

Gamma World House Rules

The Gamma World rules produce very random characters. Some players may enjoy this, some will not. Presented in this document are house rules that are meant to allow for player choice. For this campaign, you may generate your character randomly, per the rules, or you may select your character's abilities, origins, and other aspects. The house rules presented here that will apply to either character creation style and will be identified when the time comes. Each character creation step will have the options for both creation methods. You may choose either method you wish during each step.

Step 1: Character Origins

Regardless of the option you choose, select the Origin cards for your Primary and Secondary origins afterwards. You will record the traits and powers on your character sheet.

Option 1 (default): You may roll 2d20 to select your primary origin and secondary origin. If you are rolling 1d20 at a time, your first roll is your primary and your second roll is your secondary. If you're rolling 2d20, indicate which die is the primary which is the secondary die before you roll.

CHARACTER ORIGINS

d20	Origin	d20	Origin	d20	Origin
1	Android	8	Gravity Controller	15	Radioactive
2	Cockroach	9	Hawkoid	16	Rat Swarm
3	Doppelganger	10	Hypercognitive	17	Seismic
4	Electrokinetic	11	Mind Breaker	18	Speedster
5	Empath	12	Mind Coercer	19	Telekinetic
6	Felinoid	13	Plant	20	Yeti
7	Giant	14	Pyrokinetic	*	Engineered Human

**If your first and second rolls are the same, your second origin is Engineered Human.*

Option 2: Using the table above, first select your primary origin and then select your secondary origin. You *may* select Engineered Human as your primary origin if you wish. Your character will look more like a human if you do so.

Option 3: Pure-Strain Human. You are a Pure-Strain Human, untainted by the radiation and mutagenic properties of this new world. You declare yourself a Pure-Strain Human by taking Engineered Human for *both* of your origins. However, you do not gain double the traits of the Engineered Human. Instead, you gain the Pure-Strain Human origin as your primary origin and Engineered Human as your secondary origin (see Appendix A: New Origin: Pure-Strain Human).

Step 2: Abilities

Regardless of the method chosen to select your origins, your primary origin receives an 18 in the ability that matches the primary origin's Mutant Type. Your secondary origin receives a 16 in the ability that matches the secondary origin's Mutant Type. If both Mutant Types are the same, then that ability is set at 20. Following this, you have a few options available to you in order to fill in the rest of your abilities:

Option 1 (default): You roll 3d6 in order, starting from the first ability to the last ability, and enter the sum of the dice as the score for that ability.

Option 2: You roll 3d6 a number of times equal to the number of your remaining abilities (4 or 5). Record the result of each roll on a piece of scrap paper. You may then assign these scores any way you choose amongst the abilities which need a score assigned.

Option 3: You may point buy your ability scores. If your Mutant Types are different, your starting array is 18, 16, 10, 10, 10 and 8. If your Mutant Types are the same, your starting array is 20, 10, 10, 10, 10, and 8. In either case, you have 4 points to spend on your abilities.

Use the chart below to determine the costs to increase your abilities to the desired levels. You may buy down abilities to gain more points.

ABILITY POINT COSTS

Score	Cost	Score	Cost	Score	Cost	Score	Cost
20	27	15	9	10	2	5	-6
19	22	14	7	9	1	4	-9
18	18	13	5	8	0	3	-12
17	14	12	4	7	-2		
16	11	11	3	6	-4		

After you have determined your abilities, use the following table to record your character's ability modifiers.

ABILITY MODIFIERS

Score	Modifier	Score	Modifier	Score	Modifier
1	-5	14-15	+2	28-29	+9
2-3	-4	16-17	+3	30-31	+10
4-5	-3	18-19	+4	32-33	+11
6-7	-2	20-21	+5	34-35	+12
8-9	-1	22-23	+6	36-37	+13
10-11	+0	24-25	+7	38-39	+14
12-13	+1	26-27	+8	Etc. (Score - 10) ÷ 2	

Step 3: Character Skills

It is now time to determine your character's skills. Each origin grants a skill bonus of some type. Choose one of the options below:

Option 1 (default): Roll 1d10 and consult the Skill Bonuses table. You receive a +4 bonus to that skill. *All skill bonuses stack!* Therefore if you have the same skill from both of your origins and you roll the same skill again on the d10 roll, you will have a +12 bonus to that skill! All of your skill modifiers are calculated as Key Ability Modifier + Your Level + Bonuses.

