

The Apocalyptic Post

Issue 2
Volume 1

Sept—Oct
Early Fall

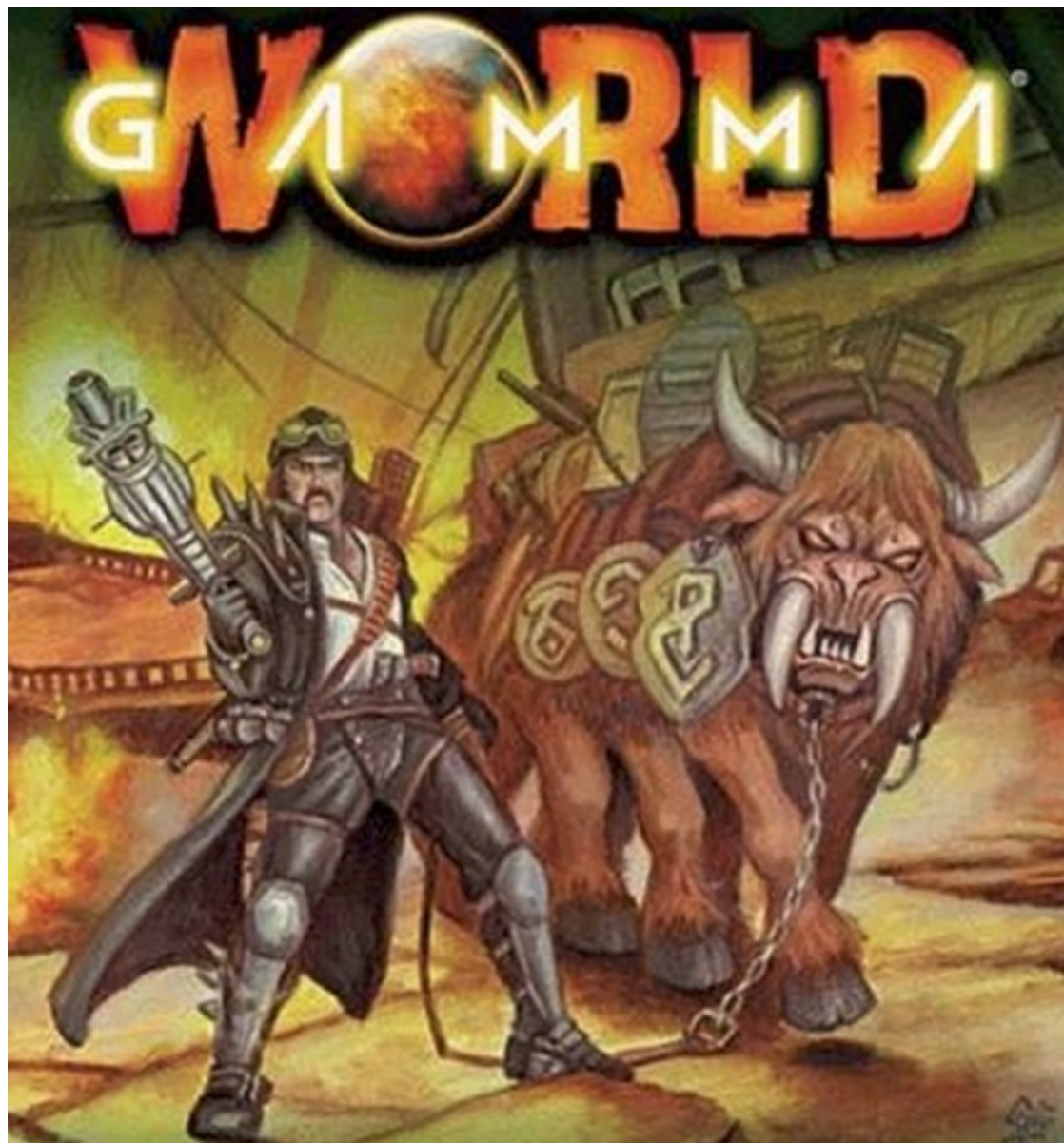
An Unofficial GAMMA WORLD® Online Bi-Monthly

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Covering All Versions of the GAMMA WORLD® RPG

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THE SLEETH SPEAKS

Ahh, the second issue. Much more material was available to use for this issue, so much in fact, we have set some aside for the next issue. I must send out a heartfelt thanks to Derek Winston, Tetsubo, and Fabian Benavente for their contributions this issue. Look for more outside pieces in the coming issues including some fiction from Wolfy and a scenario from David Little.

One of the biggest comments from readers on the first issue was that we were to Alternity heavy, which after looking it over can be considered true. This issue we included some 2nd editions mutations and 4th edition cyborgs to name a few non-5th items. But don't get to upset if you think we are ignoring the older editions, just submit something. As the cover says, this zine covers all editions (as messed up as it can get) and will try its best to do so.

Putting together this issue was a little easier since we had a process in place this time. Also if you notice the download is smaller with more pages. After a little trial and error we learned how to streamline our .pdf files for smaller file size.

So far the time I have spend working on this zine has been an enjoyable nuisance, with more emphasis on the enjoyable part and I can only hope my co-editors feel the same way.

In closing I must say thank you for your kind words and suggestions regarding the Apocalyptic Post and be sure to know we listen. Do not hesitate to send a comment or better yet a submission to gammazine@egroups.com and we will be sure to get back to you. To those that are recurring readers thank you for taking the time to check us out again and to those that are just finding us I hope you are pleased.

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Benjamen Hebert



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The Mutant Menagerie

Derek Holland
Land Sharks

Sep (*Carcharodon terrestrialis*)

Ancestry: The sep is descended from the great white shark.

Morphology: A sep is .3 meters long at birth. An average adult is 4 meters with the record being 5.7 meters. Its pectoral fins have mutated into stubby, clawed legs. The skin retains the rough texture and is either light brown or dun in coloration. The skin has also thickened and hardened to prevent damage from impacts with underground objects. Its dorsal fin is reduced in size, but has a mineralized structure to prevent it from ripping off during burrowing. Its eyes have gained a thick "3rd eyelid" to also protect it underground, and to keep the retina safe from direct sunlight. It has retained the regenerating tooth structure and usually leaves several in anything it has bitten. All other external features are unchanged. This includes the ability to detect electric fields given off by animals. This allows them to detect unmoving prey. The only other organ of note is a small addition to its brain that allows it to "swim" through the soil. It is thought that this has to do with telekinesis.

Natural History and Sociology: Seps give birth to live young, usually 4-8 of which only 1 or 2 survive to adulthood. They grow to adult size in 6 years and males are able to breed in 8 (12 for females). Seps are solitary predators that hunt most other animals. They attack surface dwelling animals by leaping out of the soil much as a fleshin jumps out of the water. They can not afford to overlap hunting territories due to their dietary requirements, but cannibalism is common in areas with little food. A species is found in the far north and "swims" through the snow found there.

Range: Seps are found from Texas to Manitoba west to Alberta. They can only be found in sandy deserts (which do not exist in quantity in North America) and the plains.

Variant species:



C. arthropodus

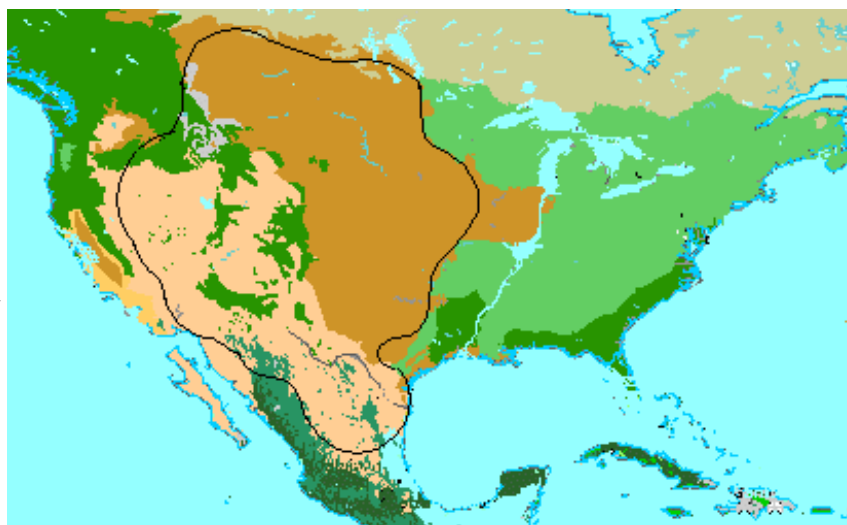
This sep has crab-like legs. It is much rarer than the standard sep and is quite unusual as it is amphibious. It is found near shallow shores in salt lakes and the ocean. Like some crocodiles, it lunges from the water (giving it a bonus to surprise). It is also hunted for its skin (for armor), meat, and other organs.

C. frigidus

This sep lives the the far north and can only swim in snow.

C. canus

This sep, the pack sep, is totally blind and must use its electrical detection to find food. Its pectoral fins have 4 claws, 2 long and 2 short. Unlike other seps, this species lives in small groups and can use its tail to stun its prey. Do to its unique body structure and pack style, Sleeth historians have had a difficult time classifying them, with some even leaning towards not calling C. canus a sep at all.



- Temperate Savannas and Shrublands
- Temperate Coniferous Forests
- Desert
- Broadleaf and Mixed Forests
- Tropical Broadleaf Forest
- Sep Hunting Area



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The Mutant Menagerie

Benjamin Hebert
Sep Variations for 5th

Seps (Land sharks) - Standard

STR d8+10 INT 1 (an d4)
DEX d3+2 WIL d8+8
CON d6+8 PER 1 (an. d3)
dur as CON X 1.5 AC 8+7/3/1
Mov swim 4 # Actions 1
RS O/1

Mutations: Skeletal Enhancement, TK Burrowing
Defects: none

Attacks

Bite 18/9/4 d6+3w/d8+2w/d6m (LI/G)

Defenses

armor d6 (LI), d4 (HI), d3 (En)
+2 vs melee
+3 vs ranged
+2 for cover modifier when underground

Skills

Movement; Stamina- endurance 6; Awareness- perception 6; Investigate-track 6

Seps - C. canus

STR d8+10
INT 2
DEX d6+2
WIL d8+8
CON d6+8
PER 1
dur as CON X 1.5
AC 8+7/3/1
Mov walk 4

Actions 1
RS O/1

Mutations:

Skeletal Enhancement, New Body Parts - Legs, Blind (D)

Attacks

Bite 18/9/4 d6+3w/d8+2w/d6m (LI/G)
Tail Swing 15/7/3 d6+1s/d6s+3/d4+1w (LI/O)

Defenses

armor d6 (LI), d4 (HI), d3 (En)
+2 vs melee
+2 vs ranged

Skills

Movement; Stamina- endurance 6; Awareness- perception 6; Investigate-track 6

Encounter: This pack sep, is totally blind and must use its electrical detection to find food. Most animals are not able to escape its detection but plants and fungus produce no response from them. Most often found in groups of 2d4 these seps will try and surround prey and attack from several angles at once.



Seps - C. arthropodus

STR d8+10 INT 1 (an d4)
DEX d6+4 WIL d8+8
CON d6+8 PER 1 (an. d3)
dur as CON X 1.5 AC 8+7/3/1
Mov walk 6 # Actions 1
RS O/1

Mutations: Skeletal Enhancement, New Body Parts - Crab legs, TK Burrowing

Attacks

Bite 18/9/4 d6+3w/d8+2w/d6m (LI/G)

Defenses

armor d6 (LI), d4 (HI), d3 (En)
+2 vs melee
+2 vs ranged

Skills

Movement; Stamina- endurance 6; Awareness- perception 6; Investigate-track 6

Encounter: Found near shallow shores in salt lakes and the ocean. This sep will usually bury itself in the sand or shallow water and wait for prey to wander nearby giving it a +3 bonus to escape detection by its victim. The attack is a quick lunge and bite with the goal of pulling the prey under the sand with it.

