



# GAMMA WORLD

## d20 Conversion

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# INTRODUCTION

I was very excited when the d20 edition of the Gamma World game was released. Once I got it home and read it, I became very disappointed. For a rulebook much larger than my fourth edition rulebook, it had only a fraction of its information. Apparently Arthaus dropped the ball on this one. For all of its page count, it was not usable for long-time players of the game. Anyone who played an earlier version could not transfer any of their characters over to it because it was lacking some genotypes and almost all of the mutations. “If you want it done right, you have to do it yourself” came to mind after that.

So I decided to start this project – I would create a document that would convert all of the material needed to convert any character from any previous version of the Gamma World game to this one.

The document before you is that effort. It is meant to be public domain – meaning: Its free to download. If somebody made you pay for it, then report them.

# GENOTYPES

## SENTIENT PLANT

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

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

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

The Constitution of a plant decides its size. The plant has roughly three feet of height for every five points of Constitution.

**Humanoid Traits:** A sentient plant has many of the same problems as a mutated animal. It can also choose to be able to **talk** and / or **use tools**. No more than two of its appendages can initially be declared as capable of using tools. It can optionally gain ability to **small and taste** at the same time. For each ability that the plant chooses not to take, he gets one additional minor plant mutation. If the plant chooses not to take any of these traits, it gets a bonus major mutation.

Unlike animals, plants are described by general class rather than by a specific species. The evolutionary trip from plant to sentient creature is so much farther, that the character only retains a raw resemblance to a general type of plant.

Sentient plants have the following common traits in addition to those listed in the following stock list:

- Type changes to Plant
- +2 circumstance bonus to hide checks
- +2 racial bonus to Constitution
- Walk at 30, Swim at 10
- Low-light vision (Ex)
- Blindsight (Ex) at 60 feet
- Immunity to all mind-affecting effects
- Immunity to sleep, paralysis, stunning, and mind-affecting effects
- Not subject to critical hits or effects of massive damage
- Plants breathe and eat, but do not sleep
- Sentient plants begin with at least 2 minor positive mutations, at least 1 major positive mutation and 1 minor

negative mutation. Choose the positive mutations and roll for the negative one. You may add additional mutations as per the mutant genotype.

## BRUSH

### **Gamma World 4<sup>th</sup> Edition**

Most nondescript bushes, weeds, grasses and other common plants fall into this category. Because these plants tend to look so ordinary, they get a +5 circumstance bonus to hide checks. This plant stock has proven very hardy and has adapted to the rigors of the Gamma World very well. Brush plants one extra minor mutation.

## FLOWER

### **Gamma World 4<sup>th</sup> Edition**

All flowering receive a +3 racial bonus to Charisma. The beauty of these flowers and the delicacy of their build often lead others into believing that the flowering plant is a gentle and harmless creature. The course of evolution for flowering plants has developed a tendency toward mental powers. They automatically get the *Psychic Aptitude* mutation.

## FUNGI

### **Gamma World 4<sup>th</sup> Edition**

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

## SUCCULENT

### **Gamma World 4<sup>th</sup> Edition**

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

## SYMBIOTIC

### **Gamma World 3<sup>rd</sup> Edition**

Symbiotic plants are similar to plants from the brush and fungi types (like grasses, mosses, and fungi) and possess the bonuses of either a brush or fungi in addition to those presented here.

A symbiotic plant does not possess strong limbs or manipulative digits and its movement is slow and ineffective (Walk 5 Swim 0) and is fairly fragile. However, when combined with a

living non-intelligent, mobile creature, a symbiotic plant becomes very mobile.

Symbiotic plants must inhabit an unintelligent mobile animal or vermin to gain many of the benefits of free action. Treat this creature as an animal companion. A symbiotic plant can only possess a common animal with a number of hit dice that does not exceed half of the plant's character level (round down). The plant and the host can communicate with each other on a telepathic level. The GM should allow the symbiotic plant to inhabit only common animals when it begins in the game. A symbiot may not change hosts until the original host dies.

A symbiotic plant suffers a -4 racial penalty to its constitution. However, a symbiotic plant and animal share each other's hit points. Whenever the symbiotic plant is attacked, damage is divided in two, and both the host and the symbiot suffer only half the damage. The symbiot suffers full damage from any mental attack.

A symbiotic plant lends its intelligence and mutations to its host, and the host provides its natural abilities and defenses. Both creatures benefit from the highest ability scores from both symbiots. Note that Strength and Dexterity are considered non-ability scores for unattached symbiotic plants (they use the host creature's abilities for all checks).

A symbiotic creature can be removed from the host creature by force. This takes a single full-round action, and it is extremely painful. The roots are torn out of the host's nervous system. This action can be potentially lethal for the plant and / or the host. Both the plant and the host must make a Fortitude save (DC 25) or become stunned for 1d6+3 rounds and also take 1d6 points of damage for every 4 points of the plant's Constitution (round down). A second Fortitude save by both the plant and the host will reduce the damage by half. Note that the symbiotic plant is considered to be well secured, and thus the target gets a +4 bonus on his Defense roll.

If the host is attempting to quickly tear the plant off of itself, it must make a Will save (DC 15). Failure means that the pain is too much for it and it cannot bring itself to remove the plant.

The creature wishing to separate the plant from the host must succeed at an opposed strength check with the plant. If the attacker is successful, both the plant and the host suffer 1d6 points of damage for every 4 points of Strength that the plant has (rounded down).

## TREE

### Gamma World 4<sup>th</sup> Edition

Trees get a +3 racial bonus to Strength and the *Total Carapace* mutation. The player must decide if his character is based upon ever-greens.

Evergreens have a -2 penalty to saves versus fire. Any flame attack requires this penalty or save or AC. They take an extra point of damage for each die of damage rolled.

All other types of trees have the same problem with cold and receive the same penalty.

## VINE

### Gamma World 4<sup>th</sup> Edition

Vines get a +2 racial bonus to Dexterity. They can automatically manipulate tools without having to take this humanoid attribute. This leaves them eligible for the extra minor mutation.

# TEMPLATES

## BIOBORG

### Gammarauders

The last discovery of Professor Womba revolutionized the battlefields of the Gamma World. The Womba Process consists of two steps: removable weapon-systems are implanted in large creatures, and then human control of these creatures is acquired.

Most of the great shambling beasts are evolutionary dead-ends, creatures that cannot survive on their own for very long. Some came from packs of normal-sized creatures, while others are just one member of a gigantic race. (There are huge herds of land-bound bats and primitive societies of giant gorillians and fire-breathing lizards, for example).

In many cases, the Womba Process saves the creature's life – correcting genetic defects and increasing its ability to survive, while giving it a “family” of humans and humanoids to work with. Shown affection and kindness, many of these creatures prove themselves to be lonely, caring individuals as well as blood-thirsty, city-smashing monsters. Many of these beings have a much higher intelligence than their pre-war ancestors.

The Womba Process accelerates and stabilizes the growth process, until the Bioborg reaches a height of 40 to 50 feet (Curiously enough, the smaller the base-creature, the larger Wombasized Bioborg). The process also

dampens the creature's immune systems, allowing foreign objects to be installed and integrated into the creature's body. Most weapon systems installed are of a ceramic/plastic hybrid known as bioputty (Womba's name for it) that enables the creature's muscular system to operate the weapon controls.