SKILL BONUSES

d10	Skill	Key Ability	d10	Skill	Key Ability
1	Acrobatics	Dexterity	6	Mechanics	Intelligence
2	Athletics	Strength	7	Nature	Wisdom
3	Conspiracy	Intelligence	8	Perception	Wisdom
4	Insight	Wisdom	9	Science	Intelligence
5	Interaction	Charisma	10	Stealth	Dexterity

Option 2: You may choose the skill you wish to apply your +4 bonus.

Step 4: Gear

You do not start your adventuring career empty-handed (usually). To determine what you start with, roll 1d4+1 and choose one of the options below:

Option 1 (default): Roll a d20 and consult the Starting Gear table. You automatically start with an Explorer's kit but may trade it in for a total of 1d4+2 rolls on the Starting Gear table.

STARTING GEAR

d20	Item	d20	Item
1	Roll 2x Ancient Junk	11	Laptop
2	Climber's Kit	12	Duct tape
3	Canoe	13	Heavy flashlight
4	Keelboat	14	Fuel, 5 gallons
5	Lantern (8 hours oil)	15	Generator (8 hours fuel)
6	Draft horse	16	Night-vision goggles
7	Riding horse	17	Radio cell phone
8	Tent	18	Pickup truck
9	Wagon	19	Water purifier
10	Binoculars	20	Roll twice

ANCIENT JUNK (Roll d% and add a passive Science check)

d%	Item	d%	Item	d%	Item
1	Parking meter	44	Webcam	87	Electric fan
2	Smoke detector	45	Wireless keyboard	88	Inflatable life vest
3	8GB RAM stick	46	Bottle of nail polish	89	Nail clippers
4	Air compressor	47	Swim goggles	90	Digital photo frame
5	Camcorder	48	Deck of cards	91	Tweezers & nail file
6	Car stereo	49	LED light bulb	92	Windshield wiper
7	Ceiling fan	50	Pogo stick	93	Cordless mouse
8	Ammo	51	Electric toothbrush	94	Digital camera
9	Stocking cap	52	Garage-door opener	95	Clock radio
10	Hearing aid	53	Bottle of hand lotion	96	Subwoofer
11	15" Computer Monitor	54	Butane lighter	97	Tire-pressure gauge
12	20 lb Dumbbell	55	Bike lock	98	Exercise bike
13	Punching bag	56	Golf club	99	Construction hazard light
14	Bike helmet	57	Foosball table	100	Weed whacker
15	Day-glow vest	58	Interface cable	101	1d6 grenades
16	Treadmill	59	Digital thermometer	102	Ballpoint pen
17	Cell phone	60	Sci-fi serial on DVD	103	Wind-up alarm clock
18	Ashtray	61	Stapler	104	Pencil sharpener
19	Blender	62	Tennis racket	105	Stamp machine
20	Electric razor	63	Plastic water bottle	106	Pocket color TV
21	Coloring book	64	Camera lens	107	Automobile battery
22	Camera flash cube	65	Cordless drill	108	Bicycle pump
23	Portable table saw	66	Cell-phone earpiece	109	Microwave oven
24	Toy gun	67	String of holiday lights	110	Geiger counter
25	Vacuum cleaner	68	Water-bubble level	111	Pack of crayons
26	Remote control	69	Croquet set	112	Draw 1 Omega Tech
27	Tin of sardines	70	Gas grill	113	Fishing rod and reel
28	Inflatable kiddie pool	71	Radar detector	114	Ammo
29	Nose-hair clipper	72	Wristwatch	115	Samurai sword
30	Mini fridge	73	Wireless router	116	Locket (no pictures)
31	Green plastic soldiers	74	Saxophone	117	Cuckoo clock
32	Board game	75	Violin	118	Unknown key (plastic)
33	Bag of hard candy	76	White glue	119	Draw 2 Omega Tech
34	Kaleidoscope	77	DVD player	120	Riding lawn mower
35	Slide projector	78	Box of cake mix	121	Soda machine
36	Toy dump truck	79	Eyeglasses	122	Leather bag with 7 dice
37	Corporate logo T-shirt	80	Baby car seat	123	Dog whistle
38	Jug of maple syrup	81	Printer/scanner	124	Magnetic compass
39	Earphones	82	Skateboard	125	Diamond ring
40	Laptop	83	Socket wrench set	126	Typewriter
41	Pack of antacid tablets	84	Twinkies	127	Draw 3 Omega Tech
42	Taxi mileage meter	85	Cellophane tape		
43	Umbrella	86	Electric blanket		

