; THAC +1 (0); #AT 1; Dmg 1d6 + 1 or 2d8; Hth 11; Spd 12; Per 13; St 0; RU +2; UA 2; RR 18.

PS 13; DX 11; CN 13; MS 13; IN 16; CH 14; SN 11.

Mutations: Heightened PS; poor respiration (D); dual brain (magnetic control 16); directional sense (7); psychometry (10).

Bayhar is the captain of the *Misty Eyes*, a ship that regularly runs from the east to the west coast of Lake Mitchgloom. Captain Bayhar is noted for not getting lost in fogs or at night. He has the appearance of being frail (looks as if he had a PS of 6), compounded by his constantly being out of breath. In reality, he is smart, tough and respected by his crew.

Bayhar owns studded leather armor (he is AC 13 when wearing it), but has only worn it twice, both times when the ship was being attacked. He is rarely without a hand axe or his two flintlock pistols. He owns a pair of binoculars and, like all Faremen, has a ham radio on his ship.

Billy

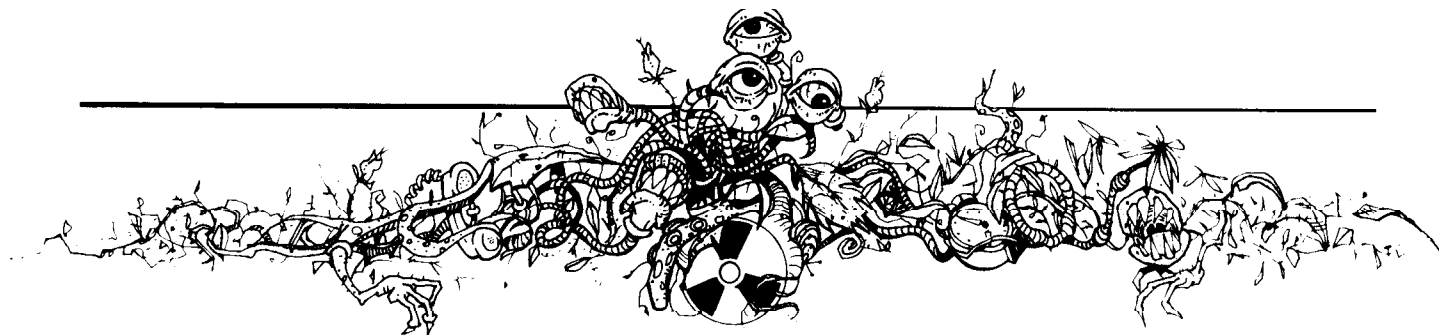
MA rhinoceros (H); EN 2; AC 19; MD 12; HP 81; THAC +6 (+3); #AT 1; Dmg 1d4 + 4 or 1d10 + 4; Hth 14; Spd 12; Per 11; St +2; RU 0; UA 0; RR 10.

PS 19; DX 13; CN 19; MS 16; IN 8; CH 4; SN 11.

Mutations: Heightened smell; diminished sight (D); wings (8); dual brain (mental control 12); heightened DX; new body parts, claws (1d4 + 4 damage); mental reflection (12); phobia, heights (D).

Class Skills: Combat Leadership 5, Makeshift Weapon/Armor 7, Size-Up Opponent 3.

Billy is half of the soon-to-be-famous team Billy and Ussquilligor (they argue all the time about the order of the names). Billy is small, for a rhino man, and rarely uses his wings because of his fear of heights. He is a grumpy grouch with no sense of the social graces. Like his friend, he is a member of the Peace Brigade. The two of them are always on the lookout for out-of-the-way villages that need improving.



Billy has a specially tailored set of banded armor and carries a halberd. He distrusts firearms, using two hand axes instead for ranged attacks. As a rhino man, he has a tendency to want to charge enemies with his horn (+2 melee THAC, 1d6+5 damage or 2d6+10 on a charge).