The second part of the Womba Process involves connecting the creature's conscious thought processes to a human or humanoid mind. This does not negate the creature's instincts and intelligence. Rather, the human mind acts as an “adviser circuit” to the Bioborg brain. The human advisor cannot exert the muscular control necessary to move or fire weapons, but he can instruct the Bioborg as to which limbs to move or what to fire and when. The creature retains conscious and subconscious control of its bodily systems.

The Bioborg template can be applied to any animal, evolved animal, mutant beast, mutant vermin, or vermin. The creature is altered in the following manner:

- **Size and Type:** The creature's type changes to aware construct and its size increases to Gargantuan. If the creature is already Gargantuan or larger, its size is unchanged.
- **Hit Die:** Increase base creature's racial HD by one die size, to a maximum of 12. It does not increase class HD.
- **Immunities:** Bioborgs are immune to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a fortitude save unless the effect also on objects or is harmless. They are not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.
- **Darkvision (Ex):** Bioborgs have darkvision with a range of 60 feet.
- **Weapon Mounts:** The Bioborg receives 1d3+2 weapon mounts.
- **Bioborg Feat:** The creature receives one Bioborg or combat-oriented feat.

## PLAGUE ZOMBIE

### The Albuquerque Starport

A plague zombie is the unfortunate victim of the Canopus Plague. A plague zombie appears to



be made of a dark brown, glistening, gelatinous substance.

This disgusting creature attacks by bashing potential victims with its two misshapen fists. Anyone struck will be coated with some of the creature's goeey substance. The brown material will eat away at the character's flesh, causing 1d10 points of damage per round. If the damage taken exceeds the victim's total number of hit points, he victim will become a plague zombie and attack any creature that is not a plague zombie.

The only way to sop the plague from taking over a body is to remove the affected flesh with a sharp object, causing 1d6 points of damage per affected area. Once the plague has taken over a body, there is no cure. The new plague zombie uses all of the base creature's statistics and special abilities except as noted here.

- **Size and Type:** The creature's type changes to Ooze. Size is unchanged.
- **Hit Die:** Increase base creature's racial HD by one die size, to a maximum of 12. It does not increase class HD.
- **Special Attacks:** A plague zombie uses his bash ability as described above. Use the table below for the base creature's damage value:

Size	Damage	Size	Damage
Fine	1	Large	1d4
Diminutive	1	Huge	1d6
Tiny	1	Gargantuan	1d8
Small	1d2	Colossal	1d10
Medium	1d3		

- **Immunities:** Plague zombies are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Plague zombies are not subject to critical hits, flanking, or the effects of massive damage.
- **Blindsight (Ex):** Plague zombies have Blindsight with a range of 60 feet.

## SENTIENT ANIMAL

### Gamma World 4<sup>th</sup> Edition

The sentient animal template can be applied to any animal or vermin. This can be any animal found on the face of the earth today (not in the Gamma World, but in the real world). A list of

common animals can be found in the d20 Modern Rulebook or the Monster Manual.

Once the character is generated, the Game Master may choose to have him be a member of a new, stable animal race. In that case, his parents are like him, with the same mutations and general physical appearance. There is at least one village with a level 3 population somewhere that is predominantly populated with that race.

The base creature is assumed to be intelligent, but otherwise exactly like its ancestors. If the base creature is under medium size, it automatically becomes medium size.

**Humanoid Traits:** The base creature most likely can't talk or use tools. The player can choose to remedy these problems. He may take any or all of these humanoid traits, he gets a special bonus of one extra minor mutation for each trait that he does not take or he gains one major mutation if he takes no humanoid traits.

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

The animal character can optionally become **bipedal** (or have a walking upright stance). This means that he walks erect on two legs (assuming that he has legs at all), rather than on all fours. Insectoid animals would gain the ability to walk on all fours and rear up comfortably with their first two limbs, if they cannot already.

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

The base creature receives the following adjustments:

- +8 bonus to Intelligence
- +2 bonus to Charisma if the animal can talk
- +2 bonus to hide and move silently checks
- Low-light vision (Ex)
- Size becomes medium (unless the base creature is already medium or larger)
- Sentient animals begin with at least 2 minor positive mutations, at least



1 major positive mutation and 1 minor negative mutation. Choose the positive mutations and roll for the negative one. You may add additional mutations as per the mutant genotype.

## FEATS

### AREA ATTACK [BIOBORG]

#### **Gamma** **World 4<sup>th</sup> Edition**

This creature is capable of using non-ranged weapons with devastating effect.

*Prerequisites:* Bioborg template

*Benefit:* Any weapon without a range has a 15 foot area of effect. Weapons that normally have ranges are unaffected.

### ENERGY BOOST [BIOBORG]

The Bioborg is capable of boosting the damage of all energy attacks.

*Prerequisites:* Bioborg template

*Benefit:* The Bioborg adds +1 point of damage per die of any energy attack, be it from mutation or mounted weaponry.

### QUICK EXCHANGE [BIOBORG]

The creature is equipped with auto-release weapon mounts. This allows the Bioborg to exchange weaponry at high speed.

*Prerequisites:* Bioborg template

*Benefit:* The Bioborg can exchange one mounted weapon for another available weapon in two rounds.

*Normal:* It takes 10 rounds to exchange available weaponry on a standard Bioborg weapon mount.

## MUTATIONS

### MINOR MODIFICATIONS

#### ACHILLES HEAL

#### **Gamma** **World 4<sup>th</sup> Edition**

The mutant has a crucial weakness in a particular body location.

**Type:** Negative

**Effect:** If he is ever struck in the location of his Achilles Heal, he takes double damage and is in such pain that he must make a fortitude save to avoid becoming stunned for one round.

**Biotech:** No

**Plant:** Yes

### ALLERGY

#### **Gamma** **World 4<sup>th</sup> Edition**

The mutant suffers a reaction to an ordinary substance, such as pollen, iron or milk.

**Type:** Negative

**Effect:** So long as he is in contact with the substance (breathing, touching, eating, etc.), the Character must make a fortitude save (DC 10 + concentration level) every round to avoid being nauseated.

**Biotech:** No

**Plant:** Yes

### ATTRACTION ODOR

#### **Gamma** **World 4<sup>th</sup> Edition**

Animals and humans with attraction odor have a strong, musky scent, while plants smell sweet and perfumed.

**Type:** Negative

**Effect:** Mutants with this defect can automatically be tracked up to 5 miles away by any mutant with heightened smell or by predators. In the wilderness, the mutant is twice as likely to attract the attention of a predator. Giant insects or herbivore grazers are usually attracted to plants that have this defect.

**Biotech:** No

**Plant:** Yes

### BODY CHANGE

#### **Gamma** **World 4<sup>th</sup> Edition**

Some parts of the mutant's body are altered in a cosmetic way.

**Type:** Negative

**Effect:** None of these mutations should allow the character an extra ability, or disability, of any significance. Roll a d20 twice on the table to determine the changes.



