

AGE 12+

FANTASY WORLD

ROLEPLAYING GAME

RULEBOOK

Richard Baker & Bruce R. Cordell





DUNGEONS & DRAGONS

TM

ROLEPLAYING GAME

RULEBOOK

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INTRODUCTION

In the fall of 2012, scientists at the Large Hadron Collider in Geneva, Switzerland, embarked on a new series of high-energy experiments. No one knows exactly what they were attempting to do, but a little after 3 P.M. on a Thursday afternoon came the Big Mistake. Something unexpected happened, and in the blink of an eye, many possible universes all condensed into a single reality.

In some of these universes, little had changed; it didn't make a big difference which team won the 2011 World Series, for example. In other universes, there were more important divergences: The Gray Emissary, who was carrying gifts of advanced technology, wasn't shot down at Roswell in 1947, the Black Death didn't devastate the known world in the 14th century, the dinosaurs didn't die out, Nikolai Tesla did conquer the world with a robot army, and so on. The Cold War went nuclear in 83 percent of the possible universes, and in 3 percent of the possible universes, the French unloaded their entire nuclear arsenal on the town of Peshtigo, Wisconsin, because it had to be done. When reality stabilized again, an instant after the Big Mistake, the familiar Earth of the 21st century was replaced by one formed from many different realities.

The year is now 2162 (or 151, or 32,173, or Six Monkey Slap-Slap, depending on your point of view). It's been a hundred and fifty years since the Big Mistake, and the Earth is a very different place. The ruins of the Ancients (that's you and me) litter a landscape of radioactive deserts, mutated jungles, and vast, unexplored wildernesses. Strange new creatures, such as beetles the size of cars and super-evolved badgers with Napoleonic complexes, roam the world. The survivors of humanity gather in primitive tribes or huddle in trade towns that rarely rise above the technology of the Dark Ages. Even the nature of humanity is now different, because generations of exposure to radiation, mutagens, and the debris of other realities have transformed humans into a race of mutants who have major physical alterations and potent mental abilities.

This is the world of the *D&D GAMMA WORLD Roleplaying Game*. It's a world of dangerous mutant monsters, jungle-grown ruins of the cities of the Ancients, and mysterious artifacts of awesome technology. It's your world to survive, to explore, and to conquer—if you're up to the challenge.

WHAT IS THE D&D GAMMA WORLD GAME?

The D&D GAMMA WORLD game is a science-fantasy roleplaying game. Heroes armed with amazing mutant powers and advanced technology fight to survive the perils of the world and drive back savagery, ignorance, and inhuman menaces threatening to extinguish what little hope is left for the broken world. It's a lot like the *DUNGEONS & DRAGONS*® Fantasy Roleplaying Game and similar games, but instead of a classic fantasy setting of elves, dragons, orcs, and such, you're exploring a world of bizarre, mutated monsters, killer robots, and bloodthirsty marauders.

Like any other roleplaying game, the D&D GAMMA WORLD game is a game of your imagination. It's part storytelling, part social interaction, part war game, part card game, and part dice game. You and your friends create heroic characters (also known as heroes, adventurers, or explorers) who develop and grow with every challenge they overcome. One player is the Game Master. The Game Master controls the monsters and enemies that the other players' characters face, narrates the action, and sets up the adventures. Together, the Game Master and the players make the game come alive.

WHAT'S IN THIS GAME?

The *D&D GAMMA WORLD Roleplaying Game* box includes the following:

- ✶ 160-page rule book (the book you're holding), which includes rules for how to play, instructions for how to make characters, descriptions of monsters, and your first adventure
- ✶ 2 two-sided battle maps
- ✶ 4 character sheets
- ✶ 4 sheets of tokens representing characters and monsters
- ✶ A Game Master's deck of 80 cards, divided into 40 Alpha Mutation cards and 40 Omega Tech cards

In addition, you'll probably want to pick up a few *D&D GAMMA WORLD Booster Packs*. These contain additional Alpha Mutation and Omega Tech cards. You can play the game using only the Game Master's deck, but the cards in the booster packs let you customize your character with a broader selection of powers.

ABOUT THE D&D GAMMA WORLD GAME

The *D&D GAMMA WORLD* game is one of the oldest and most famous roleplaying games around. Originally designed by James M. Ward and Gary Jaquet, the game was first published in 1978. Its vision of a postapocalyptic America haunted by bizarre, mutant monsters and littered with the wreckage of super-advanced technology—sometimes deadly, but often hilarious—has captured the imaginations of thousands of players over the years. Many editions have followed, including versions based on the *ALTERNITY*® science-fiction roleplaying game and the d20 system of the 3rd Edition *DUNGEONS & DRAGONS* game. This new edition uses many of the mechanics from the 4th Edition *DUNGEONS & DRAGONS* game, so if you are familiar with that, you'll quickly get the hang of the *D&D GAMMA WORLD* game.



CHAPTER 1:

HOW TO PLAY

A roleplaying game is a cooperative storytelling experience. Your character is your part in the story. It's a little bit like the games of make-believe many people play as children, but a roleplaying game also has form and structure. There are rules to determine whether your character succeeds or fails when he or she tries to shoot a bad guy or escape from a pit before it fills with molten metal. Computer games and console games that allow you to play the part of a character exploring a dangerous world are descended from paper-and-dice games such as the D&D GAMMA WORLD game.

When you play this game, you create a science-fantasy character, usually a mutant who has amazing powers. You team up with the characters your friends create to explore the ruins of Gamma Terra (the new Earth) and battle various dangers. The game uses dice, maps, and markers to help you keep track of which character is where and whether actions succeed or fail, but the action takes place in your imagination. Your character can try anything that you think someone in that situation might do.

The unique component of the D&D GAMMA WORLD game (or any roleplaying game) is the Game Master. The Game Master creates the adventure your characters are trying to beat, controls the monsters and villains in battles, and serves as the narrator and referee for the game. The Game Master sets the scene, but no one knows what's about to happen until the characters do something to interact with the story.

You "win" the D&D GAMMA WORLD game by participating in an exciting (and often hilarious) story of brave explorers and heroes confronting deadly perils. The game has no real end; as soon as you finish one story or quest, you can begin another one. Many people who play roleplaying games keep their games going for months, meeting with friends once a week or so to pick up the story where they left off last time.

Your character grows as the game continues. Each challenge overcome and each monster defeated helps your character earn new abilities. This is reflected by your character's level. As your character gain levels, he or she unlocks new abilities and finds new and more powerful artifacts from the world of the Ancients. If the dice fall the wrong way (or your character does something unwise), your character might instead meet a gruesome end in the irradiated wilderness. But even if your character is killed, you don't "lose" the game—you simply make a new character and continue with the story.

WHAT'S IN A ROLEPLAYING GAME?

Most roleplaying games have four basic components: players, a Game Master, an adventure, and game tools such as books, dice, or cards.

PLAYER CHARACTERS

As a player, you create a mutant **character**, a **hero** to be your "piece" in the game as you explore the world of Gamma Terra. Your character might be a brave tribal warrior, a clever scavenger of Ancient technology, or a well-traveled, fast-talking trader. Your character and the characters of the other players are the heroes of the story.

While you play, you take on the role of your character, acting as the protagonist in the story the Game Master creates. You decide whether to cross the radioactive desert or look for another way around. You decide whether to stand and fight off a carnivorous mutant rhino trying, to look for a place to hide, or to trip your friend as you run away so the mutant rhino eats him instead. You decide whether to negotiate with a villain, to pretend to go along with his scheme, or to suddenly belt out "Hello My Baby!" and dance like Michigan J. Frog. Anything you could imagine someone trying to do or say in your character's place, you can try—and the Game Master uses your decisions (and sometimes a few dice) to figure out what happens next.

THE GAME MASTER

One player in the game is more than just a player: He or she is the Game Master. The Game Master presents the adventure and the challenges that the heroes try to overcome. The Game Master's jobs include these:

- 🎲 **Adventure Builder:** The Game Master creates adventures (or selects ready-to-play published adventures) for you and the other players to play through.
- 🎲 **Narrator:** The Game Master sets the pace of the story and presents the various challenges and encounters your characters face.
- 🎲 **Adversary Controller:** The Game Master controls the villains and monsters the player characters encounter in Gamma Terra. When fights break out, the Game Master chooses the opponents' actions and rolls dice for their attacks.
- 🎲 **Referee:** When it's not clear what ought to happen next, the Game Master decides how to apply the rules or how the story continues.

While the Game Master "plays" the antagonists your character faces in the game, he or she isn't your opponent. It's the Game Master's job to provide an exciting adventure for the whole group of players to enjoy—and exciting adventures naturally have an element of danger for the heroes.

Many people who play roleplaying games find that being the Game Master is the best part of the game. If you think you'd like to be the Game Master for your group of players, take a look at Chapter 4: How Run the Game (page 79). And don't worry. Even though being a Game Master takes a little work, it's not a permanent commitment, because another player can be the Game Master for the next adventure.

THE ADVENTURE

What's the point of being a hero if you don't have thrilling, death-defying adventures? An adventure in a roleplaying game consists of a series of events, encounters, or challenges that the heroes tackle. An adventure might be a simple "dungeon crawl"—a series of rooms in an Ancient installation, where dangerous creatures and hazards await, or it could be something more involved, such as hunting down a fugitive who is fleeing into unknown lands, or secretly infiltrating the inner circle of a mutant warlord.

This rule book includes a ready-to-play adventure, "Steading of the Iron King," which you can use as your first adventure. You can also try your hand at creating homemade adventures using the tips and advice in Chapter 4.

GAME COMPONENTS

The action of a roleplaying game takes place mostly in your imagination, but you still need a few game materials.

- 🎲 **Dice:** You need a special set of game dice to play the D&D GAMMA WORLD game.
- 📄 **Character Sheet:** A sheet helps you track important information about your character.
- 📇 **Cards:** Your character's most powerful abilities are represented on special power cards: **Alpha Mutations** and **Omega Tech**.
- 🎲 **Tokens or Miniatures:** Each player needs a marker, whether a miniature or a cardboard token, to represent his or her character for placement on the map.
- 🗺️ **Battle Map:** Combat occurs on a map marked with a grid of 1-inch squares.

GAME DICE

This game uses special polyhedral dice. You can find dice like these in most game stores. You need a set that includes a twenty-sided, a twelve-sided, a ten-sided, an eight-sided, a six-sided, and a four-sided die. The *D&D Roleplaying Game Dice Set* provides the dice you need to play. Throughout these rules, the dice are referred to by the letter "d" followed by the number of sides on the die: d4, d6 (standard game dice), d8, d10, d12, and d20. When you need to roll dice in this game, the rules tell you how many dice to roll, what size they are, and what modifiers to add. For example, "2d10 + 3" means that you roll two ten-sided dice, add the numbers on each die together, and then add 3 to the result.



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CHARACTER SHEET

Follow the instructions below while reading along in the rules to create your starting D&D® game world character.

Name your character. What do others call you?

NAME

Roll character origins on the Character Origins Table.

1a PERSON 1a PRIST

1b PERSON 1b PRIST

Record the traits for your first origin, and the traits of your choice if you're at least level 2.

1c PERSON 1c PRIST

1d PERSON 1d PRIST

1e PERSON 1e PRIST

1f PERSON 1f PRIST

1g PERSON 1g PRIST

1h PERSON 1h PRIST

1i PERSON 1i PRIST

1j PERSON 1j PRIST

1k PERSON 1k PRIST

1l PERSON 1l PRIST

1m PERSON 1m PRIST

1n PERSON 1n PRIST

1o PERSON 1o PRIST

1p PERSON 1p PRIST

1q PERSON 1q PRIST

1r PERSON 1r PRIST

1s PERSON 1s PRIST

1t PERSON 1t PRIST

1u PERSON 1u PRIST

1v PERSON 1v PRIST

1w PERSON 1w PRIST

1x PERSON 1x PRIST

1y PERSON 1y PRIST

1z PERSON 1z PRIST

1aa PERSON 1aa PRIST

1ab PERSON 1ab PRIST

1ac PERSON 1ac PRIST

1ad PERSON 1ad PRIST

1ae PERSON 1ae PRIST

1af PERSON 1af PRIST

1ag PERSON 1ag PRIST

1ah PERSON 1ah PRIST

1ai PERSON 1ai PRIST

1aj PERSON 1aj PRIST

1ak PERSON 1ak PRIST

1al PERSON 1al PRIST

1am PERSON 1am PRIST

GAMMA WORLD

Follow the instructions below while reading along in the rules to create your starting D&D® game world character.

Name your character. What do others call you?

NAME

Roll character origins on the Character Origins Table.

PERSON 1 PRIST

PERSON 1 PRIST

PERSON 1 PRIST

PERSON 1 PRIST

PERSON 1 PRIST

PERSON 1 PRIST

PERSON 1 PRIST

PERSON 1 PRIST

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CHARACTER SHEET

The character sheet is designed to walk you through the character creation process. Follow the steps laid out in it to create your character, pick out his or her skills and gear, and start on your adventure. The character sheet also serves as a record sheet, so you can keep track of your character's progress.

ALPHA MUTATION AND OMEGA TECH CARDS

The mutant abilities your character gains and the advanced tech he or she finds are highly unpredictable. One minute, you could have feelers that help you avoid walking into walls in the dark, and the next minute, you might manifest a deadly disintegrating touch. The gear you find might be a 25th-century teddy bear or a fusion rifle. These variable aspects of your character are reflected by the Alpha Mutation and Omega Tech cards you draw during play. The D&D GAMMA WORLD game includes a starter deck of 80 cards, but you can build your own mutation and tech decks by purchasing additional D&D GAMMA WORLD Booster Packs. (The booster pack included with the starter shows you a sample of the cards you can get.)

STARTER DECK CARDS

Alpha Mutation Cards

Omega Tech Cards



CHARACTER TOKENS, MONSTER TOKENS, AND BATTLE MAPS

Two battle maps are included in the starter box. All the encounters from the adventure in Chapter 6 can be played out on these battle maps. If you create your own encounters or adventures, you can use any poster map that has a grid of 1-inch squares, or erasable vinyl maps.

The starter box also includes a selection of heavy cardboard tokens, but many players instead use plastic miniatures. Many D&D Miniatures can be used as D&D GAMMA WORLD characters and monsters.



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GETTING STARTED

So you're a veteran gamer and you want to dive into the D&D GAMMA WORLD game right away? Great! Here's what you'll need to do.

- ✦ Get a set of game dice, if you don't already have them.
- ✦ Punch out the character and monster tokens. (Consider sorting them by type and storing them in a reclosable plastic bag.)
- ✦ Pick one player to be the Game Master. The other players create mutant heroes to play in the adventure the Game Master runs.
- ✦ Sort the cards in the starter box into an Alpha Mutation deck and an Omega Tech deck. Shuffle the decks but keep them separate.
- ✦ Set aside the cards from the booster pack. You don't need them to start playing, since players can draw from the starter decks until they have a chance to build their own decks. See page 15 for an explanation of how the cards are used in play.
- ✦ Give a character sheet to each player. If you don't have enough, you can photocopy these sheets. The sheets offer a walk-through of the character generation process and double as character record sheets in play.
- ✦ The Game Master can use the adventure on page 139 to jump into the action.

HOW DO YOU PLAY?

A typical D&D GAMMA WORLD game consists of an adventure presented by the Game Master. Your character is part of a small group of heroes, which is made up of all the players' characters. The adventure is a series of encounters, challenges, and decisions that your party of characters faces. You decide where your character goes, what he or she tries to do, and how he or she interacts with the imaginary world the Game Master describes for you. The only limit is your imagination (and, sometimes, how well you roll on the dice).

EXPLORATION

Between encounters, your characters explore the world. Together, you make decisions about where your group travels and what the characters do next. Exploration is the give-and-take of players telling the Game Master what they want their characters to do, and the Game Master telling players what happens when their character do it (or try to do it). Decisions your group makes during exploration eventually lead to encounters.

Sometimes, exploration involves big decisions that guide the story. For example, let's say that the challenge facing your characters is to defend a town against a gang of porker raiders. Do you set out into the Blue Hills on foot to search for the raider camp? Do you stay close to the town to guard against the next raider attack? Or do you bait a trap for the porkers by filling a wagon with goods and pretending to be traders? After consulting with the other players, you tell the Game Master that the characters have decided to head into the hills. The Game Master tells you there are two trails heading in the direction you want to go—a grass-covered road of the Ancients, and a hunter's trail. The players decide which route they want to take. The Game Master knows that the road leads to the raider's camp and the trail leads to a yexil lair, but you won't learn that fact until you discover the camp or you find yourselves under attack by hungry yexils. That's exploration.

In other situations, exploration means describing how your characters interact with the environment. While exploring a lair, a ruin, or some other adventure location, your character might try any of the following:

- Advance down a hallway or tunnel, follow a passage, or cross a room
- Try a door to see if it's locked
- Break down a locked door
- Search a room for interesting debris or clutter
- Pull levers, push buttons, operate consoles

During exploration, you don't normally need to take turns. The Game Master prompts you by asking "What do you do?" or "Which way do you go?" After you reply, and the Game Master tells you what happens next. You can ask questions or consult with the other players as much as you like.

EXAMPLE OF PLAY

Here's a short example of how the D&D GAMMA WORLD game plays at the table. The explorers are investigating a ruined building alongside a vast Ancient road—a rest stop beside an interstate, although the characters don't know that even if the players do. The players in this example are:

- ♣ **Steve**, the Game Master
- ♣ **Peter**, whose character is an android named Tarm 7
- ♣ **Jennifer**, whose character is a mutated panther named Basheera
- ♣ **Andy**, playing a giant mutant named Jarl

Steve (Game Master): "The rusting wrecks of Ancient chariots litter a grassy lot in front of a large building facing the great Ancient road. Besides the building, there's a large shed featuring several wagon-sized doors of rusted metal rattling in the wind. Several towering signposts have fallen over and lie on the ground."

Jennifer (Basheera): "What do the signs say?"

Steve (Game Master): "The signs are badly faded, but by the big metal doors, you see one that says: K-W-I-K-L-U-B-E."

Peter (Tarm 7): "Kwik-Lube? I guess this was an oil change place. I want to have a look in the service area."

Steve (Game Master): "How about Jarl and Basheera?"

Andy (Jarl): "I'll go with Tarm and give him a hand."

Jennifer (Basheera): "I want to have a look in the building."

Steve (Game Master): "Okay, then. Tarm and Jarl, you find that the big service bay doors are stuck. There's a lot of rust there."

Andy (Jarl): "I'm pretty strong. I bet I can force one open."

Steve (Game Master): "You'll need to make a Strength check."

Andy (Jarl): *Andy picks up a d20 and rolls a 16, then adds Jarl's modifiers.* "My total is 19. Is that enough?"

Steve (Game Master): *Steve checks the adventure notes, and sees that it takes an 18 to open the door.* "Okay, with a huge racket, you throw open the big metal door."

Jennifer (Basheera): "Nice, I bet everything within a mile heard that!"

Steve (Game Master): "The four arns resting inside the service bay certainly did. Roll initiative, everybody!"

Andy (Jarl): "Arn? What the heck's an arn?"

Steve (Game Master): "You're about to find out!"

THE BASICS OF THE GAME

You can try to do nearly anything you can think of in a roleplaying game, but most actions your character attempts in the game have uncertain outcomes. Maybe you can climb the cliff, or maybe you can't. Maybe you hit the guardbot with your laser pistol, or maybe not. The way you determine whether you succeed or fail at something is by making a **check**: You roll a d20, add in bonuses or penalties for your character's abilities and circumstances, and compare the total to a target number determined by the Game Master.

DETERMINING SUCCESS OR FAILURE

1. **Roll a d20.** You want to roll high!
2. **Add the relevant modifiers.**
3. **Compare the total to a target number.**

If your check result is equal to or higher than the target number, you succeed.

If your check result is lower than the target number, you fail.

ATTACK ROLLS

- ☒ Choose the attack type you want to use (usually one of your powers, or a basic attack).
- ☒ Choose a target for your attack that is within range of the attack type you selected.
- ☒ Roll a d20 and add your attack modifier (your level + your ability modifier) for the attack.
- ☒ The total is your attack roll result. Compare this to the defense your attack targets: Armor Class, Fortitude, Reflex, or Will.

SKILL CHECKS

- ☒ Choose the skill you're trying to use.
- ☒ Roll a d20 and add your skill modifier.
- ☒ Add any situational modifiers, usually from powers affecting you.
- ☒ The total is your result. Compare it to the Difficulty Class the Game Master sets for the skill check.

USING CARDS

The D&D GAMMA WORLD game introduces an unusual element to DUNGEONS & DRAGONS games: collectible cards that represent your most powerful or unusual mutations and the items of advanced technology you possess. These are known as **Alpha Mutations** and **Omega Tech**. You can play using only the starter cards that came in the game box, but a player can create a customized character by building his or her own Alpha Mutation and Omega Tech decks from booster packs. Likewise, a Game Master can also customize his or her own decks.

PREPARING FOR PLAY

Before a game, the Game Master sorts the cards from each starter deck by type, creating a Game Master's **Alpha Mutation deck** and Game Master's **Omega Tech deck**, shuffles them, and keeps them separate. These decks might also include additional cards from booster packs the Game Master added to adjust the flavor of the decks.

All the cards in the game box are part of the Game Master's decks. Players can either use the Game Master's decks or create their own decks from booster packs. Each player-created deck must include at least seven cards of the proper type (mutation or tech) and can't have more than two copies of any specific card—no fair filling your Omega Tech deck with nothing but fusion rifles!

USING CARDS IN PLAY

The Game Master doesn't use cards for the monsters or villains—they're only for player characters. Sometimes players draw cards from the Game Master's deck, and sometimes they draw from their own decks (if they have decks; if not, all draws are from the Game Master's decks). A card can be in one of three locations:

Draw Deck: Cards that you haven't drawn yet are in a draw deck. There are two draw decks (one for Alpha Mutation cards, and one for Omega Tech cards). If you have your own decks, shuffle each one separately before play begins, and keep them face down—you might know what's in your deck, but you don't know when a specific card is going to come up.

Readied: When you draw a card, you place it face up on the table and it becomes readied. While you have a card readied, you can use the power or benefit described on it. You can have only a limited number of Alpha Mutation cards readied at a time (page 66), but you can have any number of Omega Tech cards readied. Readied Omega Tech cards remain readied—they're in play until you use them up.

Discard: Put cards you have expended in a discard pile. Don't return them to your draw deck. Discard your Alpha Mutation cards at the end of each encounter (even if you didn't use them); you also discard them if you experience an Alpha flux. If you use the power of an Omega Tech card during an encounter, at the end of that encounter make a check to determine if the card remains readied or if you have to discard it (you might be able to salvage an Omega Tech card before discarding it; see "Salvaging Omega Tech," page 69). During an extended rest, reshuffle your Alpha Mutation cards and your Omega Tech cards back into their respective draw decks.

For more detailed information about Alpha Mutation and Omega Tech cards, see pages 66–69.

REBUILDING DECKS

The Game Master and each player rebuild their Alpha and Omega decks at the end of a game session or when the player characters stop adventuring to take an extended rest. Discarded cards are returned to their respective decks and each deck is shuffled. Be careful not to mix cards from a player's deck with the Game Master's deck. If the Game Master's deck runs out of cards during a game session, reshuffle the Game Master's deck and continue play, but do not reshuffle player decks before the end of a session.

RULES OF COMBAT

Gamma Terra is a violent place. Combat is basically pure chaos, but our game doesn't model pure chaos well. So, instead, combat is organized into a cycle of rounds and turns.

Round: In a round of combat, every combatant takes one turn.

Turn: On your turn, you take actions in any order you want (see "Actions," next page).

COMBAT SEQUENCE

A combat encounter follows these steps.

1. **Determine surprise.** The Game Master decides if either side is surprised (see "Surprise," page 82).
2. **Establish positions.** The Game Master shows the players where they can place their character tokens on the battle map. Then the Game Master places the monsters in their starting positions.
3. **Roll initiative.** Each monster and character involved in the encounter rolls initiative (roll a d20 and add your initiative modifier). This determines the order of battle for the encounter.
4. **Take surprise round actions.** If any combatants gained a surprise round against their enemies, they act in initiative order, each taking a single action. (For more information about surprise rounds, see "Surprise," page 82.)
5. **Take turns.** In initiative order, highest result starting first, each combatant takes a turn.
6. **Begin the next round.** After each combatant has had a turn, the round ends. Start a new round, and each combatant takes a turn in initiative order again.
7. **End the encounter.** After one side or the other flees or is defeated, the encounter ends. The player characters can take a rest if they win (or get away, if they flee).

ALWAYS ROUND DOWN

Sometimes, the game asks you to figure out half a number. If your result includes a fraction, always round down, even if the fraction is $\frac{1}{2}$ or larger. For example, if you have 23 hit points, your bloodied value is 11, not 12.

ACTIONS

Each turn for a character or a creature consists of using up to three actions: a standard action, a move action, and a minor action.

Standard Action: You can normally take one standard action during your turn. Most attack powers (and basic attacks) require the use of a standard action.

Move Action: You can normally take one move action during your turn. Moving your speed requires the use of a move action.

Minor Action: A minor action is usually a small adjustment or an activity that doesn't include moving or attacking. For example, using your second wind during an encounter, drawing a weapon, opening a door, or picking up a small item are minor actions.

In addition, there are a few actions that don't really count as actions, or that come up on other combatants' turns.

Free Action: Things that don't take any real time or effort are free actions. You can take as many free actions as you want during your turn (or anyone else's turn), as allowed by the Game Master. Dropping a held item or talking are free actions—feel free to shout advice or yell for help.

Opportunity Action: When an enemy lets its guard down near you, you can take an opportunity attack if you're armed with a melee weapon. You can take an opportunity attack only if the creature in question provokes it (see "Opportunity Attacks," page 20). You can use only one opportunity action per turn, and you can't use it on your turn.

Immediate Action: Some powers use immediate actions to interrupt or react to something another creature does. The specific power defines exactly what triggers the action. You don't have to use an immediate action when it's triggered, but you can't use it unless it's triggered. You can use only one immediate action per round, and you can't use it on your turn. There are two kinds of immediate actions.

☞ **Interrupt actions** let you act before the triggering action is resolved. If the interrupt invalidates the triggering action, the action is lost. For example, if your interrupt power kills the triggering creature, the creature can't resolve the triggering action.

☞ **Reaction actions** take place after the triggering action is completely resolved.

TAKING YOUR TURN

When your place in the initiative order comes up, you take your turn. Your turn has three parts: the start, the actions you take, and the end.

Start of Your Turn: Before you act, use the start of your turn to keep track of any effects. For example, if you're taking ongoing damage, take that damage now.

Actions on Your Turn: You can take a standard action, a move action, and a minor action on your turn. You can take your actions in any order, and you can skip any of them.

If you want, you can "trade down" in actions. In place of your standard action, you can take a move or a minor action, and in place of your move action you can take a minor action.

End of Your Turn: After you act, use the end of your turn to keep track of any effects. This is when you get to make a **saving throw** against each effect on you that can be ended by a save. To make a saving throw, roll a d20. On a result of 10 or higher, you succeed and the effect ends. On a result of 9 or lower, you fail and the effect continues; you'll have to try again at the end of your next turn.

ATTACKS AND DAMAGE

You can attack your enemies by using a **power**. Your powers depend on your character origins and the current Alpha Mutation and Omega Tech cards you have readied. But even if your powers have been expended for the encounter, you can always use a **basic attack** (a simple attack such as swinging a sword or firing a gun) to attack. See "Using Your Weapon" on page 75 for details on making a basic attack.

MAKING ATTACKS

- ✶ **Attack Roll:** To attack, roll a d20 and add your attack modifier. Your attack modifier is described in the power you're using, but it's typically your key ability modifier + your level. Some attacks add other bonuses to this roll. For example, all weapon attacks add the weapon's accuracy bonus to the attack roll. Other powers might have a fixed attack bonus number, such as "your level + 6."
- ✶ **Standard Action:** Most attack powers (and basic attacks) require a standard action.
- ✶ **Hit:** If your roll equals or beats the target's defense against that attack, you hit.
- ✶ **Damage Roll:** If you hit, roll the damage given for your power or weapon.
- ✶ **Critical Hit:** If you roll a natural 20 on your attack roll, you score a **critical hit**. Instead of rolling damage, you score the maximum damage possible (pretend you rolled the best result you could using the damage die or dice). You also add a special effect when you score a critical hit, depending on your character origin (see "Using Character Origins," page 34).

COMBAT ADVANTAGE

When a defender can't give full attention to its defense, it grants combat advantage to the attacker. This usually occurs when the defender is surrounded, stunned, on the ground prone, or otherwise caught off guard.

COMBAT ADVANTAGE

- ✶ **+2 Bonus to Attack Rolls:** You gain this bonus when the target of your attack is granting you combat advantage.
- ✶ **Able to See Target:** You must be able to see the target to gain combat advantage against it.
- ✶ **Conditions:** Blinded, dazed, helpless, prone, restrained, stunned, and surprised targets grant combat advantage.
- ✶ **Flanking:** You can also gain combat advantage by **flanking** your enemy. To flank, you and an ally must be adjacent to an enemy and on opposite sides of the enemy's space. You and your ally must be able to attack the enemy with a melee or a ranged weapon or with an unarmed attack.



COVER AND CONCEALMENT

A great tactic for surviving a firefight is to make sure you've got something big and solid between you and your enemy, or to make sure your enemy can't get a good look at you.

COVER AND CONCEALMENT

- ✶ **Determining Cover and Concealment:** The Game Master decides if you have cover or concealment. Usually, you need to have about half your body protected to gain **partial cover**, and you have **partial concealment** if your enemy can't get a good look at you due to terrain that obscures its vision, such as dim light, foliage, or fog. You gain **superior cover** if most of your body is protected but an enemy can still see you. You gain **total concealment** if the terrain is totally or heavily obscured, such as from darkness or heavy fog.
- ✶ **Creatures Don't Provide Cover:** You can shoot through other creatures' squares at no penalty.
- ✶ **Melee and Ranged Attack Penalty:** If you have partial cover or partial concealment, anyone targeting you with a melee or a ranged attack takes a -2 penalty to the attack roll, or a -5 penalty if the Game Master determines that you have superior cover or total concealment.
- ✶ **Area and Close Attack Penalty:** If a close or an area attack targets you, your attacker takes the cover penalty only if you have cover from the origin point of the blast or burst.
- ✶ **Invisible:** If you have a power that grants invisibility, you gain combat advantage against any enemy that can't see you, and you have total concealment. You don't provoke opportunity attacks from enemies that can't see you.



OPPORTUNITY ATTACKS

If you're armed with a melee weapon (or a natural attack such as claws or a bite), enemies adjacent to you that ignore you provoke an opportunity attack.

OPPORTUNITY ATTACKS

- ☞ **Melee Basic Attack:** An opportunity attack is a melee basic attack. See "Using Your Weapon" on page 75 for details on making a basic attack.
- ☞ **One for Each Creature's Turn:** You can make only one opportunity attack on a given enemy's turn, even if it takes more than one action that provokes an opportunity attack from you.
- ☞ **Moving Provokes:** An enemy who leaves a square adjacent to you normally provokes an opportunity attack from you. Some forms of movement don't provoke opportunity attacks; these exceptions are noted when they apply.
- ☞ **Ranged and Area Attacks Provoke:** An adjacent enemy that uses a ranged or an area attack provokes an opportunity attack from you.

MOVEMENT AND POSITION

Good tactics often make it useful to move around on the battlefield. You might want to seek cover or move to flank a foe, or you might want to run away when a yexil is trying to eat you. To measure distance on a battle map, simply count squares. You can move in any direction, including diagonally.

You can enter a square occupied by an ally, but you can't enter an enemy's square unless that enemy is helpless. You can't end your movement in another creature's space unless it is helpless.

MOVE ACTIONS

- ☞ **Walk:** Move a number of squares up to your speed.
- ☞ **Shift:** Shift 1 square. You don't provoke opportunity attacks when you shift.
- ☞ **Run:** Move a number of squares up to your speed +2. Until the start of your next turn, you grant combat advantage and take a -5 penalty to attack rolls.

FORCED MOVEMENT

Some powers allow you to pull, push, or slide the target.

Pull: When you pull a creature, each square you move it must bring it closer to you.

Push: When you push a creature, each square you move it must move it farther away from you.

Slide: When you slide a creature, there's no restriction on the direction you can move it.

FORCED MOVEMENT

-  **Distance:** The power or effect you're using specifies how far you can force a target to move. You can choose to move the target fewer squares, or not to move it at all.
-  **No Opportunity Attacks:** Forced movement doesn't provoke opportunity attacks.
-  **Not a Move:** Forced movement doesn't count against a target's ability to move on its turn.
-  **Difficult Terrain:** Forced movement isn't hindered by difficult terrain.
-  **Avoiding Danger:** If you use forced movement to move a target into a harmful space (for example, over a cliff or into a fire), the target gets to make a saving throw to avoid moving into the space. If the save succeeds, the target falls prone in the space located before the harmful space.



FALLING

When a creature falls at least 10 feet, it takes damage. A creature takes 1d10 damage for each 10 feet it falls, to a maximum of 5d10. The creature falls prone when it lands, unless it takes no damage from a fall for a specific reason (such as a piece of Omega Tech or a mutation).

Large, Huge, and Gargantuan Creatures: If only part of a creature's space is over a pit or a precipice, the creature doesn't fall.

OBSTRUCTIONS AND DIFFICULT TERRAIN

You can't enter a square containing an object that fills the square, such as a wall or a large pillar or a tree. When an object fills a square, you can't move diagonally across the corner of that square unless you teleport. (To teleport, you need line of sight to the destination square, but not line of effect.)

Difficult terrain consists of rubble, undergrowth, boggy ground, steep slopes, and other terrain types that hinder movement. It costs 1 additional square of movement for a creature to enter a square of difficult terrain. If you can only move 1 square, you cannot enter a square of difficult terrain.

CREATURE SIZE AND SPACE

Most creatures in the D&D GAMMA WORLD game fall into one of three categories: Small, Medium, or Large. A few creatures are Tiny or Huge. Size describes how many squares a creature takes up on the battle map.

Small and Medium: 1 square per creature.

Large: 4 squares per creature (an area 2 squares by 2 squares).

Huge: 9 squares per creature (an area 3 squares by 3 squares).

Tiny: Tiny creatures are so small they don't fill their squares. You can enter or end your movement in a square containing a Tiny creature even if it's an enemy, and a Tiny creature can enter or end its movement in your square. (This movement still provokes an opportunity attack.) Swarms of Tiny creatures, such as characters of the Rat Swarm origin, are the exception; they take up space and move like normal Medium-size creatures, filling 1 square.

HIT POINTS, HEALING, AND DYING

Over the course of an encounter, your character might take damage from attacks. Damage reduces your hit points.

HIT POINTS AND HEALING

- ✱ **Maximum Hit Points:** You have a maximum number of hit points determined by your level and your Constitution score. Your current hit points can't exceed this number.
- ✱ **Bloodied:** When your current hit points drop to one-half your maximum hit point value or lower, you're **bloodied**. Certain powers work only (or work better) against a bloodied target.
- ✱ **Second Wind:** You can heal yourself once per encounter using your second wind. Doing so requires a minor action, and you regain hit points equal to your bloodied value (one-half your maximum hit points). You also gain a +2 bonus to all defenses until the start of your next turn. If you are unable to take actions, another character can use a standard action to trigger your second wind.
- ✱ **Healing Effects:** Some powers heal you without any further action on your part. Even if you're unconscious, the power or effect can restore your hit points.
- ✱ **Temporary Hit Points:** Some powers and effects give you temporary hit points. Keep track of these separately from your actual hit points. Any damage you take comes off your temporary hit points first, and any leftover damage is applied to your own hit points. Any temporary hit points you have remaining at the end of an encounter are lost.

DEATH

When your current hit points drop to 0 or lower, you fall unconscious and are dying. Any damage you take continues to reduce your current hit points.

