

GLIMM'S GAMMA WORLD COMPILATION

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LOCAL GAMMA WORLD

The Gamma World rulebook makes the great suggestion to start adventurers in your home town, but it only offers a few paragraphs to help GMs convert their local area into its Gamma Terra version. Since I've been thinking about using Seattle as a campaign location, I figured I would share some of my brainstorming ideas for giving your home town a Gamma World twist.

LOCAL FLAVOR

A huge advantage of using a setting that you and your players know is that you can easily tie in tons of flavor bits. Every town and city has landmarks, both major and minor, and local jokes that can be pulled into Gamma World. A quick brainstorming session should give you a decent list of ideas for your home town, and I think those little details will definitely pay off when they come up during a game session.

ADVENTURE SITES

A great thing to start with is a quick list of local landmarks that could serve as adventure sites. Most cities have a couple distinctive landmarks, such as Seattle's Space Needle, that could be used, but even more ordinary locations around the city can serve as adventure sites. Here are a few good adventure locations that should be available in most cities:

Stadiums: Arenas are easily recognizable landmarks that could still host sporting events of some sort. Gladiator matches or a twisted version of a modern sport are good options.

Museums: Museums make a good headquarters for a local group of Archivists, but could also be full of useful trinkets and bits of Omega Tech.

Universities: College campuses are often small communities within a larger city. They offer a mix of buildings from dorms to high-tech labs. I'd suggest tying in a school's mascot and sports rivalries in order to add flavor to its residents. For example, badders are said to worship the Wisconsin mascot.

Corporate Headquarters: Find a corporation with a headquarters or large office in your home town and use that to add flavor to pieces of Omega Tech or villains. For example, fighting a Ford Eradicator or a Zune DJ Bot is going to be more memorable than a generic enemy.

Power Plants: It shouldn't be too hard to figure out where a local power plant is located. Sporadic electricity throughout town could prompt a group of mutants to explore the plant, and then the power plant itself is a great opportunity to make use of hazardous terrain like charging grids and exposed superconducting wiring.

Factories: Factories are another example of an adventure site that can be filled with interesting terrain like conveyor belts, stamping machines, superheated furnaces, and vats of toxic chemicals.

Zoos: A local zoo offers a great source of exotic animal mutants and exotic terrain. A group of mutants could confront a kai lin in a sweltering, jungle-like reptile house and then moments later face off against an enormous three-headed polar bear in run-down arctic exhibit.

MUTANTS AND ROBOTS

Once you have a list of potential adventure sites, the next step is to brainstorm some adversaries (or potentially allies) to call each site home. The Gamma World rulebook includes a rather small set of potential opponents, but you shouldn't feel limited to just those creatures. While brainstorming, draw on local wildlife, traditions, and whatever else comes to mind and then give these ideas a twist or two so that they fit with the strangeness of Gamma World. Once you have ideas, you can start looking for mechanics to support them. The easiest options are changing the fluff on existing monsters from either Gamma World or D&D.

SEA-AT-ELL

THE NEEDLE

Towering above the surrounding buildings, the Needle offers an excellent view of Sea-at-Ell. That is likely why the Eye has chosen it as his domain. The grotesque mutant keeps constant watch over the region and often sends his agents to meddle in the affairs of others as he works towards an unknown goal.

Note: You can use the statistics and description of a beholder for the Eye, but unlike beholders in D&D he is a shrewd manipulator rather than an insane xenophobe.

PIKE PALACE

This former public market was once one of Sea-at-Ell's most popular tourist destinations but now it is the domain of a powerful band of fen. From here the fishfolk have easy access to the waters of the Pungent Sound while maintaining an intimidating presence to extort the unlucky drylanders who are stuck living just uphill from their fortified home.

CAW TERRITORY

Crow-like mutants known as caws have long controlled this large island in Lake Washing. The bridge connecting the island to Sea-at-Ell long ago fell into the lake, but a road still connects the island to the Bell View Collective. While most caws stay on the island, they maintain a network of spies and scouts throughout the region that gives them relatively up-to-date information on all of Sea-at-Ell. The caws aren't particularly friendly towards strangers, but their lust for shiny objects means that a shrewd negotiator can often strike a bargain with them.