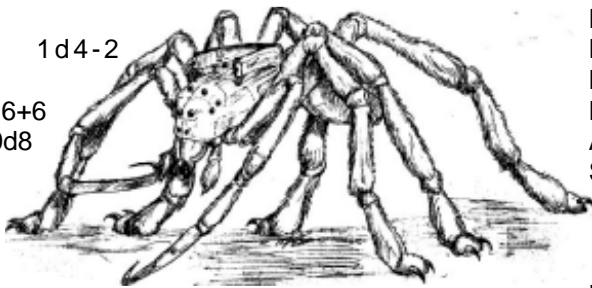


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The Mutant Menagerie
John Traglio
Lurker & Lorida Orp for 2nd

Lurker

NUMBER: 1d4-2
(10d4+1)
MORALE: 1d6+6
HIT DICE: 10d8
ARMOR: 3
SIZE: 2 meters at the shoulder



LAND SPEED: 3 / 900 / 18

MS: 1d10+10 IN: 1d6
DX: 1d10+8 CH: 1d4
CN: 1d10+6 PS: 1d10+11

ATTACKS: 1 Bite (3d6 damage + poison-intensity level 11-16)
2 Claws (1d10 damage each)
2 Darts (1d8 damage each + poison-intensity level 11-16)

ORIGINAL STOCK: Green Lynx Spider

MUTATIONS: Taller, New Body Parts, Modified Body Parts, Total Carapace

HABITAT: Any Forest or Jungle

DIET: Large animals, including humans and humanoids

DESCRIPTION: The lurker barely resembles its ancestors. The body is heavily plated and the first pair of legs end in long, barbed hooks. All of the legs are covered in green fur, matching the coloration of the body. Also the cephalothorax has two long growths on it that fire darts. When the darts are fired, spinnerets on the edge of the "harpoon" guns attach webbing to them enabling the lurker to reel in prey. Each harpoon gun can fire 8 darts a day. The poison of the darts is of a paralytic origin with a "D" resulting in paralyzation for 1d8+12 rounds, while that of the fangs is a neurotoxin with a "D" resulting in death. A lurker will usually cover the ground of a large area and cover the web with debris. When a victim gets entangled in the web, the lurker will start firing its darts at the prey. If the victim falls to paralyzation, the lurker will emerge from his ambush spot and web up the victim and drag him off to be consumed at a later date. If the victim is still standing after all darts are fired, the lurker will emerge and attack with fangs and hooks. If the lurker is losing badly in a battle, it will attempt to run off. If more than one lurker is encountered, it will be either a mating pair or a female and her young. These young lurkers have only half the hit dice of their parents and their poison intensity level is 8-12.

Lorida Orp

NUMBER: 1d20+5 (1d20+15)
MORALE: 2d6+6
HIT DICE: 12d8
ARMOR: 2
SIZE: 2.5 meters at the shoulder

LAND SPEED: 3 / 900 / 18

MS: 1d10+10 IN: 1d6+12
DX: 1d10+7 CH: 1d10
CN: 1d10+6 PS: 1d12+11

ATTACKS: 4 Claws (1d10 damage each)
2 Stingers (1d6 damage + intensity 11-18 poison each)
Weapon (by weapon type)

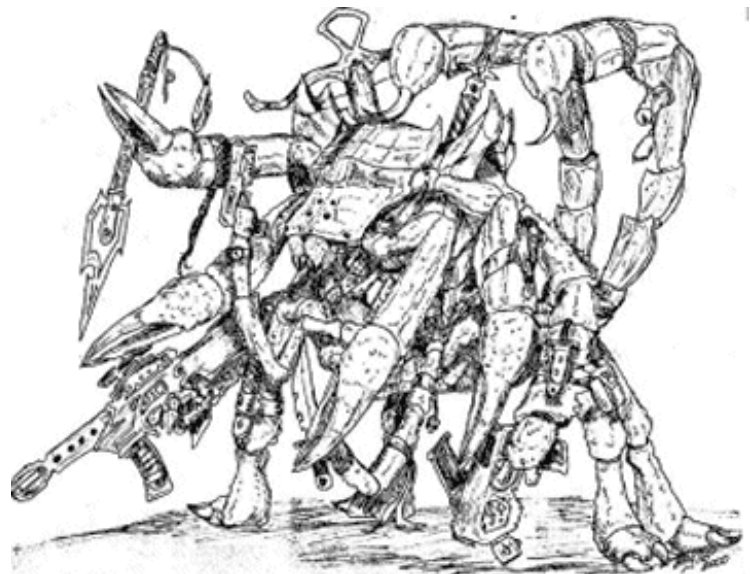
ORIGINAL STOCK: Florida Bark Scorpion

MUTATIONS: Taller, New Body Parts, Modified Body Parts, Total Carapace, Heightened Intelligence, Heightened Sense (Sight)

HABITAT: Any Forest or Jungle or Ruins

DIET: Large animals, including humans and humanoids

DESCRIPTION: The Lorida Orp has the brownish color of its ancestor. It has two sets of claws that it uses very well. The first pair of legs have mutated to large arms and the second pair of legs have also mutated to arms, though smaller than the first. The lorida orp has two tails, one has venom causing paralysis for 1d20 rounds and the venom of the other tail causes death. The lorida orps are very fond of guns, knives, swords, and axes of all Tech levels. They will go to great lengths to ob-



tain ancient weapons. The lorida orp, if able, will attack a foe from afar with any firearm it may have; and then it will engage its prey in hand to hand combat using any weapon it may on hand and it will also use its natural weaponry.

As a whole, lorida orps are xenophobic as several races consider their young to be a delicacy. However, there are two races that the lorida orps get along with; the spider lill and the drax (see next issue). Also, there is the rare lorida orp that seeks to venture from its familiar surroundings and lead the life of an adventurer.

Lorida orp encounters are usually with a male patrol, any one unfortunate enough to find a base camp will have to deal with very irate and protective females and even the young will fight. If any children are killed the lorida orp tribe will track the wrong doers back to their village and kill any adult they find as well as burn everything.

Wedon (scaly terrors)

STR d3 INT d3+2
DEX d4+2 WIL d4+2
CON d4+1 PER d2+3
dur as CON AC 8+/7/3/1

Move walk 1 # act 1

RS O/1

Mutations: Fear generation, Night vision, Toxin tolerance

Defects: Thermal intolerance, Severe Phobia (telepathic contact)



Attacks

Bite 6/3/1 d2s/d3s/d4s (LI/O)

Fear See Below

Defenses

Armor d2-1/0/0

-1 vs melee

+2 vs ranged

Skill

Awareness- perception 3

Desc. Wedon are mutant anoles (American chameleon). They are brown with green stripes and are about .1 to .4 meters long.

Encounter They are feared by most intelligent races because of their fear aura. It is 3 meters in diameter and forces a will check to all those in it with a 2 step penalty once per minute (A and G results- no affect, O- one step penalty to all actions within field, F- run for 1d6 phases, CF- drop what in hand, run for 5d6 minutes, and 3 step penalty to all checks for 2d4 hours). Animals with an INT 0-3 will tend to stay out of the aura even if they are not affected. Non-animals are not affected. If it is attacked, a wedon will try to bite the aggressor into submission. The only thing that drives them away is attempted telepathic contact. Unfortunately very few people try this.

Habitat/Ecology Wedons live where there is food for them, which includes small animals, most herbaceous plants, carrion and fruit. Because of the fear aura, wedon have a low hatchling mortality rate, each pair may have between 6 and 8 hatchlings surviving per year. Because of this, they are considered a walking plague. The only predators that might eat a wedon are usually too large to consider them food. Those towns that know of wedon will usually consider them more deadly than large predators and will react accordingly.

Ecological data

Biome Temperate: forests, grasslands, and hills

Encounter Chance: unlikely

Group size: 5d6+

Organization: pack

Niche: high level herbivore

Intelligence: subsentient



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Spider Lil (*indicates those affected by the Taller mutation)

NUMBER: 1d20 (10-100)

{*1d8 (2d20)}

MORALE: 1d6+5

HIT DICE: 6d6 (*13d8)

ARMOR: 2 (*3)

SIZE: 10-25cm (*1.5-3 meters)

LAND SPEED: 6 / 500 / 15

*LAND SPEED: 12 / 900 / 20

MS: 1d10+12

IN: 1d10+13 (*1d10+8)

DX: 1d12+14 (*1d10+11)

CH: 1d10+8

CN: 1d10+8 (*1d12+11)

PS: 1d10+8 (*1d12+12)

ATTACKS:

Bite: 1d4 damage + poison intensity level 16-18

*Bite: 1d8 damage + poison intensity level 12-18

Weapon (by weapon type)

ORIGINAL STOCK: Spider/Human

MUTATIONS: Shorter, New Body Parts, Modified Body Parts, Heightened Intelligence, Heightened Strength, Regeneration, Ultravision, Skeletal Enhancement, Genius Capability-Mechanical, Heightened Brain Talent, Duality, Mental Blast, Force Field Generation

***MUTATIONS:** Taller, New Body Parts, Modified Body Parts, Heightened Intelligence, Heightened Strength, Regeneration, Ultravision, Skeletal Enhancement, Genius Capability-Mechanical, Duality, Total Carapace

HABITAT: Any

DIET: Animals

DESCRIPTION: Spider Lils have a humanoid body. They have four spiderlike arms attached to their back. Each arm ends in a three fingered hand that has spinnerets in the "palm." These arms and hands are very dexterous and are able to wield tools and weapons as well as their humanoid arms. Each humanoid arm has two fingers and a thumb. Their legs have an extra joint in them and they end in two claws. The spider Lils have eight eyes, the arrangement of the eyes depends upon the tribe. The spider Lils' coloration covers the spectrum, and they have varied markings. The bones and muscles of the spider lil are very dense. The spider lils employ a wide variety of weapons around

The Mutant Menagerie

John Traglio
Spider Lil for 2nd



their home. There will be several traps on the outskirts. Also, there will be a variety ballista weapons. The first type of ballista weapons is a crossbow jury rigged for the spider lil to be able to fire. The bolts of this weapon will be covered in some type of local poison. The second type of ballista is a handgun secured to a wooden frame which allows the spider lil to move and fire the gun. The third type of ballista involves DNA locks. The spider lils take a freshly severed human or android hand and jury rigs it with the weapon to be able to fire.

In hand to hand combat, the spider lils poison their hand-held weapons with their own poison. Also, they will make "web bombs" that contains a powdered version of their poison. The spider lils can leap 3 meters upward and back-

ward; and 5 meters forward. Those affected by the taller mutation can leap 6 meters upward and backward; and 10 meters forward.

Spider Lils also use allies in their defense and combat situations. In the Great Kudzu Jungle, the lurker is used troop carrier, tank, and general support. Also, the lorida orp is used as the lurker is and used as shock troops when required. Other tribes use whatever creature they can find that will work with them. It is rumored that tribes in urban ruins have modified ancient vehicles--yes beware the heavily armed and armored GO-CART of DEATH.

The spider lils prefer to set their villages up in out of the way places. They maintain a work and play hard ethic. Everyone has an important job to do, regardless of what the job is. The center of a spider lil village is the library. This is where most of the techs live, work, and die. The techs are responsible for all mechanical and technological goings on in the village. The techs do not believe in the impossible. Lately, they have been working on how to use cybernetics for their race.

Every 18 months, spider lil villages from around Mergia will travel to a secret location for a species "equinox." They trade many things here; animals, gadgets, gems, ideas, and DNA. The spider lil mate throughout the whole year, but the "equinox" celebration gives them the chance to share their bloodlines.

Every thirteenth generation there several spider lil are born who are affected by the taller mutation. While they are very welcomed in their tribe, they realize they are very different. The "equinox" celebration offers them a chance to meet others of their size.



Underwater Equipment 3E

My Overkill 3E campaign took place on the planet Tau, originally a pleasure world. Tau, like Earth, is covered mainly in water. The climate is subtropical to tropical and is covered in rain forests, jungles and savannahs. Plus thousands of kilometers of coastline, island chains and atolls. Prior to the Great Death there were genemodified dolphins, octopus, seals and of course humans using these nature resources. After the Great Death and it's orbital kinetic bombardment there were a great number more atolls and island chains... The following equipment was used in my Overkill campaign. There were a number of ocean based nations that had use of such equipment. This is "mature" technology. Tried and proven devices that have a low failure rate. Most components are inert (ceramics, plastics, etc.) and effectively foolproof. These devices are based on "ancient" technology, made from plasteel, duralloy and other such ultra-tech materials. Such "ancient" items were available to the PC's but as treasure. The one area where my campaign's technology matched ours or exceeded it was in diving devices. I have always loved GMing water based adventures. I hope that these items can be of some use in your campaigns. Note: Prices are in copper pieces. The planet Tau had little in the way of heavy metals, so based their economy on copper/brass/bronze. They excelled at the use of fiberglass, plastics and ceramics however.



SCUBA Gear:

"Pony" reinforced polymer air tank, 15-minute air supply, 150m depth range, 100 cp.

Reinforced polymer air tank, 2 hour air supply, 150m depth range, 500 cp.

Reinforced polymer high compression air tank, 4 hour air supply, 150 depth range, 1200 cp.

Reinforced polymer rebreathing unit, 8 hour air supply, 150m depth range, 2C, 3000 cp.