DEATH AND DYING

- ☠ **Death Saving Throw:** When you are dying, you make a saving throw at the end of your turn each round. If you succeed (roll 10 or higher) there is no change in your condition. If you fail (roll lower than 10), you slip one step closer to death. If you fail three times before taking a rest, your character dies.
- ☠ **Aiding Dying Characters:** When a dying character is healed by a healing power, the power first brings that character to 0 hit points, and then has its normal effect. You can also stabilize a dying character by using the Science skill. A stabilized character is still unconscious, but is now at 0 hit points and doesn't have to make death saving throws.
- ☠ **Death:** When you take damage that reduces your current hit points to a negative number that's the same as your bloodied value, or if you fail your death save three times before taking a rest, your character dies. Too bad, so sad.

REST AND RECOVERY

After a tough encounter, you might need to rest to heal up and recharge your powers. There are two types of rest: short and extended. You have to stay in one place and avoid strenuous activity during a rest—you can't walk or ride on a mount while resting, but if you're riding in a vehicle such as a raft or a wagon, you might be able to travel and rest at the same time.

Short Rest: A short rest requires about 5 minutes. During a short rest, you renew your encounter powers, refresh your Alpha Mutation(s), and regain all your hit points. You can take as many short rests per day as you want.

Extended Rest: An extended rest requires at least 6 hours, and you must rest or sleep during this time. You can take one extended rest per day. At the end of an extended rest, you regain all your hit points, recharge your encounter powers, and refresh your Alpha Mutation(s). You also need to take an extended rest before you can advance to the next level (see "Gaining Levels," page 32).

Resting and Death Saves: When you take a short rest or an extended rest, you reset your number of failed death saves to 0. See "Death Saving Throws," above.

HOW TO READ A POWER

Special talents or abilities in the D&D GAMMA WORLD game are called powers. You gain powers from your mutations, from your Alpha Mutations, and sometimes from the Omega Tech items you find. Powers are described in the following standardized format.

NAME, ORIGIN, AND FLAVOR

The first line of a power description gives the name of the power and where it comes from. Origin powers are divided into levels: Novice, Utility, and Expert.

Flavor text comes after the name line. It gives a brief explanation of what the power does, what it looks or sounds like, and how it works. It's also where the game designers inflict their sense of humor on you.

KEYWORDS

The first keyword indicates whether a power is an at-will or an encounter power. You can use your at-will powers as often as you want. You can use an encounter power once per encounter, and must take a short rest before you can use it again.

Other keywords define the fundamental effects of a power. For example, a power that deals electricity damage has the electricity keyword. Anything resistant or immune to an electricity attack applies its resistance against that power. Common keywords include:

Power Source: Area 52, Bio, Dark, Ishtar, Psi, Xi. The type of mutation or technology producing the effect.

Weapon: If a power has the weapon keyword, you deliver the power by attacking with a weapon. Add the weapon's accuracy bonus to your attack roll.

Damage Type: Acid, cold, electricity, fire, force, laser, necrotic, physical, poison, psychic, radiation, sonic.

Effect Type: Effect keywords include the following:

Healing: Powers that restore hit points.

Teleportation: Powers that transport creatures instantaneously from one location to another.

Zone: A zone is an effect that extends over an area. Zones can't be attacked or affected by other powers. A zone ends if the creature creating it is killed.

ACTION TYPE

The next line of the power description begins with what type of action you have to take to use the power. Most powers require a standard action; some require a move action or a minor action. A few powers use immediate or free actions.

Trigger: Some powers can be used only if a triggering condition occurs, such as "an enemy enters a square adjacent to you" or "an enemy hits you with a melee attack."

ATTACK TYPE AND RANGE

The four attack types are melee, ranged, close, and area.

To determine range, count the square the target is in but not your own square.

MELEE POWERS

A melee power affects a target (or targets) within melee reach (usually in a square adjacent to the attacker). You make a separate attack roll against each target. A power that has the range of "melee 2" or "melee 3" allows you to attack targets up to the specified number of squares away.

RANGED POWERS

A ranged power affects a target (or targets) at a distance. A power that has the range of "ranged weapon" allows you to attack a target within your weapon's range. If you're shooting an assault rifle, that could be up to 15 squares. If you're throwing a dagger, it might be only 10 squares. Some powers instead specify a range, such as "range 10."

CLOSE POWERS

A close power creates an area of effect. Close powers come in blasts and bursts. Usually, you make separate attack rolls against each target in the blast or burst, but you make one damage roll.

Close burst [number]: A close burst targets creatures or objects within a number of squares of you. You're not included in your own burst.

Close blast [number]: A close blast targets creatures or objects in a blast area consisting of a number of squares on each side. For example, a close blast 3 targets an area 3 squares by 3 squares. At least one square in the blast area must be adjacent to you, and can't include your own space.

AREA POWERS

An area power creates an area of effect that can originate in a distant square. Usually, you make separate attack rolls against each target within the area, but you make one damage roll.

Area burst [number] within [number] squares: To use an area burst power, choose a square within the power's range (indicated by the second number) to be the origin square. The power affects targets in that square and within a number of squares of it equal to the first number.

Area wall [number] within [number] squares: Choose a square within the range (the second number) to be the wall's origin square. The first number indicates the number of squares the wall occupies. All of a wall's squares must be within the range given, and the wall's squares must be contiguous.

PERSONAL

These powers affect only you.



TARGET

If a power directly affects one or more creatures or objects, it has a "Target" entry. At the Game Master's discretion, a power that normally targets a creature can also target an object; you can try to set a house on fire using *fiery flare*, but you can't damage it using *psychic assault*.

Figuring out whether you can see and target a particular enemy from where you're standing is important. When you want to target a creature or object, you must determine whether you can see it (line of sight) and affect it (line of effect).

Line of sight: To determine whether you can see a target, pick a corner of your square and trace an imaginary line from that corner to any part of the target's space. You can see the target if you can trace a line that doesn't pass through or touch an object or effect—such as a wall or fog—that blocks your vision. When you make an area attack, you need line of sight to the attack's origin square.

Line of effect: You can target a creature or a square if there's an unblocked path between it and you. If you cannot trace an imaginary line to a target without passing through or touching a solid object, you don't have line of effect to the target. Obscuring terrain doesn't block line of effect. When you make an area attack, you need line of effect to the attack's origin square, and the origin square needs line of effect to the targets.

Creatures or enemies: If a power targets creatures, it affects both your allies and your enemies. If it targets enemies, it doesn't hurt any of your allies. Enemies include anything that isn't your ally, whether it's hostile to you or not.

You aren't your ally: You can't target yourself using a power that targets an ally, unless the power's target is "you or an ally" or "you and an ally."

ATTACK

Most attack powers require you to make an attack roll. The "Attack" entry tells you what kind of attack you make, which defense the attack targets, and any inherent modifier to the attack. (See "Making Attacks," page 18, for more information about attack modifiers.)

For example, an attack that reads "Constitution + your level vs. Fortitude" means that your attack roll is a d20 roll plus your Constitution modifier and your level. In this example, you're trying to equal or exceed your target's Fortitude defense.

HIT OR MISS

Every power that requires an attack roll includes a "Hit" entry that explains what happens if your attack succeeds. When you affect a creature by using a power, the creature knows that you've hit it and knows what conditions you've imposed.

Most powers don't have a "Miss" entry, but some do. A power might do half damage on a miss (as compared to full damage on a hit), or include some other incidental effect that's not as good as the effect of a hit.

[W] or 2[W] damage: You deal damage based on the weapon you're using. A number in front of the [W] indicates that you should roll your weapon damage dice that number of times and add the rolls together. (See "Weapon Details," page 73, for more information about weapon damage.)

Conditions: Many powers impose a condition such as dazed, stunned, weakened, slowed, or knocked prone. (See page 84 for definitions of conditions.) Depending on the power, a condition could last until your next turn, or it might say "(save ends)," which means that it persists until the target rolls a successful saving throw against it. (A creature can attempt a saving throw against each effect it's suffering at the end of its turn.)

Ongoing Damage: Ongoing damage is a fixed amount of damage that a target takes at the start of each of its turns. Ongoing damage could have a particular type (like poison). It's always a "(save ends)" effect.

EFFECT

Many powers produce effects that don't depend on an attack roll or that take place regardless of whether your attack rolls succeeds. The "Effect" entry for a power always happens, even if you miss all the targets.

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ATTACK AND DEFENSE STATISTICS

Your character has a number of vital statistics—hit points, ability scores, defenses, attack bonuses, damage bonuses, and more. Powers often interact with your defenses, your attack bonuses, and your damage bonuses; here's a quick description.

Defenses: Your character has four defense scores: Fortitude, Reflex, Will, and Armor Class. Fortitude describes how resistant you are to attacks affecting your health or physical mass. Reflex measures how well you avoid attacks that can be dodged. Will describes your strength of mind and resistance to mental attacks. Armor Class describes your ability to avoid physical blows through agility or protective gear.

Attack Bonuses: Your attack statistics are bonuses you add to a d20 roll. Every attack in the game is tied to an ability score. For example, the Pyrokinetic origin's *fiery flare* is a Wisdom attack, which means you add your Wisdom modifier to the attack roll.

Damage Bonuses: Most attacks cause damage. The power you use describes the damage you cause with a successful attack. For example, if you hit with *fiery flare*, your attack deals damage equal to 2d8 plus your Wisdom modifier plus twice your level.



Stand Clear
of Moving Platform

Local
3 4

CHAPTER 2:

MAKING CHARACTERS

Your character is your persona or avatar in the D&D GAMMA WORLD game. He or she (or it, since you might be a plant or something) is a combination of the fantastic, super-powered hero or adventurer you imagine in your mind's eye, and the game rules that describe exactly what that character can do and how the character interacts with the world. What mutations does your character possess? Is he or she strong, agile, or brilliant? What sort of person is your character—a calculating mercenary, an overly curious scholar, or perhaps a driven bounty hunter? Are you a tribal sage, eager to explore deeper into the mysteries of the Ancients? A mutated pantheroid, whose silent approach brings death to your enemies? An android stranded in Gamma Terra from some more advanced world, determined to drive back the darkness and ignorance that surrounds you? It's all up to you.

Well . . . not exactly. Now that you have your ideal character fixed firmly in your mind, pick up some dice and start rolling to see what sort of bizarre freak you're ACTUALLY going to play.

Sorry, that's life in Gamma Terra.

Now that you understand how it is, here are the rules for building a character to explore this dangerous world.

CHARACTER MORTALITY

Fusion rifles, mutated predators, irradiated death zones, and berserk battle-robots mean that there's often a high penalty for failure in Gamma Terra. Unlike many other roleplaying games, magical healing or resurrection from death aren't common in the D&D GAMMA WORLD game. If your character is killed, it doesn't mean that you're a bad player or even that you made a stupid decision. (Well . . . maybe not.) Bad luck and dangers you had no fair chance to see coming are part of the game. So, when your favorite mutant is blown to atoms by a warbot with a photon missile, raise a glass of Mountain Dew to his or her memory, and then get to work rolling up your next character. Your new mutant is around the next corner, waiting to join the party of heroes and take up their quest.

OVERVIEW OF CHARACTER CREATION

The D&D GAMMA WORLD game doesn't really have character races or classes like other D&D games. There are hundreds of different intelligent species, and there's really only one character class—adventurer.

Follow these steps to build your own D&D GAMMA WORLD character.

- 1. Roll your character origins (page 34).** A character origin is a package of traits and powers that all go together. A D&D Gamma World character is a combination of two origins. Refer to the Character Origin Table (page 34) and roll a d20 to generate your primary and secondary origins. If your second roll matches your first roll, then your second origin is Engineered Human (page 56).
- 2. Assign ability scores (page 58).** Your ability scores describe your innate capability in six different areas: Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma. Each of your origins indicates its primary ability. You get a score of 18 in the primary ability of your first origin, and a score of 16 in the primary ability of your second origin. If the primary abilities are identical for both origins, then you instead get a 20 for that ability score! For the rest of the unassigned ability scores, roll three six-sided dice (3d6) and record the result for each.
- 3. Determine skills (page 60).** Skills represent the training, lore, and talents your character has gained up to this point in life—for example, Acrobatics, Mechanics, and Stealth. Each of your origins provides one or more bonuses to specific skills, and you also gain a +4 bonus to one random skill you roll.
- 4. Gear up (page 71).** You choose your armor and the sort of weapon you're carrying. You also start with an explorer's kit and some miscellaneous gear.
- 5. Fill in the numbers (page 31).** Calculate your hit points, Armor Class and other defenses, as well as your initiative modifier and your attack, damage, and skill bonuses.
- 6. Add roleplaying character details (page 64).** Imagine details about your character's personality, appearance, beliefs, and backstory. Sure, you might be a mutated bear, but are you a mutated black, brown, polar, or panda bear? Heck, you might be purple. Extreme radiation does weird stuff to bears.
- 7. Draw Alpha Mutation and Omega Tech (page 66–69).** Draw a card from your Alpha Mutation deck (or the Game Master's deck) and a card from your Omega Tech deck (or the Game Master's deck). As a native of Gamma Terra, you have access to powerful and unpredictable mutant abilities, and the dangerous junk of many different worlds surrounds you. You won't keep these cards for long, because you'll find new tech and develop different mutations during the course of your adventures.

WHAT YOU GET AT 1ST LEVEL

- ☞ All of the Level 1 traits from your primary and secondary origins
- ☞ The novice power of each origin
- ☞ Skill bonuses related to your origins
- ☞ One use of an Alpha power per encounter
- ☞ One second wind (page 22) per encounter
- ☞ The ability to make basic attacks using any weapon you wield

As you play, you gain experience and level up. Leveling up improves your attack and defense numbers, unlocks additional powers from your character origins, and grants you other benefits. (See "Gaining Levels," page 32.)

CHARACTER STATISTICS

All characters are built on the same chassis of hit points, defense scores, and attack bonuses. Your statistics describe how tough you are, how resistant you are to different types of attacks, and how well you can attack using the weapons or powers you have. You'll need this information to get your character ready for play. Here's how you determine your key statistics.

CHARACTER STATISTICS

Hit Points at 1st Level: $12 + \text{your Constitution score}$

Bloodied Value: Half your hit point total, rounded down

Hit Points per Level Gained: 5

Fortitude Defense: $10 + \text{your level} + \text{the better of your Strength or Constitution modifiers}$

Reflex Defense: $10 + \text{your level} + \text{the better of your Dexterity or Intelligence modifiers}$

Will Defense: $10 + \text{your level} + \text{the better of your Wisdom or Charisma modifiers}$

Armor Class: $10 + \text{your level} + \text{armor bonus} + \text{shield bonus, if any}$; if you're wearing light armor or no armor, add the better of your Dexterity or Intelligence modifiers

Speed: 6 (plus or minus any modifiers for your origin)

Initiative Modifier: Your Dexterity modifier + your level + other modifiers (such as for origin)

Attack Bonus (Weapon): Best modifier from the weapon's key ability score pair + your level + weapon accuracy bonus

Attack Bonus (Power): The power's key ability modifier + your level + the power's accuracy modifier (or weapon accuracy bonus if the power works with a weapon)

Skill Bonus: The key ability score modifier + your level + all bonuses you have for that skill

GAINING LEVELS

You begin a game as a novice hero, but as you defeat monsters and complete quests, you gain experience, measured by your **experience points** (or **XP**). When you accumulate enough XP, you gain a character **level** and become more dangerous and tougher: Your skill at attack and defense increases, and you might be able to learn new powers from your character origins. Gaining levels is what it's all about.

Once you have enough XP, you must take an extended rest before you can move on to the next level. Refer to the Character Advancement table below for the benefits you gain when you level up.

CHARACTER ADVANCEMENT TABLE

Total XP	Level	Benefit	Alpha Mutations
0	1st	Origin traits, novice power for each origin	1
500	2nd	Critical hit benefit	1
1,000	3rd	Origin utility power	1
2,000	4th	Second Alpha Mutation	2
3,000	5th	Origin expert power	2
4,000	6th	Second critical hit benefit	2
5,000	7th	Second utility power	2
6,500	8th	Third Alpha Mutation	3
8,500	9th	Second expert power	3
10,000	10th	Uber feature	3

LEVEL BONUS

Each time your character level increases, your level bonus improves. Your level bonus measures your overall skill and competence, and it affects almost everything you do—it's part of your defense scores, attack bonuses, initiative modifier, and skill check modifiers. When you level up, be sure to adjust the numbers on your character sheet appropriately.

BENEFITS

As you gain levels, you learn new powers from your character origins. You start with the novice power of each of your origins. At 2nd level, you choose one critical hit benefit from either of your two origins. At 3rd level, you learn the utility power from one of your two origins, and so on.

HIT POINTS

You gain 5 hit points each time you gain a level. Remember to increase your bloodied value to one-half of your new hit point maximum.

ALPHA USES

As a beginning hero, you can have one Alpha Mutation readied and can use its powers and effects once per encounter (unless there is Alpha flux, see page 67). At 4th level, you can have two Alpha Mutations readied and you can use the powers and effects from both of them, once per encounter each. At 8th level, you can have three Alpha Mutations readied and you can use the powers and effects from all three, also once per encounter each.



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UBER FEATURE

At 10th level, you gain your choice of one Uber feature, selected from the following list:

- ☞ Choose one of your origin expert powers. You can use that power one additional time each encounter.
- ☞ At the end of each encounter, you can automatically succeed on one Omega Charge check.
- ☞ At the end of each encounter, you can choose one of your readied Alpha Mutation cards. You don't discard that card, and it remains readied for your next encounter.

CHARACTER ORIGINS

Gamma Terra is made up of the debris of multiple fractured realities, all competing to occupy the same time-space. You're a native of this altered world, and a lucky one: You have powers and abilities bequeathed upon you by mutations, reality transpositions, and adaptation to the world left over from the initial time-space disaster. These special gifts are described by your **character origin**. Each Gamma World character begins play with two character origins.

A character origin is a mutation, a body form, or a talent tree. Each origin has its own ladder of powers and traits, and describes what kind of character you are.

DETERMINING YOUR CHARACTER ORIGINS

To determine your two character origins, roll two d20s and consult the table below for each result. Your first roll determines your primary origin, and your second roll determines your secondary origin. If your second roll is the same as the first, then your second origin is Engineered Human (page 56).

CHARACTER ORIGIN TABLE

Roll	Origin	Roll	Origin	Roll	Origin
1	Android	8	Gravity Controller	15	Radioactive
2	Cockroach	9	Hawkoid	16	Rat Swarm
3	Doppelganger	10	Hypercognitive	17	Seismic
4	Electrokinetic	11	Mind Breaker	18	Speedster
5	Empath	12	Mind Coercer	19	Telekinetic
6	Felinoid	13	Plant	20	Yeti
7	Giant	14	Pyrokinetic		

USING CHARACTER ORIGINS

Character origins provide traits, powers, and basic character appearance.

Traits: Mutant type identifies the primary ability score for the origin and the origin's power source.

You gain a +2 bonus to overcharge rolls on Alpha powers that have the same power source as your primary origin. Each origin also shows the abilities you gain that are specific to your origin. You gain the traits from both of your origins. If two traits can't be reconciled, you get only the trait of your primary origin.

Critical: Your origin also determines the special effect or bonus damage you gain when you score a critical hit. When you reach 2nd level, you get the critical benefit of one of your origins (your choice). At 6th level, you gain the critical benefit of your other origin, and both benefits apply when you score a critical hit.

Powers: You gain the powers of both origins as indicated on the Character Advancement table. At 1st level, you have the novice power for each of your origins.

Appearance: Your basic species and body form is determined or influenced by your origins. Your character "race" falls into one of five broad categories.

Mutated Animal: If your origins strongly suggest animal ancestry, you're a mutated animal. For example, felinoids are basically great cats mutated to humanlike intelligence, who have functional hands, upright stances, and the ability to speak.

Artificial: If your origins are Android, you're a robot, an android, or a cyborg.

Plant: If one of your origins is Plant, you're a mutated plant who has the ability to move, think, speak, use equipment, and so on.

Humanoid: If your origins don't suggest any animal, android, or plant origin, but you're not human, you're considered a humanoid. For example, you might be Giant or Seismic, and it is obvious that you aren't entirely human. You could also be green-skinned, or scaly, or have small antennae, or possess some other minor cosmetic difference that sets you apart from true humans.

Human: If you're an Engineered Human who has an origin that doesn't imply a drastic alteration of your body form, you can call yourself human. Ancient robots and AIs often react more favorably to humans than to other characters.

RECONCILING CONTRARY ORIGINS

So what happens when you roll two origins that don't seem to go together, such as Android and Yeti, or Cockroach and Hawkoid? This might seem like a challenge, but thinking up possible explanations for why two contrary origins work together is a great chance to exercise your imagination. For example, you might combine Android and Yeti and come up with "robot bear." Maybe all the polar bears drowned, so someone decided to make robotic replacements. Or maybe you're a cyborg bear and you have had part of your body replaced by machine parts.

Here are a few examples of potential hooks for connecting two unlikely origins together.

Seismic and Hawkoid: You're rocky, and you fly. You're a gargoyle!

Giant and Cockroach: You're big and insectlike. You might be a giant beetleoid.

Rat Swarm and Felinoid: You're a swarm of small creatures, and you're feline in nature. Either you're a pack of kittens, or you're a swarm of rats that climbs and clings together in a panther-shaped collection of individuals.

Android and Plant: Oooh, a toughie. Maybe you're a robot deliberately designed to have vegetative camouflage. Or maybe you're a robot constructed from some sort of bizarre biotechnology. You might even hail from a really remote worldline where psionic masters animate golemlike servants made of plant materials.

ROLLING OR CHOOSING ORIGINS?

We think the game is the most fun when you roll your two origins randomly and live with the results. If that's too random for you, try it this way: Roll one origin, and then choose another origin that you think complements it (or choose one first and then roll the second). If you really want to play something specific, ask your Game Master if you can pick your origins. But you're a big chicken.

ANDROID

YOU WERE MADE, NOT BORN.

Simulation of a living creature is implicit in your shape, though sometimes you forget to boot up your “pretend to breathe” subroutine. But are you a living being who has machine parts, or a machine who has living parts?

Appearance: Your metallic body parts draw attention before people notice one of your eyes is a flickering LED.



ANDROID TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

Built to Last (Level 1): Gain a +2 bonus to Fortitude.

Machine Powered (Level 1): You do not need to eat, drink, or breathe.

Android Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage to you until the end of the encounter.

ANDROID POWERS

MACHINE GRIP

ANDROID NOVICE

When you get a hand on an enemy, your grip tightens like a steel-jawed vise.

At-Will ☠ Dark, Physical

Standard Action Melee 1

Target: One creature

Attack: Intelligence + your level vs. Reflex

Hit: 1d10 + Intelligence modifier + twice your level physical damage, and the target is immobilized until the start of your next turn. If you move to a square that isn't adjacent to the target, the immobilization ends.

BE MY BATTERY

ANDROID UTILITY

You transform energy attacks into reserve energy you use to protect and repair yourself.

Encounter ☠ Dark

Immediate Interrupt Personal

Trigger: You take electricity, fire, laser, or radiation damage

Effect: You gain immunity to the triggering damage type until the start of your next turn. You also gain temporary hit points equal to 10 + your Intelligence modifier.

DARK ENERGY MELTDOWN

ANDROID EXPERT

You've learned to harness the radioactive leakage from your power plant containment vessel to harm your foes.

Encounter ☠ Dark, Radiation

Standard Action Close burst 2

Target: Each creature in burst

Attack: Intelligence + your level vs. Fortitude

Hit: 2d10 + Intelligence modifier + your level radiation damage.

Effect: The target is slowed until the start of your next turn.

COCKROACH

YOU'RE A MUTATED, SENTIENT BUG.

You're living proof that your kind can survive nuclear war. You collect stuff that smells good to you but that everyone else calls garbage. Some of that trash gives you valuable experience in salvaging Ancient machinery.

Appearance: You're a huge cockroach! From a distance, your exoskeleton looks like a long coat. You've also got antennae, bug eyes, and spindly limbs.

COCKROACH TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Scurry and Skitter (Level 1): Gain a +2 bonus to Reflex.

Bug Legs (Level 1): You can climb your speed. You can even climb upside down across horizontal surfaces. You can't attack while climbing.

Cockroach Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you gain a +4 bonus to AC until the end of your next turn.

COCKROACH POWERS

EAU DE ROACH

COCKROACH NOVICE

You spit at your foe. The spit is a combination of excrement, scent gland fluid, regurgitated food, and stomach acid. Yep, it's nasty, and it burns your foe and forces it away from you.

At-Will ☼ Acid, Bio

Standard Action

Melee 1

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d8 + Constitution modifier + twice your level acid damage, and you push the target 1 square.

HARD TO KILL

COCKROACH UTILITY

When others count you out, your roach exoskeleton gives you a second chance.

Encounter ☼ Bio, Healing

Immediate Interrupt

Personal

Trigger: You drop to 0 hit points

Effect: You regain hit points equal to 10 + your level.

OPPORTUNISTIC MEAL

COCKROACH EXPERT

You never know when your next meal might be.

Encounter ☼ Acid, Bio

Free Action

Melee 1

Trigger: You end your turn adjacent to a prone creature

Target: The triggering creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d12 + Constitution modifier + twice your level acid damage.

Miss: Half damage.

DOPPELGANGER

YOU HARNESS THE SHATTERED TIME LINES TO DUPLICATE YOURSELF IN COMBAT.

Your duplicates aren't just for fighting; they also comfort you when you need an understanding shoulder to lean on.

Appearance: You have a distinctive dark gray or midnight blue skin hue. You sometimes leave afterimages or echoes of yourself as you move.

DOPPELGANGER TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Conspiracy checks.

Not Really There (Level 1): Gain a +2 bonus to Reflex.

Two Possibilities (Level 1): Whenever you draw an Alpha Mutation card, draw two cards from the same deck and choose which one to keep. Put the other on the bottom of the deck.

Doppelganger Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can use *double trouble* as a free action.

DOPPELGANGER POWERS

DOUBLE TROUBLE

DOPPELGANGER NOVICE

You create a duplicate of yourself for a short time.

At-Will ☹ Dark

Standard Action

Personal

Effect: You create a duplicate of yourself in an unoccupied square within 5 squares of you. The duplicate acts in the initiative order directly after you and can take all the actions that you can take, except that it can't use doppelganger powers, Alpha Mutations, or Omega Tech. Its statistics are the same as yours, except that it has only 1 hit point. Your duplicate disappears when it drops to 0 hit points or at the end of your next turn.

TWO PLACES AT ONCE

DOPPELGANGER UTILITY

You're literally in two places at once.

Encounter ☹ Dark, Teleportation

Minor Action

Personal

Effect: Choose an unoccupied square within 5 squares of you. You simultaneously occupy that square and your current square. Before the start of your next turn, you can teleport to the chosen square as a free action.

MULTIPLICITY

DOPPELGANGER EXPERT

You surround yourself with a crowd of duplicates, who lash out at and hinder nearby enemies.

Encounter ☹ Dark, Physical

Standard Action

Close burst 3

Target: Each enemy in burst

Attack: Intelligence + your level vs. AC

Hit: 2d10 + Intelligence modifier + your level physical damage.

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies. While within the zone, you and your allies gain cover from attacks.

ELECTROKINETIC

YOU'RE A LIVING BATTERY, CAPABLE OF GENERATING IMMENSE VOLTAGES OF ELECTRICITY.

You like to tell folks that when you were a wee mutant, your mama left you out in the rain and you were struck by lightning. Maybe that's the truth, or maybe you like the strange looks your story inevitably gets.

Appearance: You give off a slightly metallic odor. Harmless sparks jump from you to nearby metal objects. Ancient devices sometimes come to life when you're nearby, only to power down again once you leave.

ELECTROKINETIC TRAITS

Mutant Type: Wisdom; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Lightning Reflexes (Level 1): Gain a +2 bonus to Reflex.

Natural Battery (Level 1): Gain resist 10 electricity.

Electrokinetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and one ally within 5 squares of the target gains 10 temporary hit points.

ELECTROKINETIC POWERS

ELECTRIC BOOGALOO

You zap your enemy with an arc of electricity, making your foe jerk and dance around like a spaz.

At-Will ☹ Dark, Electricity

Standard Action Melee 1

Target: One creature

Attack: Wisdom + your level vs. Fortitude

Hit: 1d10 + Wisdom modifier + twice your level electricity damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

STAND CLEAR!

You jolt an ally out of whatever funk he's in.

Encounter ☹ Dark, Electricity, Healing

Standard Action Melee 1

Target: One ally

Effect: Choose one of the following options: The target regains hit points equal your Wisdom modifier + your level, or the target makes a saving throw with a bonus equal to your Wisdom modifier.

LIGHTNING BOLT

You uncork a spectacular lightning bolt that fries a foe or supercharges an ally.

Encounter ☹ Dark, Electricity

Standard Action Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 3d8 + Wisdom modifier + twice your level electricity damage.

Miss: The ally nearest to the target gains temporary hit points equal to 3d8 + your Wisdom modifier.

ELECTROKINETIC NOVICE

ELECTROKINETIC UTILITY

ELECTROKINETIC EXPERT

EMPATH

YOU MANIPULATE EMOTIONS AND LIFE ENERGY THE WAY AN ARTIST USES PAINT.

Your touchy-feely powers let you heal your allies or harm or pacify your foes. You also usually know who's having a bad day.

Appearance: You unconsciously mimic the emotional state of creatures around you. If your friends panic, you echo their terror. When you're with a weepy drunk, you inevitably end up crying into your beer, too.

EMPATH TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Insight checks.

Pacifying Aura (Level 1): You and each ally adjacent to you never grant combat advantage.

Vital Presence (Level 1): Allies adjacent to you gain a +5 bonus to death saving throws.

Empath Critical (Level 2 or 6): When you score a critical hit, one ally within 5 squares of the target regains hit points equal to twice your level.

EMPATH POWERS

VITALITY TRANSFER

EMPATH NOVICE

First, do no harm—not to anyone you like, anyway.

Encounter ☯ Psi

Standard Action Ranged 3

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: The target is weakened until the end of your next turn. In addition, you or one ally within 5 squares of you gains temporary hit points equal to your Charisma modifier.

SHARE STRENGTH

EMPATH UTILITY

You link the life forces of two allies together, allowing one to use his or her vitality to heal the other.

Encounter ☯ Healing, Psi, Psychic

Standard Action Close burst 5

Target: You and one ally in burst, or two allies in burst

Effect: One target of your choice takes 10 psychic damage, and the other target regains 10 hit points and makes a saving throw.

ZONE OF PACIFICATION

EMPATH EXPERT

You render the creatures around you incapable of fighting.

Encounter ☯ Psi, Zone

Standard Action Close burst 2

Target: Each creature in burst

Attack: Charisma + your level vs. Will

Hit: The target is immobilized (save ends).

Effect: The burst creates a zone that lasts until the end of your next turn. Creatures within the zone can't attack.

FELINOID

YOU ARE DESCENDED FROM THE GREAT CATS OF ANCIENT TIMES.

Appearance: Your furry pelt bears the markings of tiger stripes, leopard spots, or something more fantastic. You might have whiskers, a tail, and large pointed ears. Most importantly, you've got cat-class and you've got cat-style.

FELINOID TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Catlike Reflexes (Level 1): Gain a +2 bonus to Reflex.

Feline Speed (Level 1): You gain a +1 bonus to speed while wearing light armor or no armor.

Catfall (Level 1): You take no damage from falls of 50 feet or less, and you always land on your feet when you fall.

Felinoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can shift 3 squares as a free action.



Rick Hershey 10

FELINOID POWERS

SLASHING CLAWS

FELINOID NOVICE

You rake at your foe's face with a lightning-fast flurry of razor-sharp claws.

At-Will ☼ Bio, Physical

Standard Action **Melee 1**

Target: One creature

Attack: Dexterity + your level vs. Reflex. Make the attack two times.

Hit (one attack): 1d6 + Dexterity modifier + twice your level physical damage.

Hit (both attacks): 2d6 + Dexterity modifier + twice your level physical damage, and the target is blinded until the start of your next turn.

POUNCE

FELINOID UTILITY

Your springy muscles let you leap a long distance.

Encounter ☼ Bio

Move Action **Personal**

Effect: You jump a number of squares equal to your speed, either vertically or horizontally.

KILLING BITE

FELINOID EXPERT

You bound upon your enemy and knock it to the ground, then you lock your jaws around it.

Encounter ☼ Bio, Physical

Standard Action **Melee 1**

Target: One creature

Attack: Dexterity + your level vs. Reflex

Hit: 3d10 + Dexterity modifier + twice your level physical damage.

Effect: The target falls prone. If it stands up before the end of your next turn while you are adjacent to it, it takes 10 physical damage.

Special: When charging, you can use this power in place of a melee basic attack.

GIANT

YOU'RE FREAKISHLY BIG, LIKE ANDRE THE GIANT BIG—WE'RE TALKING 7 OR 8 FEET TALL AND 400 TO 500 POUNDS.

You've hit your head on low ceilings more times than you can count, but you've learned to deal with it . . . by unleashing a screaming fit of giant rage on all the poor fools unlucky enough to be nearby.

Appearance: You tower over your friends and foes, and your shadow stretches large. Have we mentioned that you're freakishly big?

GIANT TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Just Tough (Level 1): Gain a +2 bonus to Fortitude.

Encumbered Speed (Level 1): You move your speed, even while wearing heavy armor or carrying a heavy load.

Giant Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you push the target 3 squares.

GIANT POWERS

BRICKBAT

GIANT NOVICE

You spin in a circle with your weapon, knocking down a wide swath of foes.

Encounter ☉ Bio, Physical, Weapon

Standard Action Close burst 1

Requirement: You must be wielding a melee weapon.

Target: Each enemy in burst you can see

Attack: Strength + your level + weapon accuracy vs. AC

Hit: 1[W] + Strength modifier physical damage, and you knock the target prone.

FOCUSED STRENGTH

GIANT UTILITY

You flex your large muscles, bringing every ounce of strength to bear.

Encounter ☉ Bio

Minor Action Personal

Effect: You gain a +5 power bonus to damage rolls with melee attacks until the start of your next turn.

HURL FOE

GIANT EXPERT

You pick up your foe and toss it like a small toy.

Encounter ☉ Bio, Physical

Standard Action Melee 1

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 2d12 + Strength modifier + twice your level physical damage, and you slide the target 5 squares.

Effect: The target falls prone.

GRAVITY CONTROLLER

YOU DIRECT ONE OF THE FUNDAMENTAL FORCES OF THE UNIVERSE.

You see the world as cascading waves of influence unified by the particles Professor Rat called gravitons. You gather and shape these gravitons into shields, weapons, and wonderful structures of attraction.

Appearance: You are dense and compact; not short or fat, just solid. When you use your gravity control powers, your skin sparks with purple-black radiance.

GRAVITY CONTROLLER TRAITS

Mutant Type: Constitution; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

It Fell Sideways! (Level 1): Gain a +2 bonus to Reflex.

Gravity by Choice (Level 1): You take no damage from falling.

Gravity Controller Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and one creature within 2 squares of the target is immobilized until the end of your next turn.

GRAVITY CONTROLLER POWERS

GRAVITATIONAL PULSE

GRAVITY NOVICE

You unleash a flood of gravitons that swarm your foe, dragging down its every step.

At-Will ☉ Dark, Physical

Standard Action Ranged 10

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 1d10 + Constitution modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

SIDWAYS GRAVITY

GRAVITY UTILITY

An enemy moves next to you, and you send it away in a flash of quantum radiance.

Encounter ☉ Dark

Immediate Reaction Personal

Trigger: An enemy enters a square adjacent to you

Target: The triggering enemy

Effect: You slide the target 6 squares.

SINGULARITY

GRAVITY EXPERT

You focus on a point and create a small black hole that sucks people toward it.

Encounter ☉ Dark, Physical

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Constitution + your level vs. Fortitude

Hit: 2d8 + Constitution modifier + your level physical damage.

Effect: You pull the target 2 squares toward the burst's origin square, and the target falls prone.

HAWKOID

YOU ARE A MUTATED BIRD OF PREY.