Note: You can use the statistics for kenkus in Monster Manual 3 for caws.

MICRO CAMP

The powerful artificial intelligence known as Bing holds dominion over this region to the east of Sea-at-Ell. Bing's robotic minions patrol the area and maintain a vast series of computers that contain an archive of the AI's vast knowledge. Intrepid mutants often try to raid the area for advanced technology only to fall victim to the sonic cannons of Zunebots or the robotic super soldier known only as the Spartan.

FREE MUTANT ENCLAVE

The northern portion of Sea-at-Ell is home to one of the region's few groups that are relatively open to outsiders. The Free Mutants are a collection of outcasts who have gathered together and built their own community. Squads of guardians patrol the borders of their territory and maintain the peace while the residents are free to live their own lives however they wish. Thanks to their welcoming attitude, the Free Mutants end up offering safe haven to outcasts from the other factions in the region.

BELL VIEW COLLECTIVE

The Bell View Collective is a collection of a few large buildings connected with sky bridges that allow its residents to move from building to building without venturing out onto the dangerous streets of the surrounding ruins. The main building has wide walkways running throughout it that are lined with rooms that serve as homes, eateries, and stores. A connected skyscraper serves as the collective's headquarters. The collective's guards are strict and judgment is swift, but their vigilance makes the collective one of the safest communities in the Sea-at-Ell region.

TOXIC WASTES

The entire region to the south of Sea-at-Ell has been reduced to a toxic wasteland. Streams of sludge wander between crumbled buildings, and thick green smog clings to the ground even on sunny days. Most people avoid the area due to not only the pollution, but also its population of blaashes, poongs, and other dangerous beasts.

SEA TAC DEPOT

Once home to amazing flying machines, Sea Tac Depot is now an important trading post and safe haven for those bold enough to travel through the toxic wastes south of Sea-at-Ell. Since the Great Mistake, the Depot has built up stockpiles of fuel, food, and other supplies that it sells at exorbitant markups. Rumor is that the residents of the depot are working to repair several of the flying machines in hopes of escaping from Sea-at-Ell and searching for the legendary paradise of Hawaii to the west.

SAM-MAM-MISH-ISH

Nature has reclaimed the former suburbs to the east of Sea-at-Ell. Neglected cul-de-sacs and rows of dilapidated homes are side-by-side with moss-covered trees and mutated wildlife. While most of the area is only inhabited by sasquatches, giant slugs, and other wild mutants, several tribes of gren have taken up residence in the hills and occasionally raid the fringes of Sea-at-Ell in order to allow nature to reclaim more and more of the region.

ALKALINE BEACH

Sitting in the western portion of Sea-at-Ell on the edge of the Pungent Sound, Alkaline Beach has grown into a small community of refugees. It is isolated from the rest of Sea-at-Ell by an irradiated region of ruins, so its residents have been able to avoid getting embroiled in the politics of the other factions. Unfortunately, that hasn't saved them from the occasional roving band of predators or a frogemoth that has taken up residence nearby.

FIELD OF QUESTS

Ruled over by King Jumbo, the area surrounding the coliseum known as the Field of Quests is home to a tribe of ravagers and slavers. The King's warriors frequently raid the other regions of Sea-at-Ell in search of new slaves and contestants for their seasonal death matches in the coliseum.

YU-DUB

Located to the east of the Free Mutant Enclave, Yu-Dub is home to several semi-nomadic tribes of mutants. The tribes do their best to avoid outsiders because they aren't well-equipped for combat and don't have enough resources to share. Because they are constantly on the move between different camp sites, the tribes can be hard to find even for people who have dealt with them before.

ARCHETYPE ORIGINS

Archetype origins are built to represent a character's skills and background rather than a mutation.

Archetype origins offer an option to play Gamma World with slightly less zany characters. Instead of choosing two origins at random from the entire list, each player rolls once on the table below and once using all other origins that are available for the game.