Reinforced polymer helium tank, 2 hour supply, extends range to 300m, 500 cp.

Wet Suit, 100 cp.

Diving Mask, 23 cp.

Diving Gauge, shows time, depth and air time left, 250 cp.

Swim fins, 15 cp.

Spear gun, 50 cp. (use crossbow stats, reduce range by 75%)

Power Swim Boots, WS 24, 2C each (8 hours), uses small motors to generate water jets; handheld wired control, 1000 cp.

Weighted net, 20 cp.

Tank refill, 10% of original cost

Sealed "Dry" Diving Suit, AC 4 (-20), completely separates the wearer from the diving environment, useful for cold water diving or exposure to possible toxins, rather restricting however, eliminates DX modifiers, includes "Hard" diving helmet, 1500 cp.

"Hard" Diving Helmet, AC 6 (-30), a reinforced polymer helmet, allows wearer to be free of a mouthpiece breathing device and speak normally via short range radio (1C 60 hours, 1000m range), mounted headlight (1C 30 hours, 25m range), 500 cp.

NEWT Suits

A NEWT suit is a hard polymer diving suit. Essentially a man shaped submarine. They maintain a one-atmosphere pressure internally so no decompression time is required. Creating a true "shirtsleeve" diving experience. Special joint seals actually become tighter and more effective at greater depth. AC 7 (-35), rebreathing unit (16 hour air supply), 900m effective depth range, suit is very bulky, eliminates PS and DX modifiers, reducing movement to LS 1 and WS 3, has built-in Power Swim Boots allowing WS 18, has three "fingered" claws that function as Partial Hands (borrowed from Palladiums TMNT RPG), two headlights, left forearm has a built-in mini-spear gun (BD 4, BR 5, 30 round clip, 1C per clip, can be modified to carry drugs or poisons), has short range radio similar to the Hard Diving Helmet, suit requires 4C or 1H power cells to function for 30 hours, suit can mount all five power cells at once to allow emergency back-up power, 10,000 cp. Note: This is loosely based on an actual world diving suit.

"SeaHorse" Mini-Sub

This is a true submarine in all respects. Used for research, wreck recovery and of course adventuring. AC 8 (-40), 48 air supply, 5km depth range, HD/EN 30, hp 900, MN 16, Mv 40, A/D 10, 2A (60 hours), pilot and copilot/navigator in forward compartment, separate diving bell has room for four divers, 200kg of internal cargo, two built-in mini-spear guns (BD 4, BR 5, 30 round clip, 1C per clip, can be modified to carry drugs or poisons), two "waldo" style manipulating arms (3m long, three "fingered" claws function as Partial Hands), two torpedo tubes (BD 20, BR 500(6R), Slam), four extra torpedoes are mounted internally in two clips, 100,000 cp.



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P.A. Gear
Derek Holland
Converted Weapons for 5th

Lasers, Gauss, and Stutter Weapons for 5th

After playing Fallout 2 and looking through the weapons list in the 5th ed. of GW, I decided to convert some weapons from GURPS Ultra-Tech I & II. I also "converted" some weapons from the Altermity Players Handbook. and tried to make them more GWish.

Converted from GURPS Ultra Tech and UT 2.

The gauss submachine gun fires 3 mm rounds. Its power cell must be replaced after 10 clips.

The gauss battle rifle fires 4 mm rounds. Its power cell must be replaced after 12 clips.

The gauss dragonslayer is the most powerful rifle known. It fires 3.8 mm rounds and expends a power cell in 3 clips. If not used prone, it incurs a +2 step penalty due to its weight.

The gauss close assault weapon fires 18.5 mm rounds (12 gauge). Its power cell must be replaced every 5 clips.

As long as the clip is not damaged, a trained blacksmith, who must know what he is doing and must be at rank 12, can create gauss rounds with a complex skill check (at +3 steps over 8 successes- one per 10 minutes). Any

Converted from the Altermity Player's Handbook

To simulate the idea of different types of lasers, here are some suggestions. Only the altered stats are below, the rest are in GW 5th edition.

Weapon	Skill	Range	Damage	Cost
Visible	Pistols	15/30/150	d4w/d6w/d3m	3000
	Rifles	75/300/750	d6w/d6+2w/d4m	5000
IR	Pistols	20/40/200	d4+1w/d6+1w/d4m	3500
	Rifles	100/400/1000	d6+1w/d6+3w/d4+1m	6000
UV	Pistols	20/40/200	d4+2w/d6+2w/d4+1m	4000
	Rifles	100/400/1000	d6+2w/d6+4w/d4+2m	7000
Maser	Pistols	26/52/260	d4+3w/d6+3w/d4+2m	5000
	Rifles	130/520/1300	d6+3w/d6+5w/d4+3m	8000
Xray*	Pistols	40/80/400	d4+5w/d6+5w/d4+4m	7500
	Rifles	200/800/2000	d6+5w/d6+7w/d4+5m	10000
Graser**	Pistols	10/20/100	d4+5w/d6+5w/d4+4m	6000
	Rifles	50/200/500	d6+5w/d6+7w/d4+5m	9500

*Xray lasers are Good weapons.

**Grasers inflict R4 on the target and R2 on the wielder.

failure on this check will produce rounds that will destroy the weapon (but he/she will know this unless it is a critical failure).

Weapon	Skill	Acc	Md	Range	Type	Damage	Actions	Clip Size	Clip Cost	Hide	Mass	Cost
Gauss SMG	smg	0	B/A	30/60/350	HI/O	d6w/d8w/d4m	4	60	60	+2	4	2000
Gauss BR	rifle	0	F/B/A	40/80/500	HI/O	d6+2w/d8+2w/d6m	4	60	60	-	5	3000
Gauss DS	rifle	-1	F/B	70/120/800	HI/G	d6+2w/d10+4w/d6m	4	400	400	-	18	15000
Gauss CAW	rifle	-1	F/B/A	15/30/250	HI/O	d8w/d4m/d6m	3	30	30	-	5	5000

Converted from the Altermity Player's Handbook

Stutter weapons use sound to stun the target. The Brotherhood of Thought use these weapons extensively. Charge guns use a plasma explosion to propel bullets much faster and farther than gunpowder. The weapons need both a power cell and a bullet clip.

These (IMC) are the most numerous artifact weapons as they replaced normal pistols and rifles in the Shadow Age. The arc, or lightning, gun uses a low powered laser to ionize the air to provide a pathway for the electrons.

Weapon	Skill	Acc	Md	Range	Type	Damage	Actions	Clip Size	Clip Cost	Hide	Mass	Cost
Stutter Pistol	Pistol	0	F	6/12/30	LI/O	d6+2s/d8+2s/d8+4s	4	10	50	-	4	1500
Stutter SMG	Smg	0	B/A	10/20/80	LI/O	d6+2s/d8+3s/d10+4s	4	20	200	+1	3	2000
Pistol, 9 mm	Pistol	0	F	12/40/85	HI/O	d4+3w/d6+3w/d4+2m	4	15	50	+3	1	1000
Pistol, 11 mm	Pistol	0	F	18/30/100	HI/O	d4+4w/d6+4w/d4+3m	4	10	60	+2	1	1500
Rifle, 11 mm	Rifle	0	F/B/A	100/200/600	HI/O	d6+3w/d6+5w/d6+3m	4	30/10	60	-	4	2700
Arc gun	Direct	-1	F	20/40/100	En/G	d8+1s/d10+4s/d6+3w	2	6	150	-	10	4500



The Apocalyptic Post

Mutants, Martyrs, and Madmen

Benjamin Hebert

Mutant Animal NPCs for 5th

Hero's Name: Phantbof
Species: Mutant Elephant
Gender: Male
Profession: Combat Spec
Level: 4
Last Resorts: 2/2 Actions per round: 3
STR 14 (+2) 10 trunk
INT 8
DEX 9 13 (+2) trunk
WIL 10
CON 14 (+2)
PER 11 (+1)
Durability: 14/ 14/ 7/ 7
Action Check: 13+/ 12/ 6/ 3 base die: +d4
Move: sprint 17, run 11, walk 5

Mutations: New Body Parts (split trunk with "fingers" at end. STR 10 DEX 13 when using trunk), Pheromones, Biorhythm Control, Suggestion, Slow Reflexes (D)

Attacks:

Unarmed -untrained (+d4)
7/3/1 d4+1s/d4+2s/d4+3s LI/O
Metal Club* (-d4)
16/8/4 d4+4s/d4+3w/d4+4w LI/O *+1 dmg

Defenses:

Chainmail: d6-1 (LI), d6-4 (HI), d6-4 (En)
+2 resistance modifier vs. melee attacks
-1 to Stamina or Resolve-physical resolve checks from Biorhythm Control

Skills: Athletics [14]; Melee Weapons [14]-bludgeon [16]; Armor Operation [14]-combat armor [16]; Stamina [14]; Knowledge [9]; Law [9]-moral code [10]; Technical Science [9]-improvised weapon [11]; Awareness [10]-perception [11]; Resolve [10]-physical resolve [11]; Interaction [11]; Leadership [12]

Items: 10m chain, grappling hook, zippered pouch, Ranks chainmail shirt, "Rank and File" by Herman Willis, parking meter*, handcuffs

Background: Leader by default Phantbof towers over the rest of the group measuring over 8' tall. He carries a long metal rod* with a large hollow metal "bulb" at the end. The bulb seems to have had glass on either side with a band of metal rounding the top creating a slightly sharp edge. His dual trunks each end in three 2" long "fingers" that he can use to manipulate small items. He can fire small firearms with his trunks using their DEX rather than his slower and less efficient real hands. As a Ranks of the Fit re-

serve soldier he wears a Ranks chainmail shirt and carries a small book of rules and regulations involving military and police policy.



Phantbof will use his pheromones to "soften" the willpower of his opponents then use suggestion to his advantage as often as possible. This and his leadership skills influence novice Ranks recruits to hold him in high regard and speak highly of him. He doesn't really care as much about ancients, their secrets, and their items as his other party members. As a matter of fact the only artifact he really cares about is his metal club he pulled from the ground the last time he had been drug on an artifact hunt. Yakword insists that it is just a hitching post, but Phantbof is not completely swayed from his first thought that it was a marker of some sort.

Notes: Combat Spec bonus Melee Weapons -bludgeon +1 step to action check for Slow Reflexes



The Apocalyptic Post

Mutants, Martyrs, and Madmen

Benjamin Hebert

Mutant Animal NPCs for 5th

Hero's Name: Yakword
Species: Mutant Cat
Gender: Male
Profession: Tech Op
Level: 4
Last Resorts: 1/1 Actions per round: 2
STR 9
INT 15 (+3)
DEX 12 (+1)
WIL 12 (+1)
CON 10
PER 8
Durability: 10/ 10/ 5/ 5
Action Check: 15+/ 14/ 7/ 3 base die: -d4
Move: sprint 15, run 9, walk 3

Mutations: Improved Reflexes, Natural Attack, Night Vision, Psychic Perception*, Danger Sense, Confusion, Physical Change -antlers (D)

Attacks:

Unarmed -claws
(+d0) 9/4/2 d6+2s/d4w/d4+2w LI/O
Six Shooter
(+d4) 13/6/3 d4w/d6w/d4m HI/O
3/shots per round only

Defenses:

+1 resistance modifier vs. ranged attacks
-2 step bonus to Awareness -intuition checks

Skills: Athletics [9]-climb [12], -jump [12]; Unarmed Attack [9]; Acrobatics [12]-fall [13]; Ranged Weapons [12]-pistol [13]; Stamina [10]; Knowledge [15]-ancient lore [17], -ancient language [17]; Technical Science [15]-artifact knowledge [17], -jury rig [16], -repair [18], -invention [16]; Awareness [12]-intuition [14], -perception [14], Interaction [8]

Items: light revolver, walkie talkie, paper, small toolkit, shoulder bag, several small scrapbooks of Ancient logos, ball point pen, locket, keys, metal cheese slicer

Background: Little Yakword will often be found climbing around Phantbof's shoulders while on the march. His key role is to figure out the artifacts the party finds on way. Often times he will have to wrest control of items from Bu'Crep before he breaks them, but for the most part the party understands that it is best that Yakword gets to first try the item. He also acts as the parties "radar" with his physic perception and danger sense. These extra set of "senses" work to enhance his already sharp sight and hearing. Not one to get into a fight due to his diminutive size he will often leap away to a safe height and defend

himself with his working ancient pistol. Bu'Crep and him are always searching ruins in hopes of finding new and interesting treasure.