Your taloned feet have fully opposable "thumbs" and work as well as hands when you're in the air. When you're on the ground, you can handle objects using handlike claws at the wrist joints of your wings.

Appearance: You have a large hooked beak, brown plumage, and tough, scaly skin on your talons and wing-claws. You have a wingspan of nearly 15 feet.



HAWKOID TRAITS

Mutant Type: Wisdom; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Perception checks.

Flight (Level 1): You have a fly speed equal to your speed (see "Speed" on page 104 for rules on flying). While flying, you take a -2 penalty to attack rolls.

Hawkoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can fly your speed as a free action.

HAWKOID POWERS

TERRIFYING SHRIEK

HAWKOID NOVICE

You make piercing shriek that sends nearby creatures reeling in terror.

Encounter ☉ Bio, Psychic

Standard Action Close burst 2

Target: Each creature in burst

Attack: Wisdom + your level vs. Will

Hit: 1d6 + Wisdom modifier + your level psychic damage, and you slide the target 1 square.

FLAP AWAY

HAWKOID UTILITY

With a flap of your wings, you quickly move away from a foe.

Encounter ☉ Bio

Immediate Reaction Personal

Trigger: An enemy enters a square adjacent to you

Effect: You fly 2 squares without provoking opportunity attacks. If you don't land at the end of this movement, you fall.

POWER DIVE

HAWKOID EXPERT

You leap into the air and then plummet into your foe in a devastating attack.

Encounter ☉ Bio, Physical

Standard Action Melee 1

Target: One creature

Effect: Before making this attack, you can fly your speed.

Attack: Wisdom + your level vs. AC

Hit: 3d10 + Wisdom modifier + twice your level physical damage, and you knock the target prone.

Miss: Half damage.

HYPERCOGNITIVE

YOU SEE THE FUTURE BEFORE IT HAPPENS.

Your mind processes information at an incredible rate, glimpsing possible outcomes from adjacent realities. You mentally calculate the movement of enemies and the trajectories of weapons, and you never lose track of nearby foes. You also always know where the magician has hidden the rabbit.

Appearance: You have an unsettling calmness and economy of motion. You assess your surroundings with a single glance.

HYPERCOGNITIVE TRAITS

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): You gain a +4 bonus to Insight checks.

Forseen Consequences (Level 1): Gain a +2 bonus to Reflex.

Unsurprising (Level 1): Gain a +8 bonus to initiative checks.

Hypercognitive Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you or an ally within 5 squares of you gains a +2 bonus to all defenses until the end of your next turn.

HYPERCOGNITIVE POWERS

UNCANNY STRIKE

HYPERCOGNITIVE NOVICE

With a glance, you assess your foe's weaknesses and strike to enhance that disadvantage.

Encounter ☉ Psi, Physical, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target grants combat advantage until the end of your next turn.

SAW IT COMING

HYPERCOGNITIVE UTILITY

You anticipate your enemy's attack and respond accordingly.

Encounter ☉ Psi

Immediate Interrupt Personal

Trigger: An enemy hits you

Effect: The triggering enemy rerolls the attack and must use the new result.

EXPLOIT WEAKNESS

HYPERCOGNITIVE EXPERT

You perceive a weakness in your foe's defenses and show your allies how to exploit it.

Encounter ☉ Psi, Physical, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy +2 vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target gains vulnerable 5 to all damage until the start of your next turn.

MIND BREAKER

SEETHING ANGER COILS INSIDE YOUR HEAD LIKE A SNAKE, UNTIL YOU RELEASE IT UPON AN ENEMY.

You rarely speak (relying on telepathy); when you do, it's because you have a really important point to make. After all, why waste words on lesser beings?

Appearance: Your head is bigger than normal, and you have a tendency toward baldness.

MIND BREAKER TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Unbreakable Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

Mind Breaker Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes ongoing 5 psychic damage (save ends).

MIND BREAKER POWERS

PSYCHIC ASSAULT

MIND BREAKER NOVICE

You project a bolt of mental energy that slams into your foe's psyche like a sucker punch.

At-Will ☉ Psi, Psychic

Standard Action

Ranged 20

Target: One creature

Attack: Charisma + your level vs. Will

Hit: 1d10 + Charisma modifier + twice your level psychic damage.

PSYCHIC SHIELD

MIND BREAKER UTILITY

You surround yourself with a wall of pure fury that makes your enemies want not to attack you.

Encounter ☉ Psi, Psychic

Minor Action

Personal

Effect: Until the end of your next turn, you gain a +3 power bonus to all defenses.

MIND BREAK

MIND BREAKER EXPERT

You unleash a mental onslaught upon your enemy, boring a psychic hole into its mind.

Encounter ☉ Psi, Psychic

Standard Action

Ranged 10

Target: One creature

Attack: Charisma + your level vs. Will

Hit: 3d10 + Charisma modifier + twice your level psychic damage.

Effect: The target gains vulnerable 5 psychic until the end of your next turn.

MIND COERCER

YOU SUBTLY MANIPULATE THE MINDS OF OTHERS.

With a little tug on their brain circuits, the mentally susceptible (which is pretty much everyone) become yours to control. You are very agreeable and polite, especially to your enemies. And why not? If you don't like their decisions, you can change their minds for them.

Appearance: Enlarged, dilated blood vessels in your eyes give them a red cast, which becomes more intense when you use your powers.

MIND COERCER TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Labyrinthine Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

Mind Coercer Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you slide the target 3 squares.

MIND COERCER POWERS

MENTAL PUSH

MIND COERCER NOVICE

You give your foe a mental push. Before it knows what's happening, it attacks its ally.

At-Will ☹ Psi, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma + your level vs. Will

Hit: Charisma modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice.

NOTHING TO SEE HERE

MIND COERCER UTILITY

You convince your foes that you're not important enough to worry about.

Encounter ☹ Psi

Minor Action Personal

Effect: You become invisible to all enemies until the end of your next turn or until you attack.

YOUR THOUGHTS ARE MY THOUGHTS

MIND COERCER EXPERT

You're a puppet master and you make your foe dance like a puppet. Dance!

Encounter ☹ Psi, Psychic

Standard Action Ranged 10

Target: One creature

Effect: Charisma modifier psychic damage, and you slide the target a number of squares equal to its speed. The target then makes a basic attack against a creature of your choice, with a +4 power bonus to the attack roll and the damage roll.

PLANT

YOU ARE A SENTIENT, MOBILE PLANT.

You are detached and rational. But you also possess curiosity and a desire to amass power, making you a natural explorer of Gamma Terra.

Appearance: You might have long, tough vines for limbs, a tangle of woody stems for your trunk, and a bulblike brain hidden in the middle of your body.

PLANT TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Hardened Bark (Level 1): Gain a +2 bonus to Fortitude.

Vulnerable to Fire (Level 1): Whenever you take fire damage, you take 5 extra fire damage.

Plant Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the start of your next turn.

PLANT POWERS

LASHING CREEPERS

PLANT NOVICE

You flail at nearby foes with thorn-covered limbs.

Encounter ☹ Bio, Physical

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Constitution + your level vs. Reflex

Hit: 1d6 + Constitution modifier + your level physical damage, and the target is slowed until the end of your next turn.

INSTANT GROVE

PLANT UTILITY

You cause a small thicket of plants to sprout from the ground around you, slowing your enemies.

Encounter ☹ Bio, Zone

Move Action Close burst 3

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies. While the zone lasts, you're immobilized and immune to forced movement, you have cover from all attacks, and your melee attack range increases by 2.

INSIDIOUS POLLEN

PLANT EXPERT

You grow a small, flowering bloom and puff hallucinogenic pollen into an enemy's face.

Encounter ☹ Bio, Poison

Standard Action Melee 2

Target: One creature

Attack: Constitution + your level vs. Will

Hit: 1d8 + Constitution modifier + twice your level poison damage, and you dominate the target until the end of your next turn.

Miss: The target takes a -5 penalty to attack rolls against you until the end of your next turn.

PYROKINETIC

YOU LIKE TO START FIRES.

Fire is your weapon, your armor, and when you shape tiny, temporary flame sculptures, your friend. Your next conflagration is never far from your thoughts, but you try to restrict your bonfires of vanity. Most people seem inclined to do what you ask, even before you threaten to burn down their town.

Appearance: Your hair is flame, your touch can ignite a blaze, and your breath is an all-consuming inferno. Where you walk, you leave fine ash and sooty footprints behind.

PYROKINETIC TRAITS

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Fire Resistance (Level 1): Gain resist 10 fire.

Fiery Aura (Level 1): Whenever a creature ends its turn adjacent to you, it takes 5 fire damage.

Pyrokinetic Critical (Level 2 or 6): When you score a critical hit, the target gains ongoing 10 fire damage (save ends).

PYROKINETIC POWERS

FIERY FLARE

PYROKINETIC NOVICE

You fan the flames of your fiery aura.

At-Will ☼ Fire, Psi

Standard Action Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 2d8 + Wisdom modifier + twice your level fire damage.

BLAZING ROCKET

PYROKINETIC UTILITY

You propel yourself into the air on a pillar of fire.

Encounter ☼ Psi

Minor Action Personal

Effect: You gain a fly speed of 10 until the end of your next turn. If you don't land before this effect ends, you fall.

FLAMING BREATH

PYROKINETIC EXPERT

You breathe out, unleashing a tide of flame.

Encounter ☼ Fire, Psi

Standard Action Close blast 5

Target: Each creature in blast

Attack: Wisdom + your level vs. Reflex

Hit: 2d10 + Wisdom modifier + your level fire damage.

Miss: Half damage.



RADIOACTIVE

YOU CHANNEL THE DESTRUCTIVE FORCES THAT CREATED GAMMA TERRA.

You like to live dangerously. You figure if radiation can't kill you, everything else should be survivable, too.

Appearance: You give off a faint glow, usually red, which intensifies when you use your radioactive powers.

RADIOACTIVE TRAITS

Mutant Type: Constitution; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

You've had Worse (Level 1): Gain a +2 bonus to Fortitude.

Gamma Tolerance (Level 1): Gain resist 15 radiation.

Radioactive Critical (Level 2 or 6): When you score a critical hit, the target is weakened until the end of your next turn.



RADIOACTIVE POWERS

RADIATION EYES

Your eyes glow cherry red as you loose a jagged bolt of ionizing radiation at your foe.

At-Will ☼ Dark, Radiation

Standard Action Ranged 5

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 1d10 + Constitution modifier + twice your level radiation damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

RADIOACTIVE NOVICE

HAWKING PORTAL

You bore tunnels through space with a pulse of invigorating radiation.

Encounter ☼ Dark, Radiation, Teleportation

Move Action Close burst 10

Target: You and one or two allies in burst

Effect: Each target teleports to any other square in the burst, then regains hit points equal to 5 plus your level.

RADIOACTIVE UTILITY

GAMMA ERUPTION

You release a narrow beam of intense radiation at your foe.

Encounter ☼ Dark, Radiation

Standard Action Ranged 5

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d10 + Constitution modifier + twice your level radiation damage.

Effect: The target is weakened until the end of your next turn.

RADIOACTIVE EXPERT

RAT SWARM

YOU'RE A CONSCIOUSNESS DISTRIBUTED ACROSS A SWARM OF SQUEAKING VERMIN.

The actual nature of your swarm is based on your other origin. For instance, if your other origin is cockroach, hawkoid, or android, you might be a swarm of roaches, a swarm of bats, or a swarm of tiny, whirring robotic toys.

Appearance: Your body is composed of hundreds of small beings that swarm in a single square, though you usually cluster into a shape suitable for wearing clothing and wielding equipment and weapons using your many tiny hands.

RAT SWARM TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Swarm Defense (Level 1): Gain resist 5 to all damage against melee and ranged attacks, and vulnerable 5 to damage from area and close attacks.

Crawling Mass (Level 1): You can't be knocked prone.

Rat Swarm Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

RAT SWARM POWERS

SWARM!

RAT SWARM NOVICE

You swarm across your foe, biting it dozens of times as you tangle its limbs.

Encounter ☼ Bio, Physical

Standard Action **Melee 1**

Target: One creature

Attack: Dexterity + your level vs. Reflex

Hit: 1d8 + Dexterity modifier + twice your level physical damage, and the target is immobilized until the end of your next turn.

COVER MORE GROUND

RAT SWARM UTILITY

You disperse across the ground and quickly reform in a tactically advantageous spot.

Encounter ☼ Bio

Move Action **Personal**

Effect: You shift a number of squares equal to your Dexterity modifier.

DEATH BY A THOUSAND BITES

RAT SWARM EXPERT

You swarm around your foe, delivering a multitude of tiny bites that all result in bleeding wounds.

Encounter ☼ Bio, Physical

Standard Action **Melee 1**

Target: One creature

Attack: Dexterity + your level vs. Fortitude

Hit: 2d10 + your Dexterity modifier physical damage.

Effect: At the start of your next turn, the target takes physical damage equal to three times your level.

SEISMIC

YOU'RE A CREATURE OF EARTH AND STONE.



You're the strong-but-slow, bulky, gravelly voiced type who's in touch with the land—literally. You can knock foes to the ground with a single stomp, or meld yourself with the ground to become nearly unmovable.

Appearance: Your skin is composed of a tough, organic rubble several inches thick that has a brown, orange, or dull red coloration.

SEISMIC TRAITS

Mutant Type: Strength; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Armored Skin (Level 1): Gain resist 5 physical.

Ponderous (Level 1): Take a -1 penalty to speed.

Seismic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you knock the target and each enemy adjacent to the target prone.

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SEISMIC POWERS

SEISMIC STOMP

SEISMIC NOVICE

You stomp on the ground, sending a shock wave of energy into foes around you.

At-Will ☼ Dark, Sonic

Standard Action Close burst 1

Target: Each creature in burst

Attack: Strength + your level vs. Fortitude

Hit: 1d6 + Strength modifier + your level sonic damage, and you knock the target prone.

GROUND ANCHOR

SEISMIC UTILITY

You merge with the ground to keep from being knocked over or moved against your will.

Encounter ☼ Dark

Immediate Interrupt Personal

Trigger: You are hit by an attack that pulls you, pushes you, slides you, or knocks you prone

Effect: You aren't pulled, pushed, slid, or knocked prone by the attack.

CLOBBERIN' TIME

SEISMIC EXPERT

You clench a huge, rocky fist and punch the punk's lights out.

Encounter ☼ Dark, Physical

Standard Action Melee 1

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 2d10 + Strength modifier + twice your level physical damage, and you push the target 3 squares.

Effect: The target falls prone.

RICK HERSHEY

SPEEDSTER

EVERYONE MOVES LIKE MOLASSES COMPARED TO YOU.

You can race to the corner and back in the blink of an eye, move faster than a charging rifle hound, and read the *Elysian Fusion Rifle Troubleshooting Guide* in one sitting. You speak quickly and your mind constantly flits from one topic to the next. Your friends describe you as "fidgety."

Appearance: You are long-limbed and slim, and you're always hungry due to your heightened metabolism.

SPEEDSTER TRAITS

Mutant Type: Dexterity; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Acrobatics checks.

Just a Blur (Level 1): Gain a +2 bonus to Reflex.

Blinding Speed (Level 1): Gain a +2 bonus to speed while wearing light armor or no armor.

Speedster Critical (Level 2 or 6): When you score a critical hit, you can make a basic attack as a free action.

SPEEDSTER POWERS

QUICK ATTACK

SPEEDSTER NOVICE

You move and strike and move before your foe even knows it's being attacked.

Encounter ☹ **Psi, Physical, Weapon**

Standard Action **Melee or Ranged weapon**

Target: One creature

Effect: You can shift 2 squares before the attack.

Attack: Dexterity + your level + weapon accuracy vs. AC

Hit: 1[W] + Dexterity modifier + your level physical damage, and you shift 2 squares.

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WHIZZER

SPEEDSTER UTILITY

You become a blur as you race across the ground.

Encounter ☹ **Psi**

Minor Action **Personal**

Effect: You shift your speed.

SWIFT PUMMEL

SPEEDSTER EXPERT

You attack so quickly that your foe can't tell where one strike leaves off and the next begins.

Encounter ☹ **Psi, Physical, Weapon**

Standard Action **Melee 1**

Target: One creature

Attack: Dexterity + your level + weapon accuracy +2 vs. AC. Make the attack 4 times.

Hit: 1[W] physical damage.

TELEKINETIC

YOU USE THE POWER OF YOUR MIND TO RESHAPE THE WORLD AROUND YOU.

You can seize objects, deflect attacks, and even strike mighty blows by directing your attention toward a target.

Appearance: You can hide your talent, but there are always telltale signs. Small objects near you sometimes levitate, furniture rattles, and doors open.

TELEKINETIC TRAITS

Mutant Type: Intelligence; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Telekinetic Shield (Level 1): While you're conscious, you gain a +2 bonus to AC and Reflex.

Telekinetic Reach (Level 1): You can manipulate unattended objects up to 5 squares away from you as if you were using them yourself. For example, you can open a door as a minor action or swing a club as a standard action. You take a -2 penalty to attack rolls of attacks you make using this trait.

Telekinetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you slide one creature within 5 squares of you 2 squares.

TELEKINETIC POWERS

TELEKINETIC WAVE

TELEKINESIS NOVICE

You overwhelm your foes with a surge of telekinetic energy.

At-Will ☹ **Force, Psi**

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence + your level vs. Fortitude

Hit: 1d6 + Intelligence modifier + your level force damage, and you push the target 3 squares.

CHESS PIECES

TELEKINESIS UTILITY

You move your allies out of harm's way . . . or into it.

Encounter ☹ **Psi**

Minor Action Close burst 5

Target: Each ally in burst

Effect: You slide the target 3 squares to another square in the burst.

TELEKINETIC CLUTCH

TELEKINESIS EXPERT

You seize an enemy in a telekinetic grasp and slowly crush it.

Encounter ☹ **Force, Psi**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence + your level vs. Fortitude

Hit: 1d10 + Intelligence modifier + twice your level force damage, and the target is immobilized and takes ongoing 10 force damage (save ends both).

Miss: Half damage, and the target is slowed (save ends).

YETI

YOU ARE BIGFOOT.

You hate it when folks assume that you're a savage beast—just because you have thick fur and big claws doesn't mean you don't have feelings.

Appearance: A shaggy pelt of fur covers you. Yetis are usually dirty white in color, but in Gamma Terra, pelts of fantastic patterns and hues aren't uncommon. You stand 7 feet tall when you're upright, although you sometimes go on all fours.

YETI TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Hard to Hurt (Level 1): Gain a +1 bonus to AC.

Cold Resistance (Level 1): Gain resist 10 cold.

Yeti Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a -5 penalty to attack rolls against any creature other than you until the end of your next turn.



YETI POWERS

BIG CLAWS

YETI NOVICE

You rake an enemy with your powerful claws.

Encounter ☼ Bio, Physical

Minor Action **Melee 1**

Target: One creature

Attack: Strength + your level +2 vs. AC

Hit: 1d10 + Strength modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

YETI RAGE

YETI UTILITY

When you get hurt, you get mad.

Encounter ☼ Bio, Healing

Immediate Reaction **Personal**

Trigger: An enemy damages you with an attack

Effect: You regain hit points equal to 3 + your level. Until the end of your next turn, you gain a +2 power bonus to attack rolls against the triggering enemy.

YETI MAULING

YETI EXPERT

You overpower your enemy with your rending claws and then drag it off.

Encounter ☼ Bio, Physical

Standard Action **Melee 1**

Target: One creature

Effect: Before the attack, the target falls prone.

Attack: Strength + your level vs. Fortitude

Hit: 2d10 + Strength modifier + twice your level physical damage, and you shift 3 squares. You then slide the target 5 squares to any unoccupied square adjacent to you.

HUMAN, ENGINEERED

SURE, YOU'RE HUMAN. BUT YOU'RE SMARTER, STRONGER, AND TOUGHER THAN ANY ANCIENT WHO EVER DROVE TO THE CORNER STORE FOR A SIX-PACK.

Your ancestors were genetically engineered to be super-soldiers or to be members of a ruling genetic caste: a laboratory-bred Soviet "new man," cloned South American übermensch, Draka, Khan Noonien Singh, or some similar member of a race of photogenic conquerors. You're more talented and harder than other folks, and you have a natural knack with Omega Tech.

Engineered humans are often looked upon as leaders by the humanoid and animal mutants of the world. You're as close to the old human norm as any creature surviving in Gamma Terra—but tougher.

Appearance: Most engineered humans possess heroic proportions and dashing good looks, because the genetic scientists who cooked the DNA generations ago were trying to build a better human . . . and, well, why not?



JASON JUTA

ENGINEERED HUMAN TRAITS

Mutant Type: Intelligence; no power source; +2 to all overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks and Science checks.

Engineered Resilience (Level 1): Gain a +1 bonus to Fortitude, Reflex, and Will.

Tech Affinity (Level 1): Gain a +2 bonus to checks to see if your Omega Tech burns out.

Engineered Human Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of your next turn.

ENGINEERED HUMAN POWERS

BOLD ATTACK

ENGINEERED HUMAN NOVICE

Your instinct for violence inspires your allies to follow your lead.

At-Will ☼ **Physical, Weapon**

Standard Action **Melee or Ranged** weapon

Target: One creature

Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 1[W] + your level physical damage, and you choose an ally within 5 squares of you. That ally makes a basic attack as a free action.

TOUGH AS NAILS

ENGINEERED HUMAN UTILITY

You're tougher than you look.

Encounter ☞ **Healing**

Minor Action

Personal

Effect: You regain hit points equal to 5 + your level and make a saving throw with a +5 bonus.

TACTICAL ASSAULT

ENGINEERED HUMAN EXPERT

As you attack, you tell your allies where to go so they can get in on the fun, too.

Encounter ☞ **Physical, Weapon**

Standard Action

Melee or Ranged weapon

Effect: Before the attack, each ally within 10 squares of you can shift 2 squares as a free action.

Target: One creature

Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 3[W] + Intelligence modifier + your level physical damage.

WHAT IS HUMAN?

Engineered humans rarely show any overt signs of mutation, but that doesn't mean you can't have a second character origin or use Alpha Mutations. It just takes a little bit of imagination to explain how your so-called "human" has access to these unusual traits and powers. Here are a few examples of how you might do this.

Martial Artist: Origins such as Felinoid, Yeti, or Speedster offer you a good way to build a brawler or martial artist character. You're not actually a panther-man; your "claws" are martial strikes, your *slashing claws* power is really more of an eye gouge or an eagle claw strike, and your *pounce* is simply a prodigious martial arts leap.

Inventor: Your second origin and Alpha Mutations represent some bit of technology you've cobbled together. The wings of the Hawkoid origin might be a jetpack or a powered glider. The Pyrokinetic origin could be a homemade flamethrower battle suit. Rat Swarm might be a collection of tiny robots or highly trained living creatures that follow you around and do what you say. Due to your superior knack for invention and improvisation, you can keep this "gear" in working order all the time and gain the appropriate benefits.

Natural Talent: A few origins, such as Hypercognitive or Android, mix pretty well with Engineered Human without any re-envisioning. A Hypercognitive/Engineered Human is simply a human who has uncanny awareness and intuition. When you mix Engineered Human and Android, maybe you come out as a replicant or a Cylon: a machine that's a perfect copy of a human. Or maybe you're the Terminator. It's your character, have fun!

ABILITY SCORES

Raw physical and mental abilities underlie everything you can do, everything you know, and your ability to fire a black ray gun at a charging mutant without soiling your pants.

Six abilities provide a description of your character's physical and mental characteristics. Your proficiency with each ability is determined by its score; for instance, someone who has 16 Strength is much stronger than someone who has 6 Strength.

Strength (Str) measures your character's physical power. This ability is important for characters who fight hand-to-hand using melee attacks. For example, how hard you wallop a raider with the stop sign you use as a club is determined by your Strength score.

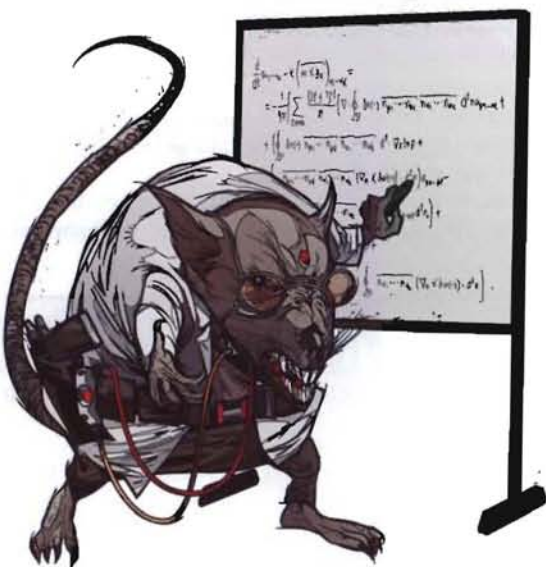
Constitution (Con) represents your character's health, stamina, and vital force. If you hope to absorb a large dose of radiation and live, you'd better have a high Constitution score.

Dexterity (Dex) measures hand-eye coordination, agility, reflexes, and balance. A high Dexterity score helps you when you find yourself navigating the rubble-strewn corridors of a collapsing skyscraper built by the Ancients.

Intelligence (Int) describes how well your character learns and reasons. Did you find a torc grenade? A high Intelligence score could be the difference between figuring out how to use it and disintegrating yourself accidentally.

Wisdom (Wis) measures your common sense, perception, self-discipline, and empathy. Wisdom allows you to notice details, sense danger, and get a read on other people. It helps you recognize the difference between a plain old bush and a carnivorous lizard bush.

Charisma (Cha) measures your force of personality, persuasiveness, and leadership. If you're going to convince the nice woman in the Mark I Powered Armor pointing a fusion rifle at you not to turn you into a flesh crater, a good Charisma score is helpful.



ASSIGN YOUR ABILITY SCORES

After you've figured out your two origins, determine your **ability scores**.

- ✦ Place an 18 in the primary ability score that corresponds to your primary origin. (An origin's primary skill is listed at "Mutant Type.")
- ✦ Place a 16 in the primary ability score that corresponds to your secondary origin. If both of your origins have the same primary ability, change that score to 20.
- ✦ For each of your remaining ability scores, roll 3d6 and record the result. Roll each ability score in order (Strength, Constitution, Dexterity, Intelligence, Wisdom, then Charisma), skipping the primary ability scores to which you have already assigned values.

ABILITY MODIFIERS

Your ability score determines an ability modifier that you add to any attack, check, roll, or defense based on that ability. For example, making a melee attack using a stop sign is a Strength/Constitution attack, so you add the ability modifier for your Strength or Constitution score (whichever is better) to your attack rolls and damage rolls. Your ability scores also influence your defenses, since you add your ability modifier to your defense score.

ABILITY MODIFIERS

Ability Score	Ability Modifier	Ability Score	Ability Modifier
1	-5	18-19	+4
2-3	-4	20-21	+5
4-5	-3	22-23	+6
6-7	-2	24-25	+7
8-9	-1	26-27	+8
10-11	+0	28-29	+9
12-13	+1	30-31	+10
14-15	+2	32-33	+11
16-17	+3	and so on . . .	

SKILLS

In addition to the natural gifts represented by your ability scores, your character's talents are also measured in a variety of specific areas, such as silver-tongued diplomacy, scientific education, and athletic expertise. These aptitudes are called your **skills**. Whether your skills come from training, education, or personal genius is up to you—the end result is the same.

ASSIGNING YOUR SKILL BONUSES

As an explorer and an adventurer, you have a basic level of competence in every skill—any hero can try to scale a cliff or talk his or her way out of trouble. Each origin also gives a bonus to a particular skill (and the Engineered Human origin offers two). In addition to those skill bonuses, roll a d10 and consult the Skill Bonus table below. You get an additional +4 bonus to checks using the skill you roll. If you get a bonus to the same skill from more than one source, add together all the bonuses you get. (Everyone knows that Radioactive Androids make the best scientists.)

SKILL BONUS TABLE

d10	Skill	Key Ability	Origin Granting Bonus
1	Acrobatics	Dexterity	Speedster
2	Athletics	Strength	Giant, Gravity Controller, Seismic
3	Conspiracy	Intelligence	Doppelganger
4	Insight	Wisdom	Empath, Hypercognitive
5	Interaction	Charisma	Engineered Human, Mind Breaker, Mind Coercer, Pyrokinetic
6	Mechanics	Intelligence	Cockroach, Electrokinetic, Telekinetic
7	Nature	Wisdom	Plant, Yeti
8	Perception	Wisdom	Hawkoid
9	Science	Intelligence	Android, Engineered Human, Radioactive
10	Stealth	Dexterity	Felinoid, Rat Swarm

USING SKILLS

Your Game Master tells you when it's appropriate to use a skill. Using a skill is called **making a skill check**.

To make a skill check, roll a d20 and add the following numbers:

- ⚙ Your level;
- ⚙ Your ability score modifier for the skill's key ability;
- ⚙ Any bonuses you have from origin traits; and
- ⚙ Any bonuses or penalties from the gear you carry, from conditions or mutations currently affecting you, and from situation effects that the Game Master has applied.

Compare the total result of your skill check to a target number the Game Master has set for the task. This target number is called the **DC** (or **Difficulty Class**). If the total for your skill check is equal to or higher than the DC, your skill check is successful; if it's lower than the DC, your skill check fails.

Your Game Master tells you whether you can retry a failed skill check. If you could imagine trying the task again with the same chance of success (such as an Athletics check to climb a wall), you can retry the skill check by spending the same action again. If the check represents whether or not you remember certain information (such as a Science check to remember whether a glowing green crater is safe or not), you can't try it again unless the circumstances change significantly.

SKILL DESCRIPTIONS

Each entry below provides a brief description of a particular skill, along with a few examples of tasks you might attempt using that skill. Some of those tasks indicate how difficult it is to accomplish (easy, moderate, or hard). The examples also indicate what kind of action or length of time is required to make the skill check.

An easy task is something that even a klutz has a good chance of achieving. A moderate task requires a little talent to pull it off—at least a +4 bonus at 1st level is a good start. Hard tasks are for experts; if you don't have at least a +8 bonus to a skill check at 1st level, you should only attempt hard tasks when you don't have a better solution.

The difficulty level of some tasks is based on the way another character is involved in the situation. For example, the difficulty of a Stealth check depends on the Perception check of the person or creature you're sneaking past.

ACROBATICS (DEXTERITY)

You make an Acrobatics check to accomplish a stunt of agility. It's a good all-purpose skill for any sort of physical activity that relies more on nimbleness than muscle.

Examples: Escape restraints (easy, moderate, or hard; move action); move half your speed across a narrow or an unstable surface (moderate; move action).

ATHLETICS (STRENGTH)

You make an Athletics check to physically overcome an obstruction. Like Acrobatics, Athletics is a good all-purpose skill that encompasses a variety of tasks relying on your physical might.

Examples: Climb a rope at half your speed (easy; move action); climb a rough cliff or a ruined wall at half your speed (moderate; move action); climb a smooth wall at half your speed (hard; move action); jump across a chasm (DC 5 per square jumped; part of a move action); swim through rough water at half your speed (moderate; move action).



CONSPIRACY (INTELLIGENCE)

You make a Conspiracy check to remember useful information about a significant person, organization, or event. Making a Conspiracy check usually doesn't require an action—either you know the answer or you don't.

Examples: Remember the basics of a significant event (easy); identify symbols or general goals of a cryptic alliance or other secret organization (moderate); remember the details of a significant event (moderate); remember a story that provides a clue to your current situation (hard).

INSIGHT (WISDOM)

You make an Insight check to discern intent and decipher body language during social interactions. It's also a useful all-purpose skill for understanding the significance of a puzzling clue. Making an Insight check usually doesn't require an action.

Examples: See through another creature's lie (DC set by opponent's Interaction skill check); gain an advantage in a negotiation (moderate or hard).

INTERACTION (CHARISMA)

You make an Interaction check to influence someone's opinions or actions, or to gather information in a village, a town, or a city. You don't usually use Interaction during combat, but if you do, it typically requires a standard action.

Examples: Gather common information; negotiate a deal; talk someone out of attacking you; fast-talk a security robot into letting you pass; bully someone into doing what you want. Most Interaction checks use a moderate DC, but if the target is hostile to you, a hard DC is appropriate.

MECHANICS (INTELLIGENCE)

You make a Mechanics check to use, repair, or overcome Ancient machines. You don't usually use Mechanics during combat, but if you do, it typically requires a standard action.

Examples: Hot-wire a car; pick a padlock; repair an engine; drive a motorcycle; fly a helicopter; jury-rig a new machine from salvaged parts. Most Mechanics DCs are moderate or hard, depending on what you're working on and how badly it's damaged.

NATURE (WISDOM)

You make a Nature check to identify and cope with the hazards of the natural world. The time required to make a Nature check varies based on the task, from no time at all to a few hours.

Examples: Find food and water for yourself in the wild (moderate); find food and water for a small group in the wild (hard); find your way across trackless terrain (moderate); avoid a hazard such as quicksand or carnivorous plants (moderate or hard).

PERCEPTION (WISDOM)

You make a Perception check to notice clues, spot danger, hear someone sneaking up on you, or find a trap. You usually get to make a Perception check to notice something at the first point you could see it or hear it, but if you want to look around again, another check takes a minor action.

Examples: Find an obvious clue (easy); discover a well-hidden object (moderate); follow a faint set of tracks across stone or metal (hard); eavesdrop on a nearby conversation (easy); hear whispers through a door (hard); notice someone hiding from you (DC is equal to the hiding creature's Stealth check result).

SCIENCE (INTELLIGENCE)

You make a Science check to remember a fact about physics, geology, mathematics, computer operation, or other areas of Ancient scientific theory. You also use it to identify an unnatural hazard or to operate computerized technology. The time required to make a Science check varies based on the task, from no time at all to a few hours.

Examples: Operate a computer (moderate); identify the effects of radiation on the environment (moderate); defuse a suitcase nuke (hard); hack into a secure network (hard); reprogram an inoperative android (hard).

STEALTH (DEXTERITY)

You make a Stealth check to hide yourself from an observer, both by moving quietly and by staying out of sight.

Examples: Become hidden (make a Stealth check at the end of a move action, using the observer's Perception check as your DC); move up to your speed while staying hidden (make a new Stealth check with a -5 penalty; move action).

Special: You need superior cover or total concealment (page 19) to make a Stealth check to become hidden. After that, you need only cover or concealment (page 19) to remain hidden. If you draw attention to yourself, such as by speaking or attacking, you don't remain hidden.

ROLEPLAYING AND PERSONALITY

In the D&D GAMMA WORLD game, you pretend to be someone living on the radioactive edge of a postapocalyptic world. You're not pretending to be yourself in the same setting; you'd probably say "No thanks" to the chance of stumbling into a gamma moth nest, and stay home.

You're taking on the role of a person (or maybe a mutated sentient bear, a rat swarm, or another unlikely creature) familiar with the dangers of a world that has a shattered time line, but who savors the opportunity to discover the secrets of the Ancients and unravel present-day mysteries, no matter the consequences.

Your character is literally one of the protagonists in a living, evolving storyline. Like the hero of any postapocalyptic novel or film, he or she has ambitions and fears, likes and dislikes, motivations and mannerisms, and moments of glory and of failure. A character personality expands your experience of the game dramatically, and it suggests a particular approach to negotiating with those you encounter in the game world or to discussing issues with the other characters.

PERSONALITY

You can use personality traits as roleplaying touchstones to make your character more fun to play. Extensive motivations aren't necessary, but feel free to flesh out your character's personality as much as you like.

You might already know your character is shrewd, impatient, and given to shooting up street signs. But if you need help coming up with personality traits for your character, answer two or three of the questions below to generate ideas.

How trusting are you?

Gullible

Open-minded

Skeptical

Suspicious

Obstinate

What is your outlook at the start of each day?

Hopeful

Enthusiastic

Self-assured

Grim

Self-doubting

What kind of decision maker are you?

Forceful

Adaptable

Timid

Easygoing

Impatient

How conscientious are you about following rules?

Scrupulous

Pragmatic

Dutiful

Flexible

Scofflaw

How empathetic are you?

Kind

Hard-hearted

Charitable

Oblivious

Thieving

How courageous are you while under fire?