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

**Biotech:** No  
**Plant:** Yes

### CARAPACE, PARTIAL

#### Gamma World 4<sup>th</sup> Edition

This is a partial bony shell that protects the mutant's body like armor. A partial carapace covers the head and back, providing a natural armor bonus against attacks from behind. Plants have a thick, tough bark instead of a shell.

**Type:** Positive

**Effect:** The carapace provides a +5 natural armor bonus against attacks from the rear.

**Biotech:** Graft

**Plant:** Yes

### CHAMELEON POWER

#### Gamma World 4<sup>th</sup> Edition

This mutation allows the character to automatically blend into any background.

**Type:** Positive

**Effect:** His body coloration automatically matches the colors of any background that is within three feet. Be aware that his clothes or other belongings do not change color. His skin (or leaves) continuously change as the mutant moves. The mutant can decide to make his skin any single color not related to his background, or can choose to look like his normal self. When *chameleon power* is activated, the character's hide skill receives a circumstance bonus based on the following table:

Circumstance	Adjustment
Contrasting Color	-5
Camouflaging Color	+5

The amount of clothing and equipment that the character is wearing affects the hide adjustment. Reduce the bonus or penalty by the following amount:

Circumstance	Reduction
Naked	0
Minimum Clothing	1
Light Clothing	2
Medium Clothing	3
Heavy Clothing	4
Completely Covered	5

This is the total circumstance bonus granted by *chameleon power*.

**Biotech:** Implant, Graft

**Plant:** Yes

### CHEMICAL SUSCEPTIBILITY

#### Gamma World 4<sup>th</sup> Edition

The character cannot easily resist poisons, drugs or toxins. He gets drunk twice as quickly normal character, typically from just one cup of an alcoholic beverage.

**Type:** Negative

**Effect:** The character receives a -5 penalty to all saving throws against poisons, drugs, or toxic chemicals.

**Biotech:** No

**Plant:** Yes

### CONTACT POISON SAP

#### Gamma World 4<sup>th</sup> Edition

Anytime the plant is injured in combat, it exudes a thick sticky sap from the wound that is poisonous upon contact with skin.

**Type:** Positive

**Effect:** Contact DC 10 + CON modifier + ½ character level, 1d6 initial damage, 1d6 secondary damage, purchase DC 30, 200 gp.

It is ideal for coating weapons, but does not last long. The sap hardens to a nontoxic resin within an hour. The plant must suffer a wound of at least 2 points to coat a dagger. It takes a wound of 5 points to coat a sword. Obviously, the plant character is not going to be thrilled about donating any significant amount of its sap. Plants are immune to the effects of the sap.

**Biotech:** No

**Plant:** Only

### DEATH FIELD GENERATION

#### Gamma World 4<sup>th</sup> Edition

The character is capable of producing a field of pure negative energy, draining the life from all affected creatures.

**Type:** Positive

**Effect:** The character makes an attack on all living things within 60 feet. Any creature, friend or foe, who fails his Will save (DC 10 + CON +

½ character level), has most of his hit points drained away. The creature is left with only an amount of hit points equal to his Constitution score (Hit Dice for monsters). If this does not do at least 10 points of damage to the creature, then it is reduced to -10 hit points. All normal plants, small animals or other simple life forms are assumed to have been attacked successfully and suffer the consequences. Interestingly, germs and other microscopic organisms are unaffected.

The mutant using this power loses hit points just as if he had also been hit by death field generation, which means he might be incapacitated. However, record the lost hit points separately. Assuming that using his power didn't reduce him to -10 hit points, he recovers one hit point every hour until the damage caused by using this power is healed. These lost hit points can also be cured normally with other mutations or items. The character can only use this power once per week.

**Biotech:** No  
**Plant:** No

## DENSITY CONTROL, SELF

### Gamma World 4<sup>th</sup> Edition

The mutant is able to control his body's density. Increased density means the character weighs the same, but is smaller. Decreased density means the character weighs the same, but is larger.

**Type:** Positive

**Effect:** The mutant can shrink to 50% smaller or grow up to 100% larger. The character's speed increases or decreases by the same percentage that he grows or shrinks.

His size category may change while using this power, granting the appropriate size modifier to Attack and Defense. In addition, he receives a +1 natural armor bonus for every 10% that he shrinks, but worsens by 1 for every 20% that he grows. This is from the increased or decreased toughness of the flesh as well as the small or larger target that the character becomes.

The character is immune to the *density control, others* psionic power.

**Biotech:** No  
**Plant:** Yes

## DIRECTIONAL SENSE

### Gamma World 4<sup>th</sup> Edition

The mutant is incapable of getting lost.

**Type:** Positive

**Effect:** The mutant always has a complete spatial sense of where he is and how he got there. This ability does not function while he is sleeping or otherwise unconscious.

**Biotech:** Implant, Graft  
**Plant:** No

## DISPLACEMENT

### Gamma World 4<sup>th</sup> Edition

The character's subconscious reacts to life threatening danger by teleporting him away from it.

**Type:** Positive

**Effect:** Once per day, the mutant may spontaneously teleport to avoid danger. Once he has taken damage, at any time at which it may normally take an action, it may instead take a full action to teleport itself to any place within 300 feet.

**Biotech:** No  
**Plant:** No

## DISSOLVING JUICES

### Gamma World 4<sup>th</sup> Edition

The plant is able to secrete acid.

**Type:** Positive

**Effect:** The plant can secrete an acid that does 1d4 points of acid damage per round over a one minute (six rounds) period. After a minute of dissolving, all of the acid is used up. The plant can secrete the acid once every four hours. If unused, the acid remains potent for an hour before degenerating into a harmless fluid.

**Biotech:** No  
**Plant:** Yes

## DOUBLED PAIN

### Gamma World 4<sup>th</sup> Edition

The mutant suffers twice the normal amount of pain from a wound.

**Type:** Negative

**Effect:** Whenever the character takes damage, he must make a Fortitude save (DC 10 + damage taken) or be affected by this mutation.

The mutant becomes shaken from the pain and takes an additional point of non-lethal damage for every point of lethal or non-lethal damage inflicted on him.

The character also suffers a -4 penalty to save against any attacks on the nervous system and those directly involving pain.

**Biotech:** No  
**Plant:** Yes



## DUALITY

### Gamma World 4<sup>th</sup> Edition

The character is able to perform two dissimilar actions at the same time. This is not walking and chewing bubble gum at the same time. It is wielding a sword in one hand while working a combination lock in the other.

**Type:** Positive

**Effect:** The character can make an extra attack action at his highest base attack bonus each round, so long as he uses two different weapons and / or mutations, including psionic powers.

**Biotech:** No

**Plant:** No

## ELECTRICAL GENERATION

### Gamma World 4<sup>th</sup> Edition

The mutant seems to have picked up some strands of DNA from an electric Eel, though altered or enhanced considerably. The mutant has countless generating sells throughout its skin, and they can discharge these cells at will, focusing the bold is a form of psionic electrokinesis.

**Type:** Positive

**Effect:** The mutant has the ability to shoot a bolt of lightning once every 1d4 rounds, in a line 40 feet long. This bolt will do 4d6 damage, with a reflex save (DC 10 + CON + ½ character level) for half damage. In addition, anyone failing the reflex save must make an additional Fortitude save against the above DC, or be stunned for 1d6 rounds.