Big John

AH; EN 5; AC 16; MD 13; HP 80; THAC +7 (+6); #AT 1 or 2; Dmg 1d6+2/1d6+2 or 1d8+2/1d8+2; Hth 12; Spd 13; Per 8; St +1; RU +1; UA 0; RR 14.

PS 16; DX 13; CN 16; MS 17; IN 12; CH 17; SN 8.

Mutations: Multiple limbs, 6 arms; oversized limbs, 1 pair arms (+90%); sonic blast (15); immunity to poisons; density control (others) (16, 40%-120%).

Class Skills: Combat Leadership 10, Makeshift Weapon/Armor 5, Size-Up Opponent 9.

A sergeant of the guard in Ascension, John oversees the evening patrol for the Guild District. He is an emotional man, given to great swings of wild joy and furious anger. The impression he gives is of a man that deals straight from the heart with no ability to deceive. In general, he is fair and honest, and his men are intensely loyal to him.

John favors the double two-handed sword in real combat, but reluctantly uses the less deadly club when on duty. His extra-long, multiple limbs let him get two attacks per round when he uses two identical weapons, even two two-handed swords. He is rarely without twin flintlock pistols (2d8 damage each) and wears ring mail when on duty. The city has entrusted him with a stun ray pistol with a spare battery to use in emergencies. Unknown to most folk, he owns a vibroblade (+10 THAC and 8d6+2 damage) which he has never used.

Dr. Clavius

PSH; NCC; AC 11; MD 10; HP 25; THAC +1; #AT 1; Dmg 1d4+1 or 2d8; Hth 10; Spd 13; Per 7; St +1; RU +1; UA 1; RR 20.

PS 13; DX 14; CN 8; MS 9; IN 14; CH 12; SN 6.

Dr. Clavius is one of the healers at the Hospital of the Open Palm in Ascension, which is run by the White Hand. He has a small staff of untrained servants. Although he is not a man of authority in the hospital, he is one of the first people a patient meets. The doctor is a middle-aged man, kindly but overworked, and hence absent-minded. He has a tendency to say "uhm" a lot.

He is rarely armed, but does own a dagger and a flintlock pistol for protection. He also has a reasonable supply of medikits V (not for loan to anyone), several toxin neutralizers, a glow cube, and wears a rad badge.

Jan-Jane

Orlen; AC 20; MD 17; HP 65; THAC +7; #AT 2; Dmg 1d6+3/1d6+3 or 2d8/2d8; Hth 17; Spd 14; Per 15; St +2; RU +2; UA 2; RR 14.

Mutations: Telepathy (18); telekinesis (18); will force (16); dual brain (levitation 14); directional sense (15); multiple limbs, 4 arms; illusion generation (14).

Jan-Jane is a popular adventurer in Jainus. Daughter of a wealthy merchant, she does not need to work for a living, although her funds are not limitless. She never lends money, claiming that it ruins good friendships. Jan is more daring than Jane, but both are willing to take a chance for fun and adventure.

Jan-Jane wears banded mail and owns an assault rifle (+2/+4/+8 THAC, depending on range, and 3d6 damage, with a rate of fire of 2), given to her by her father. Jan-Jane also carries a pair of flintlock pistols and a pair of flails. In a fight, she prefers to use her pistols and save the assault rifle for needy situations. She only carries a single clip of 30 rounds with her.

Lieutenant Finback

MA shark (H); SC 3; AC 15; MD 11; HP 53; THAC 0; #AT 1; Dmg 1d12 or 3d8 or 1d6; Hth 12; Spd 7/14; Per 10 (13 underwater); St +3; RU +3; UA 0; RR 11.