ARCHETYPE ORIGIN TABLE

ROLL	ORIGIN	ROLL	ORIGIN
1	Gearhead	5	Road Warrior
2	Medic	6	Scientist
3	Protector	7	Survivor
4	Ravager	8	Wanderer

ARCHETYPE ORIGINS AND VOCATIONS

The vocations in the Legion of Gold expansion for Gamma World fill a similar story niche to the archetype origins, but they do so using different mechanics. You can combine the two systems by having players choose a vocation that matches their character's archetype origin.

VOCATIONS BY ORIGIN TABLE

ORIGIN	RELATED VOCATIONS
Gearhead	Mad Scientist
Medic	Medic, Naturalist, Witch Doctor
Protector	Bounty Hunter, Diplomat, Soldier of Fortune
Ravager	Beast Rider, Marauder, Tribal Scout
Road Warrior	Bounty Hunter, Soldier of Fortune
Scientist	Mad Scientist, Spice Trader
Survivor	Animal Hunter, Soldier of Fortune, Tribal Scout
Wanderer	Conspiracist, Spice Trader, Storyteller

GEARHEAD

YOU'RE A MASTER MECHANIC.

While most people have a basic understanding of machines, you've become a master at fixing and tweaking all sorts of machinery from beat up motorcycles to mysterious technology from alternate realities. Your experience and tool kit let you quickly tweak and jury-rig just about anything helping you make the most of every bit of salvage.

Appearance: Your clothes are spattered with engine grease, and your hands are calloused from hours of hard work. A tool kit, composed of ancient gadgets and repurposed junk, is on you wherever you go just in case you need it.

GEARHEAD TRAITS

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

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

Masterwork Armor (Level 1): When wearing armor, you gain a +1 bonus to AC and Fortitude.

Jury-Rigger (Level 1): You may treat your character level as 1 higher for the purpose of salvaging Omega Tech.

Gearhead 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 all defenses until the end of your next turn.

GEARHEAD POWERS

APPLIED MECHANICS

GEARHEAD NOVICE

You slam your weapon into a foe and then apply just the right amount of leverage to knock it to the ground.

At-Will + Physical, Weapon

Standard Action **Melee weapon**

Target: One Creature

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

Hit: 1[W] + Intelligence modifier + twice your level physical damage, and you knock the target prone.

QUICK MODIFICATION

GEARHEAD UTILITY

You quickly tweak a piece of equipment to improve its performance.

Encounter

Minor Action **Close burst 1**

Target: You or one ally in burst

Effect: Choose one of the following:

- The target gains a +2 power bonus to attack and damage rolls until the start of your next turn
- The target gains a +3 power bonus to all defenses until the start of your next turn
- The target gains a +5 power bonus to its next skill check before the start of your next turn

HIT THE WEAKSPOT

GEARHEAD EXPERT

Your mechanical knowledge helps you pinpoint a weak spot in your enemy's defenses and open it up for your allies to exploit.

Encounter + Physical, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

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

Hit: 2[W] + Intelligence modifier + your level physical damage.

Effect: The next time the target is damaged by one of your allies before the start of your next turn, it takes extra damage equal to twice your level.

MEDIC

YOU HAVE DEVOTED YOUR LIFE TO HELPING OTHERS WITH WHAT REMAINS OF THE ANCIENTS' MEDICAL KNOWLEDGE.

You are a rare commodity in Gamma Terra – someone who knows the medical secrets of the Ancients. No matter how badly someone is injured, you have a chance to bring them back from the brink with a mix of ancient medical gadgets, jury-rigged tools, and sheer determination.

Appearance: You try to keep yourself clean which is an everyday struggle in the wastelands, and you're never without your trusty first aid kit. Depending on whether you want others to know about your talents, you may decorate your clothing with a red cross or another symbol that ancient medics used as a sign of their profession.

MEDIC TRAITS

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

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

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

Battlefield Medicine (Level 1): You may trigger another character's second wind with a minor action rather than a standard action.