**Biotech:** Implant, Graft

**Plant:** Yes

## ENERGY ABSORPTION

### Gamma World 4<sup>th</sup> Edition

The character becomes resistant to a specific type of energy.

**Type:** Positive

**Effect:** The character gains resistance 10 to one energy type selected at random or by the player (GM's choice).

1	Acid	5	Psionic
2	Cold	6	Radiation
3	Electricity	7	Sonic
4	Fire	8	Player's Choice

**Biotech:** No

**Plant:** Yes

## ENERGY METAMORPHOSIS

### Gamma World 4<sup>th</sup> Edition

The character can utilize a particular type of energy to heal himself.

**Type:** Positive

**Effect:** The character can convert the first 10 points of damage from a particular type of energy attack and use it to heal himself. If the character has excess energy to convert and no damage to heal, it creates an overload. The mutant takes double the remaining damage as normal damage and cannot convert energy for the next six rounds. The type of energy may be selected at random or by the player (GM's choice).

1	Acid	5	Psionic
2	Cold	6	Radiation
3	Electricity	7	Sonic
4	Fire	8	Player's Choice

**Biotech:** No

**Plant:** Yes

## ENERGY REFLECTION

### Gamma World 4<sup>th</sup> Edition

The character can reflect some or all of a particular type of energy.

**Type:** Positive

**Effect:** The character can reflect the first 10 points of damage from a particular type of beam attack. The type of energy may be selected at random or by the player (GM's choice). Roll 1d8 (for a square grid) or 1d6 (for a hex grid) to find the direction of the reflected beam. The beam automatically hits inanimate objects, but must still roll a ranged attack against a moving or living target. Use the original attacker's attack bonus for this attack.

1	Acid	5	Psionic
2	Cold	6	Radiation
3	Electricity	7	Sonic
4	Fire	8	Player's Choice

**Biotech:** No

**Plant:** Yes

## ENERGY SENSITIVITY

### Gamma World 4<sup>th</sup> Edition

The character can reflect some or all of a particular type of energy.

**Type:** Negative

**Effect:** The character feels pain, and is shaken whenever he is within 5 feet of a large energy source, such as a robot, car, artificial force field, etc. Small items, such as hand-held devices that use a power cell only cause him



discomfort. The GM might choose to have a mutant with energy sensitivity take damage in the presence of powerful energy fields. He suffers a -3 penalty to saving throws against energy.

**Biotech:** No

**Plant:** Yes

## FADEOUT

### Gamma World 4<sup>th</sup> Edition

The mutant has a tendency to fall unconscious during times of high stress. This is a result of his adrenal glands secreting depressants rather than adrenaline.

**Type:** Negative

**Effect:** On the first round of any combat or high-stress situation, the character must make a Will save (DC 10) or faint for 1d4+1 rounds. Note: A natural roll of 1 always fails.

**Biotech:** No

**Plant:** No

## FEAR GENERATION

### Gamma World 4<sup>th</sup> Edition

The character can instill fear in his chosen target.

**Type:** Negative

**Effect:** If the target fails a Will save (DC 10 + CHA + ½ character level), the victim becomes panicked. The DC of this mutation receives a +2 synergy bonus if the character has at least 5 ranks in intimidate.

**Biotech:** No

**Plant:** No

## FORCE FIELD GENERATION

### Gamma World 4<sup>th</sup> Edition

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

**Type:** Positive

**Effect:** The force field forms a smooth surface about a one foot from the mutant's skin. The character cannot make physical and energy attacks while the force field is up, but can use mental attacks. The force field absorbs 30 points of damage. It regenerates at a rate 5 points per round. It can be kept up to for 5 rounds. After that, the character must drop the force field for an hour before using it again.

**Biotech:** Yes

**Plant:** No

## HANDS OF POWER

### Gamma World 4<sup>th</sup> Edition

The character's hands (or the equivalent) can emit blasts of energy.

**Type:** Negative

**Effect:** Hands of Power works at a range of 50 feet and inflicts 3d6 points of damage. Roll 1d4 on the table to determine the type of energy.

1. **Zapping Hands:** Ray of electricity
2. **Hot Hands:** Ray of microwave heat
3. **Laser Hands:** Ray of light
4. **Gamma Hands:** Ray of strong radiation

The mutant is only immune to that form of energy in his hands (or the equivalent emitting limb). Other parts of the body are not immune. The mutant can store up to 5 + [CON modifier] blasts. It takes eight hours to regenerate a blast.

**Biotech:** No

**Plant:** No

## HEIGHTENED BALANCE

### Gamma World 4<sup>th</sup> Edition

The character never loses his balance.

**Type:** Positive

**Effect:** The character receives a +4 enhancement bonus to all balance checks.

**Biotech:** Implant, Graft

**Plant:** No

## HEIGHTENED PRECISION

### Gamma World 4<sup>th</sup> Edition

The character has an uncanny ability to aim or place things precisely.

**Type:** Positive

**Effect:** The character receives a +4 bonus to hit with all ranged attacks.

**Biotech:** Implant, Graft

**Plant:** No

## HEIGHTENED SPEED

### Gamma World 4<sup>th</sup> Edition

The character moves a lot faster.

**Type:** Positive

**Effect:** One of the character's movement speeds improves by 10. Also, when running, he moves at a maximum of six times your normal speed instead of four times.

**Biotech:** Implant

**Plant:** No

## IMMUNITY

### Gamma World 4<sup>th</sup> Edition

The mutant is immune to a particular form of damage.

**Type:** Positive

**Effect:** Roll 1d10 on the table below to determine the exact immunity:

Roll	Attack	Roll	Attack
1	Acid	6	Radiation
2	Cold	7	Sonic
3	Electricity	8	Bludgeoning
4	Fire	9	Piercing
5	Psionic	10	Slashing

**Biotech:** Implant

**Plant:** Yes

## KINETIC ABSORPTION

### Gamma World 4<sup>th</sup> Edition

The mutant generates a field that absorbs kinetic energy. Objects fall slower, although the character himself does not.

**Type:** Positive

**Effect:** The character receives damage resistance to bludgeoning attacks (equal to 10 + ½ character level) and resistance to slashing and piercing (equal to 5 + ¼ character level). Energy and mental attacks are unaffected by this mutation. The character can maintain the field for one round per character level. After that time, he must leave it off for an hour before turning it on again.

**Biotech:** Implant, graft

**Plant:** Yes

## SMELL, IMPROVED

### Gamma World 4<sup>th</sup> Edition

The mutant has an extremely powerful sense of smell.

**Type:** Positive

**Effect:** The mutant can identify and distinguish individuals by smell. He can track (as per the feat) creatures up to a mile away by smell alone. He can detect faint traces of materials or gas. He also receives a +2 circumstance bonus to all checks that involve the sense of smell.

**Biotech:** Implant, Graft

**Plant:** No

## SMELL, WEAKENED

### Gamma World 4<sup>th</sup> Edition

The mutant has no sense of taste.