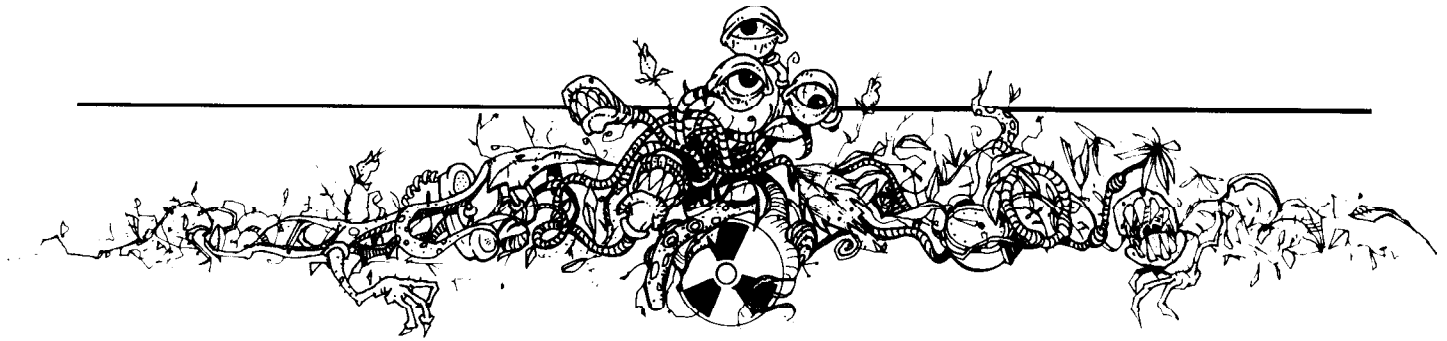
PS 12; DX 12; CN 13; MS 11; IN 8; CH 10; SN 7.

Mutations: Gills; heightened smell (underwater only); poison, bite (intensity 14, debilitating); body change, transparent facial skin (D); immunity to disease; total healing (17); force field generation (17).

Class Skills: Detect Ambush/Trap 5, Hunting 10, Navigate 3, Tracking 8, Wilderness Survival 4.

Finback is a member of the Ranks of the Fit. As a shark, he has a 5% chance of entering bloodlust whenever he gets into combat or is severely provoked. His superiors decided that this made him unsuited for the discipline of rank and file troops. They made him a scout and assigned him to the Ascension area to keep track of troop movements (of which there are very few) and any other unusual events.

Lieutenant Finback relies upon his bite attack in melee, but uses a flintlock rifle for ranged attacks. When



hunting, he prefers a short bow and arrows. He rarely wears armor. He has a ham radio which he has been trained to use.

Hareth

SP vine (H); ES 8; AC 12; MD 20; HP 31; THAC +1 (+1); #AT 1; Dmg 1d6 or 2d8; Hth 11; Spd 10/14; Per 10; St +1; RU 0; UA 0; RR 0.

PS 11; DX 14; CN 8; MS 15; IN 9; CH 10; SN 9.

Mutations: Density control (others) (13); telekinetic flight (20); displacement (20); psychometry (24); telekinetic hand (21).

Class Skills: Hypnosis 8, Identify Mental Power 10, Photographic Memory 13, Sense Mental Powers 13.

As a wandering representative of Psion City, Hareth's job is to seek out worthwhile espers and try to entice them to live in Psion City—or at least work for it. She is a very soft-spoken plant, and not aggressive in the least. She prefers social confrontation to physical confrontation.

Hareth carries a rapier and a flintlock pistol for defense. She keeps a tangler hidden in her vines for really bad situations. She never wears armor, and studiously avoids any situation where it might be necessary.

Juchi the Beak

Carrin; AC 13; MD 19; HP 69; THAC +9; #AT 1 or 1d4 (using quills); Dmg 2d8 or 4d10 or 1d4; Hth 19; Spd 6/16; Per 9; St -1; RU -1; UA 3; RR 8.

Mutations: Partial *carapace* (AC 15 from behind); quills; poison, quills (intensity 12, destructive), telepathy (17).

Juchi is a carrin trader operating between Ascension and various towns in Miacholin. He is a scheming bird, scrambling to amass enough money to become a big-time player in carrin politics. He hopes to develop a stable flow of trade between Ascension and Miacholin and carve a small merchant's monopoly for himself. He has arranged for accidents to befall his competitors several times in the past. He is unusual among carrins in that he is slightly mutated (partial *carapace*). This has ostracized him somewhat from other carrins.