If your result is less than 1, change it to 1. If your result is greater than 127, it is 127. A passive Science check is 10 + your Science skill.

Option 2: Select 1d4 items from Starting Gear except for items 1 and 20. You may also roll 2 times on Ancient Junk. If you trade in your Explorer's kit, you may either choose another item from Starting Gear (except for items 1 and 20) or you may roll once more on Ancient Junk.

Weapons and Armor: In addition to the starting gear above, select a melee weapon, a ranged weapon, and armor. You may also optionally take a shield.

ARMOR TABLE

Armor	Benefit
Light armor	+3 armor bonus to AC, Add Dex/Int bonus to AC
Heavy armor	+7 armor bonus to AC, -1 Speed, no Dex/Int bonus to AC
Shield	+1 shield bonus to AC

WEAPONS TABLE

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

*This weapon requires ammunition.

Step 5: Filling In the Numbers

Fill in the rest of your character's information:

- 🎲 **Hit Points:** 12 + your Constitution Score.
- 🎲 **Bloodied Value:** $\frac{1}{2}$ your hit point total rounded down.
- 🎲 **Fortitude Defense:** 10 + your level + the better of your Strength or Constitution modifiers.
- 🎲 **Reflex Defense:** 10 + your level + the better of your Dexterity or Intelligence modifiers.
- 🎲 **Will Defense:** 10 + your level + the better of your Wisdom or Charisma modifiers.
- 🎲 **Armor Class (AC):** 10 + your level + armor bonus + shield bonus, if any; if you're wearing no armor or light armor, add the better of your Dexterity or Intelligence modifiers.
- 🎲 **Speed:** 6 + origin modifiers.
- 🎲 **Initiative Modifier:** Your Dexterity modifier + your level + other modifiers.
- 🎲 **Attack Bonus (Weapon):** Best modifier from the weapon's key ability pair + your level + weapon accuracy bonus.
- 🎲 **Attack Bonus (Power):** The power's key ability modifier + your level + the power's accuracy modifier (or weapon accuracy bonus if the power works with a weapon).
- 🎲 **Basic Attack Damage:** 1[W] + weapon's key ability modifier + your level.
- 🎲 **Skill Bonus:** The key ability score modifier + your level + all bonuses you have for that skill.
- 🎲 **Overcharge Bonus:** Your overcharge bonus comes from your primary origin's traits.

Step 6: Alpha Mutations and Omega Tech

This section is going to be different from the main rules in order to bring some stability to the game while still allowing for unexpectedness. *You are encouraged to purchase your own booster cards!* It is not *strictly* required, but is highly encouraged that you do so. You

should have a minimum of 2 booster packs or 16 total cards and you must have a minimum of 7 Alpha Mutations.

There will be different options available if you cannot acquire your own booster packs and the options will be presented further in the rules.