**Type:** Negative

**Effect:** The mutant is unaware of invisible gas attacks. Also, he automatically fails perception checks that totally rely on smell and suffers a -2 circumstance penalty to all checks that involve smell.

**Biotech:** No

**Plant:** No

## TASTE, IMPROVED

### Gamma World 4<sup>th</sup> Edition

The mutant has an extremely powerful sense of taste.

**Type:** Positive

**Effect:** The mutant can identify poisons or chemical residues by tasting merely a tiny drop. He does not suffer the effects consuming this extremely small amount. He can determine the individual components of any food or drink. He also receives a +2 circumstance bonus to all checks that involve the sense of smell.

**Biotech:** Implant, Graft

**Plant:** No

## TASTE, WEAKENED

### Gamma World 4<sup>th</sup> Edition

The mutant has no sense of taste.

**Type:** Negative

**Effect:** The mutant is unaware of ingested poisons or chemicals. Also, he automatically fails perception checks that totally rely on taste and suffers a -2 circumstance penalty to all checks that involve taste.

**Biotech:** No

**Plant:** No

## TOUCH, IMPROVED

### Gamma World 4<sup>th</sup> Edition

The mutant has an extremely fine sense of touch.

**Type:** Positive

**Effect:** The mutant's sense of touch becomes fine enough to distinguish slight changes in texture, moisture, temperature, residues, etc. He also receives a +2 circumstance bonus to all checks that involve the sense of smell.

**Biotech:** Implant, Graft

**Plant:** No

## TOUCH, WEAKENED

### Gamma World 4<sup>th</sup> Edition

The mutant suffers from a total lack of touch and is unable to feel heat or cold, wet or dry.

**Type:** Negative

**Effect:** He is unable to feel pain from wounds, but is able to feel the jarring hit of the weapon (so this mutation does not affect hit point losses). The mutant is unable to feel when an object is slipping from his hands. Also, he automatically fails perception checks that rely totally on touch (like reading brail) and suffers a -2 circumstance penalty to all checks that involve touch (like craft (pottery)).

**Biotech:** No

**Plant:** No

## VISION, DARKVISION

### d20 Modern

The creature can see in total darkness.

**Type:** Positive

**Effect:** The mutant can see out to 60 feet range. Darkvision is black-and-white only, but is otherwise like normal light. If this mutation is rolled multiple times, add 60 feet to the range each time.

**Biotech:** Implant

**Plant:** Yes

## VISION, INFRA

### Gamma World 4<sup>th</sup> Edition

The character can detect the heat patterns of living creatures.

**Type:** Positive

**Effect:** Such creatures stand out like a beacon against a cooler, non-living background. Infravision does not allow for detail or color – everything appears as a dull, featureless red. The object's shape can be seen, however. The creature can see up to 60 feet away. If this mutation is rolled multiple times, add 60 feet to the range each time.

**Biotech:** Implant

**Plant:** Yes

## VISION, LOW-LIGHT

### d20 Modern

The creature can see well in poor light..

**Type:** Positive

**Effect:** A creature with low-light vision can see twice as far as normal in poor lighting conditions. The creature can still distinguish colors, even in dim lighting.

**Biotech:** Implant

**Plant:** Yes

## MAJOR MODIFICATIONS

### ADAPTATION

#### Gamma World 4<sup>th</sup> Edition

The plant can adapt (become resistant) to any physical attack form that has harmed it.

**Type:** Positive

**Effect:** On the round it is attacked, it must decide whether or not to begin the process of adaptation. It may allocate no more than one adaptation level each round. It can drop a previous resistance to adapt to a new attack. The plant can have a total of three adaptation levels at any given time. It takes five days to complete the adaptation process. There are no restrictions to its activities during this time.

Attack Type	Adaption DR Level		
	1	2	3
Acid	10	20	Immune
Cold	10	20	Immune
Electricity	10	20	Immune
Fire	10	20	Immune
Psionic	10	20	Immune
Radiation	10	20	Immune
Sonic	10	20	Immune
Bludgeoning	10 / -	20 / -	Immune
Piercing	10 / -	20 / -	Immune
Slashing	10 / -	20 / -	Immune

For example, if it adapts to fire attacks, it grows a flame resistant bark. If it adapts to lasers, it might develop a reflective exterior. Projectile weapons are considered to be piercing attacks.

**Biotech:** No

**Plant:** Only

### AIR SAIL

#### Gamma World 4<sup>th</sup> Edition

The character's body incorporates a structure similar to a fixed wing or parachute that allows him to glide. A flying squirrel is an example of an animal with an air sail.

**Type:** Positive

**Effect:** The character glides 50% faster than he normally moves on foot. He must loose at least 1 foot of altitude for every 10 feet of forward movement. The Game Master may force a steeper decline in bad weather.

**Biotech:** Graft

**Plant:** Yes

## ANTI-LIFE LEACH

### Gamma World 4<sup>th</sup> Edition

The mutant is immune to life leach and other draining attacks.

**Type:** Positive

**Effect:** He is able to reverse the flow of another life leach field, draining 1d6 points from the attacking creature into himself. These points first heal his damage and then add to his hit point total. His hit points can never exceed his Constitution times his character level. Additional hit points fade away after an hour

**Biotech:** Implant

**Plant:** Yes

## BODILY CONTROL

### Gamma World 4<sup>th</sup> Edition

The mutant can temporarily enhance any one body function.

**Type:** Positive

**Effect:** If he chooses a sense, it works just like the *heightened sense* mutation. He can also choose to enhance one of his physical attributes (Strength, Dexterity, or Constitution), just like the mutation *heightened physical attribute*. The effect lasts 5 + character level rounds. He can only heighten a particular sense or attribute once per day.

**Biotech:** No

**Plant:** Yes

## CARAPACE, TOTAL

### Gamma World 4<sup>th</sup> Edition

This is a partial bony shell that protects the mutant's body like armor. A total carapace covers the head, back and chest, providing a natural armor bonus against attacks from front and back. Plants have a thick, tough bark instead of a shell.

**Type:** Positive

**Effect:** The carapace provides a +5 natural armor bonus.

**Biotech:** Graft

**Plant:** Yes

## CARNIVOROUS JAWS

### Gamma World 4<sup>th</sup> Edition

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

**Type:** Positive

**Effect:** The jaws do an amount of piercing damage based on the plant's size.

Size	Damage	Size	Damage
Fine	1	Large	1d8
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	3d6
Small	1d4	Colossal	4d6
Medium	1d6		

**Biotech:** No

**Plant:** Yes

## DUAL BRAIN

### Gamma World 4<sup>th</sup> Edition

The character has two brains. The second brain can be located anywhere the player chooses in the torso or head. It does not necessarily mean the character has two heads; the character's single head might be enlarged to hold two brains.

**Type:** Positive

**Effect:** The character automatically gains the *Psychic Aptitude* mutation and the second brain has access to two psionic powers. The character gains a +2 bonus to his Intelligence to account for the two brains working together. Any mind-affecting effect can only succeed in attacking of the brains. The GM determines randomly which brain is attacked. Both brains have the same Intelligence, Wisdom and Charisma.