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

MEDIC POWERS

STIM PACK

MEDIC NOVICE

You administer a quick shot to a friend and give them a much needed boost.

At-Will + Healing

Standard Action **Melee 1**

Target: One creature

Effect: The target gains temporary hit points equal to 5 + your level.

FIRST AID

MEDIC UTILITY

You can quickly mend any injury – from bleeding wounds to broken bones – in order to get your allies back on their feet as soon as possible.

Encounter + Healing

Standard Action **Melee 1**

Target: One creature

Effect: The target regains hit points equal to 10 + your level and makes a saving throw with a +5 bonus.

SURGICAL STRIKE

MEDIC EXPERT

While normally used for medical purposes, your knowledge of anatomy also lets you pinpoint and exploit your foe's weaknesses.

Encounter + Physical, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

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

Hit: 2[W] + Intelligence modifier + twice your level physical damage, and the target takes ongoing 10 physical damage (save ends).

PROTECTOR

IN A WORLD WHERE MOST LOOK THE OTHER WAY, YOU HAVE DECIDED TO STAND UP AND PROTECT THE VULNERABLE.

You may have lost a loved one or a home town to the horrors of Gamma Terra in the past, but you've sworn to never allow that to happen again. You are now a devoted protector of the weak in a world full of dangerous beasts, harsh environments, and unsavory people.

Appearance: You stand tall, ready to take on any horror of the wastelands that threatens your friends, family, or home.

PROTECTOR TRAITS

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

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

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

Bodyguard (Level 1): While you're conscious, allies adjacent to you gain a +2 bonus to AC.

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

PROTECTOR POWERS

DRAW ATTENTION

PROTECTOR NOVICE

You attack the most dangerous looking opponent and try to draw its attention away from your allies.

At-Will + Physical, Weapon

Standard Action **Melee or Ranged** weapon

Target: One Creature

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

Hit: 1[W] + Strength modifier + twice your level physical damage.

Effect: The target takes a -2 penalty on attack rolls for any attack that does not include you as a target until the end of your next turn.

GET BEHIND ME

PROTECTOR UTILITY

You shout out to a friend in need and tell them to get behind you where it is safer.

Encounter

Move Action **Close** burst 5

Target: One ally in burst

Effect: You slide the target 6 squares to another square in the burst that is not adjacent to an enemy and it gains a +2 bonus to all defenses until the end of your next turn.

PUSH 'EM BACK

PROTECTOR EXPERT

You attack an enemy with such ferocity that they are forced to fall back and refocus their attacks on you rather than any other targets.

Encounter + Physical, Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

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

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

Effect: The target takes a -2 penalty on attack rolls for any attack that does not include you as a target until the end of your next turn.

RAVAGER

YOU'RE A HALF-CRAZED, BLOODTHIRSTY WARRIOR. YEAH, THE WASTELANDS HAVE THAT EFFECT ON SOME PEOPLE.

You're a vicious melee combatant that wades into battle with a mad grin on your face. You might be from a tribe of wasteland marauders, or you could have snapped after your more peaceful settlement fell victim to one of the many dangers of Gamma Terra.

Appearance: You're big, strong, and armed with a vicious looking weapon. Thriving on your enemy's fear, you do your best to look imposing and might decorate your armor with blades, spikes, skulls, or trophies of your fallen foes.

RAVAGER TRAITS

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

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

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

Dirty Fighter (Level 1): When you attack an enemy granting combat advantage to you, you deal 1d6 extra damage.

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

RAVAGER POWERS

CLEAVING STRIKE

RAVAGER NOVICE

You viciously slam your weapon into one enemy and carry through the attack to strike a second opponent.

At-Will + Physical, Weapon

Standard Action **Melee** weapon

Target: One Creature

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

Hit: 1[W] + Strength modifier + twice your level physical damage, and a second enemy within range takes physical damage equal to your Strength modifier + your level.

ENRAGING TAUNT

RAVAGER UTILITY

Your taunts drive an enemy into a reckless rage.