Option 1 (default): Creating your Alpha Mutation deck. As per the standard rules, you may create your own deck of Alpha Mutations using booster pack cards that you own. You must have a minimum of 7 cards in your deck. The card distribution must include 2 commons for each uncommon and 2 uncommons for each rare. You can tell the rarity of the card by the symbol next to the card's number in the upper right. Circles are common, diamonds are uncommon, and stars are rare.

These house rules diverge from the standard rules at this point. Your first draw is your *permanent* mutation. You will always have it available and will always enjoy its benefits. You may overcharge your mutation only once per encounter unless the power stipulates otherwise. Once you overcharge your mutation, tap it to indicate that you've used the overcharge however the benefits remain in effect even while tapped. If the overcharge overrides the basic benefits of the mutation, follow the overcharge effects for that duration. After this duration, your mutation returns to normal. After an encounter, your mutation becomes untapped and can be overcharged again during the next encounter.

When an Alpha Flux occurs, your mutation will be replaced until you experience another Alpha Flux or until the end of the encounter. After this time, your stable mutation reasserts itself and you return to "normal." Discard any Alpha Flux mutations and reinstate your stable mutation.

When you gain a level, you may select a new mutation if you choose to do so. See Gaining a Level.

Option 2: Random Mutation Roll. If you do not have the ability to purchase your own booster packs or want to try something different, you may instead roll d% and consult the Alpha Mutations table. The result of your roll is your permanent mutation. When an Alpha Flux occurs, you draw your mutation from either the DM's deck or your deck (if you have one).

ALPHA MUTATIONS

d%	Item	d%	Item	d%	Item
1	Wings	35	Sympathetic Link	69	Devolution
2	Tentacles	36	All a Dream	70	Confusion
3	Mind Switch	37	Ultrashriek	71	Light Generation
4	Radio Head	38	Polar Aura	72	Empathic Healing
5	Narcolepsy	39	Multiattack	73	Fast Healing
6	Hyper-Balance	40	Plaything	74	Feelers
7	Liquid Bones	41	Redundant Organs	75	Force Field Generation
8	Adrenal Rage	42	Invisibility	76	Sound Imitation
9	Dart Cough	43	Density	77	Footus Ginormicus
10	Proboscis	44	Fire Wings	78	Extra Arm
11	Metal Body	45	Explosive Pods	79	Shaggy Pelt
12	Sensitive Nose	46	Center Cannot Hold	80	Infravision
13	Hands of Time	47	Mind Trick	81	Time Slide
14	Hands of Power	48	Download Ego	82	Kinetic Absorption
15	Molecular Instability	49	Shadow Person	83	Levitation
16	Huge Arms	50	Static Field	84	Life Leech
17	Death Reading	51	White Dwarf	85	Reflexive Teleport
18	Machine Command	52	Pants on Fire	86	Gravity Well
19	Psychic Illusion	53	Das Gamma Auge	87	LMAO
20	Object Reading	54	My Name is Mud	88	Phasing
21	Mandibles	55	Inhabit Corpse	89	Phobia Projection
22	Accelerated Claw	56	Know-It-All	90	Quills
23	Gigantism	57	Explode!	91	Redirection
24	Sonic Screech	58	Mind Killer	92	Rubbery Skeleton
25	Healing Roots	59	Hyperactive	93	Amnesia Field
26	Flurry of Bodies	60	Disintegrating Touch	94	Stink Glands
27	Duality	61	Accelerated Reflexes	95	Super Genius
28	I, Battery	62	Adaptive Resistance	96	Teleportation
29	Phase Strike	63	Psychic Reversal	97	Vampiric Healing
30	Shimmershield	64	Aquatic Adaptation	98	Venomous Spurs
31	Crushing Gravity	65	Anti-Life Leech	99	Stoke Resentment
32	Body of Light	66	Carapace	100	Hostility
33	Neutron Emission	67	Cloud the Mind		
34	Strong as Stone	68	Beguiling		

Creating your Omega Tech deck. You do not start with an Omega Tech readied. Your DM will have you draw from your deck or his deck when you find something. Pure-Strain Humans are an exception to this rule (see Appendix A for more information).