Like all carrins, Juchi has blood bird retainers—three of them. They act as spies, scouts and couriers. He also has a mutated hyena that acts as a bodyguard. Juchi personally keeps a revolver (2d8 damage, rate of fire 2) in a belt holster and has a screamer (4d10 damage) hidden away that he can use in emergencies. At any given

time, he has other useful artifacts with him. These are sold when they become useless.

Quisit

MA otter (H); EX 2; AC 11; MD 12; HP 40; THAC 0 (+1); #AT 1; Dmg 1d6 or 2d8; Hth 10; Spd 7/10; Per 10; St +1; RU 0; UA 3; RR 13.

PS 12; DX 14; CN 10; MS 16; IN 11; CH 11; SN 10.

Mutations: New body parts, tentacles (1 m long); heightened balance; chameleon power (11); transfusion (13); hands of power, gamma (intensity 4 radiation); photokinesis (15).

Class Skills: Avoid Artifact Disaster 2, Jury-Rig 9, Read Schematics 4, Repair Artifact 5.

Quisit is one the more obnoxious sentients around, although he is innocent and well-intentioned. He is a newly enrolled Restorationist and eager to delve into the guts of any machine, even if he hasn't the faintest idea what it might do. He is nosy and overly helpful, always trying to put his hands into a job at just the wrong time. He works in the Restorationist Hall in Ascension, but is readily available for any adventure.

He carries a revolver (2d8 damage, rate of fire 2) and seems to have a good supply of bullets. He can bite (1d6 damage), but prefers not to. Quisit refuses to wear armor of any sort, preferring to run away in the face of danger. At any given time he has 1d4 useless artifacts with him (roll on the Junk, Baubles & Curiosities Table on page 80). When he is bored, he pulls one out and begins fiddling with it, much to the consternation of everyone around him.

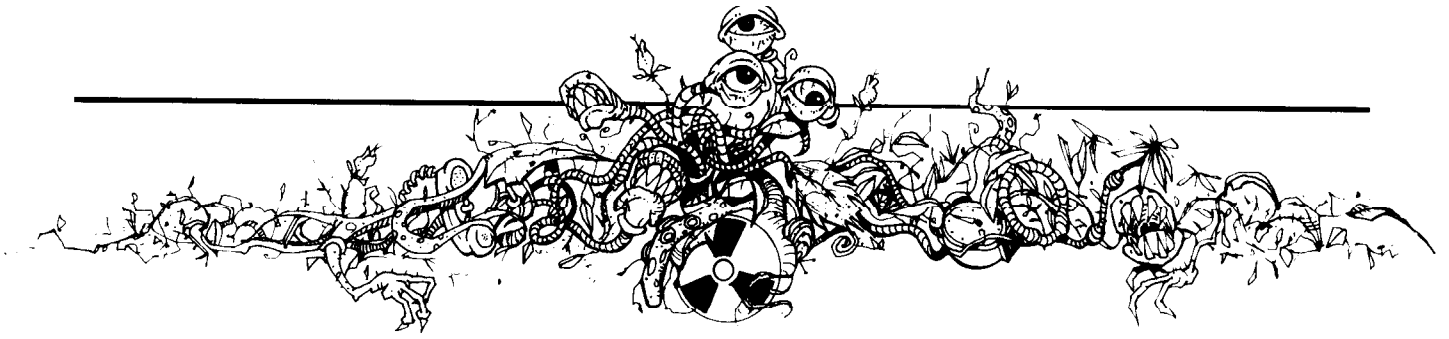
Sir Ren

PSH; EN 5; AC 21; MD 11; HP 97; THAC +7 (+6); #AT 1; Dmg 1d6 + 2 + 4d10 or 1d8 + 2; Hth 14; Spd 13; Per 17; St +1; RU +3; UA 3; RR 20.