Yakword spends more time tinkering with artifacts than actually paying attention to what is going on around him. Because of this he has fallen off the shoulders of Phantbof several times. He is intent on finding out what makes things work and treasures manuals for machines and electronics more than anything else. He will only identify items for his party and higher ranked Ranks members for free. Others he will charge anywhere from 10 domars up to 100 if it is really complex or requires translation.

Notes: -1 step to action check for Improved Reflexes
-2 bonus against low light situations with Night Vision
+4 step penalty to PER skill checks
detect activation of mutation within 100 meters,
detect inactive/automatic mutations within 30 meters w/Awareness -intuition check from Psychic Perception



The Apocalyptic Post

Mutants, Martyrs, and Madmen

Benjamin Hebert

Mutant Animal NPCs for 5th

Hero's Name: Bu'Crep
Species: Mutant Hyena
Gender: Male
Profession: Free Agent
Level: 4
Last Resorts: 1/2 Actions per round: 2
STR 10
INT 10 (+1)
DEX 14 (+2)
WIL 9
CON 12 (+1)
PER 9
Durability: 12/ 12/ 6/ 6
Action Check: 15+/ 14/ 7/ 3 base die: +d0
Move: sprint 18, run 12, walk 4, glide 18, fly 36

Mutations: Natural Attack (Talons), Improved Senses (Smell & Hearing only), Wings, Toxin Tolerance, Light Sensitivity (D), Physical Change -birdlike legs w/talons (D)

Attacks:

Unarmed -talon (+d0)
11/5/2 d6+2s/d4w/d4+2w LI/O
Long Bow (+d4)
16/8/4 d4+1w/d6+1w/d4m LI/O
2/shots per round only



Defenses:

+2 resistance modifier vs. ranged attacks
-2 step bonus vs. CON checks for poison and drugs
+1 INT resistance modifier vs. encounter skills

Skills: Athletics [10]-climb [13]; Unarmed Attack [10]-talon [11]; Acrobatics [14]-daredevil [15], -fall [15], -flight; [19]; Ranged Weapons [14]-bow [16]; Stealth [14]-hide [15]; Stamina [14]; Knowledge [10]-ancient lore [11], -ancient language [12]; Awareness [9]; Street Smart [9]-ruins knowledge [10]

Items: windup wristwatch, lighter, quiver, 20 arrows, walkie talkie**, ESL reference book, dark glassed goggles

Background: Acting as the scout/point member Bu'Crep often will fly far in advance of the group to scout out new areas or fly high to establish the party's location. He will very rarely be found on the ground but suffers no real penalty to walking. He does however prefer the night due to his sensitivity to light. A crack shot with his bow, Bu'Crep will often get into position high above his enemy and pepper them with crippling shots. He carries very little with the exception of his bow, arrows, his talkbox**, and his book of Engl'sh. He is a very interested in the writings of the Ancients and expects Yakword and Phantbof to hold onto all sorts of items with writing and ancient symbols ranging from books to flyers. His love for ancient texts is only dampened by his distrust towards the "scaly bastards," the Sleeth.

An avid treasure hunter, he will jump at the chance to search out any bauble or trinket he hears mentioned to be hidden amongst the ruins. He has been slowly learning Engl'sh using his book he recently bought from a peddler. He has grown fond of collecting logos from ancient ads and likes to show others his collection of the more unique ones. In case he can help, Bu'Crep insists he be present whenever Yakword attempt to figure any new item out.

Notes: Free Agent bonus INT resistance modifier
-1 step bonus to Awareness -perception checks for scent & sound
+2 step penalty to PER skill checks
+1/+2/+3 penalty in daylight/ bright sunlight/ spotlight (w/o goggles)



Cyborg PC Creation for 4th ed. Gamma World

In the distant, forgotten past, the Ancients mastered the science of blending man and machine. These people, called cyborgs, had capabilities far beyond normal men of their age, and held many different occupations- law enforcement, entertainer, athlete, soldier, etc. Due to their larger-than-life stature, many cyborgs were idolized by normal, unenhanced men.

During the Shadow Years, many cyborgs went into cryogenic freeze, either to act as reserve forces (as in the case of most military cyborgs) or simply to protect themselves from the devastation. Many of these cyborgs have reawakened to a new, completely different world.

If a player desires to become a cyborg PC (and the GM allows it) follow the Character Generation Process.

Power Sources

Cyborgs require power sources, not only for their own survival but also to power their enhancements. A cyborg without power is effectively "dead" until his power supply is replaced.

All cyborgs come with a Broadcast Power Receptor. Before the Shadow Years, broadcast power stations were common enough that a device could be powered fully through these receptors. Any cyborg within range of a functioning Broadcast Power Station does not need any other power source.

During the Social Wars, however, many of these stations were designated as military targets and destroyed. Cyborgs were built with their own power sources to minimize power problems while still being able to accomplish their tasks. The different types of power sources that a cyborg can be fitted with are detailed below.

Atomic: Exclusive to the military, these power plants could be imbedded into a cyborg and would power him for 500 years. If the plant is damaged, however, it could leak radiation.

Chemical: Almost like a car battery. Cyborgs with this as their sole source of power are

truly unfortunate- they have only 5 years to live before they must be recharged. Chemical battery powered cyborgs are sometimes found undamaged in wild; they simply run out of power before they can replace their battery.

Hydrogen: Cyborgs with a hydrogen power plant in their bodies last about 50 years before requiring a replacement.

Solar: Cyborgs equipped with solar cells are truly fortunate. They can power themselves continuously while in sunlight or a similar source of light that can recharge their batteries. Away from the sun, a solar-powered cyborg can last for a month before his power runs out.

Mutant Cyborgs

For the truly sick amongst you, I hesitantly present this. The descriptions listed above assume that the PC starts as a normal, pre-Gamma Age human (not even a PSH, who has some ability enhancements and resistance to radiation). Some people will not be satisfied with this- they must have mutant cyborgs!

Here's how to work it. Only altered humans, mutant animals, and genetically stable races

(such as arks, badders, etc.) can receive enhancements normally- plant characters are out of luck unless the GM allows it (*hint- if you are running a campaign in which one of the players is a mutant cactus/soldier cyborg enforcer with a plasma rifle and suit of powered armor, your campaign is out of control!*).

Unfortunately, the process that installs cybernetics into the character will destroy most of his mutations. The character can only keep physical mutations that are simple body changes (multiple limbs, new organs, antlers, etc). If the character has mental mutations, he can only keep those that do not affect his own body in any way (Telepathy is ok, Teleportation is not).

After it is determined which mutations the PC has remaining, he will lose 1/2 of them during the installation process- horns are sawed off for that steel skull, portions of the brain controlling Empathy are scrambled, etc.).

After that, the rest of the process is as described above.

Cyborg Character Generation Process

1. Pick template from the list.
2. Roll the seven characteristics. All templates roll 2d4 and add those to the base physical stats (PS, DX, CN, just like mutant animals), and also roll 4d6-L to determine each of their three mental stats (MS, IN, CH). Cyborgs roll 3d6 to determine their SN score.
3. Pick a character class.
4. Distribute class skill points.
5. Calculate derived attributes. Cyborgs have a +4 to their Use Artifacts ability (as they will be familiar with most technologies that existed at the time they were alive) and a -2 to their Robot Recognition. A particular template may alter a character's derived attributes as well.
6. Pick a cryptic alliance (if any).
7. Determine starting equipment. Some cyborgs come with special equipment, as detailed in the template descriptions below.
8. Other notes. Cyborgs have some disadvantages, as detailed below-
 - 1) Cyborgs are susceptible to some ID cards, determined by the GM. The PC cyborg can resist commands from the card-holder with a Tough (10) MS check.
 - 2) Cyborgs only receive 1/2 normal benefit from healing devices such as medbots and medkits.
 - 3) Cyborgs are susceptible to EMP pulses and the Magnetic Control mutation, just as robots and other machines are.
 - 4) A cyborg's power supply is limited and may require recharging (see Power Supplies section).



PC Cyborg Templates

Italicized abbreviations refer to the following- GW # - 4th ed. Gamma World Rulebook, page number

GK # - Gamma Knights: Knights of Gamma Terra Rulebook, page number

Athletic Competitor

PS 12, DX 12, CN 14

Athlete cyborgs were mostly professional sportsmen, although a few idle millionaires took this enhancement package as well. These alterations were designed to be subtle performance enhancers, to not to alienate their human fans with obvious and bulky enhancements.

Locomotion (GW 117)-

All- Fast Legs

10% chance for Slow Flight

25% chance for Fast Submersible (*Bonus- Underwater Sensors as per GK 6*)

Limbs (GW 118)-

All- Hands

10% chance for Claws instead

Comms/Sensors (GK 6)-

All- Normal human senses and Two-Way Radio

20% chance for one of the following- Infrared, Ultraviolet, Sound, Radar, or Life Sensors.

Armor/Defensive Options-

All- Medikit (10 applications, can be refilled) (*GK 8*)

15% chance for Light Steel (*GW 119*)

Power Source (see below)-

Broadcast Power Receptor, and Roll 1d6-

1: Chemical

2: Solar

3-6: Hydrogen

Enhancements-

All- equivalent of Skeletal Enhancement mutation

25% chance for Heightened Physical Attribute

Entertainer

PS 8, DX 8, CN 12

Some entertainers opted for this package to enhance their performances, no matter what their specialty. As with the athlete, above, these were subtle alterations, as obvious cybernetics could distract from

the entertainer's performance.

Locomotion (GW 117)-

All- Average or Fast Legs (50/50)

15% chance for Antigrav Pods (Slow or Average, 50/50) instead of legs

10% chance for Slow Flight

Limbs (GW 118)-

All- Hands

20% chance for an additional Remote Force Field (Same PS and DX as character)

Comms/Sensors (GK 6)-

All- Normal human senses and Two-Way Radio

10% chance for one of the following- Infrared, Ultraviolet

Armor/Defensive Options-

All- Medikit (10 applications, can be refilled) (*GK 8*)

50% chance for Kinetic Force Field (30 points) (*GK 12*)

Power Source (see below)-

Broadcast Power Receptor, and Roll 1d6-

1: Chemical

2: Solar

3-6: Hydrogen

Enhancements-

All- Heightened Mental Attribute (CH), Subdermal Microphone (amplifies character's voice, 25% chance for Vocal Imitation, as the mutation).

Firefighter

PS 12, DX 6, CN 14

Firefighters and fire-rescue teams were dispatched to not only fight fires but to rescue people trapped in difficult places (cave-ins, collapsed buildings, well, etc.). Firefighters were less concerned with their appearance than with functionality and their ability to save lives.

Locomotion (GW 117)-

All- Average or Fast Legs (50/50)

50% chance for Slow or Average Antigrav (50/50)

Limbs (GW 118)-

All- Hands

25% chance for additional PS 20/DX 18 Remote Force Field

Comms/Sensors (GK 6)-

All- Normal human senses, Two-Way Radio, and Life Sensor

Armor/Defensive Options-

All- Light or Average Duralloy Armor (50/50), Medikit (10 doses, can be refilled)

Power Source (see below)-

Broadcast Power Receptor, and Roll 1d6-

1: Chemical

2: Solar

3-6: Hydrogen

Enhancements-

All- Spotlight (*GK 18*), 1 dose of fire extinguishing agent (can be refilled), Internal Gyroscope (acts as the Direction Sense mutation).

20% chance for a single Heightened Physical Attribute (as mutation)

10% chance for Skeletal Enhancement (as mutation)

Law Enforcement

PS 12, DX 10, CN 12

Law enforcement is a difficult job at the best of times, so some departments paid for qualified recruits to take on cybernetic enhancements to act as special police forces. Law enforcement cyborgs balance the need for equipment with the desire to remain human-looking and therefore not as intimidating to the average human populace.