**Biotech:** No

**Plant:** Yes

## EXPLOSIVE SEEDS

### Gamma World 4<sup>th</sup> Edition

These nut-like seeds explode if they are hurled onto a hard surface. Fire will also trigger them.

**Type:** Positive

**Effect:** The seed does 2d6 points of damage to anything within two feet. The plant can have up to 5 + Constitution modifier seeds at a time. Each takes a month to grow and can stay on the plant for 3 months.

If the plant is subjected to fire or crushing blows (a bludgeoning weapon, a fall, etc.), there is a chance of setting off a seed (Fortitude save versus a DC equal to the damage taken), but area affects like fire or falls can trigger many seeds. In that case, roll for every seed. Intense fires or severe falls may increase the chances of triggering a seed.

**Biotech:** No

**Plant:** Only

## FINGER VINES

### Gamma World 4<sup>th</sup> Edition

In addition to any other limbs the plant has, it gets 1d4 finger vines.

**Type:** Positive

**Effect:** These vines are 15 + [size modifier] feet long. They can move as a speed of 10 (which is fairly slow). They can grasp objects and perform fine manipulations, such as pushing buttons or working instruments. Each vine has a Strength of 1 and a Dexterity of 5 + [DEX modifier]. If multiple vines are being used, add their Strengths and Dexterities together.

One eight inch segment per finger vine can be detached and still be controlled by the plant. It can control them up to 30 feet away. If the plant can't see the finger vines, then they must move around by touch only, as if blinded and deafened. If the finger vines are not rejoined with the body after an hour, they wither and die. A new finger vine takes a week to grow (but multiple new vines grow simultaneously).

**Biotech:** No

**Plant:** Only

## FRUIT

### Gamma World 4<sup>th</sup> Edition

The plant grows berries or some other type of fruit that may have a useful function. It takes a month to grow a fruit, and multiple pieces of fruit may be growing at one time.

**Type:** Positive

**Effect:** A plant character can have up to 5 + [size modifier] fruit growing at any particular time. A fruit stays fresh for a month before rotting and falling off. The fruit can be any size, from a strawberry to a melon, and can be any color or texture selected by the player upon generating his character.

Plant characters cannot benefit from eating fruit because of their unusual digestive systems. Roll 1d8 and reference the table below for which type of fruit the character can grow.

1. **Sustenance:** The fruit provides enough nutrition for a medium-sized creature for one day. If the creature eating the fruit is larger than medium size, double the amount of fruit required for sustenance. If the creature is smaller, halve the amount required.
2. **Poison:** The fruit is poisonous (Type: Ingested, Save DC: CON, Initial

Damage: 1d6 STR, Secondary Damage: 2d6 STR).

3. **Poison Antidote:** The fruit automatically negates any poison with a DC less than or equal to the plant's Constitution.
4. **Antibiotic:** Heals 1d8 points of damage in 24 hours if smeared into a wound.
5. **Stimulant:** Improves the character's energy level, counteracting fatigue and unconsciousness. If the affected character is not suffering from fatigue, it provides a +1 bonus to all attacks for 24 hours.
6. **Radiation Antidote:** The fruit eliminates radiation sickness in 4 hours, although any damage incurred before this 4 hour period is not cured.
7. **Pain Killer:** The character does not feel pain, and is immune to attacks focused on the nervous system (except paralysis). It lasts for 2d4 hours.
8. **Imitation:** The fruit imitates another chemical or specialized poison not in the above list.

**Biotech:** No

**Plant:** Only

## GAS BAGS

### Gamma World 4<sup>th</sup> Edition

The plant has an inflatable bladder that fills with helium. The bladder expands to twice the size of the plant and allows it to float away.

**Type:** Positive

**Effect:** The plant can carry 10 pounds per point of Strength. It takes a full minute (six rounds) to inflate it completely. It can control its altitude by releasing helium from the bladder or by synthesizing more to fill it. It rises at a rate of 3 feet per round at maximum inflation. It cannot control which direction it float and is at the mercy of the prevailing winds (at half of the wind's speed).

**Biotech:** No

**Plant:** Only

## GAS GENERATION

### Gamma World 4<sup>th</sup> Edition

The character has the ability to spray a visible gas from a specific place on his body (mouth, naval, hands, etc.) chosen by the player.

**Type:** Positive

**Effect:** The gas fills a sphere 5 feet in diameter. A Fortitude save (versus a DC equal to 10 + CON + ½ character level) negates the effect. The effects of the gas last for 2d6 rounds. The mutant's body holds up to three doses of gas, and it takes three hours to regenerate a dose.

Roll 1d6 and consult the table below to determine the type of gas. The mutant is immune to that form of gas.

1. **Stench:** The victim is nauseated.
2. **Blinding:** The victim is blinded.
3. **Poison:** The victim is poisoned (Type: Inhaled, Save DC 14, Initial Damage: 1d2 CON, Secondary Damage: 1d4 CON).
4. **Hallucinogenic:** The victim sees visions; he will move and attack randomly. GMs may want to use the table under the confusion power.
5. **Paralytic:** The victim is paralyzed.
6. **Burning:** The victim suffers 2d6 points of acid damage per round of exposure.

**Biotech:** Implant, Graft

**Plant:** Yes

## HORNS OR ANTLERS

### Gamma World 4<sup>th</sup> Edition

The character has some sort of horns or antlers growing out of his head..

**Type:** Positive

**Effect:** The horns or antlers can be up to 20% as long as their character is tall. On a normal human, this is about as long as his forearm. In melee combat, he can head out he can head butt for the following damage:

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	3d6
Colossal	4d6

**Biotech:** Graft

**Plant:** No

## CYBERNETICS

## PSIONICS

### BEGUILING

#### Gamma World 4<sup>th</sup> Edition

The character can insinuate a soothing and friendly attitude into another creature.

**Level:** Basic

**Benefit:** The target creature must be no further than 75 feet away. If the creature is approached in a friendly manner and fails a Will save (DC 20), the character gets his intelligence modifier as a bonus to bluff and diplomacy checks. If the beguiling attack is successful, the creature will not attack the beguiler, but might attack his friends, depending upon the circumstances and their actions.

### BEGUILING, ADVANCED

The character can insinuate a soothing and friendly attitude into another creature.

**Level:** Advanced

**Prerequisite:** Improved Beguiling

**Benefit:** The target creature must be no further than 150 feet away. If the creature is approached in a friendly manner and fails a Will save (DC 30), the character gets his intelligence modifier as a bonus to bluff and diplomacy checks. If the beguiling attack is successful, the creature will not attack the beguiler, but might attack his friends, depending upon the circumstances and their actions.

### BEGUILING, IMPROVED

The character can insinuate a soothing and friendly attitude into another creature.

**Level:** Intermediate

**Prerequisite:** Beguiling

**Benefit:** The target creature must be no further than 100 feet away. If the creature is approached in a friendly manner and fails a Will save (DC 25), the character gets his intelligence modifier as a bonus to bluff and diplomacy checks. If the beguiling attack is successful, the creature will not attack the beguiler, but might attack his friends, depending upon the circumstances and their actions.

### CONFUSION

#### Gamma World 4<sup>th</sup> Edition

The character's confusion power becomes very hard to resist.