Cautious

Daring

Fearful

Reckless

Fierce

MANNERISMS AND TRAITS

You can bring your character to life through a distinctive mannerism—particular patterns of speech or other behaviors that you can take while you play to convey how your character looks, sounds, and acts. Examples of mannerisms include things such as continuously chomping on an unlit cigar stub, coin flipping, humming a favorite tune, and so on.

APPEARANCE

Your origins go a long way toward providing your character's general look. For example, if you have the Yeti origin, you're probably big, hairy, and armed with claws and fangs. If your origin doesn't suggest any particular appearance, you can assume that you look more or less humanoid. However, you choose whether your character is male or female, old or young, attractive or scarred, and so on. People on Gamma Terra have a pretty broad definition of human, so if your skin's a little green, or you have small antennae on your forehead, or you've got sharklike skin, most folks let it slide.

BACKGROUND

You can provide further texture to your character by coming up with a background. The easiest way to do this is to answer a few questions such as these.

- ☛ What trade or occupation did your family follow when you were young?
- ☛ What's the worst event of your life up until now?
- ☛ What's the best thing that's ever happened to you?
- ☛ Do you stay in contact with your family? What do they think of you?



ALPHA MUTATION CARDS

You've rolled up your character origins, you've assigned your ability scores and skills, and you've figured out all your character's statistics. You're nearly done! There's only one step left in the character creation process: preparing your decks of Alpha Mutation and Omega Tech cards.

ALPHA MUTATION CARDS

All D&D GAMMA WORLD heroes have access to wild, unpredictable abilities known as Alpha powers. In effect, you're able to manifest special powers by drawing on alternate worldlines in which you naturally possess them. Some heroes do this through exercises of logic and concentration. Others do it by intuition or by feel, or even by accident. A moment of panic or rage trips a switch, and suddenly you're not exactly the person you used to be.

Alpha Mutations are derived from three distinct sources of energy: bio, dark, and psi.

Bio Energy: You alter your physical nature, possibly activating pieces of junk DNA or making all your mitochondria do something new and different.

Dark Energy: Dark energy is a force that pervades every bit of matter in every universe. You can unlock it and shape it into usable forms.

Psi Energy: You focus your mind to do impossible things.

CONSTRUCTING YOUR OWN ALPHA MUTATION DECK

The Alpha Mutation cards you draw determine your current Alpha powers. Before a game session begins, each player can construct a deck of Alpha Mutation cards using *D&D GAMMA WORLD Booster Packs*. Your deck must have a minimum of 7 cards, and you can't include more than 2 cards that have the same name.

The Game Master's Alpha Mutation deck consists of the Alpha cards from the starter deck included in the D&D GAMMA WORLD core rules, plus any Alpha Mutation cards the Game Master added to the deck from boosters.

During play, sometimes you'll draw from your own player deck and sometimes you'll draw from the Game Master's deck. If you haven't constructed your own deck, all your draws come from the Game Master's deck.

USING ALPHA MUTATION DECKS IN PLAY

When you're ready to begin a game session (or resume adventuring after an extended rest), you shuffle your Alpha Mutation deck, and the Game Master shuffles his or her deck.

1. **Draw Your Alpha Mutation Cards:** You draw one Alpha Mutation card from your deck. If you are 4th level or higher, you draw two cards from your deck. If you're 8th level or higher, you draw three cards from your deck. If you don't have your own deck, then all your draws are from the Game Master's deck.
2. **Readied Alpha Mutation Cards:** The cards you draw are your **readied Alpha powers**. Keep your readied cards face up near your character guide.
3. **Using Readied Cards:** You gain any benefit described on each of your Alpha Mutation cards until that card is discarded. Many Alpha Mutation cards also have powers. You can use each card's power once during an encounter while that card is readied. When you do so, tap the card (turn it sideways) or otherwise indicate that you have used the power.
4. **Refreshing Readied Powers:** At the end of an encounter, discard your readied Alpha Mutation card and draw a new card to replace it. You can draw a new card from your own deck, if you have one, or from the Game Master's deck. That card is your new readied Alpha power. If you have more than one Alpha Mutation card (because you are higher level, for example), then discard and replace each Alpha Mutation card.
5. **Alpha Flux:** Whenever you roll a natural 1 during an encounter on any d20 die roll, you experience an Alpha flux. After your current action is resolved, discard one of your readied Alpha Mutation cards. This discarded card can be one whose powers you have used, or one whose powers you have not yet used. Then draw a new card from the Game Master's deck. You can use that new Alpha power even if you already used the power on the discarded card during the encounter.
6. **Rebuild Your Alpha Mutation Deck:** When you stop for an extended rest or end a game session, return each Alpha Mutation card to its deck (yours or the Game Master's). Then you can rebuild (switch cards into and out of) your deck, if you like. Shuffle the decks and draw your new readied cards as described in Step 1.

OVERCHARGING ALPHA POWERS

When an Alpha power has an overcharge entry, you can try to boost its effectiveness at the risk of the power going awry. The overcharge entry indicates when you can overcharge; unless otherwise stated on the card, **overcharging an Alpha power** is a free action you can declare at the indicated time. You can overcharge a power only once. To overcharge, roll a d20. The Alpha Mutation card indicates the effect that occurs as a result of the d20 roll. Usually, a result of 10 or higher is a successful overcharge (and an increased effect), and a result of 9 or lower incurs a penalty or a condition that is applied to you. If you attempt to overcharge an attack power and fail, the power still works normally, and then you suffer the negative effect. Your primary origin might give you a bonus to overcharging certain Alpha powers.

OMEGA TECH CARDS

Over the course of your explorations in Gamma Terra, you frequently acquire artifacts of advanced technology. Omega Tech represents exotic super-science devices that litter the irradiated wastelands of Gamma Terra. While thousands of varieties of Omega Tech items exist, most fall into one of three broad origins: Area 52 tech, Ishtar tech, and Xi tech.

Area 52: And you thought Area 51 was a big secret! Area 52 tech is derived from the Grays—extra-terrestrials who mastered dark energy millennia ago.

Ishtar: The Empire of Ishtar is a highly advanced human civilization that arose on a number of worldlines. The Ishtarans sent spies, advisors, and even armies of conquerors to many of the alternate Earths. Their technology is photonic in nature.

Xi: Xi tech is the product of machine intelligence and is built on nanotech and neural interfaces. Like the Ishtarans, machine civilizations are common in many worldlines. (It's pronounced ZEE, by the way.)



CONSTRUCTING YOUR OWN OMEGA TECH DECK

The Omega Tech cards you draw determine your Omega Tech items. Before a game session begins, each player can construct a deck of Omega Tech cards using *D&D GAMMA WORLD Booster Packs*. Your deck must have a minimum of seven cards, and you can't include more than two cards that have the same name.

The Game Master's Omega Tech deck consists of the Omega Tech cards from the starter deck included in the *D&D GAMMA WORLD* core rules, plus any cards the Game Master added to the deck from boosters.

Whenever the Game Master informs you that you have a chance to search for useful artifacts (usually, when you successfully complete an encounter or discover a cache of Ancient technology), you draw an Omega Tech card to see what you find. Sometimes you'll draw from your deck, and sometimes you'll draw from the Game Master's deck. If you haven't constructed your own deck, all your draws come from the Game Master's deck.

USING OMEGA TECH DECKS IN PLAY

When you're ready to begin a game session (or resume adventuring after an extended rest), you shuffle your Omega Tech deck, and the Game Master shuffles his or her deck.

1. **Omega Check:** When your Game Master tells you that you've found an Omega Tech cache, roll a d20. If your result is 10 or higher, you can draw from your deck or the Game Master's deck. If your result is 9 or lower, you must draw from the Game Master's deck. The card you draw becomes readied. If you don't have your own deck, then all your draws are from the Game Master's deck.
2. **Keep Ready Until Used:** There is no limit to the number of Omega Tech cards you can ready at one time. Keep your readied cards face up near your character sheet.
3. **Each Omega Card Works Once Per Encounter:** You can use each readied Omega Tech card once per encounter. When you use a card, tap it (turn it sideways). Even after a card is tapped, you still retain any benefit you gain from the card until the end of the encounter.
4. **Check the Omega Charge:** After you use an Omega Tech item, you might deplete its charge. At the end of the encounter, roll a d20 to make an Omega Charge check. A result of 10 or higher is a success, and the item retains its charge; untap it (turn it back upright) and it stays readied. A result of 9 or lower is a failure, and you must discard the card. Your origin or the environment you're in could give you a bonus to your Omega Charge check.
5. **Rebuild Your Omega Tech Deck:** When you stop for an extended rest or end a game session, return each discarded Omega Tech card to its deck (yours or the Game Master's). Your readied cards remain readied. Then you can rebuild (switch cards into and out of) your deck if you like. Shuffle the decks before you begin play again.

SALVAGING OMEGA TECH

A discharged Omega Tech item that has a **salvage** entry is still capable of functioning at a reduced level, as described on the card. Each item's salvage entry is associated with a character level. A character whose level is equal to or higher than an item's salvage level can salvage the item into a permanent item, as indicated on the card. Salvaged items are typically weapons and armor that are more effective than basic gear, and sometimes have greater capabilities. A salvaged Omega Tech item doesn't require an Omega Charge check to see if it's discharged after each use.



GEAR

Gamma Terra is a dangerous place. If you want to make it to the next town, you'd better go well armed. Ancient firearms are the best choice for self-defense, but they're expensive. If you can't afford a gun, a sword or a crossbow is an acceptable fallback.

According to legend, the Ancients bought the things they needed using dirty paper or little plastic cards, but among the towns and tribes, these aren't worth a whole lot. Merchants and local lords try to make coinage of precious metal, or repurpose Ancient coinage by stamping it with their own emblems and values. Such currencies retain their values only in those limited domains, or among people that have resources to burn on the pretty "shinies." People throw around words such as "silver dollars" and "gold bullion," but you can't eat such valuables—not without the right mutations! Barter is the rule of the day, especially in savage lands; a handful of rifle bullets is worth weeks of provisions or a good horse. Ancient devices are often worth at least a few dollars even if they're old junk, since they can be stripped for parts and used to keep other devices functional.

TECHNOLOGY LEVELS

Gear in Gamma Terra falls into two distinct tech levels: tech that was common in most worlds before the Big Mistake, and high-tech items that were either common in only a few alternate worlds, or were available but very rare in most worlds.

Common tech is called **scavenged gear**. It includes everything commonplace, from weapons and cobbled-together armor to transport and canned food. Everyone's got some, and sometimes it's worth trading for more or different scavenged gear. What everyone wants, however, are **Omega Tech items**.

Omega Tech is better than what can normally be scavenged. These items come from the most advanced of the alternate worlds that appeared during the Big Mistake. The artifacts of these worlds are weapons and devices of awesome power—when they work. A hundred and fifty years is a long time, and a lot of the initial pieces of Omega Tech were burned off in the chaos that followed the convergence. Functional devices of Omega Tech are priceless and are rarely traded, bought, or sold; you acquire Omega Tech by finding it during exploration and adventures.

SCAVENGED GEAR

Anyone who travels more than a few miles from a place of safety in Gamma Terra soon learns that it's wise to be prepared for anything. You need armor to keep knives and eye beams away from your flesh, and weapons to repay your attackers in kind. But neither one helps you when you get lost in a radioactive desert or find your path blocked by a cliff or a river. Here's a selection of the gear you might find useful during your travels.

Starting Gear: If you're in a hurry, take armor, one melee weapon, one ranged weapon, and an explorer's kit and call it good. That'll cover the basics. If you want more gear, roll on the Starting Gear table, page 75, to see what else you have acquired up to this point.

ARMOR DETAILS

Each armor's description tells you if it's light armor, heavy armor, or a shield, and also tells you its bonus to your AC. Your AC benefits from only the largest armor bonus and the largest shield bonus at one time, so piling the mysterious trench coat over the riot gear won't boost your AC—though it does make you look like a badass.

Light Armor: Covering that still lets you move around—protection you can run in. While wearing light armor, you add your Dexterity or Intelligence modifier to your AC. Examples: Leather dusters, umpire's padding sewn with chain links, shoulder pads and straps of steel-belted radials over your vital areas, or half a Kevlar vest.

Heavy Armor: Items that provide solid defense, even though you're a slowpoke. While wearing heavy armor, reduce your speed by 1. Examples: Riot gear, plate armor scavenged from a museum of history, coveralls sewn with pots and pans, or mechanic's overalls stuffed with lucky Bibles.

Shield: Something strapped to your arm that lets you deflect attacks. Wearing a shield takes one hand, and you can't use that hand for anything else. Examples: A yield sign with leather straps bolted on, a chunk of winter tire with a handle added, or a snowboard with straps.

ARMOR BONUSES

Armor	Benefit
Light armor	+3 armor bonus to AC
Heavy armor	+7 armor bonus to AC
Shield	+1 shield bonus to AC



TARIQ HASSAN

WEAPON DETAILS

A weapon's description tells you which abilities you use when you attack with the weapon, the bonus you add to attacks you make with that weapon (weapon accuracy), and how much damage the weapon deals on a hit. When you use a weapon power (see "Using Your Weapon," page 75), the power uses [W] to represent your weapon's damage. Whenever you see [W], replace it with the damage your weapon does. 2[W] means roll that damage die twice and add them together, 3[W] means roll it three times and add up the result, and so on. So, for example, if your weapon does 2d6 damage, 2[W] damage is 4d6.

Of course, if the weapon says it needs one or two hands, you need that many hands free to wield it. Unless you sprout a third arm, you can't pick up a big gun and still use that shield.

WHAT DOES IT LOOK LIKE?

Ultimately, it's up to you to decide what form your weapons take. If you want your heavy two-handed melee weapon to be a cast-iron floor lamp that you found in a ruined furniture store, don't let anyone convince you otherwise.

Here are some examples of the various weapon categories that appear in the table.

Light Melee Weapon: This is an agile weapon that rewards a certain level of finesse in melee combat. *Examples:* A pair of scissors, a Bowie knife, a short length of rebar, a machete, a Louisville slugger, a souvenir katana.

Heavy Melee Weapon: This is a direct weapon that requires some muscle to use effectively. *Examples:* A board with a nail in it, a sledge hammer, an iron, an I-beam, a speed limit sign (with post), a parking meter, a television, a chain saw.

Light Ranged Weapon: This is a swift, mobile weapon that you throw at your enemy or that launches an easily crafted or easily collected projectile at the enemy. These weapons don't require ammunition (page 74), because the game assumes that your character can find or make new projectiles as needed. *Examples:* A thrown knife, a dart, a makeshift sling, an icicle, a replica shuriken, an aluminum compound bow.

Light Gun: This is a swift, mobile weapon that uses ammunition that you can't easily find or make yourself. Guns require ammunition (page 74). *Examples:* A Glock or a Baretta, an assault rifle, a hunting rifle.

Heavy Ranged Weapon: This is a slow but impactful weapon that you throw at your enemy or that launches an easily crafted or easily collected projectile at the enemy. These weapons don't require ammunition (page 74), because the game assumes that your character can find or make new projectiles as needed. *Examples:* A thrown hand axe, a sizable rock, a table saw blade, a bowling ball, a potato gun, an Olympic hammer.

Heavy Gun: This is a swift, mobile weapon that uses ammunition that you can't easily find or make yourself. Guns require ammunition (page 74). *Examples:* A .45 magnum (the most powerful handgun in the pre-Mistake world), a shotgun, a small but portable autocannon.

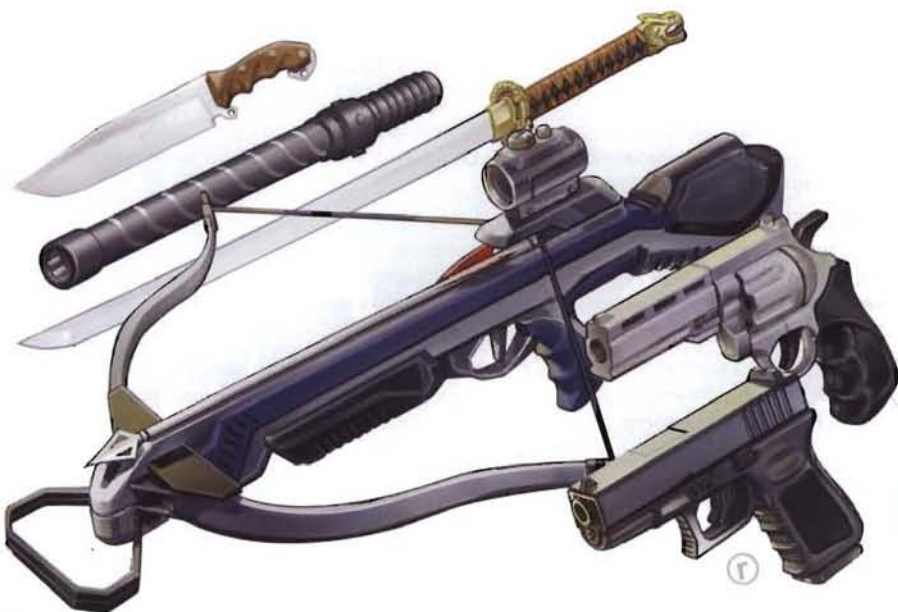
WEAPONS TABLE

Unarmed Attacks	Ability	Weapon Accuracy	Damage [W]	
Quick attack	Dex/Int	+3	1d4	
Powerful attack	Str/Con	+2	1d8	
Light Melee Weapons	Ability	Weapon Accuracy	Damage [W]	
One-handed weapon	Dex/Int	+3	1d8	
Two-handed weapon	Dex/Int	+3	1d12	
Heavy Melee Weapons	Ability	Weapon Accuracy	Damage [W]	
One-handed weapon	Str/Con	+2	1d10	
Two-handed weapon	Str/Con	+2	2d8	
Light Ranged Weapons	Ability	Weapon Accuracy	Damage [W]	Range
One-handed weapon	Dex/Int	+3	1d8	5 squares
One-handed gun*	Dex/Int	+4	1d8	10 squares
Two-handed weapon	Dex/Int	+3	1d12	10 squares
Two-handed gun*	Dex/Int	+4	1d12	20 squares
Heavy Ranged Weapons	Ability	Weapon Accuracy	Damage [W]	Range
One-handed weapon	Str/Con	+2	1d10	5 squares
One-handed gun*	Str/Con	+2	2d6	10 squares
Two-handed weapon	Str/Con	+2	2d8	10 squares
Two-handed gun*	Str/Con	+2	2d10	20 squares

*This weapon requires ammunition.

Ammunition: Bullets are a limited resource that you must use sparingly. In the D&D Gamma World game, ammunition is abstract: You either have ammo, or you don't. If you do, you can use ammunition to fire any weapon you have that requires ammunition. If you don't, you can't.

If you use ammunition only once in an encounter: You are managing your ammo reserves carefully. At the end of the encounter, you still have ammunition.



If you use ammunition more than once in an encounter: You're going whole hog—you might as well rock 'n' roll, because at the end of the encounter, you are out of ammo. You must acquire more before you can use a weapon that requires ammunition again (if you borrow some from an ally, then that ally is out of ammo.) Your Game Master determines when you find more ammo.

USING YOUR WEAPON

Before you can tool around the wasteland in your refurbished classic 2008 Dodge with authentic imitation porker-leather seats and aftermarket extensible hubcap-swords, you need to have a firm grip on how you keep other interested parties from taking your stuff away from you. When you decide to use a weapon, most of the time you're using a basic attack.

BASIC ATTACK

BASIC ATTACK

For you, this is the most natural thing in the world. For your target, it's a really bad day.

At-Will ☹ **Physical, Weapon**

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Str/Con or Dex/Int + your level + weapon accuracy vs. AC

Hit: 1[W] + Str/Con or Dex/Int modifier + your level physical damage.

This is the basic weapon attack. You can use it any time you're holding a weapon. It's a melee attack if you are holding a melee weapon, or a ranged attack if you are holding a ranged weapon (the weapon determines the range of a ranged attack). The weapon you use determines which ability you get to use, either Strength/Constitution or Dexterity/Intelligence. You choose which ability of the pair suits you best and add that ability modifier to your attack roll and damage roll (the same ability for both).

GEAR

Apart from weapons, there are other sorts of things you might want to be carrying around Gamma Terra (or riding in, in the case of that classic Dodge). Don't skip! You never know when having stocked up on lamp oil will save your Gamma-ray-ridden hide.

At 1st level, you start with one explorer's kit (and everything in it). You also make 1d4 + 1 rolls on the Starting Gear table. If you prefer, you can trade in your explorer's kit for an extra roll on the table if you're feeling adventurous.

STARTING GEAR

Roll (1d20)	Item	Roll (1d20)	Item
1	Roll twice on the Ancient Junk table (p. 81)	11	Laptop computer
2	Climber's kit	12	Duct tape
3	Canoe	13	Heavy flashlight
4	Keelboat	14	Fuel, 5 gallons
5	Lantern (8 hours of lamp oil)	15	Generator (8 hours of fuel)
6	Draft horse (no wagon)	16	Night-vision goggles
7	Riding horse	17	Radio cell phone
8	Tent	18	Pickup truck
9	Wagon	19	Water purifier (water not included)
10	Binoculars	20	Roll twice

Other Gear	Description
Explorer's kit	Includes the items under this entry.
Backpack	Empty . . . but not for long.
Bedroll	
Canteen	Holds ½ gallon of water (1 lb. empty).
Flint and steel	
Rations, trail	Enough for 10 days. Not yummy.
Rope (100 ft.)	
Climber's kit	Includes the items under this entry.
Grappling hook	You can throw it one-half your Strength in squares.
Hammer	
Pitons (10)	
Rappelling harness	
Rope (100 ft.)	
Binoculars	+5 to Perception checks to observe distant details.
Canoe	Capacity 600 lb.; speed 3 mph.
Computer, laptop	You'll think of ways to use it.
Duct tape	You'll think of ways to use it.
Flashlight, heavy	Creates a zone of illumination in a close blast 20.
Fuel, 1 gallon	
Generator	Provides power. Runs 8 hours on 1 gallon of fuel.
Horse, draft	Can pull a wagon at 3 mph.
Horse, riding	Averages 5 mph overland. Includes riding gear. You grant combat advantage to all enemies while you're on the horse. The horse has 10 for all defenses, 10 hit points, and speed 10.
Keelboat	Capacity 10 tons; speed 2 mph; requires a crew of at least 4.
Lantern	Illuminates a 10-square radius.
Lamp oil	8 hours of lantern fuel.
Night vision goggles	Gain darkvision 10 but take a -5 penalty to Perception checks.
Radio cell phone	Range 1 mile.
Tent	Big enough for two. Three if you're friendly.
Truck, pickup	Averages 45 mph overland, 60 mph in ideal conditions. 10 mpg, capacity 2,500 lb. Seats three in front, six in back.
Wagon	Capacity 1 ton.
Water purifier	Purifies ½ gallon of water in 10 minutes.

OMEGA TECH AND SALVAGE

If you have any success at all as an explorer, your best gear won't be stuff you buy—it'll be stuff you find, which is represented by Omega Tech cards (page 68). Usually, you'll have the opportunity to search your surroundings and draw an Omega Tech card after a successful encounter or challenge; your Game Master lets you know when this occurs.

Some Omega Tech cards have a salvage entry, which allows you to make improvised repairs or replace key components with jury-rigged parts to salvage the item. The item never functions at full power again, but it becomes permanently operational using the secondary statistics provided. Other than its exalted origin, salvaged tech is normal equipment.

SALVAGED GEAR

- ☛ You can have any number of charged Omega Tech items. You can have any number of salvaged items.
- ☛ You can't keep an expended Omega Tech item unless you are able to salvage it; if you can't salvage it immediately after the encounter in which it burns out, it's junk.
- ☛ Salvaged items operate at their "salvaged" level, as stated on the card. If an item doesn't have a salvage entry, it can't be salvaged.
- ☛ Converting an expended item into a salvaged item requires a short rest.

CARRYING, LIFTING, DRAGGING

As long as you're not collecting Ancient appliances, bowling balls, and engine blocks, there's no need to keep any exact record of how much weight your character totes around. However, if you find that you need to figure out whether you can pick something up or drag something around, here's how you do it.

Normal Load: You can carry gear equal to your Strength times 10 (in pounds). For example, if your Strength is 14, you can carry 140 pounds. Remember, you're a mutant hero!

Lifting: You can lift up to double your normal load off the ground for a short time.

Heavy Load: You can carry anything you can lift, but if it weighs more than your normal load, you're slowed and you have to use two hands.

Drag or Push: You can drag or push up to five times your normal load. You're slowed if it weighs more than your normal load.



HOW TO RUN THE GAME

A D&D GAMMA WORLD game is a contest for survival between the ragtag heroes of Gamma Terra and the mutated, radioactive, and downright weird things that are trying to kill them. As in any competitive sport, the players need a referee, someone who's part of the game and makes sure everyone is playing fair: the Game Master. Maybe that's you.

If so, your role is to keep the game running smoothly by mediating between the rules and the players. When a player tells you what she wants her character to do, you tell her how that works within the game—usually by using a die roll.

That's not all, though. You are the producer of this action-adventure movie. As Game Master, you sketch out the plot, narrate the action, play the roles of the other creatures in the world, decide who gets irradiated by nuclear fallout, and so on. The dice and rules are a guide, but your reason and imagination make Gamma Terra come to life. You choose when the hoop mastermind unleashes its secret weapon, when the mutant cockroaches flood the corridors of the Ancient installation, and whether or not the broken moon leering down from the night really is unstable in its orbit. The sky's literally the limit.

IT'S ABOUT HAVING FUN

No matter the level of fantastic threat you throw against the players, you should never lose sight of one basic Game Master principle: You're not competing against the other players. All of you together are helping to tell a fun and exciting story. Your goal is to make the characters' successes all the sweeter by presenting challenges that are just hard enough that they have to work to overcome them, but not so hard that you wipe them all out.

At the table, having fun is the most important goal—more important than whether the characters “win.” All the players work together to make the game fun for everyone, just as the characters cooperate to overcome the adventure's challenges.

YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT

When you run a D&D GAMMA WORLD game, you tell the story, design the adventures, and build the world the characters explore.

Your story unfolds as the players send their characters into the adventures you create. They are the stars of your movie, the protagonists of your novel. You present them with allies, enemies, villains, and monsters. You decide what those supporting characters say, how they say it, and what they do when mayhem breaks out. You set up the situations and present the challenges, but the action and the resolution come from how the characters meet those challenges.

When the action is straightforward and the rules are clear, your job is pretty easy. But when something strange or unforeseen happens—and it will—you're the one who judges whether an action succeeds or fails.

Ultimately, you create the world, one berserk android, shattered skyscraper, and mutant rabbit at a time. Start small, and in the end, your world builds itself.

EXPLORING GAMMA TERRA

One hundred and fifty years have passed since the Big Mistake. Fluctuating time lines, lingering radiation and toxins, and strange creatures and technology transposed from alternate dimensions have combined to create a unique setting that any of the Ancients would think the height of unrealistic fantasy. But to the inhabitants of Gamma Terra, our fantasy is their reality.

No matter how bizarre the world, however, it still rests on a few principles.

“Human” is a broad term. Most inhabitants of Gamma Terra are human, with minor mutations.

Most mutations are cosmetic, such as purple skin or distinctive head-wrinkles; a few are helpful, such as sensitive ears or cat eyes.

So is “mutant.” People who have major mutations (those that qualify as powers) are considered mutants—especially the players’ characters. Most player characters are mutants (or at least look like mutants). Attitudes toward mutants vary widely: Some people think they’re cool, others revile them, and most don’t care.

The world is lethal. In a postapocalyptic world, civilization exists in small pockets separated by dead wastes, monster-haunted ruins, and tracts of land given over to alien growth from alternate worlds. Traders follow well-established routes, and only devil-may-care adventurers, members of cryptic alliances, and tribal raiders move far beyond their own encampments or settlements.

Wonders beckon. For all that the world is dangerous, it’s also wondrous. Even seen through the lens of a shattered reality, the marvels of a thousand thousand worldlines lie beyond the door, just waiting to be discovered!

Alpha flux happens. A small subset of the population that has just the right genetic or algorithmic predisposition can spontaneously manifest entirely new mutant abilities by drawing on alternate worldlines.

Omega Tech is everywhere. Gamma Terra is littered with artifacts of advanced technology. People attribute all Omega Tech to the Ancients, but much of it actually originates in the numerous alternate worldlines. The most prominent forms of Omega Tech are the nanotech-based Xi items, photonic gear from the Empire of Ishtar, and offshoot technologies derived from Area 52. (See “Omega Tech Cards,” page 68.)

You never know what you’ll find. The world offers more than Omega Tech items to bold explorers. Ancient ruins are littered with all manner of interesting bric-a-brac just waiting to be found. This stuff, lovingly referred to as Ancient junk, is everywhere. The table below lists 100 items; whenever the opportunity arises, choose one item or roll two d10s for a random result.

ANCIENT JUNK

d10 Rolls	Item	d10 Rolls	Item
1 1	15-inch computer monitor	6 1	Stapler
1 2	20-lb. dumbbell	6 2	Tennis racket
1 3	Punching bag	6 3	Plastic water bottle
1 4	Bike helmet	6 4	Camera lens
1 5	Day-glow vest	6 5	Cordless drill
1 6	Exercise treadmill	6 6	Cell-phone earpiece
1 7	Cell phone	6 7	String of holiday lights
1 8	Ashtray	6 8	Water-bubble level
1 9	Electric blender	6 9	Croquet set
1 10	Hearing aid	6 10	Sci-fi serial on DVD
2 1	Coloring book	7 1	Radar detector
2 2	Camera flash cube	7 2	Wristwatch
2 3	Portable table saw	7 3	Wireless router
2 4	Toy gun	7 4	Saxophone
2 5	Vacuum cleaner	7 5	Violin
2 6	Remote control	7 6	Glue (white)
2 7	Tin of sardines	7 7	DVD player
2 8	Inflatable kiddie pool	7 8	Box of cake mix
2 9	Nose-hair clipper	7 9	Eyeglasses
2 10	Electric razor	7 10	Gas grill
3 1	Green plastic soldiers	8 1	Printer/scanner
3 2	Board game	8 2	Skateboard
3 3	Bag of hard candy	8 3	Socket wrench set
3 4	Kaleidoscope	8 4	Individually wrapped creme-filled yellow sponge cake
3 5	Slide projector	8 5	Cellophane tape
3 6	Toy dump truck	8 6	Electric blanket
3 7	Corporate logo T-shirt	8 7	Electric fan
3 8	Jug of maple syrup	8 8	Inflatable life vest
3 9	Earphones	8 9	Nail clippers
3 10	Mini fridge	8 10	Baby car seat
4 1	Pack of antacid tablets	9 1	Tweezers and nail file
4 2	Taxi mileage meter	9 2	Windshield scraper
4 3	Umbrella	9 3	Cordless mouse
4 4	Webcam	9 4	Digital camera
4 5	Wireless keyboard	9 5	Clock radio
4 6	Bottle of nail polish	9 6	Subwoofer
4 7	Swim goggles	9 7	Tire-pressure gauge
4 8	Deck of cards	9 8	Exercise bike
4 9	LED light bulb	9 9	Construction hazard light
4 10	Laptop computer	9 10	Digital photo frame
5 1	Electric toothbrush	10 1	Pack of crayons
5 2	Garage-door opener	10 2	Smoke detector
5 3	Bottle of hand lotion	10 3	8 GB RAM stick
5 4	Butane lighter	10 4	Air compressor
5 5	Bike lock	10 5	Camcorder
5 6	Golf club (9 iron or your choice)	10 6	Car stereo
5 7	Foosball table	10 7	Ceiling fan
5 8	Interface cable	10 8	Ammo
5 9	Digital thermometer	10 9	Stocking cap
5 10	Pogo stick	10 10	Weed whacker

RUNNING COMBAT ENCOUNTERS

Sooner or later—most likely, sooner—a fight's going to break out.

Combat encounters are a big part of any D&D GAMMA WORLD campaign. Here are some tips to keep them lively and fun.

USE GOOD SPACING

When setting up a combat encounter, make sure you leave enough room for both sides to move around when the battle begins and as it progresses. A location that's too cramped means a dull or frustrating fight.

When possible, begin combat when the characters are near the middle of the map. Doing so helps keep the fight away from the edges, leaving room to maneuver or to move to a safer distance.

Outdoors: A typical outdoor encounter should start with the characters and monsters about 10 squares apart; in open areas, you can extend this distance to 20 squares. Wide-open terrain, such as a flat desert, might allow the characters to notice monsters at even greater distances.

Indoors: A good starting distance is 5 squares. You might also start an outdoor combat this close if the terrain suggests short range (a parking structure filled with junked vehicles, for example).

SURPRISE!

If either side (monsters or characters) notices the other without being noticed in return, it has the advantage of **surprise**. Surprise is possible only if one group is actively trying to hide from the other. Most encounters don't involve surprise.

Here's an easy way to determine surprise: The character who has the lowest Stealth check modifier makes a Stealth check for the potentially unnoticed group. Compare this result to the **passive Perception check** (10 + Perception check modifier) of each opponent that might notice the group. If the group's Stealth check equals or exceeds all opposing passive Perception checks, the group achieves surprise.

Each member of the side that gains surprise takes one standard action, in any order, before either side rolls initiative. Surprised creatures grant combat advantage.

GROUP MONSTER INITIATIVES

Each player makes an initiative check for his or her character, but for ease of play, consolidate similar monsters' initiative checks into a few groups. For example, make one initiative check for all the hoop warriors in the combat, and another for all the sentrybots. Managing a large number of creatures goes faster when they act in clusters.

DESCRIBE THE SITUATION

All the information your players need to make their choices comes from you. Within the limits of their characters' knowledge and ability to observe (using Perception and Insight checks), let them know what's up. Describe odd terrain and hazards. If a player has a question, ask him or her to make an appropriate skill check on his or her next turn to learn more.

On the other hand, you shouldn't keep players guessing about the various effects, conditions, and triggered actions that might occur. If a character could reasonably observe that a monster swipes a claw at anyone who pokes it with a sharp stick, let that player know.

USE GOOD, SIMPLE TACTICS

Running a monster isn't rocket science (even when it's launching a rocket). It should use its best power—one with a single or limited use—in the first round or two, to make an impact before the characters kill it.

You can choose tactics for monsters based on how smart they are. Something that has an Intelligence score of less than 10, such as a mobile plant or a big bug, usually attacks the nearest enemy or whoever attacked it last. Smarter monsters target whichever character seems most dangerous.

For simplicity's sake, most monsters don't retreat from combat but desperately try to win right up until they drop to 0 hit points. (Hey, it's a cruel world.) If you want to set up an exciting chase scene, however, go ahead and have a monster turn tail once it becomes bloodied.

Play nice. Monsters should generally turn their attention away from characters at 0 hit points or fewer, focusing on opponents who are still threats.

Beyond these basic tactics, your best guide to a monster's behavior is its role.

MONSTER ROLES

Every monster plays a specific purpose in an encounter. A monster's role is shorthand for the way it behaves in combat.

- ☛ **Artillery:** These monsters sit back and take pot shots, counting on allies to keep them safe.
- ☛ **Brute:** These tough monsters wade into battle and dish out big damage.
- ☛ **Controller:** They're manipulators who control enemies or alter the battlefield.
- ☛ **Lurker:** These sneaky critters hide or avoid attack until they're ready to strike.
- ☛ **Skirmisher:** Quick and agile, skirmishers dart in, attack, and retreat.
- ☛ **Minion:** Cannon fodder. Use them in waves.

KEEP TRACK

Use a note pad or index cards to track each monster's current hit points and any conditions on it. If more than one monster of the same kind is in play, you can put a colored dot or sticker on each token and label that monster with the same color. Doing this makes things easier for you and the players.

CONDITIONS

Monster powers, traps, hazards, alien tech, and sometimes terrain can impose conditions. (Even the grass in Gamma Terra can kill you.) Whenever an effect imposes a condition, its rules text states when that condition ends. Most conditions last until the end of the next turn of the creature that imposed it, or until the affected creature or character succeeds on a saving throw (page 17) to end it. If several identical conditions that have different durations apply to the same creature, count only the one that lasts the longest. (Multiple identical “save ends” effects aren’t cumulative, either.) A condition is either on or off—a character can’t be “double weakened,” for example.