Encounter

Minor Action **Close** burst 5

Target: One enemy in burst

Effect: The target gains a +2 bonus to attack rolls and damage against you and grants you combat advantage until the end of your next turn.

BERSERK RAMPAGE

RAVAGER EXPERT

You wildly swing your weapon while careening around the battlefield.

Encounter + Physical, Weapon

Standard Action **Close** burst 2

Requirement: You must be wielding a melee weapon.

Target: Each creature in burst

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

Hit: 2[W] + Strength modifier + your level physical damage.

Effect: You may shift to any square within the burst.

ROAD WARRIOR

YOU WERE BORN TO DRIVE.

Lots of mutants stumble upon an old, beat-up piece of junk in the wasteland and decide that they're the best driver that Gamma Terra has ever seen. In your case, you might just be right.

Appearance: You have a wind-blown look thanks to long hours spent racing down the half-ruined roadways of the Ancients that stretch across Gamma Terra. You might dress like a leather-clad biker or wear an old bomber jacket and aviation goggles to protect you from the elements while driving, but how your scavenged hot rod looks gets far more of attention than your own appearance.

Vehicle Rules: The Road Warrior origin assumes that you will be using rules for vehicles in Gamma World. The official rules are available on the Wizards of the Coast website at <http://wizards.com/dnd/article.aspx?x=dnd/4dnd/20110317>.

ROAD WARRIOR TRAITS

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

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

High Speed Dodge (Level 1): You gain a +1 bonus to AC and Reflex.

Feel the Road (Level 1): When driving a vehicle, you can choose to use your Dexterity bonus rather than your Intelligence bonus for Mechanics checks.

Road Warrior Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is knocked prone. If the target is in a vehicle, then it must make a saving throw or be ejected from the vehicle.

ROAD WARRIOR POWERS

RUN 'EM DOWN

You charge towards your enemy and knock them to the ground with a powerful hit.

At-Will + Physical, Weapon

Standard Action **Melee weapon**

Target: One Creature

Effect: You can move up to your speed before the attack. If you are driving a vehicle, you can instead move the vehicle up to its speed before the attack.

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

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

Special: If you are driving a vehicle, then you can choose to use the vehicle to make the attack rather than a weapon. If you do so, the attack deals 2d8 + Dexterity modifier + your level physical damage.

REV THE ENGINES

You encourage your allies to go full throttle.

Encounter

Move Action **Close burst 5**

Target: Each ally in burst

Effect: The target gains a +2 power bonus to speed and attack rolls until the end of its next turn. If a target is driving a vehicle, then the vehicle also gains a +2 power bonus to speed.

ROAD WARRIOR NOVICE

ROAD WARRIOR UTILITY

CHICKEN

ROAD WARRIOR EXPERT

You goad an enemy into rushing towards you and then make a powerful attack using their own momentum against them.

Encounter + Physical, Weapon

Standard Action **Ranged 20**

Target: One creature

Attack: Dexterity + your level vs. Will

Hit: The target is pulled its speed towards you. If the target is driving a vehicle, then the vehicle is pulled its speed towards you instead. Make a secondary attack if the target ends this movement adjacent to you.

Secondary Attack

Melee weapon

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

Hit: 3[W] + Dexterity modifier + twice your level physical damage

SCIENTIST

YOU ARE A MASTER TECHNOLOGIST.

When the worldliness converged during the Big Mistake, countless scientific advances and discoveries entered your world. You have devoted your efforts to embracing the many gadgets and theories that you've managed to find in the rubble of ruined cities and destroyed laboratories.

Appearance: The first thing anyone notices about you is your ever-growing collection of strange, half-functional gadgets. You've collected and studied these devices and can now harness their power.

SCIENTIST TRAITS

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

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

Omega Tech Mastery (Level 1): Gain a +2 bonus to attack rolls with Omega Tech.

Omega Rig (Level 1): While you have at least one readied piece of Omega Tech, you gain a +1 bonus to all defenses.

Scientist 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 can recharge one piece of Omega Tech.