**Level:** Basic

**Benefit:** If the victim of this psionic attack fails his Will save (DC 20), he becomes confused. Roll 1d6 each round on the table below for the actions taken by the affected creature. The effects last for 2d6 rounds. Confusion has a range of 75 feet.

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

### CONFUSION, ADVANCED

The character's confusion becomes stronger.

**Level:** Advanced

**Prerequisite:** Improved Confusion

**Benefit:** If the victim of this psionic attack fails his Will save (DC 30), he becomes confused. Roll 1d6 each round on the table below for the actions taken by the affected creature. The effects last for 2d6 rounds. Confusion has a range of 150 feet.

### CONFUSION, IMPROVED

The character can cause his target to act in an unpredictable manner.

**Level:** Intermediate

**Prerequisite:** Confusion

**Benefit:** If the victim of this psionic attack fails his Will save (DC 25), he becomes confused. Roll 1d6 each round on the table below for the actions taken by the affected creature. The effects last for 2d6 rounds. Confusion has a range of 100 feet.

### DENSITY CONTROL, OTHERS

#### **Gamma World 4<sup>th</sup> Edition**

The character is able to control the density of other living creatures.

**Level:** Basic

**Benefit:** The effects of this power are identical to *density control, self*, given below. However, the mutant must make a ranged attack roll against his target at close range, using his Wisdom modifier as a bonus to the attack. The target's Defense is (10 + [one-half his character level, rounded down]) or (5 + [one-half his character level, rounded down]) if the target is a

willing subject. If successful, the mutant chooses how small or how large his target becomes, within the limits of the power. Parts of a target cannot be changed, only the whole target.

### DENSITY CONTROL, OTHERS, ADVANCED

The character is able to control the density of other living creatures to an amazing degree.

**Level:** Advanced

**Prerequisite:** Improved Density Control, Others

**Benefit:** The effects of this power are identical to *density control, other* except that the character cause the target to shrink by up to 75% smaller or grow up to 150% larger.

### DENSITY CONTROL, OTHERS, IMPROVED

The character is able to control the density of other living creatures to a greater degree.

**Level:** Advanced

**Prerequisite:** Density Control, Others

**Benefit:** The effects of this power are identical to *density control, other* except that the character cause the target to shrink by up to 95% smaller or grow up to 200% larger.

### DEVOLUTION

#### **Gamma World 4<sup>th</sup> Edition**

The character can reverse the evolutionary process in a single creature.

**Level:** Advanced

**Benefit:** The character must make a ranged attack roll against his target at close range, using his Wisdom modifier as a bonus to the attack. The target's Defense is (10 + [one-half his character level, rounded down]) or (5 + [one-half his character level, rounded down]) if the target is a willing subject.

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

Pure strain humans lose a point from a mental attribute (INT, WIS, CHA chosen randomly) when hit. Once their highest mental



attribute is an 8, the process begins to work on their appearance. They grow body hair; start dragging their knuckles, etc. Prolonged exposure turns them into cavemen, then apes. They also regain their attributes at a rate of one point a week.

## ILLUSION GENERATION

### Gamma World 4<sup>th</sup> Edition

The character can create illusions that only exist in the mind of the victim.

**Level:** Basic

**Benefit:** The illusion must be composed of things that the character has seen or experienced. The illusion affects everyone, including his friends, within 90 feet of him. The character must make a ranged attack roll against his target at close range, using his Wisdom modifier as a bonus to the attack. The target's Defense is (10 + [one-half his character level, rounded down]) or (5 + [one-half his character level, rounded down]) if the target is a willing subject. If the attack is successful, then the target believes the illusion. The illusion itself can appear to be further than 90 feet away, but the target must be within 90 feet of the illusion projecting character. If the victim moves out of range while the illusion is active, the illusion dissipates for him only.

The illusion is static and unmoving unless the character concentrates on manipulating it. It is complete for all of the senses; however, it has no weight or resistance to a push. Hitting the illusion in combat, doesn't jar the attacker's arm. Being hit by the illusion doesn't cause the defender to rock back from the blow. A light touch will not reveal this. If a hard push or a successful attack in combat is made against the illusion, a new attack roll must be made to see if the victim still believes the illusion. If the victim is expressing doubt and pushes or attacks to test the validity of the illusion, it automatically dissipates. The illusion can be maintained for up to 5 + [Wisdom modifier] + [½ character level] rounds.

## ILLUSION GENERATION, IMPROVED

The character's range is increased.

**Level:** Intermediate

**Prerequisite:** Illusion Generation

**Benefit:** The character can place illusions into the minds of victims up to 120 feet.

## ILLUSION GENERATION, ADVANCED

The character's range is increased further.

**Level:** Advanced

**Prerequisite:** Improved Illusion Generation

**Benefit:** The character can place illusions into the minds of victims up to 150 feet.

# EQUIPMENT

## GENERAL EQUIPMENT

### COMPUTERS AND ELECTRONICS

**Helmet, Advisor:** The Bioborg adviser's helmet has a transmission range of three miles, but it works best within 1,600 feet of the Bioborg (the Bioborg's receiver is buried at the base of the creature's midbrain or equivalent). In combat, the adviser must decide whether to remain close to the Bioborg (risking bodily injury) or stay several miles away (risking signal jamming that freezes the Bioborg). Each Bioborg has its own unique transmission frequency

#### Gamma raiders

**Size:** Small

**Weight:** 1

**Purchase DC:** 20

## SYNTHETIC UPGRADES

# ADVANCED CLASSES

## BIOBORG ADVISOR

#### Gamma raiders

A Bioborg Advisor focuses his abilities toward his partnership with his Bioborg. Through his training, both advisor and Bioborg grow in strength.



There is a difficulty in bioborg-advisor communications – a suspected spill-over of

**CLASS INFORMATION**

**Hit Die:** The Bioborg Advisor gains 1d6 hit

**Bioborg Advisor**

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Share Senses	+0	+1
2nd	+1	+1	+1	+1	Share Will	+1	+2
3rd	+1	+1	+2	+2	Synchronize	+1	+3
4th	+2	+1	+2	+2	Share Reflex	+1	+4
5th	+2	+2	+3	+3	Share Feats	+2	+5

personality and subconscious thought between man and bioborg. Professor Womba, in his last known notes, mused over the personality of bioborgs and their advisors gradually becoming more alike, in much the same way that pre-war humans supposedly came to resemble their pets. This has proved to be true, as some humans attached to natural predators become more aggressive in their day-to-day dealings, while Bioborgs attached to scientists developed great senses of intuition and logical capacity. Both Bioborgs and handler often engage in soul sessions (called “cosmic angst” in ancient texts) to determine who they are.

Relationships between Bioborg and adviser / handler vary from team to team. The Gamarauder Alliances tend to treat their charges with respect and affection, earning the service of the great beasts. The Slugnoid groups tend to enforce their control by instilling a sense of fear and inferiority in the creatures, so that the Bioborg does not disobey a recommendation from its advisor/handler. In difficult cases, some Slugnoid Alliances have been known to implant explosive devices in their Bioborgs along with the Womba Process, so that a creature that gets out of line can be disposed of easily.