BLINDED

- ☞ You can’t see. Your targets have total concealment against you.
- ☞ You take a –10 penalty to Perception checks. (Did we mention you can’t see?)
- ☞ You grant combat advantage.
- ☞ You can’t flank.

DAZED

- ☞ You grant combat advantage.
- ☞ You don’t get all your actions on your turn: You can take only a standard action, a move action, or a minor action. You can still take any number of free actions, but you can’t take immediate actions or opportunity actions.
- ☞ You can’t flank.

DEAFENED

- ☞ You can’t hear anything.
- ☞ You take a –10 penalty to Perception checks.

DOMINATED

- ☞ You can’t take actions. Instead, the dominating creature chooses one action for you to take on your turn: standard, move, minor, or free. The only powers it can make you use are at-will powers.
- ☞ You grant combat advantage.
- ☞ You can’t flank.

DYING

- ☞ You’re dying while at 0 hit points or fewer. The condition ends as soon as you gain hit points.
- ☞ You’re unconscious (see below).
- ☞ You make a death saving throw every round (see “Death and Dying,” page 23).

HELPLESS

- ☞ Usually, you’re helpless because you’re unconscious (see below).
- ☞ You grant combat advantage.

IMMOBILIZED

- ☠ You can't move from your square, but you can teleport and can be forced to move by a pull, a push, or a slide.

PRONE

- ☠ You're lying down. (If you're climbing, you fall. If you're flying, you fall safely to the ground.)
- ☠ You grant combat advantage to enemies making melee attacks against you, but you get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- ☠ You take a -2 penalty to attack rolls.
- ☠ You can move only by crawling, by teleporting, or by a pull, a push, or a slide.
- ☠ You can drop prone as a minor action. (You can stand up as a move action.)

RESTRAINED

- ☠ You can't move from your square (not even by a push, a pull, or a slide), but you can teleport.
- ☠ You grant combat advantage.
- ☠ You take a -2 penalty to attack rolls.

SLOWED

- ☠ Your speed becomes 2 if it was higher. You can't increase your speed above 2. This speed applies to all your movement modes (walking, flying, and so on), but not to teleportation or to a pull, a push, or a slide. If you're slowed while moving, you must stop if you have already moved 2 or more squares.

STUNNED

- ☠ You can't take actions. (If you're flying, you fall safely to the ground unless you can hover.)
- ☠ You grant combat advantage.
- ☠ You can't flank.

SURPRISED

- ☠ You can't take actions.
- ☠ You grant combat advantage.
- ☠ You can't flank.

UNCONSCIOUS

- ☠ You're helpless and unaware of your surroundings.
- ☠ You can't take actions.
- ☠ You take a -5 penalty to all defenses.
- ☠ You fall prone, if possible.
- ☠ You can't flank.

WEAKENED

- ☠ Your attacks deal half damage. Ongoing damage you deal is not affected, and neither is damage that doesn't come from an attack roll.

CHARACTER REWARDS

Some characters fight to protect their homelands or loved ones from the hordes of cruel raiders infesting the wastelands. Others carry the torch of civilization, seeking to drive back the darkness, savagery, and ignorance that shroud Gamma Terra. A few are drawn from adventure to adventure by simple wanderlust. But by far, most are in it for the rewards.

EXPERIENCE POINTS

Characters earn experience points (XP) each time they overcome an encounter. The XP award for defeating an encounter is the sum of the XP values for each monster, villain, trap, or hazard that makes up the encounter. (See the "Experience Point Rewards" table, page 92.) Divide the XP award among all the characters who participated in the encounter. Even characters who were killed earned their fair share of the encounter XP (they just don't get to enjoy it).

There's more than one way to overcome an encounter. Sure, the explorers can storm the hoops' guardroom with guns blazing and wipe out the bad guys. But if they think of a clever way to circumvent the hoop guards—for example, arranging a diversion or offering a bribe—they still overcome the encounter. As Game Master, be generous and reward clever play. It shows that your players are putting some thought into their characters' challenges and engaging in the game.

QUEST REWARDS

Characters often embark on adventures because they've been assigned (or assigned themselves) a particular mission or quest—for example, cleaning out a troublesome group of bandits, or discovering and eliminating the cause of the mysterious robot attacks. In addition to earning XP for overcoming challenges, characters also earn XP for completing their quests.

A **minor quest** is usually a side mission or minor goal within a larger adventure. If it can be dealt with in a single encounter or is something that concerns only one character, it's probably a minor quest. It's worth the experience for a single standard monster of the characters' level.

A **major quest** is a major objective for the adventure. A long adventure might include a couple of major quests. The party could fail a major quest but still complete the adventure (for example, if they were supposed to bring the bandit chief back alive but killed the fellow instead). A major quest earns XP for a full encounter of the party's level.

See "Quests," page 89, for tips on how you can write your own quests.

AWARDING XP AND LEVELING UP

You can award XP immediately after a successful encounter. Gamma Terra is deadly, so let the players enjoy their success while they can. Some Game Masters prefer to award XP at the end of a game session; that's fine, too.

A character is ready advance to the next level as soon as his or her XP total equals or exceeds the target for that level (see "Gaining Levels," page 32). Characters need to take an extended rest to level up.

OMEGA TECH

Gamma Terra is full of cool stuff, so most encounter rewards (two out of three or so) should include an opportunity for each character to draw one Omega Tech card. Maybe the villains were wearing or carrying items they didn't know how to use, or maybe they were guarding a stash of Ancient gear. If the enemies shouldn't logically possess Omega Tech, it might instead be buried in the encounter surroundings. A ruined building or a junked car might contain devices that explorers can find by looking around after the smoke clears. You can present encounters that provide no Omega Tech, but they should be infrequent.

Normally, players draw Omega Tech cards from their own decks or the Game Master's deck, but you can also reward them with specific items. Pull these cards out of the Game Master's deck and set them aside until you are ready to give them to the players.

CUSTOMIZING CARD DECKS

As you create your adventure, you can also reinforce its theme by constructing specialized card decks for the players to draw from. An alien-themed adventure might feature an Omega Tech deck stacked with Area 52 items and an Alpha Mutation deck filled with Dark powers. Psi- and Xi- focused decks capture the flavor of a world of psionic cyborgs. You can pick and choose from cards in the starter box and in booster packs to build your own unique Game Master's decks.

Of course, nothing stops you from just adding a bunch of made-up cards to your decks. Keep the wackiness factor in mind when designing new Alpha Mutation and Omega Tech cards. If you want your players to have to deal occasionally with Big Flappy Feet, Animatronic Toys, and the like, go for it!

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ANCIENT JUNK

You can place such goodies wherever you want, as often as you and your players enjoy finding it. You might prefer to describe a mysterious object rather than just name it, and whether it functions or not is up to you. Alternatively, you can reward players by letting them roll on the Ancient Junk table on page 81.

AMMO REWARDS

If any character in your game uses weapons that require ammo, remember to give it out as an occasional reward or give the characters a chance to barter for it in town. There aren't specific types of ammo and you don't track units of ammo; ammo works for any weapon that requires it, and a character either has ammo or doesn't.

CREATING ADVENTURES

At its core, an adventure is a story. Each adventure is a frame you hang encounters upon. Like a novel, an adventure has a beginning, a middle, and an ending.

Beginning: An adventure's beginning proposes a problem to be solved by the characters. For instance, the party might stumble into the middle of a rumble between gangs of road warriors, or be the target of a surprise attack by xenophobic menarls. The situation should invest the players in the story immediately. If you begin an adventure by having someone ask the characters to do something, you're inviting them to say no. Players never say no to rolling initiative.

Middle: This is when most of the action occurs—the characters trace the road warriors back to their underground garage, or discover the menarl lair where kidnap victims are laid out like a buffet. They have several encounters, learning interesting new things in the process. You should vary the encounters so that different ones emphasize skill use, problem solving, investigation, and roleplaying.

Ending: The ending resolves the problem proposed at the beginning, and follows naturally from the encounters and secrets the characters dealt with in the middle. Even the simplest adventure should have a dramatic climax when crucial knowledge or decisive action pays off, or the villain gets its just deserts. An ending could also provide a new beginning for another adventure.

GOOD ADVENTURE DESIGN

Here are some ways to ensure your adventure is fun for everyone at the table.

Provide Multiple Paths to Success: Don't hinge adventure progress on a single task. If finding the laser-grid off switch is the only way to keep exploring the ruined robot factory, what happens if the characters all fail their Perception checks (or don't even think to search)? Add a duct they can crawl through, or a robot they can talk into letting them past, and let the players figure out their best choice.

Clear, Limited Choices: Even if the characters don't know exactly where their ultimate destination lies, they should always have a reasonable idea of where they can go next. Forcing characters to wander around for hours before stumbling across the adventure site leads to bored players. On the other hand, offering too many different options can paralyze players with indecision. Each choice should be meaningful.

Embrace the Weirdness: Thanks to their skills, powers, Alpha Mutations, and Omega Tech gear, D&D GAMMA WORLD characters can accomplish a wide range of odd and challenging tasks, with spectacular results. Craft encounters and adventures that reward players for smart use of these options. Throw minions at them that they can blow up with their plasma grenades, balky computer systems that they can hack with their big Science check bonuses, and recalcitrant mayors who bend to the every whim of that lucky player who starts with a +15 Interaction check bonus.



QUESTS

To get your players headed in the right direction, provide their characters with a quest: a clear motivation that points all their characters toward the adventure. For example, the characters learn that Professor Rat's Magneto-Beamer is going to pull the moon from the sky and kill everyone in the world unless it's turned off. Suddenly, they have a personal investment in getting involved.

Most quests don't need to be so dramatic, as long as they get the players (and thus their characters) interested. Here are some ideas to get you started.

- ☛ Destroy a crazy robot rampaging across the countryside.
- ☛ Spend a night inside a nearby Ancient ruin as a rite of passage.
- ☛ Deliver a mysterious package to the hermit living in the radioactive hills.
- ☛ Find the cause of the toxic rainstorms plaguing your village.
- ☛ Recover a certain piece of Omega Tech from a monster-infested factory.

You can also use multiple quests as part of the same adventure, giving each character a different reason to participate. For

example, Peter's pyrokinetic plant character knows that Professor Rat has kidnapped a friend versed in magneto-dynamic engineering. Andy's telekinetic rat swarm character believes the good professor has been responsible for killing many of its kind in the area. Jennifer's android yeti character needs a part from the Magneto-Beamer to repair herself. And so on.

GAMMA WORLD ADVENTURE LOCATIONS

Here are some interesting areas for your players to explore. You can use these as starting points or as inspiration when designing your own adventures.

Bromphis: A tribe of cannibalistic menarls lives within the hollowed-out interior of a huge steel dry-docked hull that formerly served as a battleship before the Big Mistake. The menarls have managed to get a few of the guns working again.

Columbia Building: This skyscraper is infested by a sentient plant, called Columbia, that keeps the foundation in repair. Its vines reach from below the substructure all the way to the loft apartments. Columbia is known to be a font of wisdom, but not an especially friendly one. To ask it a question, one must sacrifice a charged Omega Tech item to its twining strands. Even then, the great vine might decide to add the questioner to its collection of amber-encased oddities.

Firefly Sea: This immense inland lake glows a green-tinted white with residual radiation. There were once several Ancient cities along its coast, but the Big Mistake took care of that. Only half-flooded ruins remain. Fens that have managed to adapt to or protect themselves from the radiation now claim a city-state deep beneath the shining waves.

Iron Caves: A colony of sleeths inhabits these caves in the foothills of a mountain range. Oddly, most of the caves are lined with iron girders and cement. According to many Archivists, this particular colony sits inside an Ancient military bunker bursting with technology such as warbots and nuclear missiles.

Star of Purity: High in the mountains, a silvery dome is sometimes visible as the last rays of the setting sun strike it. Rumors say it's a city where pure-strain humans survive, safe in a self-contained crèche they built to protect themselves from the global cataclysm. Every so often, one such human escapes the computer-controlled ecosystem inside and strikes out into the wider world. And is promptly killed by gamma moths.

Timeslip City: This scattered ruin lies somewhere in the wastes, but its location appears to wander. Over the years, those who have glimpsed its tumbled skyscrapers and iron facades report the ruins are less decrepit than in earlier descriptions. Lately, people have seen indistinct figures shuffling through the streets, and phantom glows and laughter spill from obviously hollow structures. With each passing day, the otherworld city is slowly becoming more in sync with this reality.



BRETT BEAN

Tranquility Base: A station on the cracked moon oversees robot-controlled mining equipment that, even after two centuries of neglect, continues to harvest helium-3 from the surface. The empty station's gleaming halls could support an entire colony of engineers, as they once did. Anyone who could contrive to reach the moon would discover this refuge, completely free of the dangers of Gamma Terra. At least, until the clones in the basement are accidentally awakened.

CRYPTIC ALLIANCES

Dozens, perhaps hundreds, of these secretive organizations are scattered across the wastes. Some mean well, but most are hostile to strangers. Here are a few examples.

Archivists: This cult collects technological artifacts to worship, rather than to use.

Bonapartists: This paramilitary group, founded by a mutated bear named Emperor Napoleon, admits only those who have clear animal heritage.

Brotherhood of Thought: They're evangelists who seek to create a world order dedicated to rational cooperation—under their benevolent guidance, of course.

Knights of Genetic Purity: These nonmutated humans seek to eradicate all mutants from Gamma Terra. (Good luck with that.)

Radioactivists: This group worships the "Radiant Divine Glory" of atomic power, gathering around sites known for deadly radiation.

Restorationists: They're well-meaning folks who want to rebuild civilization using the tech of yesteryear and the mutations of tomorrow . . . if only everyone else would stop getting in their way.

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ADVENTURING IN YOUR HOME TOWN

Wondrous sites beckon to be explored, but the first few encounters for a new group of D&D GAMMA WORLD adventurers could be as close as your own back yard. When you choose a local setting that your gaming group knows, you can juxtapose the familiar with the bizarre to create a memorable gaming session.

Get a Local Map: County-government maps provide great local focus for an area you live in. You can also find and download maps from the internet.

Choose a Familiar Site: You've probably been to your local mall, museum, school, or corporate headquarters hundreds of times. Choosing one of these places to set your adventure, especially one you're familiar with, lets you describe the site with particular attention to atmosphere.

Use Props: If you can, collect business cards, fliers, gift-shop items, or other physical props associated with the site you choose. Showing your players fliers about the museum's final display as their characters tromp up the dead escalators helps bring home the location in their minds. If you can't find props, try to get a photo of the place to help the players visualize it.

Add the Gamma Terra Twist: Revel in the strangeness. Exploring the ruins of your high school is one thing. Exploring the ruins of your high school when it's a base for a tribe of two-headed mutants that are hell-bent on detonating a suitcase nuke they dug up from some NSA black ops installation—well, that's quite another thing. A stroll through the lobby of a former aerospace firm becomes far more interesting if part of the floor is covered in a spill of toxic goo and the upper gallery is patrolled by flying laserbots.

BUILDING ENCOUNTERS

Building an encounter is a matter of choosing threats appropriate to the characters and combining them in interesting and challenging ways. The threats at your disposal include all the monsters in this book, as well as traps, hazards, and weird terrain. The art of encounter design is mixing and matching these ingredients to create a fun experience.

STEP 1: CHOOSE THE ENCOUNTER LEVEL

For each encounter, decide how challenging you want it to be for the characters.

Easy: An easy encounter is one or two levels lower than that of the characters. It can be a warm-up for the session, a way to practice the game or teach the rules, or just a chance for the characters to kick butt.

Standard: A standard encounter is equal to the characters' level or one level higher. Most encounters should be standard encounters.

Hard: A hard encounter is two to four levels above the characters' level. Hard encounters make good climactic battles, or you can use them just to put the fear of Gamma Terra into your players.

Encounters more than four levels above the characters' level are lethal, so use them sparingly and give the characters escape options. Or not.

STEP 2: DETERMINE YOUR XP BUDGET

Once you've determined the encounter's level, you can figure out how much XP worth of challenges to include in the combat.

To find your XP budget, multiply the number of characters in the party by the XP value of a standard monster of the encounter's level (found in the table below). For example, to make a 5th-level encounter for four characters, you'd multiply 4 (the number of characters) by 200 (the XP value of a standard level 5 monster) to get 800 XP. A 5th-level encounter for six characters would be 1,200 XP (6 times 200).

EXPERIENCE POINT REWARDS

Monster Level	Standard Monster	Minion Monster	Elite Monster	Solo Monster
1	100	25	200	500
2	125	31	250	625
3	150	38	300	750
4	175	44	350	875
5	200	50	400	1,000
6	250	63	500	1,250
7	300	75	600	1,500
8	350	88	700	1,750
9	400	100	800	2,000
10	500	125	1,000	2,500

STEP 3: SPEND YOUR XP BUDGET

To spend your budget, choose monsters, traps, or hazards (from Chapter 5) one at a time, adding their XP values together, until you get close to the budget number. You don't have to hit the target exactly. If you overspend or underspend by less than the XP value of a standard monster of the encounter's level, that's close enough. However, if you miss your target by that much or more, you've actually made a higher- or lower-level encounter than you wanted. Try again by subtracting or adding until you get closer.

After you've picked the monsters, traps, and hazards you want to use in your encounter, note the total XP reward. You'll need it at the end of the encounter, when you award the XP to the players.

CHOOSING MONSTERS

A typical combat encounter uses monsters to fill out most or all of your XP budget. You can build a simple encounter using five monsters of the characters' level, or you can vary it a bit using some monsters a little above or below that level. Stick to monsters within two or three levels of the party level for best results.

Using all the same monsters, or monsters that do the same thing, is boring for you and for the players. Mix things up by including two or three different monster roles (see "Monster Roles," page 83) into an encounter. You don't have to make every monster different, though—that's just asking for complexity overload.

Standard Monsters: These should be most of the monsters you use. A standard monster provides a good challenge for an individual character of its level (a typical encounter includes the same number of standard monsters as characters).

Minion Monsters: Four minions are about equal to one standard monster, so each is worth only one-quarter the XP. Minions work best in groups; fighting one is pretty unexciting, but facing five or ten is a challenge. Minions also provide a good (if temporary) wall of defense for a mastermind-type villain.

Elite Monsters: An elite monster is as tough as two standard monsters, so it's worth twice as much XP as a standard monster. One of these makes a good lieutenant or underboss, particularly when paired with two to four standard monsters or a bunch of minions.

Solo Monsters: A solo monster is as tough as (and worth as much XP as) five standard monsters. Save solos for big, important battles. You can include other monsters in an encounter with a solo monster; minions work best.

ADDING TRAPS AND HAZARDS

Hear that? Sounded like a laser mesh coming online. But be careful! Don't panic and flee without watching where you're going; the entry foyer is now a radioactive crater. If you fall into it, lasers are the least of your worries.

If something can hurt the characters but it isn't a monster, it's a trap or a hazard. A **trap** is an artificial construction that has malicious intent. A **hazard** is a dangerous area that occurs naturally (as far as that goes in Gamma Terra); no entity purposefully made it.

Perceiving Traps and Hazards: When the characters are within line of sight of a trap or a hazard, compare each character's passive Perception score (that's 10 + the character's Perception check bonus) to the Perception DC given in the trap's statistics block. (Some traps and hazards are immediately apparent, and others allow checks using different skills to recognize them.) Anyone whose passive Perception score is equal to or higher than the stated DC notices the trap or hazard, or at least a relevant aspect of it. Of course, a character can always try an active Perception check as a minor action to spot something he or she missed with the passive check.

STEP 4: DRAW A MAP

An interesting mix of monsters, traps, and hazards makes a good start for an encounter, but the best combats also feature memorable battlefields. A large open hall is a lot less fun than a ruined food court broken up by smoking ravines, burning cars, and a carnivorous vine growing up the side of a wall. Artillery monsters take pot shots at the characters from behind the cars, while beefy brutes charge them, trying to push them into the ravines.

Here are some tips on how to create memorable encounter areas. For examples, look at the maps provided for each of the encounters in Chapter 6, "Steading of the Iron King."

Make Room: Don't be stingy with the space, especially if you include monsters larger than Medium size. An area 8 squares on a side is about the smallest space that allows for a mobile battle, but don't be afraid of quadrupling that.

Avoid Symmetry: It's boring. Let areas branch out into corridors, bridges, alcoves, antechambers, and alleys. Don't forget the third dimension: Platforms, pits, galleries, overlooks, and the tops of decrepit computer banks can produce fun tactical situations.

Add Some Clutter: Empty battlefields are generic and uninteresting. Grab some terrain features from the next section and scatter them around. Things that fill more than 1 square are best, but don't overdo it—at least half of your map should be open ground.

Encourage Movement: Give the characters reasons to move around during the fight. Movement encourages tactical decision-making, puts characters in greater peril, and keeps combat from bogging down. Perhaps the characters need to cross the room to disable the controls of the defense lasers cutting them apart, or to get to the artillery monsters hiding in the back corners. Areas of blocking terrain (see "Common Terrain Characteristics," page 96) force characters to move around to draw a bead on their enemies.

Remember, it's Gamma Terra: Mundane is dull. Toss some implausible features into your encounters, and every once in a while add fantastic details of cinematic scope. Maybe the characters have to ascend a skyscraper's exterior as they fight a squad of mutated 'skeeters, or avoid plumes of neurotoxin while fighting a pitched battle against an insane AI. Unusual battles sparkle with special significance, and your players will long remember them.

SKILL CHECKS

Can the characters decipher the blinking symbols on the keypad before the vacuum pumps evacuate all the air in the room? A **skill check** tells you the answer.

A skill check works just like an attack roll—roll a d20, add any relevant modifiers, and compare the result to a target number. The higher the roll, the better. Instead of using a monster's defense score as the target, though, you set the target number for the check: its **Difficulty Class** (or **DC**). You can call for a skill check as part of exploration (such as searching an old storage closet for supplies), but combat encounters that include skill checks become more exciting. A key skill check might help the characters win, or at least keep them alive.

HOW TO USE SKILL CHECKS

When a character wants to try something that isn't covered by the rules or by the details of the adventure you're running—which is likely to happen in the first ten minutes—you just need to answer two questions.

- 1. What kind of check is it?** Usually, you pick one of the ten skills described on pages 61–62. If you can't find a suitable skill, you can require an ability check instead. Choose the most appropriate ability and apply its modifier to the d20 roll. (Don't make straight ability checks really hard, though, unless you want to frustrate your players.) Sometimes the best choice is an attack roll instead; for example, if a player wants her android cockroach to hit a button across the room with a thrown rock, a ranged basic attack works better than a Mechanics check or a Dexterity check.
- 2. How hard do you want the check to be?** There are only three choices for this question: easy, moderate, or hard. (You could call a check "super-challenging" and assign it a stupidly high DC, but you didn't read that here.) You're the Game Master, and you know what's fun for your game. You decide whether convincing the rogue laserbots that the characters are supposed to be poking around in the abandoned base is easy, moderate, or hard.

DIFFICULTY CLASS BY LEVEL

Character Level	Easy DC	Moderate DC	Hard DC
1	9	13	17
2	10	14	18
3	11	15	19
4	12	16	20
5	13	17	21
6	14	18	22
7	15	19	23
8	16	20	24
9	17	21	25
10	18	22	26

TERRAIN

Terrain features turn boring battlefields into exciting encounters. Terrain comes in many forms, from security doors and piles of rubble to mutated grass and toxic goo.

COMMON TERRAIN CHARACTERISTICS

Whether mundane or weird, many kinds of terrain share certain characteristics, described here. Some terrain features include more than one.

Difficult Terrain: Entering a square of difficult terrain costs a creature 1 extra square of movement. When designing an encounter, you can use difficult terrain to make a path less appealing without taking it off the table entirely. Be careful not to add too much, though—it only slows down a fight and frustrates characters by preventing shifts. *Examples:* Rubble, uneven ground, shallow water, fallen light poles, thick undergrowth.

Blocking Terrain: Blocking terrain prevents movement through it and blocks line of sight. It channels the encounter's flow into a few paths, but make sure you don't use so much blocking terrain that it turns the fight into one long corridor. An Athletics check might allow a character to climb or jump onto blocking terrain, depending on what it is. *Examples:* Walls, doors, collapsed building, big trees or pillars, opaque force fields (a clear force field blocks line of effect but not line of sight).

Challenging Terrain: When a character enters a square of challenging terrain, he or she must typically succeed on an easy or a moderate skill check (often Acrobatics or Athletics) to avoid experiencing an unpleasant repercussion. Give characters an opportunity to identify the consequences of entering such terrain (using Perception, Nature, or Science checks). Challenging terrain is often difficult terrain. *Examples:* Ice, deep water, thick mud, a narrow girder between two skyscrapers.

Hindering Terrain: Hindering terrain prevents or punishes movement, or harms creatures that enter it (like challenging terrain), but it typically doesn't offer an easy way to avoid the consequences of entering it. *Examples:* Craters, deep water, lava, toxic chemical spills.

Obscured Terrain: Obscured terrain provides some type of concealment and can block line of sight if a target is far enough away from an observer. Obscured terrain has no effect on movement.

Lightly Obscured (–2 Penalty to Attack Rolls): A target in a lightly obscured square has concealment. *Examples:* Dim light, fog, neurotoxin plumes.

Heavily Obscured (–5 Penalty to Attack Rolls): A target in a heavily obscured square has total concealment unless it's adjacent to the attacker. *Examples:* Darkness, heavy falling ash, thick foliage.

Cover Terrain: Cover terrain provides either cover or superior cover, and helps characters and monsters defend against ranged attacks.

Cover (–2 Penalty to Attack Rolls): The target is around a corner or protected by terrain. *Examples:* Concrete traffic barricades, small trees or light poles, low walls.

Superior Cover (–5 Penalty to Attack Rolls): The target is almost entirely protected by terrain. *Examples:* Behind a small window, a grate, or a machine-gun slit.

EXAMPLES OF MUNDANE TERRAIN

These terrain features are common in Gamma Terra.

Door (Blocking): If unlocked, a door takes a minor action to open. Breaking down a door requires a standard action and a Strength check, which could be easy, moderate, or hard, depending on the situation. You might decide that some doors can't be broken down no matter how strong the characters are.

Wall (Blocking): Most surviving walls are ruins of crumbling concrete or peeling sheetrock. Climbing a wall usually requires a moderate Athletics check. Breaking through a wall is usually a hard Strength check (if it is possible at all).

Window: Windows provide line of sight and grant cover. Opening a window (if it still has any glass) is a minor action. Climbing through a window costs a creature 1 extra square of movement.

Steep Stairs and Slopes: Moving up stairs (or a broken escalator) or a steep slope, such as a hillside, is like moving through difficult terrain and costs 1 extra square of movement per square. Moving laterally or downhill doesn't cost extra.

Ladder: A creature can climb up or down ladders without making an Athletics check. While doing so, it moves at half speed.

Mud and Soft Sand (Difficult): Especially thick mud is challenging terrain instead of difficult terrain; any creature entering must succeed on an easy Athletics check or be immobilized until the start of its next turn.

Deep Water: Any water more than waist deep requires a creature without a swim speed to swim through it by making an easy or moderate Athletics check.

Light Pole or Tree (Difficult, Cover): Each of these features takes up only part of a square, so creatures can move through the square. The feature provides cover to anyone in its square.

Junked Car (Difficult, Challenging): A creature entering a square of this terrain must succeed on a moderate Acrobatics check to avoid getting stuck in the twisted metal. If the check fails, the creature is immobilized until the start of its next turn.

Debris Field (Difficult, Challenging): Collapsed parking structures and skyscrapers, landfills, and other ruins of the Ancients create treacherous debris fields filled with hidden pockets. A creature that moves more than 2 squares through debris on its turn must succeed on an easy Acrobatics check to avoid falling into a 10-foot-deep concealed hole (and taking 1d10 physical damage from the fall).

VISION AND LIGHT

Bright Light: If it's daytime, or you have a portable light source such as a lantern or a spotlight, you're in bright light and can see just fine.

Dim Light: Dim light is shed by a candle or by indirect illumination (such as flickering fluorescent tubes in an Ancient fixture), as well as moonlight or radioactive glow. Creatures that have darkvision or low-light vision see normally in dim light.

Darkness: Darkness prevails outside on a moonless night or indoors with no light sources. Squares of darkness are totally obscured—you can't see. Creatures that have darkvision aren't bothered, though.

EXAMPLES OF GAMMA TERRAIN

Fantastic and bizarre terrain is found throughout Gamma Terra.

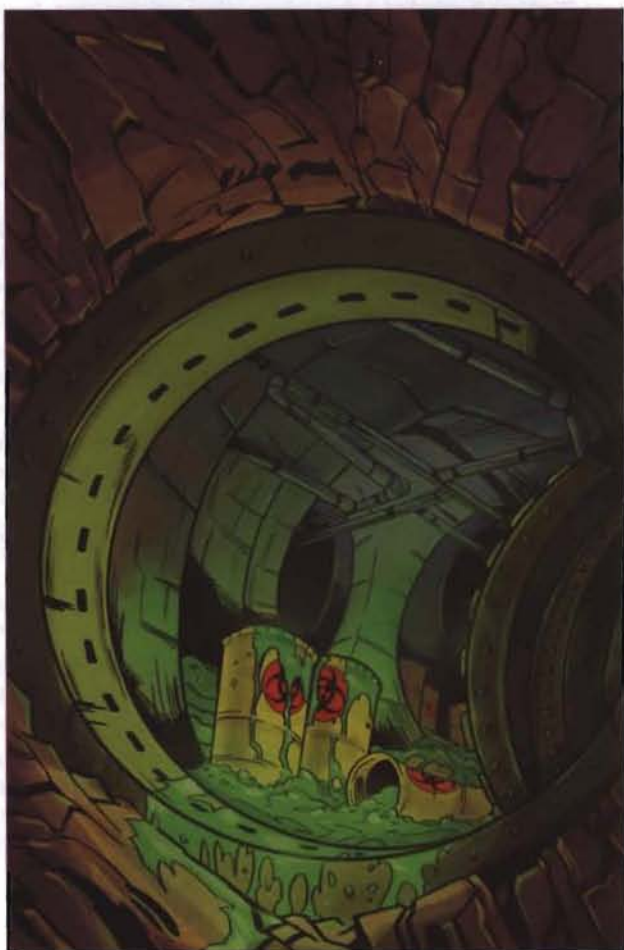
Beta Moss: This luxurious blue-glowing vegetation is thickest near areas of high radioactivity. Whenever a character starts his or her turn in a square of beta moss, he or she gains a +2 bonus to overcharge rolls and experiences an Alpha flux on any d20 roll of 5 or lower.

Charging Grid: In some Ancient ruins, white lines crisscross certain areas, representing buried broadcast-power grids. Whenever a creature uses an electricity attack power while in a charging grid square, it gains a +5 bonus to the damage roll. Charging grids that boost storm radiation, fire, and other types of damage might also exist.

Cryogenic Fog (Hindering):

This faint white mist leaks out of installations that produced super-cold temperatures, for refrigeration of biological samples, superconducting experiments, or cryogenic research. It congeals as a crust of ice on anything that moves through it. Whenever a creature enters or ends its turn in a square of cryogenic mist, it's slowed (save ends). A creature that is already slowed instead becomes immobilized (save ends). Creatures that have resistance or immunity to cold ignore the effects of cryogenic fog.

Exposed Superconducting Wiring (Challenging): These areas, usually along walls or hanging down from ceilings, are nests of jagged cerametal wires. Whenever a creature enters one of these squares, it takes 5 electricity damage unless it succeeds on a moderate Acrobatics check.



BRETT BEAN

Gamma Flux Zone: Although most of the alternate worldlines have collapsed into Gamma Terra, a few pockets of fluctuating potential still exist. Flux zones might be as small as a 1-square out-house, or they could fill rooms, compounds, or an entire ruined settlement. Characters within a Gamma Flux zone experience an Alpha flux on any d20 roll of 5 or lower.

Grab Grass (Hindering): This mutant ground cover has a mind of its own. Any prone creature in a square of grab grass must succeed on a moderate Athletics check to stand up.

Grav Plate (Hindering): Cerametal plates beneath the floor dramatically increase the weight of whatever moves over them. Whenever a creature enters a square containing a grav plate, it immediately stops moving (losing any movement left in that action). Leaving a grav plate's square costs a creature 1 extra square of movement.

Holo Grid: The Ancients could project still or moving holographic images in three-dimensional space. A holo-grid projection can mimic any terrain. Recognizing the image as a hologram requires an easy, a moderate, or a hard Insight check, depending on the quality of the projection. Use a creature's passive Insight check (10 + Insight check modifier) unless it actively studies the image.

Creatures that realize an object, a creature, or terrain is a hologram can safely ignore it, but others react to it as though it were real: attacking, avoiding, or attempting to manipulate it. Holograms have no mass and can't deal damage, so interacting with them might also reveal their true nature. Sometimes, AIs manifest hologram avatars to confront intruders; ignoring them can be dangerous.

Particulate Haze (Obscured): Many structures created by the Ancients incorporated dangerous constituents, such as asbestos fibers and worse. The slightest movement through such an area lifts a haze of toxic particles into the air, making those squares lightly obscured. While in these areas, creatures can't regain hit points by any means, not even by resting.

Rogue HVAC: Many Ancient structures incorporated semi-AI technology to control heating or cooling. Surviving air-conditioning systems create unpredictable gusts of air near ductworks. Whenever a creature ends its turn in a square affected by rogue HVAC, it slides 1d4 squares toward the creature nearest to it.

Targeting Pad: Military installations of the Ancients commonly enhanced soldiers with AI-assisted military applications. Whenever a creature is in a square containing such a targeting pad, it gains a +2 bonus to attack rolls.

Time-Space Fracture: After the worldlines collapsed together, fissures of temporal instability developed. Whenever a creature enters a square of time-space fracture, it's removed from play. (While out of play, it can't see or be seen by any other creature and can't take actions.) At the start of its next turn, it appears in any unoccupied square within 5 squares of the fracture.

Toxic Goo (Difficult, Challenging): This sticky, glowing sludge leaks from many Ancient ruins. Whenever a creature enters a square of goo, it must succeed on a moderate Athletics check or become immobilized until the start of its next turn. Any creature that starts its turn in toxic goo takes 5 poison damage and 5 radiation damage.



Arn



Android



Blight



Badder



Blaash

CHAPTER 5:

MONSTERS

Gamma Terra is sick with mutants, monsters, killer robots, and dimension-hopping aliens. Most would as soon use your skin for a coat as look at you, so it's usually better to shoot first and determine what you were aiming at after the radiation level drops off.

The chaos of collapsed time lines, lethal radiation, toxic sludge, and super-science weapons gone astray has pushed most beings to the brink of extinction. Those who have survived did so through superior genes, accidental mutation, or beneficial time line flux. Now, hundreds of years after the event that decimated the civilization of the Ancients (the Big Mistake), monsters roam the world. Some wander the wastes, others prowl the ruins of cities, and a few reside in Ancient bunkers, still on guard despite centuries of inactivity.