PS 15; DX 13; CN 17; MS 11; IN 17; CH 19; SN 14.

Class Skills: Combat Leadership 8, Makeshift Weapon/Armor 6, Size-Up Opponent 10.

Ren is a respected member of the Knights of Genetic Purity. Like many members of that cryptic alliance, he believes himself to be superior to all mutated species. Unfortunately, he is a rather superb physical example of a true man, which makes it difficult to argue the point with him. However, his attitudes and values are rather vile. He actively hunts altered humans and kills them. Their deaths are rather slow since he tortures them for information on the whereabouts of other mu-



tants before letting them die.

Sir Ren carries an energy mace (+5 additional melee THAC), a long sword, and a duralloy shield and wears shining plate mail. He rides a large stagon trained to fight. Its horns are tipped with sharp metal caps. Sir Ren has access to a wide variety of artifacts, which he has borrowed from the alliance. Ren usually rides with at least four other 2nd-4th level enforcers from the Knights of Genetic Purity. Although he is from Bastion, he is currently assigned to operate in and around Ascension.

Shilith

Sleeth; AC 15; MD 20; HP 93; THAC +5; #AT 1; Dmg 1; Hth 20; Spd 18; Per 15; St 0; RU 0; UA 3; RR 14.

Mutations: Plant control (21); intuition (15); telepathy (16); total healing (14); mental reflection (16). Immune to illusions and able to negate force fields with 30 meters (natural sleeth abilities).

This kindly sleeth is a student of ancient history. He knows the history of the region and can frequently provide clues about the places and things of the ancient world. He always seems to have time to help others, even those that are not sleeth. However, he does ask for money if the research will take a lot of time and effort. Usual rates are 50-500 domars a day, depending upon the difficulty of the task and how many other sleeth will be involved.

Shilith dislikes weapons. He has a pet kai lin which he has trained to be his mount. His only other defense is a needler (damage 1 + poison, rate of fire 2) loaded with intensity 20 paralytic poison. If he needs heavy-duty firepower, he calls upon one of the groups of friends that he has done favors for in the past (i.e., the characters).

Slivkin

MA wasp (H); SC 4; AC 16; MD 11; HP 47; THAC +1 (+2); #AT 1; Dmg 1d6 +1 (stinger) or 1d6 +1 or 3d8; Hth 10; Spd 10/19; Per 16; St +5; RU +6; UA 0; RR 12.

PS 13; DX 16; CN 10; MS 10; IN 10; CH 9; SN 12.

Mutations: Infravision (11); attraction odor (D); multiple limbs, 4 legs; psychometry (12); stunning force (12); confusion (9).

Class Skills: Detect Ambush/Trap 5, Hunting 6, Navigate 11, Tracking 7, Wilderness Survival 6.

This slimy excuse for a sentient wasp-person is known by most scoundrels in Ascension for her treachery, double-crossing, and thievery. She is a smooth liar and cares little what other people think of her. Her favorite trick is to act as a guide for hapless adventurers in Ascension. Even if she has never heard of the place, she will claim to have been there at least twice. Once on the road, she steals anything valuable and strands the group.

Slivkin's stinger carries intensity 3 paralytic poison. She carries a spyglass, spear and two flintlock rifles. She has a stun grenade, a variety of I.D. cards, and an IR laser pistol, which she keeps hidden from sight. Most of her ill-gotten gains seem to pass through her hands like water, traded for short-lived pleasures in Ascension.

Ussquilligor

MA octopus (H); EN 2; AC 16; MD 8; HP 59; THAC +5; #AT 2; Dmg 3d8 or 2d8 or 1d8 +3; Hth 12; Spd 11/19; Per 8; St +3; RU +2; UA 2; RR 7.