Locomotion (GW 117)-

All- Fast Legs

10% chance to replace legs with (roll 1d6)-

1-2: Fast Wheels

3-4: Slow Antigrav

5-6: Average Antigrav

10% chance for Slow or Average Flight

Limbs (GW 118)-

All- Hands

10% chance for additional Remote Force Field (PS and DX as character)

Comms/Sensors (GK 6)-

All- Normal human senses, Two-Way Radio, and Life Sensor

20% chance for 1d2 of the following (roll 1d6, reroll duplicates)-

1-2: Infrared

5: Motion

3: Radar

6: Sound

4: Ultraviolet

Armor/Defensive Options-

All- Medikit (10 doses, can be refilled) and Roll 1d6-



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Derek Winston

Cyborg PC Creation for 4th

1-2: Light Steel (GW 119)
3-4: Average Steel (GW 119)
5-6: Heavy Steel (GW 119)
25% chance for Energy Force Field (30 point) or Repulsion Force Field (+1d4 AC) (50/50 for either)

Power Source (see below)-
Broadcast Power Receptor, and Roll 1d6-
1: Chemical
2: Solar
3-6: Hydrogen
50% chance for backup Chemical Cell (2 hours)

Enhancements-
All- Internal Gyroscope (acts as Direction Sense mutation), built-in Lexicon
50% chance for Skeletal Enhancement

Soldier
PS 14, DX 14, CN 16

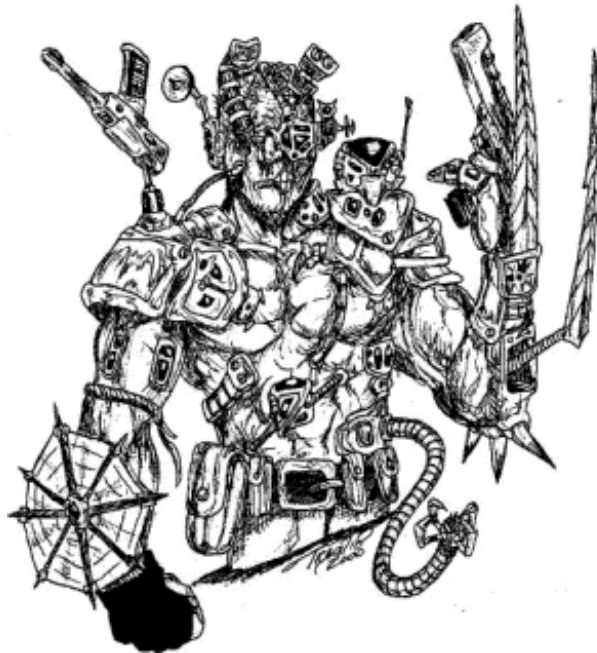
Warfare became very sophisticated indeed at the advent of the Social Wars. Gamma knight suits piloted across blasted battlefields, orbital weapon platforms fired laser weapons down at hidden military installations, and robotic war machines raided across political borders. However, there was still a role for the human soldier- battlesuits were expensive, and robots had limited capability and creativity to deal with unexpected situations. Enhanced human soldiers were always in demand, and many combat forces were given cybernetic enhancements to aid in achieving their missions.

Locomotion (GW 117)-
All- Fast Legs
25% chance to replace Fast Legs with one of the following (roll 1d6)-
1-2: Average Antigrav
3-4: Fast Tracks
5-6: Fast Wheels
25% chance for Slow or Average Flight
25% chance for Submersible (Bonus- Underwater Sensors, as per GK 6)

Limbs (GW 118)-
All- Claws
50% chance for PS 20 DX 18 Remote Force Field
10% chance to replace 1 arm with a 2m long PS 30 DX 15 Tentacle

Comms/Sensors (GK 6)-
All- Normal human senses, Two-Way Radio
1d3 of the following (roll 1d8 for each, reroll duplicates)-
1: Energy Use 5: Infrared
2: Life 6: Motion
3: Radar 7: Radiation
4: Sound 8: Ultraviolet

Armor/Defensive Options-
All- Average or Heavy Duralloy Armor (50/50) GW 119) w/ IR Absorption, Self Destruct Mechanism, and Light Filter defensive feature (GK 8), Medikit (20 doses, can be refilled) (GK 8)
1d3 of the following defensive options (Roll 1d8, all from GW 8)-
1: Cloaking Device 5: Computer Scrambler
2: EMP Generator 6: Energy-Emission Filter
3: Radar Scrambler 7: Radio Scrambler
4: Silencer 8: UV Absorption



Power Source (see below)-
Broadcast Power Receptor, and Roll 1d6-
1-4: Hydrogen
5: Solar
6: Atomic
Backup Chemical Cell (6 hours)

Enhancements-
All- Grenade Launcher (3 round shoulder magazine, as per the weapon at GW 101), Internal Gyroscope (as per Direction Sense mutation), Laser Weapon hookup (hook up

any IR, UV, or VL laser pistol or rifle to the cyborg's power source for unlimited shots, but at -2 dice of damage. For example, a UV laser pistol hooked up to this device would only do 1d8 damage instead of 3d8).
75% chance for Skeletal Enhancement (as mutation)

Technician
PS 6, DX 8, CN 8

Technician cyborgs maintained high-tech equipment during the Social Wars, sometimes under less than ideal conditions. Technicians were all fond of gadgets, the more the better, and never gave a thought to the stares that their obvious cybernetics would draw.

Locomotion (GW 117)-
All- Average or Fast Legs (50/50)
50% chance to replace Legs with Slow or Fast Antigrav
20% chance for Fast Submersible (Bonus- Underwater Sensor, as per GK 6)
10% chance for Slow Flight

Limbs (GW 118)-
All- Hands and 1d2 PS 8 DX 18 Remote Force Fields

Comms/Sensors (GK 6)-
All- Normal human senses, Two-Way Radio, Energy Use, and Radiation sensors

Armor/Defensive Options-
All- Light Duralloy Armor (GW 119)
20% chance for Energy Force Field (10 point)

Power Source (see below)-
Broadcast Power Receptor, and Roll 1d6-
1: Chemical
2: Solar
3-6: Hydrogen
50% chance for backup Chemical Cell (2 hours)

Enhancements-
All- Built-in Toolkits (all Tech Levels), Spotlight GK 18), built-in Repair program (+5 bonus to all Examiner skills; if PC is not an Examiner, he gains three ranks in each class skill from the Examiner class as a bonus (these skills do not rise with the character's level if he is not an Examiner).



Gamma World 5th edition PC Races List

Ark (*GW Rulebook, pg 116.*
Adapted by author)

1) **Species Mutations** Natural Attack (Bite LI/O d4+1w/d4+2w/d4+3w) Life Leech, Telekinesis, Severe Phobia (flying creatures with a wingspan over 1 meter).

2) **Primitive** Arks receive a +1 step penalty when using Ancient Age artifacts. Arks cannot use most Shadow Age artifacts, and cannot be Tech Ops.

3) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Badder (*GW Rulebook, pg 118.*
Adapted by author)

1) **Species Mutations** Night Vision, Empathic Blast (Fear only).

2) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Carrin (*GW Rulebook, pg 121.*
Adapted by author)

1) **Species Mutations** Natural Attack (Quills LI/O d6+3s/d4+1w/d4+3w), Poison Attack (Quills, hemotoxin), Contact, Telepathic Scan.

2) **Wings** Carrin can fly at a movement rate of 44 and glide at 22.

3) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Droid (*From TSR Message Boards, Author Unknown*)

1) **Computer Use** -1 step bonus to all rolls involving the use of computers.

2) **Mechanical Bodies** Droids have no limit to Cybertolerance and experience no loss or ill effects through addition of cybernetic parts. Droids do not require oxygen and are immune to suffocation, mental attacks, disease, radiation, and poisons.

Table 1: Ability Scores

Species	Str	Dex	Con	Int	Wil	Per
Ark	6-15	4-12	9-16	4-12	4-13	4-12
Badder	4-14	6-14	7-15	4-13	4-14	4-12
Carrin	4-14	4-11	6-15	4-14	8-15	6-14
Droid	4-16	4-10	4-14	4-14	4-14	4-14
Fen	4-14	4-12	4-14	4-14	4-14	4-14
Gren	4-14	4-14	4-14	4-14	4-14	4-14
Hawkoid	4-14	6-16	4-12	4-12	4-14	4-10
Hisser	8-16	4-12	6-14	4-12	4-14	4-12
Hoop	5-15	6-14	4-14	4-14	4-14	4-14
Jaget	4-14	6-14	4-14	4-12	4-12	4-14
Katkin	4-14	6-14	4-14	4-14	4-14	4-14
Lil	2-6	4-14	4-8	4-14	4-14	4-14
Menarl	10-16	4-13	4-16	4-10	4-14	4-8
Mut. Plant, Brush	6-10	4-10	6-15	4-10	4-10	4-10
Mut. Plant, Flower	4-10	4-14	4-10	6-12	4-12	4-10
Mut. Plant, Fungi	4-10	4-10	6-16	4-8	4-14	4-10
Mut. Plant, Succulent	4-10	4-10	4-16	4-10	4-10	4-10
Mut. Plant, Tree	6-16	2-6	6-16	4-9	4-10	4-10
Mut. Plant, Ivy	4-8	10-16	4-10	4-10	4-10	4-10
Orlen	5-15	4-12	6-15	4-14	6-14	6-15
Sarbis	4-14	4-14	4-14	4-14	4-14	4-14
Thought Master	4-14	4-14	4-14	4-14	6-14	4-14
Wardent	4-12	4-14	4-14	8-14	8-14	8-14

3) **Starting Gear** All droids start with the following items- Nanocomputer AI (as ability scores indicate) , Exoskeleton (Ordinary quality) , 4 cyberlimbs (Marginal Quality, +0 to STR) , 2 cyberoptics (Ordinary Quality), 2 passive data slots, Self-Repair unit (Ordinary Quality), Toolkit.

4) Limitations

-Any time a Droid character wishes to add a new broad group to his skills, he must see a mechanic and computer programmer to add this skill to his body and AI. -Droids must rely on their self-repair unit for healing or see a mechanic. -Droids have limited batter power and can only operate normally for CONx8 hours without recharging (which takes one hour). How they recharge is up to the GM and the player. -Droids cannot take the Leadership broad group or use any of its specialties. Similarly, they may not use any STR skill untrained.

Fen (*GW 4th edition, adapted by author*)

1) **Species Mutations** Natural Attack (Bite (Man-Fish form), Wing Buffet (Bird form)), Improved Natural Attack (Tail Slap (Man-Fish form), target behind character only), Metamorphosis (bird form, transform to bird form and back twice per 24 hours, fly at normal rate, shape change takes two rounds to complete)

2) **Water Dependence** Fens are dependent on water- they can survive on land for a day unharmed, but must make a Stamina-endurance check every 6 hours thereafter or suffer stun damage (*Exposure Challenge, pg 55, GW Rulebook*).

3) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.



Table 2: Free Broad Skills

Species	STR	DEX	CON	INT	WIL	PER
Ark	Athletics Unarmed Attack		Stamina Survival		Awareness	Interaction
Badder	Athletics		Stamina	Knowledge	Awareness Animal Handling	Interaction
Carrin	Athletics	Acrobatics		Knowledge Animal Handling	Awareness	Interaction
Droid (pick two based on design)		Vehicle Op		Computer Science Knowledge Technical Science		
Fen	Unarmed Attack	Acrobatics	Move- <i>swim</i>	Knowledge	Awareness	Interaction
Gren	Athletics	Stealth		Knowledge Animal Handling	Awareness	Interaction
Hawkoid	Unarmed Attack	Acrobatics	Stamina	Knowledge	Awareness	Interaction
Hisser	Unarmed Attack		Stamina	Knowledge	Awareness Animal Handling	Interaction
Hoop	Athletics	Acrobatics	Stamina	Knowledge	Awareness	Interaction
Jaget	Athletics Unarmed Combat		Stamina Survival		Awareness	Interaction
Katkin	Athletics Unarmed Combat		Stamina	Knowledge	Awareness	Interaction
Lil		Acrobatics		Knowledge	Awareness	Interaction
Menarl	Unarmed Attack	Stealth	Stamina	Knowledge	Awareness	Interaction
Mutant Plant, Brush		Stealth	Stamina Survival		Awareness	
Mutant Plant, Flower		Stealth	Survival		Awareness	Interaction
Mutant Plant, Fungi		Stealth	Stamina Survival		Awareness	
Mutant Plant, Succulent	Unarmed Attack		Stamina Survival		Awareness	
Mutant Plant, Tree	Unarmed Attack		Stamina Survival		Awareness	
Mutant Plant, Ivy		Stealth Manipulation	Survival		Awareness	
Orlen	Athletics		Stamina	Knowledge	Awareness Animal Handling	Interaction
Sarbis	Athletics Unarmed Attack		Stamina	Knowledge	Awareness	Interaction
Thought Master	Athletics Unarmed Attack			Knowledge	Awareness Animal Handling	Interaction
Wardent	Athletics		Stamina	Knowledge Tech. Science	Awareness	Interaction



Gren (GW 4th edition. Adapted by author)

1) **Species Mutations** Physical Change, Minor (Green Skin), gives -1 step bonus to hide in natural green settings.

2) **Primitive** Grens receive a +1 step penalty when using Ancient Age artifacts. They cannot use most Shadow Age artifacts, and cannot be Tech Ops.

3) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Hawkoid (GW Rulebook, pg 123. Adapted by author)

1) **Species Mutations** Natural Attack (Claw LI/O d4w/d4+1w/d4+2w; Bite LI/O d4+1s/d4+3s/d6w), Duality, Instill Phobia, Kinetic Shield

2) **Wings** Hawkoids can fly at a movement rate of 48 and glide at 24.

3) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Hisser (GW 4th edition. Adapted by author)

1) **Species Mutations** Natural Attack (Bite), Sonic Blast (See *Apocalyptic Post #1*), Dermal Reinforcement, Energy Reflection, Contact, Mental Enhancement, +1 mental mutation point.

2) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Hoop (GW Rulebook, pg 124. Adapted by author)

1) **Species Mutations** Contact, Telepathic Scan, Improved Mental Enhancement, Soften Metal (touch attack vs. opponent turns one metal item to rubber for 1d4 hours).

2) **Leap** Hoops can leap up to three meters vertical and 10 horizontal in a single bound.

3) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Jaget (GW 4th edition. Adapted by author)

1) **Species Mutations** Natural Attack (Claws and bite), Contact, Telekinesis, Battle Sense, Severe Phobia (Sentient Plants), Toxin Intolerance

2) **Primitive** Jagets are not very intelligent, and rarely have more possessions than they can carry. They generally are incurious about Ancient and Shadow Age technologies, and cannot be Tech Ops.

3) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Katkin (GW 4th edition. Adapted by author)

1) **Species Mutations** Natural Attack (Claws and bite), Increased Balance, Increased Speed, Sound Imitation, Telepathic Resistance.

2) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Lil (GW 4th edition. Adapted by author)

1) **Species Mutations** Size Change (0.2 meters tall, taken into account in physical abilities section below), Energy Reflection, Wings, Dual Brain, Photogeneration. Mental Mutations (primary brain) Empathic Scan, Kinetic Shield, Illusion Generation, Telekinesis, (secondary brain) Mental Enhancement, Contact, Mind Over Body.

2) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Menarl (GW Rulebook, pg 127. Adapted by author)

1) **Species Mutations** Natural Attacks (Fists LI/O d4+3s/d4+4s/d4+5s; Constrict d4+1s each round until victim is free), Duality (attack with different weapons on multiple targets with no penalty), Scaly Hide (d4+1 LI/d4-1 HI/d4-2 EN).

2) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Mutant Plant, Brush (GW 4th edition. Adapted by author)

1) **Species Traits** Enhanced Physical Ability score.

2) **Mutation Points** 4 points, +2 points in Drawbacks. In addition, all mutant plants automatically have the Physical Change (Major) Drawback (+4 step penalty on Personality checks)

Table 3: Movement Rates for Mutant Plants

Type	Ground	Fly	Swim
Mutant Plant, Brush	½	None	½
Mutant Plant, Flower	½	None	½
Mutant Plant, Fungi	½	None	½
Mutant Plant, Succulent	½	None	½
Mutant Plant, Tree	½	None	½
Mutant Plant, Vine	½	None	½



3) **Morphic Genetics** Mutant plants are particularly likely to receive additional mutations and drawbacks as a result of exposure to radiation.

4) **Species Examples**

- Grass
- Bush

Mutant Plant, Flower (*GW 4th edition. Adapted by author*)

1) **Species Traits** Pheromones (affects non-plants only)

2) **Mutation Points** 4 points, +2 points in Drawbacks. In addition, all mutant plants automatically have the Physical Change (Major) Drawback (+4 step penalty on Personality checks)

3) **Morphic Genetics** Mutant plants are particularly likely to receive additional mutations and drawbacks as a result of exposure to radiation.

4) **Species Examples**

- Sunflower
- Rose

Mutant Plant, Fungi (*GW 4th edition. Adapted by author*)

1) **Species Traits** Telepathic Resistance

2) **Mutation Points** 5 points, +2 points in Drawbacks. In addition, all mutant plants automatically have the Physical Change (Major) Drawback (+4 step penalty on Personality checks)

3) **Morphic Genetics** Mutant plants are particularly likely to receive additional mutations and drawbacks as a result of exposure to radiation.

4) **Species Examples**

- Mushrooms

Mutant Plant, Succulent (*GW 4th edition. Adapted by author*)

1) **Species Traits** Natural Attack (thorns or spikes)

2) **Mutation Points** 4 points, +2 points in Drawbacks. In addition, all mutant plants automatically have the Physical Change (Major) Drawback (+4 step penalty on Personality

checks)

3) **Morphic Genetics** Mutant plants are particularly likely to receive additional mutations and drawbacks as a result of exposure to radiation.

4) **Species Examples**

-**Saguaro Cactus** Bonus mutation- Size Change (Taller), -2 mutation points.

-**Barrel Cactus**

Mutant Plant, Tree (*GW 4th edition. Adapted by author*)

1) **Species Traits** Dermal Plating

2) **Mutation Points** 2 points, +2 points in Drawbacks. In addition, all mutant plants automatically have the Physical Change (Major) Drawback (+4 step penalty on Personality checks)

3) **Morphic Genetics** Mutant plants are particularly likely to receive additional mutations and drawbacks as a result of exposure to radiation.

4) **Species Examples**

-**Elm** Bonus mutation- Environmental Adaptation (Cold).

-**Evergreen** Bonus mutation- Environmental Adaptation (Cold).

-**Palm** Bonus mutation- Dermal Reinforcement (replaces Dermal Plating), Environmental Adaptation (Hot). Drawback- Environmental Sensitivity (Cold, Slight). +1 mutation point.

Mutant Plant, Vine (*GW 4th edition. Adapted by author*)

1) **Species Traits** -2 step bonus to Athletics-*climbing* checks

2) **Mutation Points** 6 points, +2 points in Drawbacks. In addition, all mutant plants automatically have the Physical Change (Major) Drawback (+4 step penalty on Personality checks)

3) **Morphic Genetics** Mutant plants are particularly likely to receive additional mutations and drawbacks as a result of exposure to radiation.

4) **Species Examples**

- Ivy

Orlen (*GW Rulebook, pg 127. Adapted by author*)

1) **Species Mutations** Extra Body Parts (two heads, four arms). Left head- Contact, Telepathic Scan, +2

mental mutation points; Right head- Mental Enhancement, Telekinesis, +2 mental mutation points.

2) **Dual Heads** Each orlen head commands a separate pair of arms and has it's own mental mutations, allowing them to act independently in combat.

3) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Sarbis (*GW 4th edition. Adapted by author*)

1) **Species Mutations** Natural Attack (Claws), Improved Senses (Sight, Smell, and Taste only), Directional Sense

2) **Burrow** A sarbis can burrow at a move rate of 3.

3) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Thought Master (*GW Rulebook, pg 133. Adapted by author*)

1) **Species Mutations** Natural Attack (Claw, LI/O d4+1s/d4+2s/d4w), Poison Attack (Neurotoxin, from claws), Dermal Armor, Toxin Tolerance, Death Field Generation, Life Leech, Photokinesis, Telepathic Blast

2) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.

Wardent (*GW 4th edition. Adapted by author*)

1) **Species Mutations** Size Change (Smaller), Enhanced Mental Ability (Intelligence, not taken into account in ability score chart below), Telepathic Reflection, Mental Domination, Contact, Telekinesis, Mental Enhancement, Telepathic Blast

2) **Genetic Stability** This race is genetically stable, and will not mutate due to exposure to radiation, but may still sicken and die from it.



The Apocalyptic Post

Mutants, Martyrs, and Madmen

Derek Holland
PSH Variations for 5th

New PSH Strains

Before the Cataclysm, Man tinkered with his genome, and came up with several castes, each specialized for his or her work environment. The castes with the largest remaining numbers are the Citizen (who are typified by the PSH entry in GW5), the Military, the Police, the Scientist, the Industrial Worker, and the Park Ranger. The later 5 are so specialized, that they must take a certain profession, but gain skills at list price-2 (to a minimum of 1). Each has its own "mutations" and "defects" due to the engineering, but all have been through the GST (genetic stabilizing treatment) and so can not mutate when exposed to radiation. If these castes are used, the GM must replace the Invader history of Gamma Terra. The game material for the later 5 races are as follows:

Military Profession – Combat Spec

Mutations: Enhanced STR, Improved CON, Improved DEX, Redundant Vital Organs

Defects: Light Sensitivity, Sound Sensitivity, Reduced PER (slight), Weak Immunity

Free Broad Skills: Athletics, Stamina, Knowledge, Awareness, Melee Weapons, Ranged Weapons

People of the Military caste can use all artifacts designated (h) and (a). Because of the sensitivities to light and sound, all body tanks/powered armor have built in systems to compensate. Also there are sealed against biological weapons, keeping the soldier safe from disease.

Police Profession - Combat Spec

Mutations: Improved CON, Improved DEX, Enhanced Senses, Dermal Reinforcement

Defects: Reduced STR (slight), Toxin Intolerance, Susceptible to High Impact Weapons

Free Broad Skills: Athletics, Stamina, Knowledge, Awareness, Interaction, Ranged Weapons

People of the Police caste can use all artifacts designated (a). As slug throwers were being replaced by lasers, the increased damage from slug throwers was considered acceptable. The toxin intolerance was an unfortunate oversight in the genetic labs.

Scientist Profession - Tech Op

Mutations: Improved INT, Improved WIL, Increase Senses, Quick Thinking

Defects: Reduced STR (slight), Reduced CON (slight), Slow Reflexes

All have Observant Perk.

Free Broad Skills: Knowledge, Awareness, Interaction, Computer Science or Life Science or Medical Science or

Physical Science, Investigate

People of the Scientist caste have a -1 step bonus to all attempts to examine/use artifacts from the Ancient and Shadow Ages. Quick thinking was the first attempt at altering the brain. It worked at increasing intelligence, but slowed reaction time; the brain- muscle interface was being overwhelmed with information. Those who are doctors usually are among the highest regarded White Hands (Healers).

Industrial Worker Profession - Tech Op

Mutations: Skeletal Enhancement, Improved CON, Improved DEX, plus 2 points that are job related (e.g. Gills, Environmental Adaptation, etc.)

Defects: 6 points that don't relate to the job

Free Broad Skills: Athletics or Acrobatics, Stamina, Knowledge, Awareness, Interaction, and 1 that is job related

People of the Industrial Worker Caste have a -1 step bonus to all attempts to examine/use artifacts from the Ancient and Shadow Ages. There are many subraces of industrial workers, each engineered for their specific job. The GM together must decide the unnamed mutations, defects and skills.

Park Ranger Profession - Scout

Mutations: Chameleon Flesh, Dermal Reinforcement, Improved DEX, Improved CON, Night Vision and 2 points relating to biome

Defects: Sever Phobia (urban areas), Reduced PER (slight) and 2 points not relating to biome

All have Danger Sense Perk

Free Broad Skills: Athletics or Acrobatics, Stamina, Knowledge, Awareness, Survival, Ranged Weapons

People in the Park Ranger caste have a -1 step bonus to all skills used in their native biome. With the war between industry and environmental groups growing to cold war condition, some geneticists who were sympathetic with the environmentalists, developed a caste that protected the few natural areas left. They usually worked with the police and governments in stopping illegal environmental damage, but some were terrorists. Oddly, because of the non-importance of the green areas during the Final War, Park Rangers had a slightly better chance of surviving the Cataclysm. Today they are close allies with the Gren and others who live with nature. Terrorist Park Rangers can use (a) type artifacts.

There are many more races- those adapted to space, to the arctic, to the deserts, and to other planets. A few are still found on Gamma Terra.



Organic Mutations

These mutations are the result of genetic manipulation. The PSHs already are manipulated and thus do not get any of them (unless the GM says otherwise). Those mutant humans that have these are descended from humans that were altered but did not get the genetic stabilizing treatment. As some have identical effects to existing mutations, the GM might want to drop those in favor of these.

Improved Heart

Ordinary, Permanent, CON
The mutant has +1 to his CON score.

Improved Muscles

Ordinary, Permanent, CON
The mutant has +1 to his STR score.

Altered Muscle/Neural interface

Ordinary, Permanent, CON
The mutant has +1 to his DEX score. This mutation must be rerolled if Improved Brain was already rolled or selected.

Improved Kidneys

Ordinary, Permanent, CON
The mutant needs only 3/4 of the normal amount of water.

Improved Brain

Amazing, Permanent, CON
The mutant has +2 INT, and quick thinking at the cost of slow reflexes. This is due to the neural/muscle interface being overwhelmed with information.

Improved Lungs

Good, Permanent, CON
The mutant can hold his breath for twice as long and has -2 step bonus vs any gas attacks, including poison.

Improved Digestive Tract

Good, Permanent, CON
The mutant needs to consume 1/2 of the normal amounts of food and water.
This is cumulative with Improved Kidneys.