MONSTERS BY LEVEL

Monster	Level / Role	Page
Badder steading guard	1 Artillery	109
Blood bird	1 Lurker	112
Green kai lin	1 Soldier	120
Guardbot	1 Skirmisher	150
Horl choo stinger	1 Artillery	119
Porker marauder	1 Soldier	126
Shieldbot	1 Minion Brute	127
Sleeth mindwarden	1 Controller	132
Dabber sharpshooter	2 Artillery	114
Hoop sharpshooter	2 Artillery	155
Green darter arn	2 Skirmisher	108
Parn	2 Solo Soldier	125
Scarlet kai lin	2 Artillery	120
Sleeth guardian	2 Soldier	132
Soul besh guardskeeter	2 Soldier	133
Yexil mauler	2 Elite Brute	135
Badder slave driver	3 Controller (L)	109
Black blaash	3 Artillery	110
Gren headhunter	3 Lurker	116
Hoop warrior	3 Skirmisher	117
Horl choo tumbler	3 Skirmisher	119
Laserbot	3 Artillery	157
Obb scout	3 Artillery	122

Monster	Level / Role	Page
Rocketbot	3 Artillery	155
Soldierbot	3 Soldier	152
Soul besh bloodsucker	3 Lurker	133
Blight venomwing	4 Lurker	111
Blood bird flock	4 Soldier	112
Fen eel	4 Skirmisher	115
Menarl slime spitter	4 Controller	121
Obb sporeplanter	4 Soldier	122
Orlen pistoleer	4 Elite Brute	123
Porker warhog	4 Brute	126
Terl skyslayer	4 Skirmisher	134
Firebelly arn	5 Skirmisher	108
Gren archer	5 Artillery	116
Hoop warchief	5 Controller (L)	117
Iron King	5 Controller	157
Sentrybot	5 Skirmisher	127
Sep thresher	5 Brute	129
Serf dragoon	5 Controller	131
Berserk android	6 Brute	107
Blight hunter	6 Soldier	111
Menarl slime fang	6 Soldier	121
Eradicator Mk 3	10 Solo Controller	128

HOW TO READ A MONSTER ENTRY

D&D GAMMA WORLD monsters follow the same rules as monsters in the DUNGEONS & DRAGONS game. This was intentional, allowing you to use those monsters in Gamma Terra. If you are already familiar with how to read a monster statistics block entry, you can skip this next section and get straight to the carnage.

THE STATISTICS BLOCK

Monsters have defenses and hit points, and use powers, much as characters do. These statistics are presented in a format the Game Master can refer to when running combat encounters. A typical statistics block is shown below.

If a monster has no abilities in a particular category, that entry is usually omitted. For example, a monster that has no powers requiring a move action to use won't have a Move Action entry. It can still use a move action to do the things any creature can (move, shift, or run)—it just can't do anything special with a move action.

LEVEL, ROLE, AND XP

A monster's level and role are tools to help you build encounters. If the characters are 1st level, no fair throwing level 8 or 9 monsters at them (unless they deserve it, of course).

Level: This summarizes how tough a monster is in combat. A monster's level is built into most of the monster's statistics: defenses, hit points, and attacks.

Role: The monster's role describes how it behaves in combat (see "Monster Roles," page 83). A few monsters have the leader subrole, which means they grant some benefit to their allies in combat.

XP: The experience points characters earn for defeating the monster.

SIZE, ORIGIN, AND TYPE

A monster's size determines how much space it takes up on the battle map.

Size: Small and Medium monsters occupy 1 square each; Large monsters take up an area of 2 squares by 2 squares; Huge monsters fill a 3-by-3-square area.

Origin: This entry tells you where in the universe the monster comes from: terrestrial, extraterrestrial, or extradimensional. This information doesn't often come up in combat, but it helps you to figure out what you're looking at.

Type: This is a basic summary of the monster's appearance and behavior: animate, beast, or humanoid.

☞ **Animates** are things that aren't animals but move around anyway—mostly plants or robots. They don't need to breathe, eat, or sleep.

☞ **Beasts** are ordinary animals, or something close to them. Beasts that have Intelligence scores of 3 or lower act instinctively. Those that have Intelligence scores of 4 or higher approach (or exceed) human intelligence. But they still might eat you.

☞ **Humanoids** are usually bipedal, intelligent tool-users. They're people, more or less.

In addition, many monsters have keywords that further define them, such as robot, reptile, or insect. Keywords might matter when a leader monster is helping its followers, but usually they aren't important to characters.

INITIATIVE, PERCEPTION, AND SENSES

All monsters have initiative modifiers and Perception check modifiers, just as player characters do. Some have one or more unusual senses.

Blindsight: The monster can clearly see creatures or objects within the stated range, even if they are invisible or obscured. It can't see through walls or blocking terrain.

Darkvision: The monster can see in dim light and darkness without penalty.

Low-Light Vision: The monster can see in dim light without penalty.

Tremorsense: The monster can clearly see creatures or objects within the range given even if they are invisible, obscured, or on the other side of blocking terrain. This sense can detect only things that are in contact with the ground or another shared substance (such as a web or water); otherwise, the monster uses its normal senses.

Monster Name		Level and Role
Size, origin, and type (keywords)		XP value
HP maximum; Bloodied value		Initiative modifier
AC, Fortitude, Reflex, Will		Perception modifier
Speed		Special senses
Immune type/effect; Resist type; Vulnerable type		
Saving Throws modifier		
TRAITS		
⚡ Aura Name (keywords) ⚡ Aura size		
Effect.		
Trait Name (keywords)		
Effect.		
STANDARD ACTIONS/MOVE ACTIONS/MINOR ACTIONS		
[Icon] Power Name (keywords) ⚡ Usage		
Requirement:		
Attack: Type range (target); bonus vs. defense		
Hit/Miss/Effect/Failed Saving Throws/Special: Damage and other effects.		
TRIGGERED ACTIONS		
[Icon] Power Name (keywords) ⚡ Usage		
Requirement:		
Trigger:		
Attack: Type range (target); bonus vs. defense		
Hit/Miss/Effect/Failed Saving Throws/Special: Damage and other effects.		
Skills skill modifiers		
Str score (mod)	Dex score (mod)	Wis score (mod)
Con score (mod)	Int score (mod)	Cha score (mod)
Equipment		

SPEED

This is the distance the monster can walk by using a move action. In addition, special movement abilities are noted here.

Burrow: The monster can move through loose earth or sand at the stated speed. It can't shift or charge while burrowing.

Climb: The monster can move on vertical surfaces at the stated speed without making Athletics checks to climb. It does not grant combat advantage while climbing.

Fly: The monster can take the walk or run action (see page xx) but uses its fly speed in place of a walking speed. It can remain in the air without moving and can shift while flying. It can move up and down freely, both straight and diagonally. If it's knocked prone, it falls safely to the ground. If a monster's fly speed includes (hover), it can remain in the air even while stunned.

Swim: The monster moves through water at the stated speed without making Athletics checks.

SHIFTING AND FORCED MOVEMENT

Just as characters do, monsters can shift any number of squares up to the number stated in a power or an effect, including zero. Likewise, when a monster's power forces a target to move, the monster can choose any distance up to the stated number.

DEFENSES AND SPECIAL DEFENSES

All monsters have the same defensive scores that characters do: hit points, Armor Class, Fortitude, Reflex, and Will. Like characters, monsters become bloodied at half their maximum hit points. In addition, monsters often have special defenses.

Immune: A monster that is immune to a damage type doesn't take damage from an effect that has that keyword. If it's immune to a condition or an effect, such as dazed, it isn't affected by that condition or effect. Even if a monster is immune to part of a power, other parts of that power could still affect it.

Resist: A monster that has resistance takes less damage from a specific damage type. For example, if it has resist 10 fire, it takes 10 less damage whenever it takes fire damage. Resistance reduces damage only if the monster has resistance to each type of damage from an effect. Multiple resistances of the same kind aren't cumulative; use the highest value.

Vulnerable: The monster takes extra damage when it takes damage of the stated type. For example, if it has vulnerable 5 fire, it takes 5 extra fire damage whenever an attack deals fire damage to it. It still takes the extra damage even if the attack deals more than one type. Just like resistance, only the highest vulnerability applies if the monster gains the same vulnerability twice.

Saving Throws: Monsters make saving throws against harmful effects, just as characters do. Some monsters gain bonuses to their saving throws.

TRAITS

Traits are characteristics of a monster that aren't powers and don't take actions to use. Most are always in effect.

Aura: This effect continuously emanates from the monster in all squares out to the stated range and within line of effect. It doesn't affect the monster itself unless otherwise noted, and the monster can turn its aura on or off as a minor action (the aura ends automatically if the monster dies). Penalties from overlapping auras are not cumulative.

MONSTERS AND LANGUAGES

Any monster that has an Intelligence score of 3 or higher can understand and speak the common language of the area—usually English, if your game is set in the ruins of America. Creatures that have low Intelligence (6 or lower) have limited vocabularies that might include a lot of grunting, growling, and pointing.

ACTIONS

Attacks and special actions the monster can take are described here.

Attacks: Each entry includes a type, a range (such as "Melee 2"), and the creatures targeted by the attack (in parentheses), followed by the monster's attack bonus and what happens on a hit. Some attacks have an effect even on a miss, shown in the *Miss* entry. Others do something whether or not the attack hits; the *Effect* entry describes what happens.

Sometimes a monster's power becomes more harmful if the target fails a saving throw against its effects. *Failed Saving Throw* entries describe the results of the first, second, or even more failures.

Requirement: Some powers are usable only if the monster meets a precondition, such as being bloodied.

Triggered Actions: These powers always require a triggering event or condition to be used. The kind of action is shown in parentheses. Sometimes a power requires no action at all to use; it happens automatically (such as when the creature drops to 0 hit points).

Type: Most powers include an icon showing the power's type: melee (⚔), ranged (🏹), close (👤), and area (💣). Monster power types follow the same rules as those for characters. A monster's **basic attack** is the first attack described in its standard actions. (The basic attack always has a circle around its icon.) Some monsters have more than one basic attack.

Usage: Monster powers can be **at-will** or **encounter**, like those of characters, but some powers can **recharge** and be available for use again.

🔄 **Recharge** (🎲 🎲 🎲 🎲 🎲 🎲): The power has a random chance of recharging during each round of combat. At the start of each of the monster's turns, roll a d6. If the result is one of the stated numbers, the monster regains the use of that power.

🩸 **Recharge when first bloodied:** As soon as a monster is bloodied for the first time in an encounter, the power recharges.

🔒 Other monster powers recharge under specified circumstances.

SKILLS AND ABILITY SCORES

If a monster is trained (or just naturally good) at a particular skill, it's noted here. Monsters are untrained in skills that don't appear.

A monster's six ability scores are included at the bottom of its statistics block. Following each score is the adjusted ability score modifier (in parentheses). Use this number for untrained skill checks.

EQUIPMENT

Intelligent, tool-using monsters use the same sorts of scavenged, salvaged, and repurposed items as characters do. When a dabber swings a short sword at you, it could be wielding a cleaver, a blade pulled from a junked lawn mower, or a display wakizashi. If it's wearing ring mail, that could be a leather duster with bottle caps stitched onto it, or some old tire chains wrapped around a hunk of radial tread.

Ammo: Some monsters shoot guns, rocket launchers, or sharpened-disc throwers in combat. In most cases, the monster is carrying enough ammo to use the weapon throughout an encounter. Unusual weapons might have just one shot. In either case, the ammo is expended at the end of the encounter.

WHAT DO PLAYERS KNOW ABOUT AN ARN?

The first time or two you use a Gamma Terra monster in a battle, your players won't have any idea what they're fighting. Names such as arn, blaash, and yexil mean nothing to the players. However, their characters are natives of Gamma Terra and have grown up with stories about how Uncle Petey was carried off by a blight, or about the mighty hunter Quin who killed a parn with nothing but a knife and a stick of dynamite.

Here's what you should do when you use a monster for the first time.

1. Tell the players the monster's name. "You see a hoop!"
2. Show them the illustration of the creature. Wait for the laughter to die down.
3. If any player asks, "What do I know about hoops?" read the monster's introductory paragraphs to the players. Feel free to embellish with personal anecdotes or baseless speculation, as you see fit.

ANDROID

Once a machine achieves sentience and begins to design its own upgrades, humanity becomes obsolete. Or so the AI mainframes decree.

Androids are thinking machines that bear some physical resemblance to the Ancients. Most are factory, office, and military machines that have developed artificial intelligence (AI). A few are apparently the creations of a cross-time race of idiot savants who thought it would be fun to engineer their own replacements. Androids litter the ruins of Gamma Terra in various states of repair, form, ability—and homicidal tendency.

Berserk Android

Medium terrestrial animate (robot)

Level 6 Brute

XP 250

HP 86; Bloodied 43

Initiative +7

AC 18, Fortitude 19, Reflex 17, Will 18

Perception +8

Speed 6

Darkvision

Immune poison; Resist 10 fire, 10 radiation



STANDARD ACTIONS

⊕ **Machine Slam** (physical) ⊖ **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 2d8 + 8 physical damage (3d8 + 8 while the android is bloodied), and the target falls prone.

➤ **Shotgun** (physical, weapon) ⊖ **Recharge** [X] [1]

Attack: Ranged 5 (one creature); +11 vs. AC

Hit: 3d6 + 4 physical damage.

TRIGGERED ACTIONS

† **Berserk Flailing** ⊖ **Encounter**

Trigger: The android is first bloodied

Effect (Immediate Interrupt): The android uses *machine slam* against each enemy adjacent to it.

Auxiliary Power (healing) ⊖ **Encounter**

Trigger: The android drops to 0 hit points.

Effect (Immediate Interrupt): The android regains 10 hit points.

Str 19 (+7)

Dex 18 (+7)

Wis 11 (+3)

Con 16 (+6)

Int 10 (+3)

Cha 8 (+2)

Equipment shotgun

ARN

The dragonfly glitters like a beautiful jewel—but you can't really appreciate that when it's 5 feet long and bearing down on you.

Voracious scavengers and hunters, these overgrown insects haunt marshes and forests, preying on anything they can catch. Green darters attack by knocking their prey down; firebellies emit bursts of intense heat. All arns are strong fliers and can carry Small riders if caught and domesticated while young.

Green Darter Arn

Level 2 Skirmisher

Medium terrestrial beast (insect)

XP 125

HP 35; Bloodied 17

Initiative +7

AC 16, Fortitude 13, Reflex 15, Will 13

Perception +8

Speed 4, fly 8 (hover)



TRAITS

All-Around Vision

Enemies can't gain combat advantage by flanking the green darter.

Combat Advantage

The green darter deals 1d6 extra damage against any creature granting combat advantage to it.

STANDARD ACTIONS

⊕ Bite (physical) ⊕ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 2d6 + 3 physical damage, and the green darter shifts 4 squares.

⊕ Knockdown Swoop (physical) ⊕ At-Will

Effect: The green darter shifts 4 squares, making one attack at any point during that movement.

Attack: Melee 1 (one creature); +5 vs. Fortitude

Hit: 1d6 + 3 physical damage, and the target falls prone.

Str 14 (+3)

Dex 19 (+5)

Wis 14 (+3)

Con 11 (+1)

Int 2 (-3)

Cha 9 (+0)

Firebelly Arn

Level 5 Skirmisher

Medium terrestrial beast (insect)

XP 200

HP 60; Bloodied 30

Initiative +9

AC 19, Fortitude 16, Reflex 18, Will 16

Perception +9

Speed 4, fly 8 (hover)

Resist 10 fire



TRAITS

All-Around Vision

Enemies can't gain combat advantage by flanking the firebelly.

Combat Advantage (fire)

The firebelly deals 2d6 extra fire damage against any creature granting combat advantage to it.

STANDARD ACTIONS

⊕ Bite (physical) ⊕ At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 2d8 + 4 physical damage, and the firebelly shifts 4 squares.

⊕ Heat Burst (fire) ⊕ Recharge when first bloodied

Attack: Close burst 2 (creatures in burst); +7 vs. Reflex

Hit: 2d12 + 6 fire damage, and the target is weakened until the end of the firebelly's next turn.

Str 15 (+4)

Dex 21 (+7)

Wis 15 (+4)

Con 12 (+3)

Int 2 (-2)

Cha 10 (+2)

BADDER

What else but violence would you expect from a 5-foot-tall, intelligent, mutated badger?

Badders are cruel and destructive, raiding and pillaging nearby settlements. Their steadings are large, subterranean warrens beneath sturdy stone towers. Badders use savage or medieval technology, and leaders might carry firearms.

Badder Steading Guard

Medium terrestrial humanoid

Level 1 Artillery

XP 100

HP 22; Bloodied 11

Initiative +3

AC 15, Fortitude 13, Reflex 14, Will 13

Perception +5

Speed 5, burrow 2

STANDARD ACTIONS

⚔ **Mace** (physical, weapon) ⚡ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d10 + 3 physical damage.

🏹 **Clever Shot** (physical, weapon) ⚡ **At-Will**

Effect: The guard shifts 1 square before the attack.

Attack: Ranged 20 (one creature); +8 vs. AC

Hit: 1d8 + 4 physical damage, and until the start of the guard's next turn, the target grants combat advantage to enemies adjacent to it.

Str 13 (+1)

Dex 17 (+3)

Wis 10 (+0)

Con 10 (+0)

Int 10 (+0)

Cha 13 (+1)

Equipment ring mail, mace, crossbow



Badder Slave Driver

Medium terrestrial humanoid

Level 3 Controller (Leader)

XP 150

HP 45; Bloodied 22

Initiative +3

AC 17, Fortitude 14, Reflex 14, Will 15

Perception +2

Speed 5, burrow 2

STANDARD ACTIONS

⚔ **Crippling Flail** (physical, weapon) ⚡ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d10 + 5 physical damage.

Effect: The target is slowed until the end of the slave driver's next turn.

👁 **Fear Wave** (fear, psychic) ⚡ **Recharge** [6] [1]

Attack: Close blast 5 (enemies in blast); +6 vs. Will

Hit: 2d6 + 5 psychic damage.

Effect: The target is dazed (save ends).

TRIGGERED ACTIONS

👁 **Control Pain** (psychic) ⚡ **Encounter**

Trigger: The slave driver is first bloodied.

Effect (Immediate Reaction): Each enemy within 3 squares of the slave driver takes 5 psychic damage. Each ally within 3 squares of the slave driver gains 5 temporary hit points.

Str 14 (+3)

Dex 14 (+3)

Wis 12 (+2)

Con 13 (+2)

Int 11 (+1)

Cha 17 (+4)

Equipment ring mail, flail



BLAASH (GAMMA MOTH)

Bright lights attract gamma moths, so put out those fires when camping near old missile craters and ruined nuclear reactors.

Fearless and carnivorous, these enormous mutated gypsy moths bring down prey with radiation, then hover over the corpses to feed. Black blaashes target victims with precise beams of radiation.

Black Blaash

Small terrestrial beast (insect)

Level 3 Artillery

XP 150

HP 40; **Bloodied** 20

Initiative +5

AC 17, **Fortitude** 16, **Reflex** 17, **Will** 14

Perception +1

Speed fly 6 (hover)

Tremorsense 5

Immune radiation; **Vulnerable** 5 poison



TRAITS

Radioactive Flux (radiation) **Aura** 1

Any creature within the aura experiences an Alpha flux on a d20 roll of 4 or lower.

STANDARD ACTIONS

Wing Sweep (radiation) **At-Will**

Attack: Melee 1 (one creature); +6 vs. Reflex

Hit: 1d6 + 6 radiation damage.

Radiation Beam (radiation) **At-Will**

Attack: Ranged 10 (one creature); +8 vs. Fortitude

Hit: 2d6 + 5 radiation damage, and the target is weakened (save ends). Each creature adjacent to the target takes 5 radiation damage.

TRIGGERED ACTIONS

Radioactive Pulse (radiation) **Encounter**

Trigger: The blaash drops to 0 hit points.

Attack (No Action): Close burst 3 (enemies in burst); +6 vs. Fortitude

Hit: 2d6 + 3 radiation damage.

Str 12 (+2)

Dex 18 (+5)

Wis 11 (+1)

Con 16 (+4)

Int 5 (−2)

Cha 8 (+0)

BLIGHT (CLOUD WORM)

A flying carnivorous worm is a horrible sight. But don't worry—you probably won't see it coming.

Armed with the ability to bend light and become invisible, blights are predatory, tentacled worms that hunt on the wing. Blight hunters descend unseen on isolated victims and carry them off screaming into the sky. Venomwings rely on poison to kill their prey, then retreat to reestablish their invisibility.



Blight Venomwing

Large extraterrestrial beast

Level 4 Lurker

XP 175

HP 42; Bloodied 21

Initiative +10

AC 18, Fortitude 16, Reflex 17, Will 16

Perception +4

Speed 6, fly 6 (hover)

Resist 10 fire, 10 radiation, 10 sonic

TRAITS

Superior Light Bending

The blight is invisible. When it attacks, it becomes visible until the end of its next turn to creatures within 4 squares of it.

STANDARD ACTIONS

⬇ Bite (physical, poison) ⬇ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 +4 physical damage (3d8 +4 with combat advantage), and ongoing 5 poison damage (save ends).

MINOR ACTIONS

⬅ Light Pulse ⬇ Encounter

Attack: Close burst 3 (creatures in burst); +7 vs. Reflex

Hit: The target is blinded (save ends).

Str 15 (+4)

Dex 18 (+6)

Wis 15 (+4)

Con 12 (+3)

Int 7 (+0)

Cha 10 (+2)

Blight Hunter

Large extraterrestrial beast

Level 6 Soldier

XP 250

HP 69; Bloodied 34

Initiative +9

AC 21, Fortitude 18, Reflex 19, Will 18

Perception +6

Speed 6, fly 6 (hover)

Resist 10 fire, 10 radiation, 10 sonic

TRAITS

Light Bending

The hunter is invisible to creatures more than 4 squares away from it.

STANDARD ACTIONS

⬇ Bite (physical) ⬇ At-Will

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 2d8 +5 physical damage, and the target is immobilized (save ends).

⬇ Constrict (physical) ⬇ At-Will

Attack: Melee 1 (one immobilized creature); +9 vs. Fortitude

Hit: 3d10 +5 physical damage, and the target is restrained (save ends).

Str 16 (+6)

Dex 19 (+7)

Wis 16 (+6)

Con 13 (+4)

Int 6 (+1)

Cha 11 (+3)



BLOOD BIRD (RED DEATH)

Bird watching in Gamma Terra can be hazardous to your health.

These feathered predators' beautiful scarlet plumage belies their vicious nature. More than one admirer has been drawn to a blood bird's cheerful song and stunning red crest and tail feathers, only to fall to its radioactive bite. Flocks of ravening blood birds descend on prey and rend their victims to bits.

Blood Bird

Small terrestrial beast

Level 1 Lurker

XP 100

HP 24; **Bloodied** 12

AC 15, **Fortitude** 12, **Reflex** 14, **Will** 11

Speed 2, fly 6 (hover)

Resist 10 psychic, 10 radiation

Initiative +7

Perception +0



TRAITS

☼ **Radioactive Plumage** (radiation) ☼ **Aura** 1

Any creature that starts its turn within the aura takes 3 radiation damage.

STANDARD ACTIONS

⚔ **Beak** (physical, radiation) ☼ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d4 physical damage plus 2d4 radiation damage. In addition, the target takes ongoing 5 radiation damage and the blood bird moves into the target's square (save ends both). Until the target saves, whenever it moves, the blood bird moves with it. This movement does not provoke opportunity attacks from the target. While in the target's square, the blood bird gains a +5 bonus to all defenses, and it automatically hits the target with **beak**.

Str 10 (+0)

Dex 16 (+3)

Wis 10 (+0)

Con 12 (+1)

Int 2 (-4)

Cha 4 (-3)

Blood Bird Flock

Medium terrestrial beast

Level 4 Soldier

XP 175

HP 52; **Bloodied** 26

AC 19, **Fortitude** 15, **Reflex** 17, **Will** 14

Speed 2, fly 6 (hover)

Resist 10 psychic, 10 radiation; half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

Initiative +7

Perception +2



TRAITS

☼ **Radioactive Flock** (radiation) ☼ **Aura** 2

Any creature that starts its turn within the aura or in the flock's square takes 5 radiation damage.

Swarm

The flock can occupy the same square as another creature, and an enemy can enter its square, which is difficult terrain. The flock can't be pulled, pushed, or slid by melee or ranged attacks.

STANDARD ACTIONS

⚔ **Swarm of Beaks** (physical, radiation) ☼ **At-Will**

Effect: The flock moves into the target's square before the attack.

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 1d8 + 2 physical damage plus 1d8 radiation damage, and ongoing 5 radiation damage (save ends). Until the target saves, whenever it moves, the flock moves with it. This movement does not provoke opportunity attacks from the target.

Str 10 (+2)

Dex 16 (+5)

Wis 10 (+2)

Con 12 (+3)

Int 2 (-2)

Cha 4 (-1)



113



Dabber

Hoop

Blood Bird

Gren

Fen

DABBER

That bandit mask isn't just coloration.

Greedy, curious, and somewhat cowardly, dabbers are highly intelligent, mutated raccoons that have a reputation for thievery. They prefer to avoid direct combat, using traps or ruses to lead marks away from their valuables and then pillaging the abandoned camps or caravans. Dabbers gather in small bands that often hire out as scouts, marauders, and "treasure finders."

Dabber Sharpshooter

Small terrestrial humanoid

Level 2 Artillery

XP 125

HP 32; Bloodied 16

Initiative +4

AC 16, Fortitude 13, Reflex 14, Will 13

Perception +6

Speed 6

Low-light vision



STANDARD ACTIONS

⚔ **Short Sword** (physical, weapon) ☯ **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d8 + 4 physical damage.

↘ **Carbine** (physical, weapon) ☯ **At-Will**

Attack: Ranged 20 (one creature); +9 vs. AC

Hit: 2d6 + 3 physical damage.

TRIGGERED ACTIONS

⚡ **Telekinetic Repulsion** (force) ☯ **Encounter**

Trigger: An enemy enters a square adjacent to the sharpshooter.

Attack (Immediate Interrupt): Close burst 1 (creatures in burst); +5 vs. Fortitude

Hit: 2d6 + 2 force damage, and the sharpshooter pushes the target 2 squares and knocks it prone.

Skills Athletics +5, Stealth +9

Str 8 (+0)

Dex 17 (+4)

Wis 11 (+1)

Con 14 (+3)

Int 14 (+3)

Cha 14 (+3)


Equipment short sword, carbine

FEN (FISH FOLK)

Fens get cranky when they must venture up into the heavy, arid, searing environment they call "Above World." Best just to run from the waddling fish-people.

Fens are irritated by the mere sight of "drylanders" and would much rather stick them with pointy things than talk. Literally slippery customers, fen eels use electric jolts to incapacitate enemies.

Fen Eel		Level 4 Skirmisher	
Small terrestrial humanoid		XP 175	
HP 51; Bloodied 25		Initiative +8	
AC 18, Fortitude 16, Reflex 18, Will 14		Perception +2	
Speed 6, swim 6		Darkvision	
Resist 10 electricity, 10 poison; Vulnerable 5 fire			
TRAITS			
Eel Hunger (physical)			
The eel deals 2d6 extra physical damage to dazed creatures.			
Aquatic			
An eel can breathe underwater. While underwater, it gains a +2 bonus to attack rolls against creatures without the aquatic trait.			
STANDARD ACTIONS			
⚔ Spear-Sword (electricity, physical, weapon) ⚡ At-Will			
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC			
<i>Hit:</i> 1d6 + 4 physical damage, and the target is dazed and takes ongoing 5 electricity damage (save ends both).			
MOVE ACTIONS			
Undulate ⚡ At-Will			
<i>Effect:</i> The eel shifts 4 squares.			
Str 14 (+4)	Dex 18 (+6)	Wis 11 (+2)	
Con 11 (+2)	Int 10 (+2)	Cha 11 (+2)	
Equipment spear-sword			





GREN (GREEN FOLK)

Don't ride your skycycle too close to a gren hold, unless you enjoy high-speed face plants.

Grens are a humanlike race from a nontechnological worldline. Grens hate advanced technology and are suspicious of those who carry Ancient artifacts. Gren tribes subsist in wooded areas, jealously defending their territory.

Gren Headhunter

Medium extradimensional humanoid

HP 36; Bloodied 18

AC 18, Fortitude 14, Reflex 16, Will 14

Speed 7

Level 3 Lurker

XP 150

Initiative +8

Perception +3



TRAITS

⚙️ **Suppression Field** ☹️ **Aura 3**

Any creature within the aura takes a -4 penalty to attack rolls with Omega Tech powers.

STANDARD ACTIONS

⚔️ **Machete** (physical, weapon) ☹️ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 2d8 + 3 physical damage (4d8 + 3 if the headhunter started its turn invisible to the target), and the target is slowed until the start of the headhunter's next turn.

👤 **Vanish into the Forest** ☹️ **At-Will**

Effect: The headhunter shifts its speed. If it ends this movement in a square containing vegetation, it becomes invisible until the end of the encounter or until it moves or attacks.

Skills Athletics +9, Stealth +9

Str 17 (+4)

Dex 17 (+4)

Wis 14 (+3)

Con 12 (+2)

Int 10 (+1)

Cha 11 (+1)

Equipment machete

Gren Archer

Medium extradimensional humanoid

HP 51; Bloodied 25

AC 19, Fortitude 17, Reflex 18, Will 17

Speed 7

Level 5 Artillery

XP 200

Initiative +7

Perception +4



TRAITS

⚙️ **Suppression Field** ☹️ **Aura 3**

Any creature within the aura takes a -4 penalty to attack rolls with Omega Tech powers.

STANDARD ACTIONS

⚔️ **War Club** (physical, weapon) ☹️ **At-Will**

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 1d10 + 5 physical damage.

🏹 **Longbow** (physical, weapon) ☹️ **At-Will**

Attack: Ranged 20 (one creature); +12 vs. AC

Hit: 2d6 + 6 physical damage.

🏹 **Takedown Shot** (physical, weapon) ☹️ **Recharge** ⚡ ⚡

Attack: Ranged 20 (one creature); +12 vs. AC

Hit: 4d6 + 6 physical damage, and the target falls prone and is slowed (save ends).

Skills Athletics +8, Stealth +12

Str 12 (+3)

Dex 21 (+7)

Wis 15 (+4)

Con 15 (+4)

Int 12 (+3)

Cha 12 (+3)

Equipment war club, longbow



Obb

Orlen

Menarl


Kai Lin

Horl Chu

HORL CHOO (PORCUPINE BUSH)

That's no porcupine. See all those half-melted bones lying nearby? That's a bush that spits digestive acid that dissolves anything into fertilizer.

The spearlike quills of a horl choo mean agonizing death. Up close, they jab and inject acidic venom. Some of these plants hurl their stinging needles from a distance, while others roll over their prey, leaving acidic quills that fester in their victims' flesh.

Horl Choo Stinger Small terrestrial animate (plant) HP 22; Bloodied 11 AC 15, Fortitude 12, Reflex 15, Will 13 Speed 2 Resist 5 acid, 10 psychic	Level 1 Artillery XP 100 Initiative +4 Perception +5 Tremorsense 10	
STANDARD ACTIONS		
⊕ Quill (physical) ⊗ At-Will <i>Attack:</i> Melee 1 (one creature); +6 vs. AC <i>Hit:</i> 1d4 + 4 physical damage.		
⊕ Stinging Quill (physical) ⊗ At-Will <i>Attack:</i> Ranged 10 (one creature); +8 vs. AC <i>Hit:</i> 2d6 + 2 physical damage.		
⊕ Acid Quill (acid, physical) ⊗ At-Will <i>Attack:</i> Ranged 10 (one creature); +6 vs. Fortitude <i>Hit:</i> 1d6 + 2 physical damage, and ongoing 10 acid damage (save ends).		
Str 10 (+0) Con 10 (+0)	Dex 18 (+4) Int 2 (-4)	Wis 11 (+0) Cha 14 (+2)

Horl Choo Tumbler Small terrestrial animate (plant) HP 48; Bloodied 24 AC 17, Fortitude 16, Reflex 17, Will 14 Speed 8 Resist 5 acid, 10 psychic	Level 3 Skirmisher XP 150 Initiative +7 Perception +7 Tremorsense 10	
STANDARD ACTIONS		
⊕ Quill (acid, physical) ⊗ At-Will <i>Attack:</i> Melee 1 (one creature); +8 vs. AC <i>Hit:</i> 1d6 + 3 physical damage, and ongoing 5 acid damage (save ends).		
⊕ Tumbling Attack ⊗ At-Will <i>Effect:</i> The tumbler shifts 4 squares and can move through enemies' squares during the shift. It uses <i>quill</i> twice at any point during the shift, making each attack against a different target.		
Str 10 (+1) Con 16 (+4)	Dex 18 (+5) Int 2 (-3)	Wis 12 (+2) Cha 11 (+1)

KAI LIN (LIZARD VINE)

What's more dangerous: a snake in the grass or a snake that is grass?

Kai lins are mobile, reptilian-looking plants that feed on carrion, but they hunt living prey when they can't find anything dead. Their "tails" are actually long root clusters that they entwine in dead flesh to absorb sustenance, and they pack a nasty electrical jolt. Kai lins are about as intelligent as porpoises or chimps and can be trained as guardians or attack creatures.

Green Kai Lin

Medium terrestrial animate (plant)

Level 1 Soldier

XP 100

HP 29; Bloodied 14

Initiative +3

AC 17, Fortitude 15, Reflex 13, Will 14

Perception +2

Speed 6

Resist 5 electricity, 5 radiation

STANDARD ACTIONS

⚡ **Lashing Roots** (physical) ⚡ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d10 + 3 physical damage.

Effect: The target can't shift until the end of its next turn.

TRIGGERED ACTIONS

⚡ **Electric Lash** (electricity) ⚡ At-Will

Trigger: An enemy within 2 squares of the kai lin moves away from it.

Attack (Immediate Interrupt): Melee 2 (triggering enemy); +4 vs. Reflex

Hit: 1d10 + 3 electricity damage, and the target is immobilized until the end of its next turn.

Str 16 (+3)

Dex 13 (+1)

Wis 14 (+2)

Con 13 (+1)

Int 4 (-3)

Cha 7 (-2)



Scarlet Kai Lin

Medium terrestrial animate (plant)

Level 2 Artillery

XP 125

HP 32; Bloodied 16

Initiative +5

AC 16, Fortitude 14, Reflex 16, Will 15

Perception +3

Speed 6

Resist 5 electricity, 5 radiation

STANDARD ACTIONS

⚡ **Thorny Limb** (physical) ⚡ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d10 + 1 physical damage.

☢ **Radiation Glare** (radiation) ⚡ At-Will

Attack: Ranged 10 (one creature); +7 vs. Fortitude

Hit: 1d8 + 2 radiation damage, and the target takes a -2 penalty to all defenses and ongoing 5 radiation damage (save ends both).

TRIGGERED ACTIONS

☢ **Shock Shield** (electricity) ⚡ At-Will

Trigger: The kai lin is hit by an attack from an enemy that is not adjacent to it.

Effect (Immediate Interrupt): The kai lin gains a +2 bonus to all defenses against the triggering attack, and each creature adjacent to the kai lin takes 5 electricity damage.

Str 13 (+2)

Dex 18 (+5)

Wis 15 (+3)

Con 14 (+3)

Int 5 (-2)


Cha 8 (+0)




MENARL (SLIME DEVIL)

Thirty-foot-long, intelligent snakes that have an overabundance of humanoid arms shouldn't alarm anyone. Go about your business, waste-dweller.

Wanderers tell of menarl colonies that ruthlessly hunt and cannibalize other intelligent creatures. Menarls deny such accusations, at least until the accuser is alone and within easy reach. They can exude great quantities of sticky mucus to encase and immobilize prey.