SCIENTIST POWERS

TRUST THE TECH

SCIENTIST NOVICE

You use one of your many gadgets to fire a blast of energy at your enemy.

At-Will + Electricity, Force, Laser, or Radiation

Standard Action **Ranged 20**

Target: One Creature

Effect: 2 + Intelligence modifier + your level damage. Roll 1d4 to determine the damage type: 1 – electricity, 2 – force, 3 – laser, 4 – radiation

SCIENCE SOLVES EVERYTHING

SCIENTIST UTILITY

I just happen to have exactly the right gadget to solve that problem.

Encounter

Free Action **Personal**

Trigger: You make a skill check and dislike the result.

Effect: You make a Science check and use its result in place of the triggering check. You must keep the result of the Science check even if it is worse.

POWER SURGE

SCIENTIST EXPERT

You route far more power into your gadgets than they were ever meant to handle. What's the worst that could happen?

Encounter + Electricity

Standard Action **Close burst 3**

Target: Each enemy in blast.

Attack: Intelligence + your level vs. Reflex

Hit: 2d8 + Intelligence modifier + your level electricity damage.

Miss: Half damage.

Effect: Until the end of your next turn, any enemy ending its turn within 3 squares of you takes 5 electricity damage.

This origin was a collaborative effort with Adam Minnie who provided much of the initial brainstorming and concept for it. Adam maintains a blog called **Exploring Infinity** that is worth checking out.

SURVIVOR

RAISED IN THE WASTELANDS OF GAMMA TERRA, YOU'VE MANAGED TO SURVIVE AGAINST ALL ODDS.

You've spent your life farther from the remnants of civilization than most folk have ever been and somehow managed to stay alive. You're an expert at scavenging the wastes for food, water, and ammunition, and when forced into combat, you're adept at fighting smart to keep you and your allies alive another day.

Appearance: You've likely made or scavenged everything you carry: you might wear the pelt of a wasteland predator and carry a mix of junk found in the ruins of the ancients just in case you need it later. A hard life has also shaped you physically – scars, radiation burns, and other old wounds mark you as a true survivor.

SURVIVOR TRAITS

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

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

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

Scavenger (Level 1): You may use ammunition twice in an encounter and still have ammunition afterwards.

Survivor 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.

SURVIVOR POWERS

HIT AND RUN

SURVIVOR NOVICE

You dart around the battlefield as you attack, doing your best to stay out of harm's way.

At-Will + Physical, Weapon

Standard Action **Melee or Ranged** weapon

Target: One Creature

Effect: You can shift 2 squares before or after the attack.

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

Hit: 1[W] + Wisdom modifier + twice your level physical damage.

HUNKER DOWN

SURVIVOR UTILITY

You take cover behind whatever is available and take a moment to catch your breath.

Encounter + Healing

Move Action **Personal**

Effect: You regain hit points equal to 5 + your level and you gain a +4 bonus to all defenses until the start of your next turn.

COVERING FIRE

SURVIVOR EXPERT

Sometimes the best defense is a whole lot of offence.

Encounter + Physical, Weapon

Standard Action **Close** blast 5

Target: Each creature in blast.

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

Hit: 2[W] + Wisdom modifier + your level physical damage.

Effect: The target takes a -2 penalty to attack rolls until the end of your next turn.

Special: If made with a weapon that uses ammunition, you will be out of ammunition at the end of the encounter no matter how many other times you have used ammunition during the encounter.

WANDERER

YOU'RE NEW TO THIS PART OF GAMMA TERRA, BUT EVERYONE CAN TELL YOU'VE BEEN TRAVELLING A LONG TIME.

You've travelled across what remains of the world in a search for knowledge. Along the way you've learned countless stories and secrets, but you still haven't found that ancient tidbit you're driven to find. While on your quest, you've learned to use your knowledge as a weapon against your enemies. After all, everyone has secrets that they don't want getting out.

Appearance: You stand out in a crowd as someone who just doesn't fit in. You're clothing and gear comes from all over the world and you carry yourself as someone who's wise beyond their years.