Altered Eyes

Good, Permanent, CON
The mutants eyes are/have (roll a d10):
1-3)- Cat's eyes: this is a minor physical change that allows night vision.
4-6)- Thermal Vision: as per mutation
7-9)- Insect's eyes: this mutation gives a +2 step to any Awareness-perception checks vs moving objects. It also

reduces any reading attempts to (language - 2)

10)- Eagle's eyes: this mutation gives the mutant 10X vision. Because of the space needed for the enlarged eyes, the mutants INT is reduced by 1.

Enhanced Taste

Ordinary, Permanent, CON
The mutant's sense of taste is much more refined. He can identify any substance he has tasted before and can detect impurities in his food at 15ppm

Improved Liver

Amazing, Permanent, CON
The mutant has a -4 step bonus to CON feat checks dealing with all poisons. Alcohol and drugs have no affect on the mutant.

Improved Spleen/ Improved Lymph System

Ordinary, Permanent, CON
The mutant has a -1 step bonus to CON checks dealing with diseases.

Hibernation

Good, Permanent, CON
The mutant hibernates during the winter. As it is a part of his very nature he will not try to stay wake during the winter. He must gain 1/6 of his normal body weight in the fall to prepare for the coming season. He shall remain asleep from November to March (in the northern hemisphere). During that time, only by receiving wound damage, will he awaken. And then he is at +3 to all actions until he can go back to sleep. This mutation is very common in the far north.

Magnetic Detection

Amazing, Permanent, INT
This is actually 2 mutations (roll any die). Even-the first allows the mutant to always know where magnetic north is. Odd-the second allows the mutant to detect ferrous metal- over .5 Kg at a range of 10 meters. Both are engineered abilities based on a species of bacteria that uses tiny chunks of iron to detect the magnetic field of the planet.



The Apocalyptic Post

Swimming in the Gene Pool

John Traglio

2nd Edition Mutations

Altered Body: "Centaurish" Form

RANGE: Self TYPE: U P
DURATION: Constant USE: Constant
NUMBER: Self DAMAGE: Variable

EFFECTS: The character's legs are replaced with the body of an animal. Movement rates and damage (if any) are given below.

DIE ROLL RESULT

1 HORSE: The character's legs are replaced with body of a horse. The character can kick for 2d6 damage. Land speed: 7 / 900 / 21

2 TIGER: The character's legs are replaced with the body of a tiger. The character can claw with the two front paws for 2d6 damage. Also, if the opponent is large enough, the character can rend with its two rear paws for 2d8 damage; this can only happen if the front paws both had successful attacks. Land speed: 8 / 800 / 40

3 SNAKE: The character's legs are replaced with the body of a snake. The character is capable of constricting for 2d6/round. Land speed: 8 / 40 / 16

4 BIRD: The character's legs are replaced with the body of a bird. If allowed by the GM, the character will be capable of flight. The character is capable of attacking with its talons for 1d8 damage and capable of wing buffets for 1d6 damage. Air speed: 4 / 400 / 18 Land speed: 6 / 600 / 12

5 SPIDER: The character's legs are replaced with the body of a spider. The character is capable of 12 meter leaps, spinning webs, and climbing walls at 2/3 its movement rate. Land speed: 4 / 900 / 20

6 SCORPION: The character's legs are replaced by the body of a scorpion. The character has a stinger that does 1d6 points of damage, poison type and intensity must be chosen by the GM. Also, 10% have claws that do 1d10 damage each. Land speed: 7 / 900 / 18

7 LIZARD: The character's legs are replaced by the body of a monitor lizard. the character is capable of clawing for 1d8 damage and a tail slap for 2d6 damage. Land speed: 12 / 900 / 18

8 GM'S CHOICE

Note: The "lower" body does not have its own set of organs. Most organs (the heart, reproductive organs, lungs, etc..) are just larger based on the body shape. The main body systems (circulatory, digestive) are as one. Also, to

get the full attack capabilities of the "lower" body, dual brain and/or duality may be required.

Chitin Armor

RANGE: Self TYPE: U P
DURATION: Constant USE: 5 times a day
NUMBER: Self DAMAGE: Variable

EFFECTS: This mutation allows the character to generate a chitinous growth over his or her body. It takes one round to be fully armored. This armor will take 3 X Constitution in damage before being useless. The armor can be "turned off" at will, though when used again, it counts against the 5 times it can be used.

Body Weaponry

RANGE: Self TYPE: U P
DURATION: Constant USE: Constant
NUMBER: Self DAMAGE: Variable

EFFECTS: This mutation causes organic weaponry to grow from the character's body.

DIE ROLL RESULT

1 SCYTHE: This mutation causes a jointed blade to grow from elbow or forearm. The scythe is continually growing and must be filed down if not used. The scythe does 1d10 damage.

2 CLAWS: This mutation causes large claws to grow from the character's hands. 30% are retractable, those that are not hamper the use of hand held weapons. The claws do 1d8 damage each.

3 POISON DARTS: This mutation causes a dart firing organ to form. This organ generates 1d20 darts a day. The GM must determine the effect of the poison and its intensity. Each dart does 1d4 damage plus poison effect.

4 JAWED TONGUE: This mutation causes the character's tongue to enlarge and lengthen and to form a set of nasty teeth. The bite is poisonous and the GM must determine the effect and intensity of the poison. The bite does 1d6 damage plus poison effect.

5 ROLL TWICE

6 GM CHOOSE



4th Edition Mutations

Beneficial Mutations

Aggressive Coagulation

Normally, when a mutant's hit points drop below zero, but have not yet dropped farther below zero than their Constitution score, they continue to lose one hit point per minute when they are not treated. Mutants with Aggressive Coagulation lose only one hit point for every 10 minutes not treated if their wounds resulted in blood loss (e.g. some mental attacks would be excluded).

Water Pouch

The mutant has a small bladder-like organ in his abdomen that stores extra water. This allows the mutant to survive twice as long as normal without water.

Defective Mutations

Hemophilia (D)

The description of this defect provided in 1st Edition Gamma World can be used in 4th Edition. The lack of blood clotting agents in the mutant's blood causes serious bleeding in even the smallest of cuts. Once this mutant has lost even 1 hit point caused by blood loss, he begins to bleed and loses 2 extra hit points per melee round until he has time to stop and bind his wounds.

Moebius Syndrome (D)

Moebius Syndrome is a disorder characterized by permanent facial paralysis. People with Moebius Syndrome can't smile or frown, and they can't blink or move their eyes from side to side. Two important cranial nerves are not fully developed, causing lateral eye movements, facial expressions, and sometimes even adequate blinking, to be impossible. Because the mutant is powerless to transmit emotions through facial expressions, his Charisma attribute is reduced by 2. The inadequate flushing (blinking) and loss of lateral eye movement affords the mutant a -2 penalty to the Perception derived attribute.

Osteoporosis (D)

The mutant's body generates and replaces deteriorating bone tissue at a much slower pace than normal. The weakened bones become fragile. Crushing blows, bashing attacks, and falls inflict double damage to the mutant. The mutant suffers a -2 damage penalty in unarmed combat, and also risks (50% chance) of doing 1d6 points of damage to himself with each successful hit on an opponent.



New Plant Mutations

Reproduction, Fragmenting

Amazing, Permanent, CON

The plant reproduces by fragmenting. It breaks up into 1 part per .05 Kg of weight. Each part takes 2-3 weeks to alter itself into a seedling. The plant may also reproduce other ways (fragmenting and sexually 75%, fragmenting and seed clones 15%, fragmenting and other cloning 10% - runners, suckers, etc.)

Chitinase Production

Good, Permanent, CON

The plant produces an enzyme that breaks down chitin, the substance that makes up the exoskeleton and digestive track of arthropods (insects, crustaceans, centipedes, etc.) In game terms, any insect that feeds on the plant will take d3w/Kg eaten. After that, the arthropod must make a WIL check to bite the plant again.

Alternate Bark

Amazing, Permanent, CON

Trees make use of metals in the soil to enhance the strength of its bark. Each tree species uses only one metal, and some use valuable metals (like silver and iron). The GM must make a decision on how much each metal type will affect the plants movement (if any) and its armor. Some suggested values are:

Metal	Armor Value	Movement
Iron	d6/d4/d4	1/2
Lead	d3/d2/d2	1/4
Nickle	d6+2/d4+2/d4+2	1/2
Aluminum	d3/1/1	3/4
Titanium	d6+3/d4+3/d4+3	1/2

Bark Pockets

Amazing, Permanent, CON

This rare mutation is a form of alternate bark. The tree has very thick bark that holds pockets of metals that are reactive to air (or water). Anytime an aggressor hits the tree, there is a 35% chance that a pocket is struck. A fiery explosion happens and causes d10w in 2m, d8w in 6m and d4w in 10m. The tree takes d4s damage.

N-fixing

Ordinary, Permanent, CON

The plant can alter atmospheric Nitrogen to a useable form on its own (no bacteria). This allows it to set root in almost any dry soil and get enough sustenance to survive.

Keromone Production

Good, Activated, WIL

The plant produces odors that affect the behavior of other species. Usually it just drives away herbivores (which must be of the same taxonomic class). Or it may be used to at-

tract prey for carnivorous plants. In game terms, a affected creature must make a WIL check at a 1 step penalty to either eat the plant or to not be drawn in.



Chemical Sniffer

Good, Activated, WIL

The plant can detect the odors (keromones and pheromones) of other species (plants and animals). It can thus detect predators and other dangers- it may not be able to completely understand the messages, but it can get the gist. This mutation only works for the plant in its biome.

Toxic Sap

Ordinary, Permanent, CON

This very common "mutation" evolved from the chemical defenses most plants have. Any creature that bites the plant must make a CON feat check vs the specific toxin. Here are some examples- suggested penalties and bonuses are in () :

Cardiac Glycosides

These toxins are found in such plants as foxglove and dogbane. Damage as a hemotoxin (+2 step penalty).

Cyanogenic Glycosides

These toxins are found in cherry leaves and apple seeds. Damage as a necrotoxin (+1 step penalty).

Oxalates

These toxins are one of many found in Dieffenbachia (Dumbcane). Damage as a irritant (+3 step penalty).

Proteins

Mushrooms and the castor plant have protein toxins. Damage variable.

Amines

Mistletoe and sweetpeas have nitrogenous toxins. Damage as a hemotoxin (+1 penalty).

Resinoids

These toxins are external and act as an irritant (-1 step bonus). Poison ivy, poisonoak, and poison sumac are the best known to have resinoid toxins.



New Disease Rules

I was looking at the disease rules and decided they are to structured for such a broad category of hazards. I suggest the following changes:

Strength	Modifiers
Marginal	-3 or -2
Ordinary	-1 to +1
Good	+2 or +3
Amazing	+4 or more

I would also eliminate the set incubation periods and make one for each disease (e.g. the neocold takes 3d4 days to incubate). Here is a waterborne disease of my own creation:

Name	Strength	Incubation period
The Bends	Good (+2)	2d4 days

The bends (a misnomer) is a freshwater bacteria. It is always found in stagnate water and anyone drinking from infected water has a 35% chance of ingesting some of the bacteria. Its waste causes cramps and dizziness.

The Thirst Ordinary (+1) d4 days

This protozoan gains its oxygen from the water it dwells in. When it causes an infection, the infected organism has its blood/sap dehydrated and acidified. If the infected organism drinks twice the normal amount of clean water per day, all CON feat checks due to the disease are at a -2 step bonus.

Neo-Anthrax Amazing (+4) 3d4 weeks

This extremely altered disease was used against the Invaders (and thus works on PSHs). It kills by destroying the blood vessels.

Whip Lash Ordinary (+0) 2d4 days

This bacteria attacks muscle tissue. It is called whip lash because of the neck pains it usually inflicts.

Anthraxnose Good (+2) d2 months

This plant disease attacks phloem- the conductive tissue that moves sap. It causes darkening of leaf veins and a general weak feeling.

Fire Blight Amazing (+4) d3 weeks

This plant disease is a devastating bacterial infection. It causes leaf and twig loss and eventually whole branches die.

Pythium Good (+3) d4 months

This plant disease is feared by all plants. It causes root rot. Even if the plant survives, it may need to root for longer periods until the roots heal and regrow.

Neocold Ordinary (0) 3d4 days

Many of the cold viruses were mutated during and after the Cataclysm. Most neocolds just cause the victim misery for a few days, but a few can kill.

Lyx Amazing (+4) 3d4 weeks

The lyx is a protozoan that uses metals as the terminal electron acceptor instead of oxygen. It puts the reduced metal on the wall of the blood vessel it inhabits. When the victim dies, up to \$300 worth of metals can be recovered from his body- more if saltwater was consumed while the disease lived within him.