Menarl Slime Spitter Medium terrestrial beast (reptile) HP 54; Bloodied 27 AC 18, Fortitude 15, Reflex 16, Will 17 Speed 5 Resist 10 poison	Level 4 Controller XP 175 Initiative +4 Perception +6	
TRAITS Legless The slime spitter can't drop prone or fall prone.		
STANDARD ACTIONS		
Ⓢ Bite (physical, poison) Ⓢ At-Will <i>Attack:</i> Melee 1 (one creature); +9 vs. AC <i>Hit:</i> 1d6 + 3 physical damage, and ongoing 5 poison damage (save ends).		
Ⓢ Spit Poison (poison) Ⓢ At-Will <i>Attack:</i> Ranged 10 (one creature); +7 vs. Reflex <i>Hit:</i> 1d10 + 6 poison damage, and the target is immobilized (save ends).		
Ⓢ Wave of Slime (poison) Ⓢ Recharge Ⓢ Ⓢ <i>Attack:</i> Close blast 5 (creatures in blast); +7 vs. Reflex <i>Hit:</i> 4d6 + 2 poison damage, and the target falls prone and is immobilized (save ends).		
Str 10 (+2) Con 14 (+4)	Dex 14 (+4) Int 16 (+5)	Wis 18 (+6) Cha 14 (+4)

Menarl Slime Fang Medium terrestrial beast (reptile) HP 70; Bloodied 35 AC 22, Fortitude 19, Reflex 17, Will 16 Speed 6 Resist 10 poison	Level 6 Soldier XP 250 Initiative +7 Perception +4	
TRAITS Legless The slime fang can't drop prone or fall prone.		
Slime Frenzy The slime fang gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against slowed or immobilized enemies.		
STANDARD ACTIONS		
Ⓢ Bite (physical, poison) Ⓢ At-Will <i>Attack:</i> Melee 1 (one creature); +11 vs. AC <i>Hit:</i> 1d6 + 5 physical damage, and ongoing 5 poison damage (save ends).		
Ⓢ Exude Slime Ⓢ At-Will <i>Attack:</i> Close burst 1 (creatures in burst); +9 vs. Fortitude <i>Hit:</i> The target falls prone and is slowed (save ends).		
Str 20 (+8) Con 14 (+5)	Dex 14 (+5) Int 10 (+3)	Wis 12 (+4) Cha 10 (+3)

122 OBB (FLYING EYE)

It's a bird! It's a plane! It's a . . . flying carnivorous mushroom?

These bizarre fungus creatures are greatly feared by most Gamma Terrans. They are cunning pack hunters that often lair in radioactive ruins. Each has a single dark eye, from which some emit blasts of blinding radiation. Specialized obbs grapple their victims with vicious claws and implant them with radioactive spores. When a spore bursts, slaying its host, a new obb springs from the corpse.

Obb Scout

Level 3 Artillery

Small extraterrestrial animate (plant)

XP 150

HP 38; **Bloodied** 19

Initiative +6

AC 16, **Fortitude** 14, **Reflex** 16, **Will** 15

Perception +3

Speed 2, fly 10 (hover)

Darkvision

Resist 10 fire, 10 radiation; **Vulnerable** 10 cold



STANDARD ACTIONS

⊕ **Wing Claw** (physical) ⊗ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 5 physical damage.

✧ **Obbtic Blast** (radiation) ⊗ **At-Will**

Attack: Ranged 10 (one creature); +8 vs. Fortitude

Hit: 2d6 + 5 radiation damage, and the target is blinded until the start of the scout's next turn.

MOVE ACTIONS

Strafing Pass ⊗ **Recharge** ☼ ☼ ☼ ☼

Effect: The scout shifts its fly speed. It gains a +2 bonus to all defenses until the start of its next turn.

Str 11 (+1)

Dex 20 (+6)

Wis 15 (+3)

Con 14 (+3)

Int 11 (+1)

Cha 10 (+1)

Obb Sporeplanter

Level 4 Soldier

Small extraterrestrial animate (plant)

XP 175

HP 55; **Bloodied** 27

Initiative +6

AC 20, **Fortitude** 16, **Reflex** 17, **Will** 17

Perception +5

Speed 2, fly 10 (hover)

Darkvision

Resist 10 fire, 10 radiation; **Vulnerable** 10 cold



STANDARD ACTIONS

⊕ **Wing Claw** (physical) ⊗ **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d10 + 5 physical damage.

⬇ **Claw Frenzy** (physical) ⊗ **Recharge** ☼ ☼ ☼ ☼

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d10 + 5 physical damage, and the target is restrained (save ends).

⬇ **Obb Spore** (physical, radiation) ⊗ **Encounter**

Attack: Melee 1 (one restrained creature); +7 vs. Fortitude

Effect: 1d10 + 5 physical damage, and the target is dazed and takes ongoing 5 radiation damage (save ends both). If the target drops to 0 hit points or fewer while affected by this power, it dies and an obb scout appears in its square. The scout rolls for initiative.

Str 16 (+5)

Dex 15 (+4)

Wis 16 (+5)

Con 15 (+4)

Int 12 (+3)

Cha 11 (+2)

ORLEN

Two bickering heads and four powerful arms make for eight different ways to pick a fight.

Orlens' giant humanoid frames make them dangerous enemies, but with too many heads and arms, their existence can be a trial. The heads rarely get along with each other, so negotiating with an orlen isn't easy—one of the heads is almost certain to take exception no matter what the topic.

Orlen Pistoleer

Large terrestrial humanoid

HP 132; Bloodied 66

AC 16, Fortitude 18, Reflex 16, Will 17

Speed 4

Vulnerable 5 psychic

Saving Throws +2

Level 4 Elite Brute

XP 350

Initiative +3

Perception +7

TRAITS

Double Actions

The pistoleer rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different head. The pistoleer's ability to take immediate actions refreshes on each of its turns.

Dual Brain

At the end of its turn, the pistoleer automatically saves against any dazed, dominated, and stunned conditions that a save can end.

STANDARD ACTIONS

⚔ Slam (physical) ⚔ At-Will

Attack: Melee 2 (one creature); +9 vs. AC

Hit: 2d12 + 4 physical damage.

🔫 Pistol (physical, weapon) ⚔ Recharge when no enemy is adjacent to the pistoleer

Attack: Ranged 10 (one creature); +9 vs. AC

Hit: 1d12 + 5 physical damage.

👊 Four-Armed Slam (physical) ⚔ Recharge ☞ ☞ ☞ ☞

Attack: Close burst 2 (enemies in burst); +9 vs. AC

Hit: 2d12 + 4 physical damage.

FREE ACTIONS

Elite Action ⚔ Encounter

Requirement: It is the pistoleer's turn.

Effect: The pistoleer takes an extra standard action during that turn.

Str 17 (+5)

Dex 12 (+3)

Wis 11 (+2)

Con 16 (+5)

Int 10 (+2)

Cha 12 (+3)

Equipment pistol





Eradicator

Guardbot

Parn

Porker

Sep

PARN (SWORD BEETLE)

It's a beetle the size of a draft horse that has an appetite even bigger.

Armed with a natural arsenal of quills, spines, and swordlike antennae of sharp chitin, parns fear nothing. The voracious beetles are strong swimmers and often hide just beneath the surface of ponds or sluggish rivers, with only a small portion of their heads and eyes above water to watch for prey. Parns are resistant to mental attack, redirecting psychic energy against other creatures nearby. They sometimes team up with creatures that promise them opportunities to indulge their cruelty and bloodlust.



Parn

Large terrestrial beast (insect)

Level 2 Solo Soldier

XP 625

HP 156; Bloodied 78

Initiative +4

AC 17, Fortitude 17, Reflex 14, Will 15

Perception +3

Speed 6, swim 6

Low-light vision

Resist 10 psychic

Saving Throws +5

TRAITS

Threatening Reach

The parn can make opportunity attacks against all enemies within 2 squares of it.

STANDARD ACTIONS

⬇ Sword Antenna (physical) ⊗ At-Will

Attack: Melee 2 (one creature); +11 vs. AC

Hit: 1d6 + 4 physical damage.

⬇ Double Attack ⊗ At-Will

Effect: The parn uses *sword antenna* twice.

MINOR ACTIONS

↖ Fling Spines (physical) ⊗ At-Will (1/round)

Attack: Close burst 10 (one creature in burst); +7 vs. AC

Hit: 1d10 + 5 physical damage, and the target is immobilized until the start of the parn's next turn.

FREE ACTIONS

Solo Action ⊗ Recharge when first bloodied

Requirement: It's the parn's turn.

Effect: The parn takes an extra standard action during that turn.

TRIGGERED ACTIONS

↖ Psychic Redirection (psychic) ⊗ At-Will

Trigger: An enemy uses a psychic attack power against the parn.

Effect (Immediate Reaction): One creature within 5 squares of the parn takes 5 psychic damage and is dazed (save ends).

Str 20 (+6)

Dex 13 (+2)

Wis 14 (+3)

Con 15 (+3)

Int 6 (−1)

Cha 9 (+0)

A detailed illustration of a Parn, a large, green, insect-like creature. It has a segmented body, multiple pairs of legs, and several antennae. The creature is shown from a top-down perspective, with its head at the bottom and its body extending upwards. The illustration is set against a dark, textured background.

PORKER (ROAD HOG)

Check out that Fat Boy—no, I meant the motorcycle.

Roaming the wastes of Gamma Terra are gangs of greedy, callous marauders: Porkers are a race of intelligent, mutated pigs. They love Ancient technology, especially firearms and internal combustion engines—the bigger and louder, the better. They have a knack for jury-rigging and salvage, so a porker gang can keep a handful of Ancient motorcycles and fuel stills in working order.

Porker Marauder

Medium terrestrial humanoid

HP 29; Bloodied 14

AC 17, Fortitude 16, Reflex 13, Will 12

Speed 5

Level 1 Soldier

XP 100

Initiative +2

Perception +0



STANDARD ACTIONS

⊕ **Flail** (physical, weapon) ⊗ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 2d6 + 1 physical damage, and the marauder pushes the target 1 square. The marauder can then shift 1 square into the square the target vacated.

MINOR ACTIONS

⏪ **Foul Belch** (poison) ⊗ **Recharge** when first bloodied

Attack: Close blast 2 (enemies in blast); +4 vs. Fortitude

Hit: 1d10 + 3 poison damage, and the target is dazed until the end of the marauder's next turn.

Str 16 (+3)

Dex 10 (+0)

Wis 10 (+0)

Con 13 (+1)

Int 13 (+1)

Cha 7 (−2)

Equipment leather armor, flail

Porker Warhog

Medium terrestrial humanoid

HP 65; Bloodied 32

AC 16, Fortitude 18, Reflex 17, Will 15

Speed 5

Level 4 Brute

XP 175

Initiative +3

Perception +3



STANDARD ACTIONS

⊕ **Battleaxe** (physical, weapon) ⊗ **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d10 + 4 physical damage (3d10 + 4 against a prone target).

✖ **Blunderbuss** (physical, weapon) ⊗ **Encounter**

Attack: Area burst 1 within 5 (creatures in burst); +9 vs. AC

Hit: 2d8 + 4 physical damage, and the target falls prone.

MINOR ACTIONS

↓ **Belly Buck** (physical) ⊗ **Recharge** ☼ ☼ ☼ ☼

Attack: Melee 1 (one creature); +7 vs. Fortitude

Hit: 1d6 + 4 physical damage, and the target falls prone.

Str 18 (+6)

Dex 12 (+3)

Wis 12 (+3)

Con 15 (+4)

Int 15 (+4)

Cha 9 (+1)

Equipment flail, blunderbuss

ROBOT, GUARDBOT

"Fleshy target acquired. Exterminate!"

Many of these security machines still defend Ancient installations, but some now wander the wastes. Although not as deranged as berserk androids or as powerfully armed as Eradicators, guardbots are still efficient killers of organic threats. They pack a nasty electrical punch backed up by improved targeting software.

Shieldbot

Level 1 Minion Brute

Medium terrestrial animate (robot)

XP 25

HP 1; a missed attack never damages a minion. **Initiative** +3

AC 14, **Fortitude** 13, **Reflex** 14, **Will** 11 **Perception** +8

Speed 5 **Darkvision**

Immune poison; **Resist** 5 electricity, 5 radiation

STANDARD ACTIONS

⊕ **Electrojolt** (electricity) ⊖ **At-Will**

Attack: Melee 1 (one creature); +4 vs. Reflex

Hit: 9 electricity damage.

TRIGGERED ACTIONS

⊕ **Networked** ⊖ **At-Will**

Trigger: A robot ally is bloodied or knocked prone.

Effect (Free Action): The shieldbot shifts 1 square, then uses *electrojolt*.

Str 19 (+4)

Dex 16 (+3)

Wis 12 (+1)

Con 16 (+3)

Int 10 (+0)

Cha 7 (-2)



Sentrybot

Level 5 Skirmisher

Medium terrestrial animate (robot)

XP 200

HP 64; **Bloodied** 32

Initiative +7

AC 20, **Fortitude** 17, **Reflex** 18, **Will** 16

Perception +8

Speed 4, fly 8

Darkvision

Immune poison; **Resist** 10 electricity, 10 radiation

STANDARD ACTIONS

⊕ **Electrojolt** (electricity) ⊖ **At-Will**

Attack: Melee 1 (one creature); +8 vs. Reflex

Hit: 1d8 + 4 electricity damage, and ongoing 5 electricity damage (save ends).

⊕ **Flyby Electrocutation** ⊖ **At-Will**

Effect: The sentrybot flies 8 squares and uses *electrojolt* once at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of its attack.

TRIGGERED ACTIONS

⊕ **Networked** ⊖ **At-Will**

Trigger: A robot ally within 3 squares of the sentrybot is bloodied or knocked prone.

Effect (Free Action): The sentrybot shifts 3 squares and uses *electrojolt*.

Str 19 (+6)

Dex 16 (+5)

Wis 12 (+3)

Con 16 (+5)

Int 10 (+2)

Cha 7 (+0)



ROBOT, ERADICATOR MK 3

Another kid-tested, mom-approved product from your friends at the StupendiCo Corporation!

Eradicator-class robots are powerful war machines designed to defend crucial installations and provide battlefield security. They're fitted with an impressive arsenal of lasers, grenades, and other implements of mayhem. Many have accumulated serious programming errors and logic-processor damage over the years, making them unpredictable at best; approach with care.

Eradiator Mk 3

Level 10 Solo Controller

Large terrestrial animate (robot)

XP 2,500

HP 400; Bloodied 200

Initiative +9

AC 24, Fortitude 22, Reflex 22, Will 23

Perception +14

Speed 5, fly 8 (hover)

Darkvision

Immune poison

Saving Throws +5

TRAITS

☼ **Laser Snap-Shot** ☼ **Aura 5**

Any enemy that starts its turn within the aura takes 10 laser damage.

Force Field (while not bloodied)

The Eradiator gains 10 temporary hit points at the start of each of its turns.

STANDARD ACTIONS

☼ **Alloy Tentacle** (physical) ☼ **At-Will**

Attack: Ranged 40 (one creature); +15 vs. AC

Hit: 3d6 + 5 physical damage, and the target falls prone.

☼ **Weapon Mounts** (see text) ☼ **At-Will**

Effect: The Eradiator uses one of the following attacks without provoking an opportunity attack.

1. Gatling Laser (laser)

Effect: The Eradiator makes the following attack twice.

Attack: Ranged 40 (one creature); +13 vs. Reflex

Hit: 2d8 laser damage.

2. Concussion Grenade (force)

Attack: Area burst 2 within 20 (creatures in burst); +13 vs. Reflex

Hit: 3d6 + 5 force damage, and the target is pushed 1 square from the burst's origin and dazed (save ends).

3. Tractor/Pressor Beam (force)

Attack: Ranged 20 (one creature); +13 vs. Fortitude

Hit: 1d8 + 5 force damage, and the Eradiator slides the target 5 squares.

Double Attack ☼ **At-Will**

Effect: The Eradiator uses *alloy tentacle* and *weapon mounts*, or uses two different *weapon mounts*.

FREE ACTIONS

Solo Action ☼ **Recharge** when first bloodied

Requirement: It's the Eradiator's turn.

Effect: The Eradiator takes an extra standard action during that turn.

TRIGGERED ACTIONS

☼ **Countermeasures** (zone) ☼ **Encounter**

Trigger: The Eradiator is first bloodied.

Effect (Free Action): The Eradiator shifts 5 squares and creates a zone in a close burst 3 that lasts until the end of the encounter. The zone is lightly obscured for all creatures except the Eradiator.

Str 21 (+10)

Dex 18 (+9)

Wis 18 (+9)

Con 18 (+9)

Int 21 (+10)

Cha 15 (+7)



SEP (LAND SHARK)

When a sinkhole turns out to be a land shark's maw, that's a bad day.

These mutated sharks are perfectly adapted to subterranean "swimming." A hungry sep doesn't give away its presence by allowing its dorsal fin to break the surface—it comes up directly beneath its prey.

Sep Thresher	Level 5 Brute
Large terrestrial beast	XP 200
HP 75; Bloodied 37	Initiative +6
AC 17, Fortitude 16, Reflex 18, Will 16	Perception +7
Speed 4, burrow 4	Tremorsense 10



STANDARD ACTIONS

⊕ Bite (physical) ⊗ At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 2d6 + 6 physical damage, and the target is immobilized (save ends). If the thresher is more than 2 squares away from the target, the target is no longer immobilized.

MOVE ACTIONS

Gone Under ⊕ Recharge ☐☐☐☐☐☐

Effect: The darter shifts 6 squares. At the end of the shift, it burrows beneath the ground and is removed from play. While removed from play, it has neither line of sight nor line of effect to any creature (and vice versa), and it can't take any actions. At the end of its next turn, the darter appears in an unoccupied square within 8 squares of its last location. It deals 2d8 extra damage with its next attack before the end of the encounter.

MINOR ACTIONS

⊕ Chew (physical) ⊗ At-Will (1/round)

Attack: Melee 1 (one creature immobilized by the thresher); +10 vs. AC

Hit: 2d6 + 6 physical damage.

Str 12 (+3)	Dex 19 (+6)	Wis 10 (+2)
Con 15 (+4)	Int 2 (-2)	Cha 11 (+2)



130



Sleeth

Serf

Soul Besh

Terl

Yexil

SERF (THOUGHT MASTER)

"Respect my authority!"

Serfs are domineering, power-hungry humanoids that seek to subjugate weaker creatures. They have poisonous claws, which they use to venom their weapons, and they boast a formidable array of mental powers. Serfs adopt military ranks and trappings and form clans, surrounded by loyal minions such as badders, hoops, and porkers. No serf is ever truly happy until it has a stronghold of its own.

Serf Dragon		Level 5 Controller
Medium extradimensional humanoid		XP 200
HP 61; Bloodied 30		Initiative +3
AC 20, Fortitude 16, Reflex 16, Will 18		Perception +3
Speed 6		
STANDARD ACTIONS		
⊕ Poisoned Sword (physical, poison, weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d6 + 4 physical damage, and ongoing 5 poison damage (save ends).		
⚡ Mental Blast (psi, psychic) ⊕ Recharge [⚡] [⚡] [⚡]		
Attack: Close blast 5 (creatures in blast); +8 vs. Will		
Hit: 3d6 + 2 psychic damage, and the target is stunned until the end of the dragon's next turn.		
⚡ Life Leech (healing, necrotic) ⊕ Encounter		
Attack: Close burst 3 (creatures in burst); +8 vs. Fortitude		
Hit: 2d8 + 4 necrotic damage, and the dragon regains 5 hit points for each target hit by this attack.		
TRIGGERED ACTIONS		
Light Manipulation ⊕ Recharge when first bloodied		
Trigger: An enemy hits the dragon.		
Effect (Immediate Reaction): The dragon becomes invisible until the start of its next turn and shifts 3 squares.		
Str 18 (+6)	Dex 12 (+3)	Wis 12 (+3)
Con 13 (+3)	Int 15 (+4)	Cha 15 (+4)
Equipment short sword		



SLEETH (SEER LIZARD)

You could learn a lot from a sleeth, if it weren't trying to rip your heart out.

The reptilian sleeths are a peaceful race, at least among themselves. They are renowned as precognitive wonders and scholars of the Ancients, and they are especially knowledgeable about Area 52 tech. Unfortunately for would-be seekers of wisdom, sleeths' lizard brains are wired for xenophobia—nothing riles up a community of seer lizards more than nonreptilian visitors.

Sleeth Mindwarden

Level 1 Controller

Medium extradimensional humanoid (reptile)

XP 100

HP 29; Bloodied 14

Initiative +0

AC 15, Fortitude 12, Reflex 12, Will 15

Perception +3

Speed 6

Resist 5 psychic



TRAITS

☼ **Life Leech** (necrotic) ☼ **Aura** 1

Whenever an enemy ends its turn within the aura, it takes 5 necrotic damage and the mindwarden gains 5 temporary hit points.

STANDARD ACTIONS

⚡ **Telekinetic Claw** (psychic) ☼ **At-Will**

Attack: Melee 1 (one creature); +4 vs. Will

Hit: 1d10 + 2 psychic damage, and the mindwarden pushes the target 3 squares.

➤ **Mind Claw** (psychic) ☼ **At-Will**

Attack: Ranged 10 (one creature); +4 vs. Will

Hit: 2d6 + 2 psychic damage, and the target is immobilized (save ends).

Miss: The target is slowed until the end of its next turn.

➤ **Frenetic Brain** ☼ **Recharge** [1]

The mindwarden uses *mind claw* twice, making each attack against a different target.

Str 12 (+1)

Dex 11 (+0)

Wis 16 (+3)

Con 13 (+1)

Int 13 (+1)

Cha 13 (+1)

Sleeth Guardian

Level 2 Soldier

Medium extradimensional humanoid (reptile)

XP 125

HP 37; Bloodied 18

Initiative +4

AC 18, Fortitude 14, Reflex 15, Will 13

Perception +7

Speed 6

Resist 5 psychic



STANDARD ACTIONS

⚡ **Telekinetic Hammer** (force) ☼ **At-Will**

Attack: Melee 1 (one creature); +5 vs. Will

Hit: 1d10 + 5 force damage (2d10 + 5 against a prone target), and the target falls prone.

TRIGGERED ACTIONS

⚡ **Precognitive Answer** (force) ☼ **At-Will**

Trigger: An enemy leaves a square adjacent to the guardian.

Attack (Immediate Interrupt): Melee 1 (triggering enemy); +7 vs. AC

Hit: 1d10 + 7 force damage.

Str 14 (+3)

Dex 13 (+2)

Wis 12 (+2)

Con 13 (+2)

Int 9 (+0)

Cha 10 (+1)

SOUL BESH

They're too big to slap.

Soul beshes are flightless, mutant mosquitoes the size of small dogs. They creep up to travelers' camps and stick their proboscises into sleeping victims, paralyzing them with an anesthetizing venom while draining them dry. Guardskeeters can be trained as watch-bugs, but they're dangerous when hungry and not very attentive when digesting a meal.

Soul Besh Guardskeeter	Level 2 Soldier
Small terrestrial beast (insect)	XP 125
HP 35; Bloodied 17	Initiative +6
AC 19, Fortitude 13, Reflex 15, Will 12	Perception +6
Speed 6, climb 6	Darkvision
TRAITS	
Chameleon Defense	
The guardskeeter has concealment against any enemy that is not adjacent to it.	
STANDARD ACTIONS	
⚔ Barbed Proboscis (physical) ☞ At-Will	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 2d6 + 3 physical damage, and the target is immobilized (save ends).	
⚔ Inject Venom (poison) ☞ At-Will	
Attack: Melee 2 (one immobilized, restrained, or stunned creature); +7 vs. AC	
Hit: 3d6 + 3 poison damage, and the target is weakened (save ends both).	
First Failed Saving Throw: The target is restrained (save ends).	
Second Failed Saving Throw: The target is stunned instead of restrained (save ends).	
Skills Stealth +9	
Str 14 (+3)	Dex 17 (+4)
Con 11 (+1)	Int 2 (-3)
	Wis 11 (+1)
	Cha 8 (+0)



Soul Besh Bloodsucker	Level 3 Lurker
Small terrestrial beast (insect)	XP 150
HP 38; Bloodied 19	Initiative +9
AC 17, Fortitude 15, Reflex 16, Will 14	Perception +6
Speed 6, climb 6	Darkvision
TRAITS	
Chameleon Adaptation	
The bloodsucker has concealment against any enemy that is not adjacent to it. If it starts its turn hidden from an enemy, until the end of its turn, it gains combat advantage against that enemy.	
STANDARD ACTIONS	
⚔ Stealthy Proboscis (poison) ☞ At-Will	
Attack: Melee 2 (one creature); +6 vs. Fortitude	
Hit: 1d8 + 4 poison damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is instead immobilized (save ends).	
Second Failed Saving Throw: The target is instead stunned (save ends).	
⚔ Drain Blood (physical) ☞ At-Will	
Attack: Melee 2 (one immobilized or stunned creature); +6 vs. Fortitude	
Hit: 2d10 + 4 physical damage, and the target is weakened (save ends). The target takes a -2 penalty to saving throws until it saves against this effect.	
Skills Stealth +10	
Str 11 (+1)	Dex 19 (+5)
Con 14 (+3)	Int 2 (-3)
	Wis 11 (+1)
	Cha 8 (+0)



TERL (RUIN FISH)

Ruin fish are tasty, but few go trolling for them.

Schools of 6-foot-long, flying, fanged fish are a common sight in dilapidated Ancient cities. These exceptionally dangerous predators flit through the canopy of leaning skyscrapers in pursuit of prey. Terls spend a portion of their life cycle spawning in the ocean before they return to their lairs along high building tops.

Terl Skyslayer

Medium terrestrial beast

Level 4 Skirmisher

XP 175

HP 54; Bloodied 27

Initiative +8

AC 18, Fortitude 15, Reflex 17, Will 15

Perception +4

Speed 2, fly 6 (hover), swim 6

Resist 10 fire



TRAITS

Aquatic

The skyslayer can breathe underwater. While underwater, it gains a +2 bonus to attack rolls against creatures without the aquatic trait.

STANDARD ACTIONS

⚔ Bite (physical) ☞ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d6 + 5 physical damage.

🗨 Croak (sonic) ☞ At-Will

Attack: Ranged 10 (one creature); +7 vs. Fortitude

Hit: 2d12 sonic damage, and the target is slowed (save ends).

TRIGGERED ACTIONS

Wing Away ☞ At-Will

Trigger: An enemy adjacent to the skyslayer misses it with an attack.

Effect (Immediate Reaction): The skyslayer shifts 2 squares.

Str 11 (+2)

Dex 18 (+6)

Wis 14 (+4)

Con 14 (+4)

Int 2 (-2)

Cha 12 (+3)

YEXIL

"Hey, that's a tasty—I mean, a snappy-looking outfit. Wanna trade?"

These dangerous flying predators resemble orange-furred lions with bat wings in place of forelimbs. Armed with fierce mandibles and the ability to fire blasts of laser energy from their eyes, they are notorious marauders and robbers. Yexils form small nests of two or three individuals. They lie in wait in vantage points overlooking roads and trails, waylaying any who pass by. They generally rob and then devour their victims, but they might trade with those who are well armed. They especially prize cloth, fabric, or other garments, which they find delicious.



Yexil Mauler

Large extradimensional beast

Level 2 Elite Brute

XP 250

HP 88; Bloodied 44

Initiative +3

AC 15, Fortitude 17, Reflex 14, Will 14

Perception +3

Speed fly 6 (hover)

Low-light vision

Saving Throws +2

STANDARD ACTIONS

⬇ Bite (physical) ⬇ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 2d8 + 4 physical damage (3d8 + 4 against a prone target).

⬇ Laser Eyes (laser) ⬇ Encounter

Attack: Ranged 10 (one creature); +5 vs. Reflex

Hit: 2d10 + 4 laser damage, and the target takes a -2 penalty to all defenses (save ends).

MINOR ACTIONS

⬇ Wing Buffet (physical) ⬇ At-Will (1/round)

Attack: Melee 1 (one creature); +5 vs. Fortitude

Hit: 1d10 + 4 physical damage, and the mauler pushes the target 1 square and knocks it prone.

FREE ACTIONS

Elite Action ⬇ Encounter

Requirement: It's the mauler's turn.

Effect: The mauler takes an extra standard action during that turn.

TRIGGERED ACTIONS

⬇ Wing Strike ⬇ Recharge when first bloodied

Trigger: An enemy adjacent to the mauler misses it with an attack.

Effect (Immediate Reaction): The mauler uses wing buffet against the triggering enemy.

Str 19 (+5)

Dex 14 (+3)

Wis 14 (+3)

Con 14 (+3)

Int 9 (+0)

Cha 11 (+1)

TRAPS AND HAZARDS

Not all problems can be blown away with a fusion rifle. Obstacles, hazardous terrain, and traps can make combat more dynamic. Traps and hazards have attack powers that work much as monster powers do. Many traps and hazards are triggered by an action or event.

Some traps and hazards can be attacked, but they might resist or be immune to attack, or to certain attacks or types of damage. Attacking a trap or hazard might disable or damage it, and the Mechanics or Science skill might also let a character disable it. If a special way exists to bypass or deactivate a trap or a hazard, it's described in its statistics block entry.

RADIOACTIVE CRATER

This 10-foot-deep pit fills a 4-by-4-square area and glows with radiation. Its crumbling edges can suddenly give way under a creature's weight. In addition to taking physical damage, creatures that fall in are irradiated. Creatures in the crater can climb out of it by making a DC 15 Athletics check; creatures can also make Athletics checks to jump over it.

Radioactive Crater

Object

Level 3 Hazard

XP 150

Detect Perception DC 19

Initiative —

Immune attacks

TRIGGERED ACTIONS

Attack (physical) ☒ At-Will

Trigger: A creature enters or starts its turn in a square adjacent to the pit.

Attack (Opportunity Action): Melee 1 (triggering creature); +6 vs. Reflex

Hit: The target falls 10 feet to the bottom of the pit, taking 1d10 physical damage and ongoing 8 radiation damage (save ends), and falling prone.

Miss: The target falls prone in a square at the edge of the pit.

Special: Any creature that starts its turn in the pit takes ongoing 8 radiation damage (save ends).

LASER MESH

An area up to 5 squares on a side is filled with a defensive laser grid triggered by sensor panels. The lasers fire when any creature enters a sensor's square. A creature can attempt a DC 20 Acrobatics check as a free action to avoid being attacked when entering a square of the trap.

No special check is needed to see the grid, but a DC 16 Perception check allows a character to discern the trigger sensors; by making a successful DC 20 check, he or she can spot the trap's computer control panel if it is in line of sight.

Laser Mesh

Object

Level 4 Trap

XP 175

Detect Perception DC 16

Initiative —

Immune attacks

TRIGGERED ACTIONS

Attack (laser) ☒ At-Will

Trigger: A creature enters or ends its turn in a square within the laser mesh.

Attack (Free Action): Close burst 5 (triggering creature in burst); +7 vs. Reflex

Hit: 2d8 + 4 laser damage, and the target is blinded (save ends).

COUNTERMEASURES

Disable: DC 20 Science check at the computer control panel (standard action).

Success: The character deactivates the trap until the end of his or her next turn.

Failure: Each failure deals 1d10 electricity damage to the character.

PLASMA TUNNEL

A hallway narrows to a tube lined in white ceramic, 2 squares wide and 10 squares long. It generates a plasma pulse when the trap is triggered, which can both harm creatures within and set off a dangerous overload in Ancient artifacts.

Plasma Tunnel

Object

Level 8 Trap

XP 350

Detect Perception DC 20 or Science DC 24

Initiative —

Immune attacks

TRIGGERED ACTIONS

Attack (electricity, fire) ☯ At-Will

Trigger: A creature enters or starts its turn in a square of the plasma tunnel.

Attack (Opportunity Action): Ranged 10 (triggering creature); +11 vs. Fortitude.

Hit: 2d10 + 7 electricity and fire damage.

Effect: The target must make a saving throw for each readied Omega Tech card it has. On a failure, that item detonates and is destroyed, dealing 2d6 fire damage to the target and to each creature adjacent to it.

COUNTERMEASURES

Disable: DC 24 Science check (standard action).

Success: The character rigs the tunnel to create destructive interference with itself, deactivating it for 1d4 rounds while it recalibrates.





CHAPTER 6:

STEADING OF THE IRON KING

It started a month ago. A robot rolled down from the foothills to the village edge. The Ancient device buzzed and blinked, then blew up.

The same thing happened the next day, and the next, and almost every day since. However, on at least four occasions, a robot succeeded in reaching the village periphery, buzzed, blinked, and fired a rocket at the wall (without much effect).

What the heck is going on up in the foothills?

"Steading of the Iron King" is a D&D GAMMA WORLD adventure for five 1st-level characters.

BACKGROUND

If the characters decide to investigate the source of the oddly behaving robots, they can learn the following information with a successful skill check.

Conspiracy or Interaction DC 9: A group of badders have a steading, or fort, up in the foothills. The mutated humanoid badgers are cruel and violent, and have raided the village and other nearby communities in past years. However, badders aren't known for their ability to program robots.

Conspiracy or Interaction DC 13: About five years back, a contingent of the cryptic alliance known as Archivists visited the village. The Archivists stayed only a few days but asked many questions about robots: Had anyone in the village ever seen active ones, found any old ruins up in the foothills containing robots, and so on. The villagers answered "no" to all these questions.

Conspiracy or Science DC 17: The villagers have been hauling the pieces of blown-up robots into a growing scrap pile outside the wall. A look through the detritus reveals that some of the bits have Ancient letters stamped on them: StupendiCo Security. StupendiCo is supposedly the name of an Ancient cryptic alliance renowned for creating all manner of wonderful yet dangerous technology.

THE REAL STORY

Badders do have a steading in the hills, but they are not responsible for the rash of robots, although they are involved.

The Archivists who showed up five years ago had an old map detailing various installations of the Ancients, including one labeled "StupendiCo Defense Robots." Their questions, intended to narrow down the likely location of the site, also piqued the interest of a particularly intelligent and deranged hoop. It hired a band of mercenaries and followed the group.

When the Archivists discovered the site, buried and forgotten beneath a badder steading, the hoop mastermind, along with its mercenaries, allied with the badders and killed the explorers. Then it began playing with all the buzzing, blinking toys it found in the forgotten installation.

ADVENTURE SYNOPSIS

Characters who backtrack the rudely behaving robots to their source discover a badder steading—a sturdy stone tower built over a large underground warren. Determined adventurers can force their way into the steading, penetrate the tunnels beneath, and ultimately find the entrance to the buried installation from which the robots emerge.

The subterranean installation is partly controlled by the hoop mastermind calling itself the Iron King and defended by its warriors and mercenaries. However, some of the installation remains outside the hoop's control. Its attempts to master the computer-controlled installation accidentally initiated the automated robot manufactory, which began spitting out defense bots of imperfect design. Rather than deal with the potentially dangerous automatons, the hoop funnels each day's newly created robot along a path leading out of the installation, and the badders make sure it exits safely.

With perseverance, the adventurers can advance through the installation and defeat the hoop mastermind—assuming they can avoid being dropped in a vat of wild nano.

ADVENTURE HOOKS

The characters hear about or witness the robot incursion described at the beginning of this chapter. If they are interested in learning more, they can attempt the skill checks presented in the “Background” section.

Alternatively, one of the characters, new to the village, is on a quest. He or she has inherited a map (perhaps similar to the one the missing Archivists possessed) that describes the location of an Ancient installation filled with powerful technology.

STARTING THE ADVENTURE

Backtracking the robots through the wilderness isn't hard to do. The badder steading is in the foothills, about one day's travel from the village. The wilderness is filled with dangerous mutants and random dangers, keeping the characters on guard, but the trip to the steading occurs without mishap. The characters' first real brush with danger is as they approach the steading.

DEFECTIVE ROBOTS

Once a day, a buzzing robot emerges from the tower and trundles down the trail toward the village. It ignores the characters unless they attack or try to stop it. In that case, use a shieldbot (page 127), except that the robot's weapon systems are malfunctioning—it can't make attacks and explodes when hit. Any creature adjacent to the robot when it explodes takes 5 physical damage.

RUNNING THE ADVENTURE

"Steading of the Iron King" encompasses eight encounters set on four battle maps. Each map is located on one of the two double-sided poster maps that accompany this boxed set. As the characters advance through the adventure, they move through the areas shown on the maps.

After the adventurers enter the steading and make their way to the installation of the Ancients beneath it, the encounters between poster maps are not physically connected. They pass through dozens of interconnected chambers, descend stone or metal stairs, and occasionally find straight connecting passages. These corridors, tunnels, and chambers aren't shown on the battle maps. You can create a side encounter on a map of your design if you want, though it should be only a brief diversion from the main adventure.

STEADING APPROACH

The tower of the steading is perched on the side of a steep slope. Two encounters take place on this map: **S1: Badder Tower Defense** and **S2: Tower Interior**.

STEADING WARRENS

The warrens beneath the tower are a maze of rough chambers and abandoned burrows, encompassing encounters **S3: Warren Entry** and **S4: Moth Infestation**. Once the characters enter the final tunnel, they can press on immediately to the final encounters or rest in a side corridor before facing the Iron King.