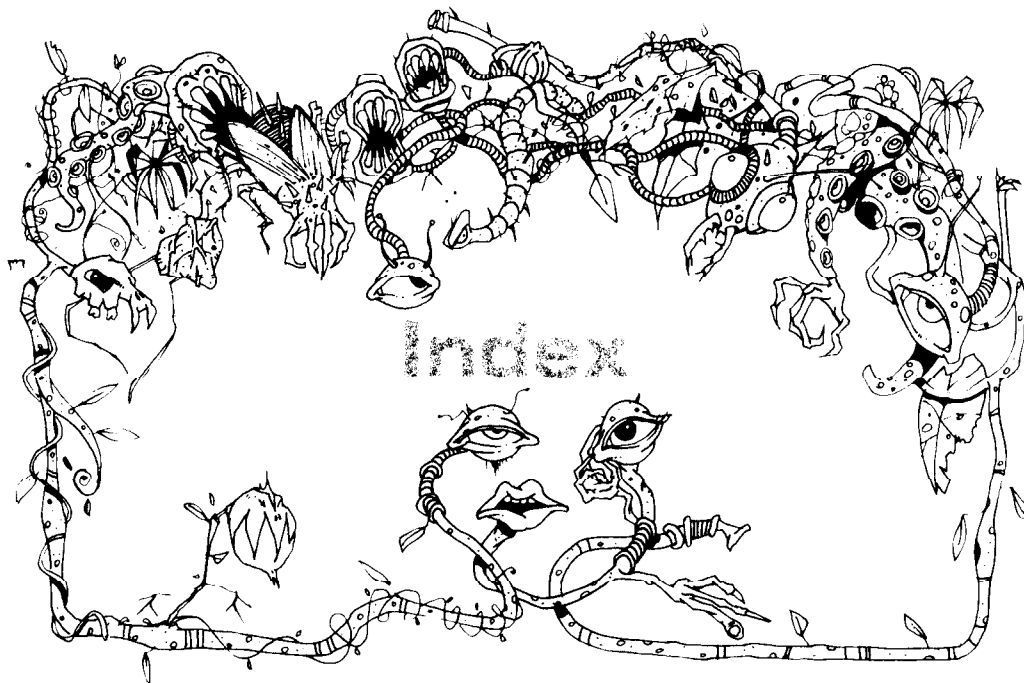
PS 18; DX 17; CN 14; MS 5; IN 16; CH 14; SN 6.

Mutations: Gills; shapechange (16); density control (11); chameleon power (15); fadeout (D); oversized limbs, 1 pair of arms; spines; infravision; multiple limbs, 2 arms and 4 legs; photodependent (D); levitation (11).

Class Skills. Combat Leadership 5, Makeshift Armor/Weapons 4, Size-Up Opponent 6.

He is half of the soon-to-be-famous team of Ussquilligor and Billy. This happy go lucky, severely mutated octopus is a member of the Peace Brigade. After an unfortunate incident which he barely survived, Ussquilligor decided he needed a partner. He could not afford to be fading out in the middle of a fight without a backup. Billy was the perfect answer.

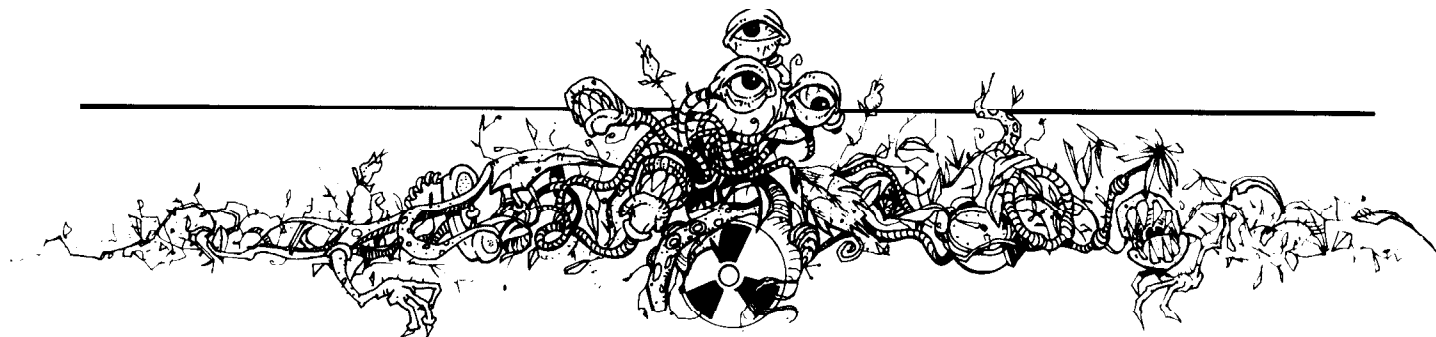
Ussquilligor carries two flintlock rifles, two flintlock pistols, two battle axes, and wears specially made studded leather armor. He also has a sniper rifle with 24 rounds of ammunition and a set of IR goggles. His battle tactics are to fire his rifles one round, drop them and fire his pistols the next round, drop them and go in with his axes for the remainder of the fight.