At this point in time, there are many Bioborg-Advisor teams, outfitted by Gamarauder, Slugnoid, and neutral cryptic alliances, that operate as free agents, fighting for one cause or another.

**REQUIREMENTS**

To qualify to become a Bioborg Advisor, a character must fulfill the following requirements:

**Skills:** Handle Animal 4 ranks.

**Special:** The character must have a bioborg, advisor helmet, and must have participated in at least one battle against another Bioborg-Advisor team.

points per level. The character’s Constitution modifier applies as usual.

**Action Points:** The Bioborg Advisor gains a number of action points equal to 4 + one-half his character level, rounded down, every time he attains a new level in this class.

**Class Skills:** The Bioborg Advisor’s class skills are: Balance (Dex), Climb (Dex), Concentration (Con), Demolitions (Int), Drive (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Tactics) (Int), Pilot (Aerial Mount) (Dex), Repair (Int), Ride (Dex)

**Skill Points at each Level:** 5 + Intelligence modifier

**CLASS FEATURES**

**Share Senses:** As long as the advisor and the Bioborg are within communications range, each one may access the other’s senses. While this additional sensory input does not override the user’s senses, it is distracting. The team member using this ability will be at a -4 to all spot and listen checks.

**Share Will:** If the advisor is within 15 feet of the Bioborg, both team members may use the best will save in the team.

**Synchronize:** If the advisor is within 15 feet of the Bioborg, both team members may use the highest initiative roll modifier and act simultaneously.

**Share Reflexes:** If the advisor is within 15 feet of the Bioborg, both team members may use the best reflex save in the team.

**Share Feats:** As long as the advisor and the Bioborg are within communications range, each one may access the other’s feats (if they apply).



# APPENDIX 1

## RANDOM TABLES

### MUTATIONS

#### MINOR MODIFICATIONS

d100		
Roll	Mutation	+ / -
1 - 4	Ability Degredation	-
5 - 7	Ability Enhancement	+
8 - 11	Adrenaline Boost	+
12 - 15	Bum Leg	-
16 - 19	Claws	+
20 - 22	Cracking Joints	-
23 - 26	Cowardice	-
27 - 30	Flexable Bones	+
31 - 33	Glass Jaw	-
34 - 37	Greedy Metabolism	-
38 - 41	Hearing, Improved	+
42 - 44	Hearing, Weakened	-
45 - 48	The Hairstute Horror	-
49 - 52	Inkwell	+
53 - 56	Malformed Mouth	-
57 - 59	Metabolic Boost	+
60 - 63	Nimble Fingers	+
64 - 67	Parasite	+
68 - 70	Poison Touch	+
71 - 74	Psychic Aptitude	+
75 - 78	Skin, Soft	-
79 - 81	Skin, Toughened	+
82 - 85	The Stench	-
86 - 89	Strong Grip	+
90 - 93	Tribal Mentality	-
94 - 96	Vision, Improved	+
97 - 100	Vision, Weakened	-

#### MAJOR MODIFICATIONS

d100		
Roll	Mutation	+ / -
1 - 5	Arachnifiber Production	+
6 - 10	Blind Rage	-
11 - 15	Fire Lungs	+
16 - 20	Frog Legs	+
21 - 25	Gills	-
26 - 30	Half-Life	-
31 - 35	Loose Joints	-
36 - 40	Mental Degeneration	-
41 - 45	Mental Overdrive	+
46 - 50	Monster	-
51 - 55	Nervious Spasms	-
56 - 60	Pheromones, Discordant	-
61 - 65	Pheromones, Harmonious	+
66 - 70	Quantum Action	+
71 - 75	Radiation Leak	-
76 - 80	Solar Discharge	+
81 - 85	Sonic Scream	+
86 - 90	Stinger	+
91 - 95	Tumorization	-
96 - 100	Wings	+

### MUTATIONS, PLANT

### PSIONICS

#### MAJOR MODIFICATIONS

d100	
Roll	Power
1 - 20	Precognition
21 - 40	Psychic Shield
41 - 60	Telekinesis
61 - 80	Telepathy
81 - 100	Gills

# APPENDIX 2



## PHYSICAL MUTATIONS BY EDITION

1st & 2nd	3rd	4th	5th	6th
	Anti-Life Leach			
Attraction Odor				
Body Structure Change	Body Change			
Chameleon Power	Chameleon Powers			
Density Control	Density Control (Self)			
Diminished Sense				
	Displacement			
Double Physical Pain				
Electrical Generation	Electrical Generation			
	Energy Absorption			
	Energy Metamorphosis			
Fat Cell Accumulation				
Gas Generation - Musk	Gas Generation			
Heat Generation				
Heightened Balance	Heightened Balance			
Heightened Constitution	Heightened Physical Ability			
Heightened Dexterity	Heightened Physical Ability			
Heightened Hearing	Heightened Senses			
Heightened Precision	Heightened Precision			
Heightened Smell	Heightened Senses			
Heightened Strength	Heightened Physical Ability			
Heightened Taste	Heightened Senses			
Heightened Touch	Heightened Senses			
Heightened Vision	Heightened Senses			
Hemophilia				
	Immunity			
Increased Metabolism				
Increased Speed				
Infravision	Infravision			
	Invisibility			
	Kinetic Negation			
Light Generation	Light Generation			
	Mane or Bristles			
Multiple Body Parts	Multiple Body Parts			
New Body Parts	New Body Parts			
No Resistance to Bacteria				
No Resistance to Poison				
No Sensory Nerve Endings				
Oversized Body Parts				
Partial Carapace	Carapace, Partial			
Photosynthetic Skin	Photosynthetic Skin			
Physical Reflection	Physical Reflection			
Poor Respiratory System				
Quills/Spines	Quills or Spines			
Radiated Eyes	Radiation Eyes			
Regeneration	Regeneration			
Shapechange	Shapechange			
Shorter	Shorter			
Skin Strucure Change				
Sonic Attack Ability	Sonic Blast			
Symbiotic Attachment				
Taller	Taller			
Total Carapace	Carapace, Total			



## MENTAL MUTATIONS BY EDITION

1st & 2nd	3rd	4th	5th	6th
Absorption				
Anti-Reflection				
Complete Mental Block				
Cyrokinesis				
Death Field Generation				
De-Evolution				
Density Control (Others)				
Directional Sense				
Dual Brain				
Empathy				
Epilepsy				
Fear Impulse				
Forec Field Generation				
Genius Capacity				
Heightened Brain Talant				
Heightened Intelligence				
Hostility Field				
Illusion Generation				
Intuition				
Life Leach				
Light Wave Generation				
Magnetic Control				
Mass Mind				
Mental Blast				
Mental Control				
Mental Control over Physical State				
Mental Defencelessness				
Mental Defense Shield				
Molecular Disruption				
Molecular Understanding				
Multiple Damage				
Planar Travel				
Poor Dual Brain				
Precognition				
Pyrokinesis				
Radar/Sonar				
Reflection				
Repulsion Field				
Sound Imitation				
Telekinesis				
Telekinetic Arm				
Telekinetic Flight				
Telepathy				
Teleportation				
Thought Imitation				
Time Field Manipulation				
Total Healing				
Weather Manipulation				
Will Force				