STUPENDICO PERIMETER

Here the warrens butt up against the walls of the old buried installation. The main entrance to the installation is described in **S5: StupendiCo Installation Exterior**, and its first chamber in **S6: StupendiCo Foyer**.

ROBOT MANUFACTORY

Encounter **S7: StupendiCo Restricted Area** on this map depicts a corridor defended by a laser mesh and some guardbots. Encounter **S8: StupendiCo Factory Floor** takes place in the heart of the installation. Here, the self-titled Iron King uses its "crown" (a cybernetic control helm) to try to master the installation and ward off intruders into the hoop's domain.

ADVENTURE CONCLUSION

The characters can end the robot threat either by defeating the Iron King or by sabotaging the robot assembly pad on the factory floor. They might try to establish themselves as the new overlords of the robot manufactory. If they do, they could end up with more trouble than they can handle: robots in revolt, other greedy hoops, or more teams of "troubleshooters" like themselves. But that's another story. . . .

ENCOUNTER S1:

BADDER TOWER DEFENSE

ENCOUNTER LEVEL 1 (550 XP)

SETUP

2 badder steading guards (B), page 109

2 porker marauders (P), page 126

1 radioactive crater, page 136

The characters approach the badders' fort, atop a ridge line in the foothills. They must interact with or bypass the tower's defenders.

When the characters first see the tower, read:

The old trail you discovered while backtracking the robots' trail skirts a glowing crater. It ends at the base of a rough-hewn stone tower, where badders carrying crossbows stand watch, supported by porkers carrying flails.

The badders warn off the characters. If asked about robots leaving the tower, they disavow any knowledge of such events (a successful DC 13 Insight check reveals that they are lying). They make extravagant claims about their "Iron King," which they identify as a brilliant hoop wearing a shiny crown, if anyone asks. The badders open fire on anyone who tries to invade, supported by the Iron King's porker mercenaries.

TACTICS

The steading guards attempt to stay under cover behind boulders and fire their crossbows at foes for as long as possible. The porkers maintain their initial positions during the first round of combat, hoping to lure attackers forward. Once in melee, the porkers use *flail* to push foes into the radioactive crater, preferably after dazing them with a *foul belch*.

FEATURES OF THE AREA

Illumination: At night, torches shed bright light out to 5 squares. The radioactive crater sheds dim light.

Boulders: Scattered across the hillside are 10-foot-high boulders, which are blocking terrain. A creature can climb on top of one with a DC 13 Athletics check.

Radioactive Crater: See "Traps and Hazards," page 136.

Ridge Lines: These crumbling rocky outcrops are difficult terrain.

Tower: The windowless tower is 30 feet high, and its stone walls require a DC 17 Athletics check to climb. The only way in at ground level is through the double doors (see below). A hatch in the roof also provides access to the interior and can be unlocked with a DC 17 Mechanics check. Characters can also break through the hatch with a DC 17 Strength check or by dealing 50 physical damage to it (attacks hit automatically).

Double Doors: These reinforced oak doors are barred from the inside. Characters can break them down with a DC 21 Strength check or by dealing 100 physical damage to them.



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DEVELOPMENT

Once a day, a buzzing robot emerges from the tower and trundles down the trail. The characters can bar the doors or take other steps to stop the robots from emerging, but doing so is a temporary fix; eventually a hoop or a badder lets the robots out again. The only way to permanently stop the incursions is to defeat the Iron King.

Reward: Each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (page 81).

ENCOUNTER S2:

TOWER INTERIOR

ENCOUNTER LEVEL 1 (550 XP)

SETUP

3 badder steading guards (B), page 109

1 yexil mauler (Y), page 135

The tower interior contains a barracks and a roost for the yexil “guard dog.” The badders and yexil vigorously defend the tower from invaders.

When the characters enter the tower, read:

Two 10-foot-high guard platforms hold badders armed with crossbows. In the far corner, an aerie is heaped with bones and carrion, the roost for an orange-furred lion that has bat wings. Grass fills a wide planter on the floor near the doors.

TACTICS

The monsters here heard the combat outside and are ready to fend off invaders. Two steading guards are perched on platforms with an unrestricted view to the entrance; they’ve pulled the ladders up behind them. The third badder emerges from the barracks on round 2. The yexil swoops around the tower interior and uses *wing buffet* to push foes into the grab grass and knock them prone so it can ravage them with its *bite*.

FEATURES OF THE AREA

Illumination: Bright light from torches.

Ceiling: The interior of the tower is 25 feet high.

Planter of Grab Grass: Any prone creature in a square of grab grass must succeed on a DC 13 Athletics check to stand up.

Guard Platforms: The platforms are projections from the stone walls. They can be climbed with a DC 17 Athletics check, although climbing characters are likely to take crossbow fire from the guards on top.

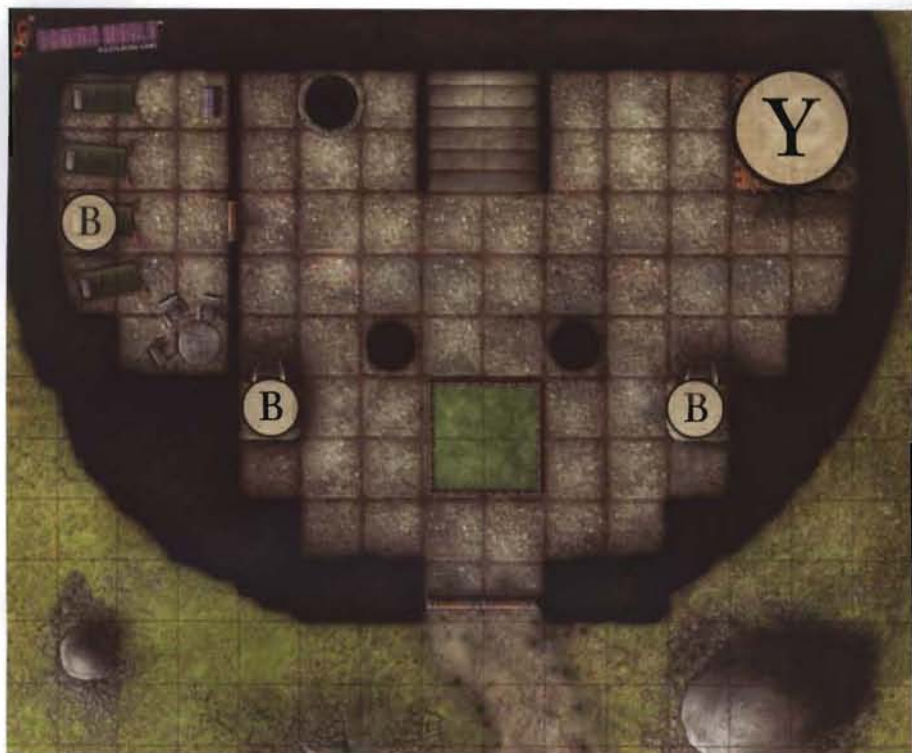
Yexil Aerie: The nest is supported by wooden poles. Scrambling up to the top requires a DC 17 Athletics check. Heaps of carrion and debris in the aerie hide important bits of treasure (see “Development” below).

Barracks: The badders and porkers sleep on old military-issue cots. A table in the barracks contains mugs, metallic dice, and an assortment of dirty dishware. Larger items can serve as light one-hand melee or ranged improvised weapons; they don’t get a regular weapon’s accuracy bonus. Entering the table’s square costs a creature 1 extra square of movement, and a creature can crawl under the table to gain cover. The table can also be tipped on its side as a move action to provide cover against ranged attack.

A notice is tacked to one wall. Its scrawled printing declares: “Let the robots out when they come up! Jasin messed with one, and it blew up. Now Jasin’s short an eye. You have been warned!”

Well: A bucket and winding mechanism bring up cold water that tastes slightly metallic. The well is 20 feet deep. A creature inside the well must make a DC 17 Athletics check to climb out; if the bucket is at the bottom, the Athletics check DC is 9, instead.

Stairs: These steep stairs descend into the warrens after a series of five switchbacks.



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DEVELOPMENT

Once a day, a buzzing robot emerges up the stairs and trundles out the front doors.

Reward: Each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (page 81). If the characters search the aerie, they find a fully loaded handgun (light one-hand ranged weapon) and they get to draw one Omega Tech card from the Game Master's deck.

ENCOUNTER S3:

WARREN ENTRY

ENCOUNTER LEVEL 1 (600 XP)

SETUP

3 badder steading guards (B), page 109

2 badder slave drivers (S), page 109

The badders here stand ready to defend the warren against any intruders, but allow robots to emerge from the warrens.

When the characters descend the stairs, read:

A pair of badders are taking cover behind a table pushed on its side about 20 feet from the stairs.

When the characters see the larger chamber, read:

A hulking metallic device of the Ancients sits in the center of this chamber, glowing and humming. Rusted bars cage several vacant-eyed humans in close proximity to the Machine.

TACTICS

Two steading guards begin combat behind the tipped-over table and fire on intruders descending the stairs. After a round of ranged attacks, they retreat into the larger chamber, trying to lure characters after them. The slave drivers wait in the Machine room. They attempt to stay within 2 squares of the Machine to gain its benefit, while trying to draw foes into its harmful aura (see "The Machine" below).

FEATURES OF THE AREA

Illumination: Bright light from torches.

Cage: The iron bars hold four humans, unfortunate explorers whose minds have been wiped by the Machine. If freed, they take no actions and must be prodded to move.

Debris: These areas of fallen stone are difficult terrain.

Statues: Large, crude sandstone carvings of badders are blocking terrain.

Table: The tipped-over table provides cover against ranged attacks for the badders behind it. A character can push the table out of the way with a DC 13 Athletics check.

The Machine: This strange piece of Ancient technology heals its controllers and destroys the minds of enemies. Any badder that ends its turn within 2 squares of the Machine regains 5 hit points; any other creature ending its turn within 2 squares of it takes 5 psychic damage.

Turning off the Machine requires three successful DC 13 Science checks (each a standard action) or dealing 50 physical damage to it (attacks hit automatically). When any character fails a Science check to disable the Machine or hits it with an attack, all creatures (including badders) within 2 squares of it take 1d6 psychic damage.



DEVELOPMENT

Once a day, the badders allow a buzzing robot to emerge from the burrows and ascend the stairs to the tower.

Reward: Each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (page 81). The characters also retrieve a bulletproof vest (light armor).

ENCOUNTER S4:

MOTH INFESTATION

ENCOUNTER LEVEL 1 (600 XP)

SETUP

2 black blaashes (M), page 110

3 blood birds (B), page 112

Burrowing badders discovered these radioactive caverns and left them alone. In the interim, radiation-loving creatures moved in. The characters enter the encounter from either tunnel leading into the smaller chamber.

When the characters enter the first cavern, read:

The chamber is dimly lit by patches of glowing blue moss. The fluttering of wings echoes from somewhere deeper within.

When the characters see the larger cavern, read:

An earthen ramp spirals down into an enormous pit in the center of this cavern. Luxurious mats of glowing moss grow here and there. A pair of black moths the size of dogs and three scarlet-feathered birds flit above the opening.

TACTICS

The monsters ignore robots (and android characters), but they attack any other creature that steps onto an area of beta moss (see below). The blood birds fly forward and attempt to latch onto foes, while the gamma moths stay back and use *radiation beam* against distant targets.

FEATURES OF THE AREA

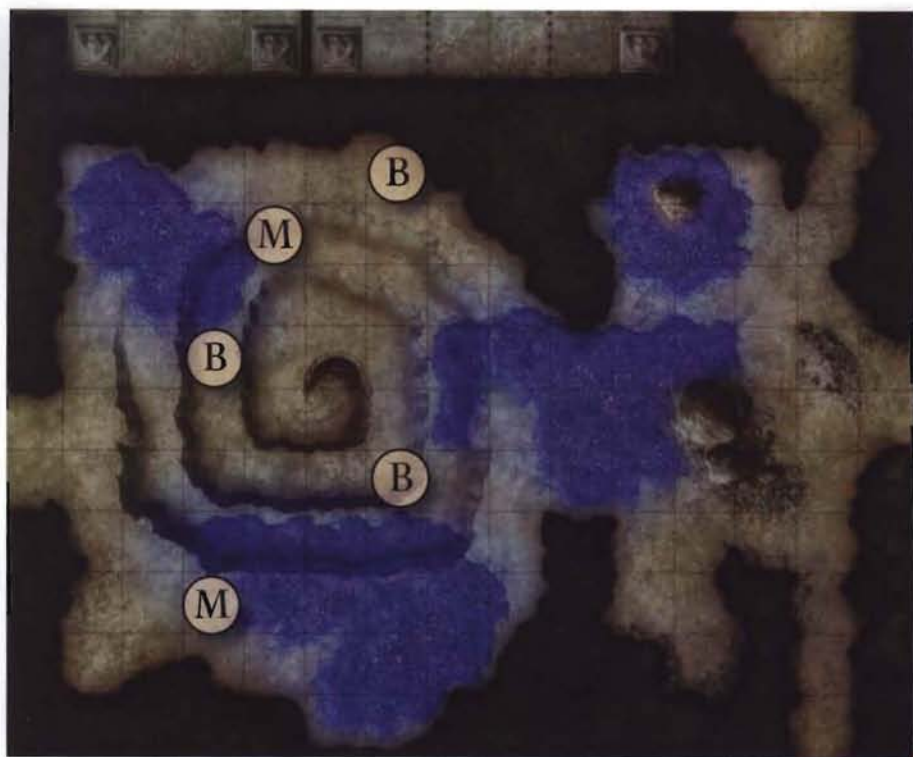
Illumination: Dim light from the glowing blue moss.

Beta Moss: Any character in a square of beta moss gains a +2 bonus to overcharge rolls and also experiences an Alpha flux on any d20 roll of 5 or lower.

Boulders: These large rocks are blocking terrain.

Pit: The pit is ringed by a downward-leading spiral ramp. The lip of the pit is soft, and any creature that starts its turn in a square on an edge must make a DC 9 Acrobatics check. On a failure, it falls to the next lower level of the ramp, taking 1d10 physical damage and falling prone.

Skeletons: The remains of not-so-lucky explorers are scattered over the moss, glowing with a sickly green light from constant radiation exposure.



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DEVELOPMENT

Once a day, a buzzing robot comes up the ramp and makes its way to the surface.

At the bottom of the pit is a long, branching tunnel that provides access to the next significant area (on another poster map). The tunnel (not shown) contains numerous side niches that allow the characters to take an extended rest if they want.

Reward: Each player draws one Omega Tech card from his or her deck; anyone who searches the bones instead draws two Omega Tech cards and keeps one, shuffling the other back into the deck.

ENCOUNTER S5:

STUPENDICO INSTALLATION EXTERIOR

ENCOUNTER LEVEL 3 (850 XP)

SETUP

2 guardbots (D)

2 porker marauders (P), page 126

3 radioactive craters, page 136

The burrowing badders discovered the buried vault door to an Ancient installation but did not try to enter. Now the Iron King has set up shop in the newly discovered trove, leaving a few porker mercenaries to guard the entrance, along with a couple of guardbots it was able to reprogram.

When the characters look into this chamber, read:

The 20-foot-high cavern is lit by glowing craters. Crystal pillars flank a section of the floor covered in a grid of white lines, defended by two robots and two porkers. At the center of the grid is a flashing control panel. An enormous metallic door in one wall stands closed.

TACTICS

The porkers use *flail*, trying to push enemies into the radioactive craters. The guardbots remain on the network of lines, if possible, to gain a bonus to damage rolls (see "Charging Grid" below), targeting anyone who attempts to operate the control panel.

2 Guardbots (D)

Medium terrestrial animate (robot)

HP 32; Bloodied 16

AC 15, Fortitude 13, Reflex 15, Will 11

Speed 4, fly 7

Immune poison; Resist 5 electricity, 5 radiation

Level 1 Skirmisher

XP 100 each

Initiative +5

Perception +6

Darkvision



STANDARD ACTIONS

⚡ **Electrojolt** (electricity) ⚡ **At-Will**

Attack: Melee 1 (one creature); +4 vs. Reflex

Hit: 1d4 + 3 electricity damage, and ongoing 5 electricity damage (save ends).

✈ **Flyby Electrocution** ⚡ **At-Will**

Effect: The guardbot flies 7 squares and uses *electrojolt* once at any point during that movement.

It doesn't provoke opportunity attacks when moving away from the target of its attack.

TRIGGERED ACTIONS

✈ **Networked** ⚡ **At-Will**

Trigger: A robot ally is bloodied or knocked prone.

Effect (Free Action): The guardbot shifts 3 squares and uses *electrojolt*.

Str 19 (+4)

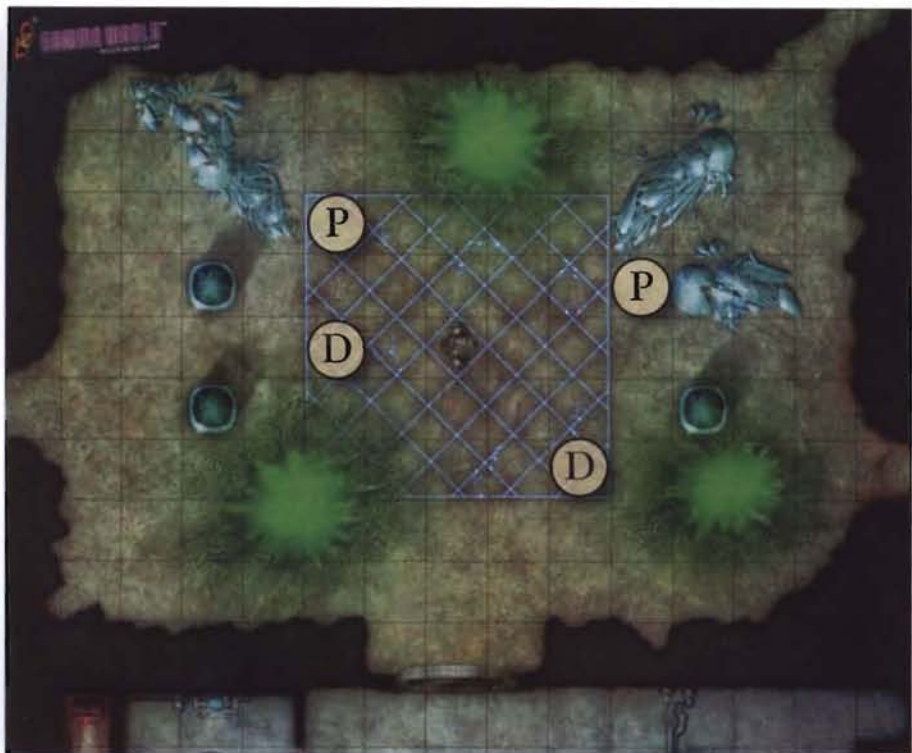
Dex 16 (+3)

Wis 12 (+1)

Con 16 (+3)

Int 10 (+0)

Cha 7 (-2)



FEATURES OF THE AREA

Illumination: Dim light from the radioactive craters.

Charging Grid: Any creature that uses an electricity attack power while in a square of the grid of white lines gains a +5 bonus to the damage roll.

Crystal Pillars: These columns stretch from floor to ceiling and are blocking terrain. They spark harmlessly whenever a creature uses an electricity attack power in the room.

Debris: Shattered pillars litter some squares, creating difficult terrain.

Entrance Door: The titanium-alloy security door opens only when activated at the control panel (see below) on the charging grid. Otherwise, it requires a DC 40 Athletics check or 500 physical damage to break down.

Control Panel: A character can try to open the security doors by operating this panel. Doing so requires three successful DC 17 Science checks before three failures; each failure deals 1d8 electricity damage to the character who attempted the check.

If the characters fail three Science checks, the doors short-circuit but are stuck partially open. A Medium creature can squeeze through the opening, spending 1 extra square of movement. However, the failed effort alerts the robots in the foyer (see Encounter S6), granting them surprise against the first intruder.

DEVELOPMENT

Reward: Each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (page 81).

ENCOUNTER S6:

STUPENDICO FOYER

ENCOUNTER LEVEL 2+ (725+ XP)

SETUP

5+ shieldbots (B), page 127

4 soldierbots (S)

The outer chambers of the StupendiCo Security installation are mostly dark and inactive, but motion detectors power up the area (and its defenses) when visitors arrive.

When the characters look into this chamber, read:

Light panels on the ceiling buzz and flicker on, revealing a stunningly clean chamber of steel and ceramic. Strange machines hum and blink in the center of the room. Alcoves line some of the walls; a few contain broken robots, some are empty, and others contain functioning robots. The sounds of hydraulic lifts whoosh from adjoining chambers.

This area once displayed the latest robot models. Hydraulic lifts in side chambers deposit new bots into the area, while other models remained in niches. All the robots attack anyone who is not a hoop.

TACTICS

The soldierbots attempt to restrain characters trying to investigate the side chambers, especially those who attempt to deactivate the control panels. Both the shieldbots and the soldierbots make use of the Action Inverter machines (see below) to gain extra standard actions whenever possible.

Starting with the second round of combat, each of the three side chambers containing a control panel and a hydraulic lift has a chance (see below) to deliver another shieldbot into combat beyond the five that are initially present. Each shieldbot beyond five that the players face adds 25 XP to the value awarded for this encounter.

4 Soldierbots (S)

Medium terrestrial animate (robot)

HP 45; Bloodied 22

AC 19, Fortitude 16, Reflex 13, Will 12

Speed 5

Immune poison; Resist 5 electricity, 5 radiation

Level 3 Soldier

XP 150 each

Initiative +3

Perception +6

Darkvision



STANDARD ACTIONS

⬇ Machine Grip (physical) ⬇ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 5 physical damage, and the target is restrained (save ends).

⬇ Electric Grip (electricity) ⬇ At-Will

Attack: Melee 1 (one restrained creature); +8 vs. AC

Hit: 1d6 + 5 electricity damage, and ongoing 5 electricity damage (save ends).

TRIGGERED ACTIONS

⬇ Networked ⬇ At-Will

Trigger: A robot ally is bloodied or knocked prone.

Effect (Free Action): The soldierbot shifts 1 square, then uses machine grip.

Str 16 (+4)

Dex 10 (+1)

Wis 10 (+1)

Con 13 (+2)

Int 13 (+2)

Cha 7 (-1)



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FEATURES OF THE AREA

Illumination: Bright light from ceiling panels.

Action Inverters: These two large machines in the main chamber are blocking terrain. They are also a boon to robots (as well as to android characters). Any robot or android adjacent to either of the machines can spend a minor action on its turn to take an additional standard action on that turn. After taking the extra standard action, it becomes dazed until the end of its next turn.

Control Panels: Each of the three side chambers has a control panel that is associated with a hydraulic lift (see below). A character who succeeds on a DC 17 Science check can deactivate the associated lift. Alternatively, a character can make a DC 17 Strength check or deal 10 physical damage to break a control panel, which also deactivates it.

Hydraulic Lift: An iris-ing steel hatch covers each lift. At initiative count 1 on each round of combat after the first, roll 3d6: On any result of 5 or 6, an iris opens and the lift deposits a fresh shieldbot into the chamber. The iris closes again before the lift descends. Characters can deactivate a hatch (and that lift) with a DC 17 Mechanics check or by dealing 50 physical damage to it.

Steel Storage Lockers: These line one wall of the largest side chamber and contain a multitude of strange Ancient devices.

DEVELOPMENT

Reward: Each player draws one Omega Tech card from his or her deck.

ENCOUNTER S7:

STUPENDICO RESTRICTED AREA

ENCOUNTER LEVEL 2 (725 XP)

SETUP

2 hoop sharpshooters (S)

2 rocketbots (R)

1 laser mesh, page 136

The final corridor leading to the StupendiCo factory floor is guarded by both the technology of the Ancients and by a couple of rifle-toting hoops.

When the players look into this area, read:

Except for a space near the doors, the floor here slopes toward a central trench that is filled, floor to ceiling, with flickering beams of red light. Two rabbitlike humanoid stand on the other side, flanked by two flying robots sporting built-in rocket launchers. Near them is a panel of flickering lights.

Before they open fire, the hoops guarding this approach call out in lisping voices that the Iron King will deal with anyone who invades their base.

TACTICS

The hoops stay on the flat portion of the floor near the far doors, firing at invaders. The robots use *LAW rocket*, sliding characters hit by this attack off the entry platform and onto the frictionless sloped floor (see below), which in turn might dump them into the laser mesh. Once characters get past the mesh, on any round when a rocketbot's *LAW rocket* has not recharged, it flies over to engage them with *electrojoilt*.

FEATURES OF THE AREA

Illumination: Bright light from ceiling panels (and laser beams).

Laser Mesh: The lasers are already activated when the characters enter the chamber. The control panel for the trap is located on the opposite side of the room.

Slippery Sloped Floor:

Except for the area within the laser grid and the 2-by-2-square area in front of each entrance, the floor is very slippery and slopes toward the trench containing the laser mesh. Whenever a character enters a square of this slippery floor,



2 Hoop Sharpshooters (S)

Medium terrestrial humanoid

Level 2 Artillery

XP 125 each

HP 29; Bloodied 14**Initiative +5****AC 16, Fortitude 15, Reflex 16, Will 13****Perception +1****Speed 6****STANDARD ACTIONS**⊕ **Axe Hack** (physical, weapon) ⊗ **At-Will***Attack:* Melee 1 (one creature); +7 vs. AC*Hit:* 1d8 + 5 physical damage.✈ **Rifle** (physical, weapon) ⊗ **Encounter***Attack:* Ranged 20 (one creature); +9 vs. AC*Hit:* 1d10 + 6 physical damage.**MOVE ACTIONS****Hop** ⊗ **Recharge** ☒ ☒ ☒*Effect:* The sharpshooter jumps 6 squares. This movement does not provoke attacks of opportunity.**Str 17 (+4)****Dex 18 (+5)****Wis 10 (+1)****Con 11 (+1)****Int 11 (+1)****Cha 11 (+1)****Equipment** axe, rifle**2 Rocketbots (R)**

Medium terrestrial animate (robot)

Level 3 Artillery

XP 150 each

HP 36; Bloodied 18**Initiative +4****AC 17, Fortitude 15, Reflex 17, Will 14****Perception +9****Speed 4, fly 6****Darkvision****Immune** poison; **Resist** 5 electricity, 5 fire**STANDARD ACTIONS**⊕ **Electrojolt** (electricity) ⊗ **At-Will***Attack:* Melee 1 (one creature); +6 vs. Reflex*Hit:* 1d8 + 2 electricity damage.✈ **LAW Rocket** (fire, weapon) ⊗ **Recharge** ☒ ☒ ☒ ☒*Attack:* Area burst 1 within 20 (creatures in burst); +8 vs. Reflex*Hit:* 3d6 + 2 fire damage, and the rocketbot slides the target 2 squares.*Miss:* Half damage.**TRIGGERED ACTIONS****Machine Accuracy** ⊗ **Encounter***Trigger:* The rocketbot misses with **LAW rocket**.*Effect (Free Action):* The rocketbot rerolls the attack roll.**Str 10 (+1)****Dex 16 (+4)****Wis 17 (+4)****Con 12 (+2)****Int 9 (+0)****Cha 9 (+0)**

he or she must attempt a DC 9 Acrobatics check to remain standing. Failure means the character falls prone and slides 1 square toward the laser mesh.

Control Panel: The computer console near the far door controls the laser mesh in the center of the room. A character adjacent to the console can permanently disable the laser mesh by succeeding on three DC 13 Science checks (each check is a standard action). Each failed check causes the laser mesh to randomly attack two characters within range as a free action.

STUPENDICO FACTORY FLOOR

SETUP

2 hoop warriors (W), page 117

The Iron King holds court here: It's a hoop mastermind wearing a cybernetic control helm like a crown.

A huge mechanized arm hangs from the 30-foot-high ceiling. EniGame Masteratic machines hum along the chamber's periphery. Two massive vats swirl with scintillating colors; the fluid appears to move on its own. Hoop warriors and laserbots protect a large hoop standing on a 10-foot-high platform that has a flashing computer console. The hoop wears a shiny iron helmet.

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Iron King (K)**Level 5 Controller**

Medium terrestrial humanoid (hoop)

XP 200

HP 60; **Bloodied** 30**Initiative** +4AC 19, **Fortitude** 18, **Reflex** 17, **Will** 17**Perception** +3**Speed** 6**STANDARD ACTIONS**⊕ **Katana** (physical, weapon) ⊗ **At-Will***Attack:* Melee 1 (one creature); +10 vs. AC*Hit:* 1d10 + 5 physical damage, and the Iron King shifts 1 square.✱ **Grenade Launcher** (physical, weapon) ⊗ **Recharge** [2] [2] [2]*Attack:* Area burst 2 within 20 (creatures in burst); +8 vs. Reflex*Hit:* 3d6 + 5 physical damage, and the target is pushed 1 square from the burst's origin square, falls prone, and is dazed (save ends).*Miss:* Half damage.**Str** 18 (+6)**Dex** 15 (+4)**Wis** 12 (+3)**Con** 12 (+3)**Int** 12 (+3)**Cha** 15 (+4)**Equipment** katana, grenade launcher, cybernetic helm**2 Laserbots (L)****Level 3 Artillery**

Medium terrestrial animate (robot)

XP 150 each

HP 36; **Bloodied** 18**Initiative** +4AC 17, **Fortitude** 15, **Reflex** 17, **Will** 14**Perception** +9**Speed** 4, fly 6**Darkvision****Immune** poison; **Resist** 10 electricity, 10 fire, 10 laser**STANDARD ACTIONS**⊕ **Electrojolt** (electricity) ⊗ **At-Will***Attack:* Melee 1 (one creature); +6 vs. Reflex*Hit:* 1d8 + 2 electricity damage.⊕ **Laser Sight** (laser) ⊗ **At-Will***Attack:* Ranged 20 (one creature); +8 vs. Reflex*Hit:* 1d12 + 5 laser damage. On a critical hit, the target takes 1d8 extra laser damage.**MINOR ACTIONS****Laser Guidance** ⊗ **Recharge** when first bloodied*Target:* One creature within 20 squares of the laserbot.*Effect:* Until the end of its next turn, when making any attack roll against the target, the laserbot can roll twice and use the higher result.**Str** 10 (+1)**Dex** 16 (+4)**Wis** 17 (+4)**Con** 12 (+2)**Int** 9 (+0)**Cha** 9 (+0)

TACTICS

The laserbots keep their distance and fire lasers, while the hoop warriors use *big hop* to close with the characters. The Iron King controls the *factory arm* with the cybernetic helm, trying to drop foes into the wild nano vats (see below).

MINOR ACTIONS

⊕ **Factory Arm** ⊖ **At-Will** (1/round)

Attack: Ranged 20 (one creature); +8 vs. Reflex

Hit: The target is restrained and pulled 4 squares up, vertically (save ends). Only one creature at a time can be restrained by this attack.

Failed Saving Throw: At the start of the target's next turn, it's dropped into a nano vat.

DEVELOPMENT

Reward: Each player draws two Omega Tech cards from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (page 81).

The cybernetic control helm does not function outside this area, and battle damage has made it even more unreliable. A character might wear it as a spiffy piece of headgear, but it's not good for much more than that.

FEATURES OF THE AREA

Illumination: Bright light from ceiling panels.

Factory Arm: While the Iron King is wearing the cybernetic helm, the hoop gains the following power.

A character can disable the factory arm by reducing the Iron King to 0 hit points or by making a successful DC 17 Science check while adjacent to the Iron King.

Machines: The machines are blocking terrain and stand 10 feet tall (DC 9 Athletics check to climb).

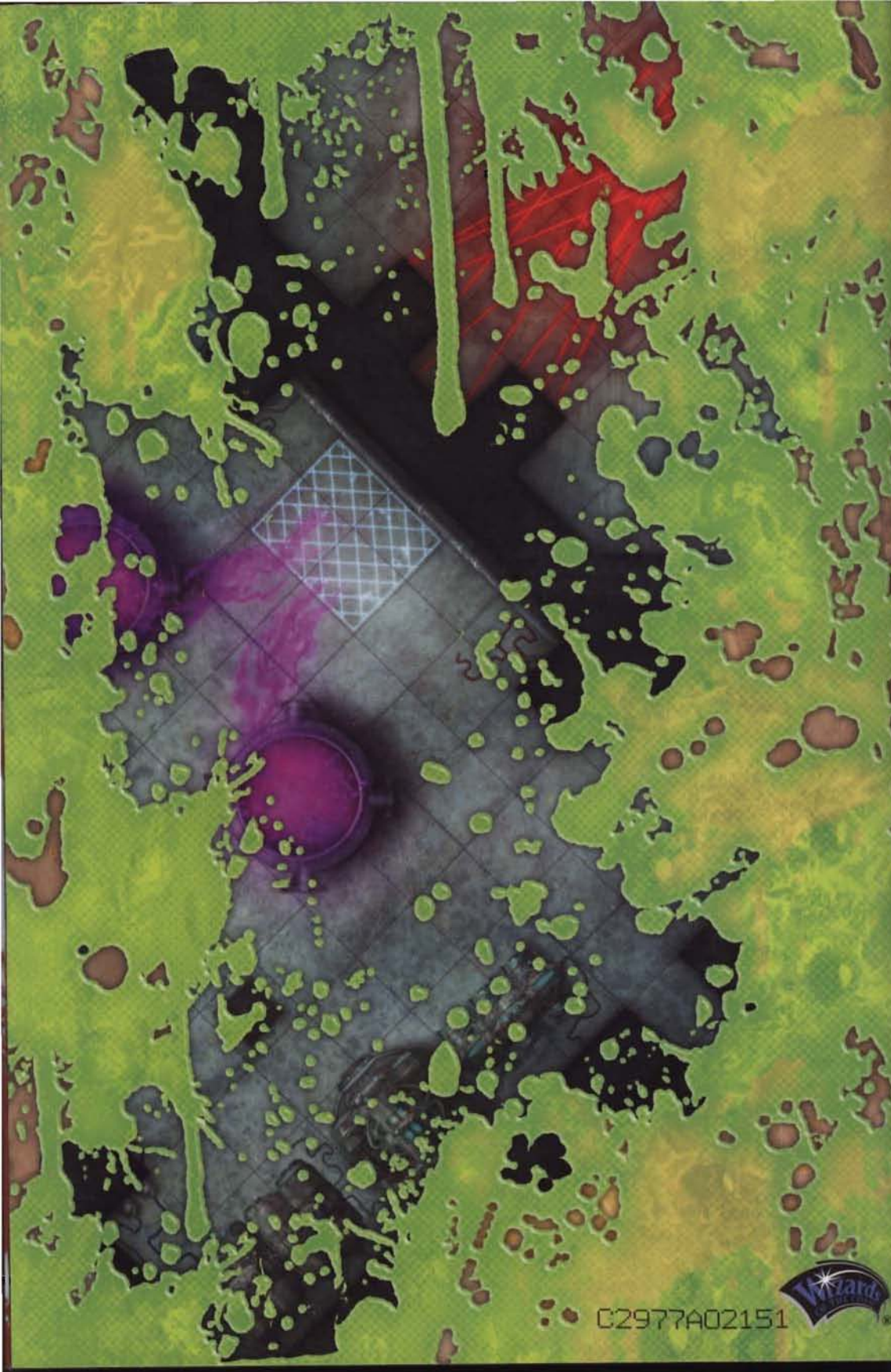
Wild Nano Vats: Any creature that enters or ends its turn in a vat takes 2d10 physical damage and is dazed until the end of its next turn. Each vat's walls are 10 feet high; climbing out requires a DC 13 Athletics check.

Wild Nano Spills: Some of the vats' contents have pooled on the factory floor, forming areas of difficult terrain. Whenever a creature enters a square of wild nano spill, it must make an immediate saving throw. On a failure, its turn ends immediately.

Robot Assembly Pad: The Iron King stands atop this platform, where it has been trying to master the machine. A character on the assembly pad can sabotage it with a DC 17 Science check (a standard action). On a failed check, one of the laserbots uses *laser sight* against that character as a free action. (The assembly pad automatically repairs any damage dealt to it.)

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