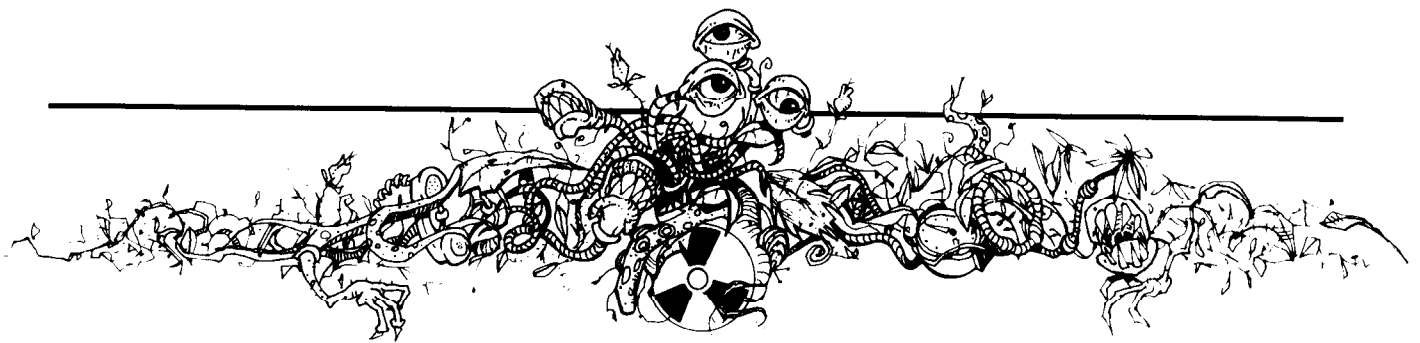
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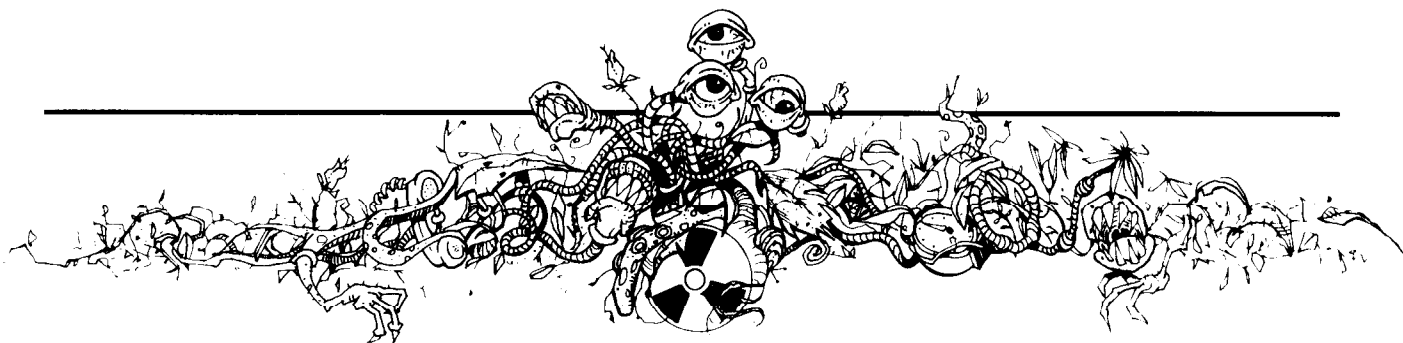
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GAMMA WORLD®