Appendix A: Pure-Strain Humans

Pure-strain humans are a hardy lot, having survived the myriad mutagenic energies that came into being when *Reality Zero* happened. Of all the peoples in all the realities that collided, they were the only ones to have gained no mutations at all! As such, Pure-Strain Humans cannot have an Alpha Mutation deck, they do not experience Alpha Flux, and they do not have the ability to overcharge.

To create a Pure-Strain Human, you select the Engineered Human origin twice during character creation. Upon doing so, you gain Pure-Strain Human as your primary origin and Engineered Human as your secondary origin.

PURE-STRAIN HUMAN TRAITS

Mutant Type: Constitution; no power source; no overcharge bonus.

Skill Bonus (Level 1): Gain a +4 bonus to any two *different* skills of your choice. They may be Interaction and Science.

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

Privileged Society (Level 1): You start the game with an Omega Tech card readied. It may come from your own deck or your DM's deck.

Pure-Strain Human Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you are able to use one of your Omega Tech cards a second time and you do not have to make an Omega Charge check at the end of the encounter.

PURE-STRAIN HUMAN POWERS

SLIPPERY SURVIVOR

PURE-STRAIN HUMAN NOVICE

You move around the battlefield, making it difficult for enemies to land an attack.

At-Will ☯ Physical, Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Dexterity + Your level + weapon accuracy vs. Reflex

Hit: 1[W] + weapon accuracy physical damage, and you may shift your Wisdom modifier as a free action upon a successful hit.

SAY HELLO TO MY LITTLE FRIEND

PURE-STRAIN HUMAN UTILITY

You pull a gun from nowhere, taunt your enemies and shoot everything that's not a friend.

Encounter ☯ Gear

Free Action

Personal

Effect: You may fire your gun a number of times equal to your Charisma modifier without running out of ammo at the end of the encounter. If you fire your gun more than that, you are out of ammo at the end of the encounter. If your Charisma modifier is negative or zero, you are able to fire your gun twice without losing ammo at the end of the encounter.

YOU MANIACS!

PURE-STRAIN HUMAN EXPERT

Your disbelief of the actions of your ancestors and subsequent shout takes your enemies by surprise!

Encounter ☯ Physical, Weapon: Gun

Standard Action

Close Blast 5

Target: Each enemy in blast

Attack: Dexterity + Your level + weapon accuracy vs. Reflex

Hit: 3[W] + weapon accuracy physical damage, and the target is dazed until the end of your next turn.

Miss: ½ damage and the target is not dazed.

Appendix B: Additional Rules

Second Wind

Using your Second Wind is handled as normal if the character is using it to regain hit points. Instead of regaining hit points, you may use your Second Wind to refresh your Alpha Mutations. As per the rules, using your Second Wind is an encounter power and is a minor action. However, instead of regaining hit points equal to your bloodied value

and gaining +2 on your defenses, you may refresh an Alpha Mutation. If you possess more than one Alpha Mutation either due to your level or a game effect, you may choose one of those mutations to refresh. Unlike the healing effect of a Second Wind, the mutation refresh cannot be triggered by another character. The standard Second Wind takes effect in this case.

Wound system

Any time you take damage that takes you below your bloodied value for the first time, each time you are reduced to 0 or less hit points, or each time you fail a death save, or any time you receive a critical hit (but not from a minion), you gain a wound token. As long as you have wound tokens, you take a -2 penalty to all checks and saves (though a natural 20 is an automatic success, it is not a critical success) as well as -1 to all attack rolls. Additionally, if you have 3 or more wound tokens your Speed is reduced by 2. At the end of an encounter, during a short rest, you may make a save against each wound token in order to remove it. If you still have 2 or more wounds after the short rest, you are Weakened.

Any other character can attempt a Hard Science or Nature check to remove a wound token from an ally. There is only time for one such check during a short rest but multiple characters may attempt the check.

An extended rest removes all wound tokens, the Weakened condition, and any penalties.