WANDERER TRAITS

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

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

Wisdom of the Ancients (Level 1): Gain a +2 bonus to Will.

Don't Worry, I Know What I'm Doing (Level 1): While you're conscious, allies within 5 spaces of you gain a +1 bonus to Will.

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

WANDERER POWERS

CRYPTIC VERSE

WANDERER NOVICE

You confuse and distract an opponent by saying something they can't quite understand.

At-Will + Psychic

Standard Action Ranged 5

Target: One Creature

Attack: Charisma + your level vs. Will

Hit: 1d8 + Charisma modifier + twice your level psychic damage, and the target grants combat advantage until the end of your next turn.

ANCIENT SECRET

WANDERER UTILITY

You share a piece of ancient knowledge that you have picked up during your travels.

Encounter

Minor Action Close burst 5

Target: One ally in burst

Effect: The target gains a +5 bonus on the next skill check that it makes before the end of the encounter or within 5 minutes if this power is used outside of an encounter.

OVERWHELMING REVELATION

WANDERER EXPERT

By revealing a horrible secret, you overwhelm your opponent's mind and cause it to stand stunned as the battle continues to rage around it.

Encounter + Psychic

Standard Action Ranged 5

Target: One creature

Attack: Charisma + your level vs. Will

Hit: 1d8 + Charisma modifier + twice your level psychic damage, and the target is stunned until the end of your next turn.

Aftereffect: The target grants combat advantage until the end of your next turn.

ADDITIONAL ORIGINS

In addition to the archetype origins, here are two additional options. Unlike the archetype origins, these two origins represent mutations rather than sets of skills.

SHARKOID

YOU ARE A MUTATED SHARK.

At home on land and in the sea, you are descended from the greatest predator of the deep ocean. You have strong predatory instincts and a deadly bite.

Appearance: You have a sleek grey body, a distinctive dorsal fin, and a mouth filled with row after row of razor sharp teeth.

SHARKOID TRAITS

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

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

Natural Swimmer (Level 1): You have a swim speed equal to your speed.

Gills (Level 1): You can breathe underwater.

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

SHARKOID POWERS

WOUNDING BITE

SHARKOID NOVICE

You take a huge bite out of your foe and leave a gaping wound.

At-Will + Bio, Physical

Standard Action **Melee 1**

Target: One creature

Attack: Strength + your level + 2 vs. AC

Hit: 1d8 + Strength modifier + twice your level physical damage, and the target takes ongoing 5 physical damage (save ends).

FEEDING FRENZY

SHARKOID UTILITY

The scent of blood kicks you into overdrive.

Encounter + Bio

Immediate Reaction **Personal**

Trigger: An enemy within 5 squares of you takes damage.

Effect: You shift up to 5 squares to a square adjacent to the triggering enemy and get a +2 power bonus to attack and damage rolls until the end of your next turn.

CARNIVOROUS STRIKE

SHARKOID EXPERT

You unleash all of your fury against your foe in hopes of turning it into a tasty snack.

Encounter + Bio, Physical

Standard Action **Melee 1**

Target: One creature.

Attack: Strength + your level + 2 vs. AC

Hit: 3d8 + Strength modifier + twice your level physical damage, and you regain hit points equal to 5 + your level. If the target is reduced to 0 hit points, then you regain an additional 5 hit points.

TWO-HEADED

YOU HAVE TWO HEADS.

Two heads are better than one, especially when they manage to get along. Your extra head makes you more resistant to attacks against your mind and lets you focus on multiple foes at once.

Appearance: You have two heads sprouting from your shoulders. Some two-headed mutants have heads that are nearly identical while on others the two heads are wildly different.

TWO-HEADED TRAITS

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

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

Redundant Brains (Level 1): Gain a +5 bonus to saving throws to end the dazed or stunned conditions.

Look Both Ways (Level 1): You do not grant combat advantage when flanked.

Two-Headed 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 attack rolls until the end of its next turn.