Plague Good (+3) d4 hours- 1 week

This infamous disease was the one that killed off 1/3 to 1/2 the population of Europe. If it affects the lymph system, it is the bubonic plague and has a 1week incubation period. If it affects the lungs, it is called the pneumonic plague and has a d3 days incubation period. If it affects the blood, it is called the septicemic plague and has a d4 hours incubation period.

Alternate Skill Advancement Rule for 5th

The idea that someone must gain experience in the form of saving towns, killing creatures and saving old ladies from burning buildings, just to turn that experience into the ability to build bombs, read the stars or how to fix up a friends wounds seems silly to me. I suggest that the current achievement points = skill points be dropped. Achievement points should still exist, but just to convert into perks, buy off flaws, and to get achievement benefits. Initial skills are determined by the method in GW5. Then any skill can be taught by someone who is 3 ranks above the student (except ranks 10 and 11 who can learn from a rank 12). The student must make a complex INT feat check, once per month, with the following penalties:

Rank	Penalty
1 - 2	0
3 - 4	+1
5 - 6	+2
7 - 8	+3
9 - 10	+4
11 - 12	+5

A new Perk (described below) reduces this as does the hero's INT resistance modifier and the teacher's skill (q.v. teach skill). Learning a new rank takes one month/rank of game time. And only 3 skills can be learned simultaneously.

Fast Learner

Cost 10/18, INT, Conscious

A hero with this perk has a better time learning new skills. He gains a -1 step bonus to any attempts at learning a skill (-2 for the 18 point perk). And the time needed to learn a skill is reduced by: 1/2 for ranks 1-6, 1/4 for ranks 7-10, and 1/8 for ranks 11 and 12.

Note to all GMs who want to use this, remember that you control the teachers here. This is not Star*Drive with billions and billions of people in a high tech society - it a broken world where some skills are all but forgotten (ie you

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The Apocalyptic Post

Rumors Amid the Ruins

Fabian Benavente
A Gamma World Short Story

Hunter Hunted

A Gamma World short story
by Fabian Benavente

Night was fast approaching and the humanoid smiled. Night meant death, many times violent and cruel, but this did not seem to bother the man. In fact, he had the look of desperation etched on his weather-worn face. Perhaps it was because he had given up hope of ever seeing a semi-civilized village ever again but he was prepared to sell his life dearly. He cursed himself time and time again for his last misfortune; he never should have gone into the ruined complex. Stories told many times in lonely bars in unnamed towns got the better of him: riches, artifacts, energy weapons... He had vowed never to touch 'ancient' relics again after that energy pistol blew up on his partner's face but curiosity got the better of him. He had become greedy again; way too greedy. The alarms triggered told him that he had warned something and "it" was after him. He dreaded the thought of those large 'droids coming after him.

He was out on another hunting trip trying to make an honest living; run an errand for one, fetch some device for another, gather some information for the next. Anyone would do really since P'ter wasn't too picky on selecting his patrons. The fat old man wanted a jaget pelt to hang on his wall and he had the money for it. That was all that P'ter needed; a paying customer. So he had asked around and was told to come to this particular forest. That had been a couple of weeks ago and he had been in these woods ever since. They were not too different from other forests he had hunted on. It had your normal animals and plants and the 'cursed' variety as well. 'Cursed'; the word still brought back bitter memories from his childhood. His home village and its narrow-minded beliefs..."Damn 'em all; they can all rot for all I cares!"

He had searched the forest for the past 13 days or so; he had lost count after the tenth and P'ter had seen no sign of any jaget nor anything remotely similar but a couple of things stood out from these particular woods. The first, of course, had been the ruins; it seemed to be some sort of processing plant; maybe it was where they cut up the logs or something. The second interesting thing was what he guessed to be a green village. He had never actually seen one but had heard tales about the green men villages and from the rumors he had been told, these people weren't too friendly with outsiders; specially mutants. This suited him fine; a loner since small age, P'ter did not feel too comfortable around crowds anyway. A trained hunter by profession, the humanoid was able to venture close enough to find out where their outposts

were. He learned enough to keep away after taking a look at the creatures that kept the green men company.

The sun had fallen behind the trees and his "curse" awoke. A pair of 30 cm long antenna became erect disentangling themselves from his long, blond mane. The strange appendages started to slowly move about with a life of their own. The night was pitch dark, as the moon's rays did not pierce the dense canopy overhead but P'ter continued to smoothly move away from the forest's heart. He made little noise even though he had hard black boots on his feet; brown pants and a sleeveless slug proof vest completed his outfit. The man traveled light and most of his gear fit in the small pack at his back. His musket strapped on his back as well, his black 'power' bag hung at his neck, his long hunting knife at his leather belt, and he carried his heavy, duraloy spear as a walking stick. It wasn't really a spear but he had sharpened one of its ends and it suited him fine for other purposes as well...

P'ter stopped a moment to catch his breath and to listen now that his antenna were out. He had been able to put some distance on the 'droid but the thing, albeit slower than him, did not seem to tire. Perhaps he had a couple of hours lead on the 'droid but he was tired and it was catching up on him. The humanoid took out his long knife and checked his bearings; he pointed his antenna back where he had been running away from and cursed loudly. "Damn machine, may yee rust in hell!" He then made a dangerous decision and turned 90 degrees into the forest again. It takes a desperate man to make desperate decisions and he was way past that point.

The humanoid decided not to risk his skin against the cyborg; he would pay the green men a visit and see how good their village was defended. Making an extra effort not to rest on the way, P'ter struggled on; it was still a few hours to the village and he would need any extra time available. The forest was alive with the night's predators but his antenna gave him ample warning to steer away from them. A few hours passed and he saw sure telltale signs that he was fast approaching the village. The clearings were larger and there were even some fields that were obviously tended by civilized hands; human green hands. He followed a clear trail that would lead him into an outpost hoping the 'droid did the same thing. After what seemed an eternity, he picked up distinct noises. P'ter stepped off the trail and waited.

The trail ended in a large clearing and P'ter waited on his side while having a clear view of the tree-house outpost. Sure enough, the 'droid appeared and the three greens were startled but soon fell into a practiced drill. Two

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of the men jumped off their tree house and challenged the cyborg while another gren made strange shrill calls and looked towards the open sky. The cyborg completely ignored them and continued on its way while the grens took up their spears and threatened the android. They soon closed in battle as neither side gave way. The robot raised his right hand and a strange light appeared from his forearm. It wasn't long by any means, maybe as long as P'ter's knife but it hummed and throbbled with energy. He pointed his other hand at an oncoming gren and light streaked towards the gren's chest followed by a loud fiz-zle. The gren fell on the spot, deep red blood contrasting with its green skin seeping from a large hole on its chest. The other gren wielding a large spear screamed a hoarse cry and closed in with the 'droid.

P'ter debated what to do but his hands were loading black 'power' onto his musket before he realized he had made up his mind. He wasn't sentimental about the fate he had brought upon the grens but was again thinking of himself, this was his best chance to rid himself of the 'droid. The gren had managed to draw blood from the 'droid and this surprised P'ter. "If the devil can bleed, then maybe he can be killed as well." His hope was abruptly cut short as the android neatly slashed the gren's midsection with his 'light'. The green man slowly fell to his knees trying in vain to catch his guts from falling onto the moist ground.

Two more players joined the fray as the other gren entered the clearing and a large bat-like creature hovered overhead. The obb made a pass at the 'droid and its large eye issued forth a violet ray of light. The energy ray hit dead center on the 'droid's head melting half of it away and the machine-man was seen stumbling about as if really hurt. He nevertheless raised his gun hand and killed the obb in mid-flight before it could make another pass. The shriveled creature fell near P'ter and the of-fending smell of its burnt flesh was overwhelming.

P'ter leveled his sight and his musket spit fire and death, the dull kick from the gun was followed by a meaty thud as the metal ball entered the cyborg on its lower back. The 'droid was shaken back almost as much as P'ter was from the kickback of the musket. There would be no time to reload so the mutant dropped his musket, grabbed his spear and entered the clearing.

The last gren was no match even for a wounded 'droid and quickly fell to the onslaught of the energy blade which seemed to cut as easily through the gren's head as it did through the wooden shaft of his spear. Hoping that the android was almost dead was too much for P'ter but its back was turned and the humanoid would be able to get at least one strike at him. He dreaded his choice but it was a life or death situation and there was no turning back now. As quickly and silently as he could, the man closed the distance separating them. The 'droid turned around just in time to greet him.

P'ter saw its hideously damaged face which sported a mixture of burnt flesh and wires sticking from it. He had no time to wonder how it was all built before he plunged his spear deep into the droid's guts. It was then that P'ter closed his eyes, bit hard and still screamed through clenched teeth. The mutant had called upon his other power, the power to generate electric energy that traveled through the metal spear into his enemy. Both 'droid and mutant shook together for a few seconds dancing to the deadly melody of P'ter's scream.

P'ter, as usual, lost consciousness for a couple of seconds from the energy coursing through his body. When he opened his eyes again, the 'droid was motionless on the ground as was everyone else in the clearing. The humanoid slowly walked trying to rid himself of the excess energy but spasms shook his body for a few more seconds and the man just could not coordinate his muscles.

The sun rose and lighted the small clearing. P'ter's gamble had paid off; he was sullen for the grens but his cynical side quickly explained to him that "better 'em than me." Sulking nevertheless, he slowly sauntered over to the 'droid to see what the life of three grens had bought him. He examined the 'droid to see what it was that cut through wood and burned holes into full grown green men...

Both 'droid and mutant shook together
for a few seconds dancing to the
deadly melody of P'ter's scream.



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<http://hermes.spaceports.com/~othrgams/>

Alternity Mass Battle Conversion

Savoy has been hard at work on a fantastic conversion of BattleSystem for Alternity. Be sure to also look at his campaign on the main page.

http://members.nbc.com/savoylen/massbattle/mass_battlesystem.htm

Gamma World Product List

For a list of all GAMMA WORLD® Products ever produced, look to Scott Kent's site at

<http://www.pcisys.net/~sfkent/gammawld.htm> and check out the Product List link.

GAMMA WORLD® Web Ring

There are many great sites in the GAMMA WORLD® Web Ring. You can get a list of links to the sites at:

<http://www.webring.org/cgi-bin/webring?ring=gammaring>

E-Mail Lists

There were two unofficial mail lists dedicated to GAMMA WORLD®, and one WOTC-hosted mail list. But alas, one of the unofficial lists has fallen, the Saranxis group is now more. But do not despair, the Egroups list and the WOTC list are more than capable of helping you out.

Egroups List

To subscribe to the Egroups list, send a message to : gammaworld-subscribe@egroups.com

Or go to this EGroup's home page at

<http://www.egroups.com/list/gammaworld>

WOTC List

To subscribe, send a message to:

listserv@oracle.wizards.com

with the following message in the body of your e-mail:

subscribe gammaworld-l yourname

Newsgroups

There is a newsgroup on Usenet dedicated to GAMMA WORLD®: alt.games.frp.gammaworld.

SUBMISSION GUIDELINES

Please send submissions (don't forget the subject and catchy title) to: gammazine@egroups.com

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Since this is a fan-based magazine, submissions are more than welcome. There are not many guidelines but there are some.

> Please send all submissions to (gammazine@egroups.com) an ASCII .txt file if you can. That means notepad style or whatever, ending in a .txt format, without fancy stuff. If you have tables that must be formatted otherwise, send them as a Word doc if you can, otherwise I can make do. When submitting anything, please put "submission" in the subject line to make mail sorting easier.

> Picture files such as .gif and .jpg (no .bmp please) are accepted, but we may impose a file size limit if we find things getting to large. When thinking about size, be reasonable, you know how large the thing is if you printed it. The webpage may have a larger pic if you wish, just make sure we know.

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might restrict some skills to rank 6 or 8). You may want to limit "adventuring" while they are learning as well, especially if in a school.

Example:

Fred is learning the way of tracking from George. As Fred already has Investigate- tracking 2 and wants to learn as much as possible from George (rank 10), that means that Fred needs to spend 8 months under George's tutelage. His player must make 8 successes with a INT feat complex check. If he gets a critical failure, he learns nothing, even if it was during the last month. If he gets a 3rd failure, he learns up to the previous month's "rank" (e.g. he gets the 3rd failure in month 5, he gains a current rank of 6). In cases of learning a broad skill, it takes 1/4 of a month for every specialty skill under that broad skill, this includes any new skills the GM creates. The GM might also reduce this number if certain skills are not in his campaign.