Rules

Character Name: _____ Player Name: _____

Genotype: _____ Character Class: _____ Level: _____

Cryptic Alliance: _____ Alliance Benefits: _____

Home Town: _____ Tech Level: _____ Family: _____

Base Animal/Plant Stock Abilities: _____

Score/Mod.											
PS		THAC Melee		Damage Bonus		Max Lift in Kg					
DX		THAC Ranged		Stealth		Base Armor Class					
CN		Health									
MS		Mental Defense									
IN		Use Artifacts		Remain Unseen							
CH		Robot Recognition									
SN		Perception									

AC w/Armor ☐ Force Field ☐ Hits on Force Field _____

Hit Points ☐ Wounds _____

Character Class Skills

1. _____
2. _____
3. _____
4. _____
5. _____

Domars

Experience Points

Speed Chart

	Light 1/3	Med. 2/3	Heavy 1
Max Encumb.	☐	☐	☐
Walk	☐	☐	☐
Trot x2	☐	☐	☐
Run x3	☐	☐	☐
Fly	☐	☐	☐
Swim	☐	☐	☐

Attribute Modifiers Table

Score	Mod.	Score	Mod.
1	-4	17-18	+3
2-3	-3	19-20	+4
4-5	-2	21-22	+5
6-7	-1	23-24	+6
8-12	0	25-26	+7
13-14	+1	27-28	+8
15-16	+2	etc.	

☐ Physical Mutations

MP

Physical Mutations Notes, Bonuses, etc.

- | | | |
|----------|----|-------|
| 1. _____ | MP | _____ |
| 2. _____ | MP | _____ |
| 3. _____ | MP | _____ |
| 4. _____ | MP | _____ |
| 5. _____ | MP | _____ |
| 6. _____ | MP | _____ |
| 7. _____ | MP | _____ |
| 8. _____ | MP | _____ |

☐ Mental Mutations

MP

MHAC

Mental Mutations Notes, Bonuses, etc.

- | | | | |
|----------|----|------|-------|
| 1. _____ | MP | MHAC | _____ |
| 2. _____ | MP | MHAC | _____ |
| 3. _____ | MP | MHAC | _____ |
| 4. _____ | MP | MHAC | _____ |
| 5. _____ | MP | MHAC | _____ |
| 6. _____ | MP | MHAC | _____ |
| 7. _____ | MP | MHAC | _____ |
| 8. _____ | MP | MHAC | _____ |

GAMMA WORLD®

Rules

Equipment	THAC	Damage	Weight	Equipment Notes, Ranges, Special Abilities, etc.
1. _____				_____
2. _____				_____
3. _____				_____
4. _____				_____
5. _____				_____
6. _____				_____
7. _____				_____
8. _____				_____
9. _____				_____
10. _____				_____

Artifacts	THAC	Damage	Weight	Charges	Equipment Notes, Ranges, Special Abilities, etc.
1. _____					_____
2. _____					_____
3. _____					_____
4. _____					_____
5. _____					_____
6. _____					_____
7. _____					_____
8. _____					_____
9. _____					_____
10. _____					_____

Adventure Notes

A rainbow of flickering colors dances across the night sky. Turning, you shamle off into the jumble of cloud towers amid the glow. With an effort of willpower you float over the gaping chasm of softrock and steel. Your large, webbed feet paddle the air slowly.

Suddenly, you detect a dim mind signal. Your antennae seek its direction. Knights of Genetic Purity! Quickly you unholster your weapons, all four arms moving in smooth harmony. Tracing the cryptic symbols of the ancients on its metal skin, you awaken the sun bolt gun. If the air currents stay strong, you might make it across the chasm before the Knights arrive.

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