TWO-HEADED POWERS

DOUBLE HEADBUTT

TWO-HEADED NOVICE

When you have two hammers, everything looks like even more like a nail. You slam both your foreheads into your foe.

At-Will + Bio, Physical

Standard Action **Melee 1**

Target: One Creature

Attack: Constitution + your level vs. Fortitude. Make the attack two times.

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

Hit (both attacks): 2d6 + Constitution modifier + twice your level physical damage.

PAY ATTENTION!

TWO-HEADED UTILITY

One of your heads shouts at the other in order to shake off the effects of that last hit.

Encounter + Bio

Immediate Interrupt **Personal**

Trigger: An effect would make you become dazed, dominated, or stunned.

Effect: You do not become dazed, dominated, or stunned. Otherwise the triggering effect works as normal.

DIDN'T THINK I WAS LOOKING?

TWO-HEADED EXPERT

Just when your opponent sees an opening, your extra set of eyes pays off and you perform a devastating counter attack.

Encounter + Bio, Physical, Weapon

Immediate Interrupt **Melee weapon**

Trigger: An opponent makes a melee attack against you.

Target: The opponent that triggered the power.

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

Hit: 2[W] + Constitution modifier + twice your level physical damage.

Effect: You gain a +2 power bonus to all defenses against the triggering attack.

ARMOR CUSTOMIZATION

DID YOU REALLY THINK A BULLET PROOF VEST AND RIOT GEAR WERE THE ONLY OPTIONS?

The D&D GAMMA WORLD game offers players two choices for armor: light or heavy. These rules offer additional options to customize armor when creating a new character. In addition to choosing whether his or her mutant wears light or heavy armor, a player may choose to apply one of the following templates to the armor. Each template has a simple benefit and drawback that are used in addition to the standard rules for armor on page 72 of the D&D GAMMA WORLD rule book.

ARMOR TEMPLATES

ARCHAIC

Considered ancient even by the Ancients, your armor of plate and chain is extra durable but a pain to move around in.

Benefit: Gain a +1 bonus to AC.

Drawback: Take a -1 penalty to Reflex.

Requirement: Heavy armor

CAMOUFLAGED

The color of your armor automatically adjusts to match your surroundings.

Benefit: Gain a +2 bonus to Stealth.

Drawback: Take a -1 penalty to AC.

FIREPROOF

Your armor is designed to resist the heat of a burning building of the fiery breath of a poong.

Benefit: Gain resist 5 fire.

Drawback: Take a -1 penalty to AC.

LEAD

When you need to avoid glowing in the dark after cleaning out a blaash nest, nothing beats a suit of lead plating.

Benefit: Gain resist 5 radiation.

Drawback: Take a -1 penalty to Reflex.

Requirement: Heavy armor

LIVING

Your carapace-like armor is composed of a parasitic organism. It helps to strengthen your resistance to toxins, but isn't quite as tough as traditional armor.

Benefit: Gain resist 5 poison.

Drawback: Take a -1 penalty to AC.

POWERED

Artificial muscles embedded into your armor make you slightly stronger, but the power mechanism can amplify bursts of electrical energy.

Benefit: Gain a +1 bonus to damage with melee attacks.

Drawback: Gain vulnerable 5 electricity.

REFLECTIVE

The mirror-like surface of your armor deflects laser blasts, but it is shatter prone too.

Benefit: Gain resist 5 laser.

Drawback: Take a -1 penalty to AC.

RUBBER

The rubber material that makes up your armor doesn't conduct electricity.

Benefit: Gain resist 5 electricity.

Drawback: Take a -1 penalty to AC.

THERMAL

Synthetic fibers that line your armor keep you warm even in extreme cold. Unfortunately, the tag warns you that the land of Call if Ornery considers it extremely flammable.

Benefit: Gain resist 5 cold.

Drawback: Gain vulnerable 5 fire.

TIN FOIL

Hand crafted from rolls of tin foil harvested from the ruins of the Ancients, your armor protects your thoughts from anyone trying to get inside your head.

Benefit: Gain resist 5 psychic.

Drawback: Gain vulnerable 5 electricity.