



SAVAGE

GAMMA WORLD

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<u>ACKNOWLEDGEMENTS</u>	1	<u>GEAR</u>	28
<u>WHAT HAS GONE BEFORE</u>	1	<u>SELECT GEAR NOTES</u>	29
<u>CHARACTER CREATION</u>	1	<u>ARMOR</u>	32
<u>OVERVIEW</u>	1	<u>WEAPONS</u>	32
.....	2	
<u>RACES</u>	2	<u>GENERAL WEAPON NOTES</u>	34
<u>NEW HINDRANCES</u>	2	<u>FORCE FIELDS</u>	37
<u>NEW EDGES</u>	3	<u>VEHICLES</u>	37
<u>UNUSED EDGES/HINDRANCES</u>	3	<u>RADIATION</u>	38
<u>CHANGED EDGES</u>	3	<u>EXPOSURE</u>	38
<u>NEW SKILL</u>	4	<u>BEASTIARY</u>	39
<u>OCCUPATIONS</u>	4	<u>ROBOTS</u>	52
<u>MUTATIONS</u>	5	<u>ADVENTURE DECK ADDITIONS</u>	59
<u>MUTATION TABLE</u>	6		
<u>PHYSICAL MUTATIONS</u>	7		
<u>MENTAL MUTATION</u>	14		
<u>PLANT MUTATIONS</u>	21		
<u>TECH LEVELS & ARTIFACTS</u>	27		
<u>TECH LEVELS</u>	27		
<u>FIGURING OUT ARTIFACTS</u>	27		



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This supplement is a conversion of Gamma World, versions 1-3, published by TSR, inc.

Gamma World (1st Edition), by James M. Ward and Gary Jaquet, 1978,1981, TSR, Inc.

Gamma World (2nd Edition), by James M. Ward, David James Ritchie and Gary Jaquet, 1983, TSR, Inc. Gamma World (3rd Edition), by James M. Ward, 1986, TSR, Inc.

And includes converted elements from:

GW1 Legion of Gold, by Gary Gygax and Paul Reiche III, 1981, TSR, Inc.

GW2 Famine In Far-Go, by Michael Price, 1982, TSR, Inc.

GW3 The Cleansing War of Garik Blackhand, by Michael Price & Garry Spiegler, 1983, TSR, Inc.

Savage Gamma World is fan-created and nothing in it should be construed as an official part of either the Savage Worlds system or Gamma World, nor be seen as a challenge to any copyrights.

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What this document is not:

This document is not a single source for Gamma World or Savage Worlds material.

Please obtain a copy of Savage Worlds Adventure Addition to use this material. Available from peginc.com and drivethrurpg.com

Please obtain a copy of Gamma World (PDFs are available from drivethrurpg.com) for goodness like Cryptic Alliances, awesome artwork and design notes.

Suggestion:

The Savage Worlds Science Fiction Companion has additional gear, weapons and vehicles that would fit into Gamma World easily.

WHAT HAS GONE BEFORE

Ragnarok came as prophesied. Vast hosts of Light and Dark descended from the unfathomable heavens enmeshed in their eternal battle, demanding that allegiances be declared, that souls be dedicated, that a final conflict be waged. Multitudes rallied around the banners of their chosen Godhead, accreting ire, honing madness. Then, the Seals were opened with the Keys of Light and Heat; and the Voices of Gods and Demons raged across the sky. Cataclysms rocked the roots of the Earth. Seas became steam, stone flowed like water; the air burned. The Thunder of the Final Judgment of Men and Gods shattered the moon and forever changed the Face of World. The Ladders of Life were split asunder.

And like fabled Babel so long ago, the Body of Mankind was strewn like chaff across the World. And the Face of Mankind was changed and ever-changing. And the Beasts of the World, and the Plants of the Earth were changed and ever-changing.

And from this roiling cauldron, nature culled new children. A New Age has begun.

--- Oral History of the Wild Coast

In the fifteen generations since the Shattering of the Moon, mankind has survived and come to terms with this new world. Indeed, it is time for the glories of the past to become the realities of our future. We can rebuild this world; we can build ourselves a better life. Much wisdom was lost; but it can be regained! The conflicts of the past are the past. The griefs from the outer ether are no more. We are once again masters of our futures. Let that future be a bright one!

--- A Restorationist speaker heard preaching at the main market in Newton

That which does not kill us, makes us stranger.

--- Ermin, a hermit of the Deathlands of Hio

Man is the most dangerous, destructive, selfish, and unethical animal on earth. Humanoids have grown like a cancer. We're the biggest blight on the face of the earth. If you haven't given voluntary human extinction much thought before, the idea of a world with no people in it may seem strange. But, if you give it a chance, I think you might agree that the extinction of Homo sapiens, Homo mutatis, and all products of their corrupting touch would mean survival for millions, if not billions, of Earth-dwelling species ... Phasing out the human race will solve every problem on earth, social and environmental.

--- Quote from a member of the Friends of Entropy just before his execution for raiding the village of Mermot, wiping out all life there and razing it to the ground.



CHARACTER CREATION

OVERVIEW

Choose Race and distribute 5 points amongst the Attributes.

If a mutant, generate mutations. I recommend doing this before buying Edges and Skills, unless you're buying a mutation-affecting Edge.

GM determines starting Tech Level. Choose Occupation(s)

Buy Skills, Edges and Hindrances as normal. Savage Gamma World is a heroic, high-adventure setting, so you may ignore Rank requirements during character creation. All other requirements must be met as usual. Determine all Derived Attributes.

Get starting Gear and/or 250 towards Gear.

Do to the incredible nature of mutations and leavings of the Shadow Years, the Trait cap is raised to d12+4.



RACES

Pure Strain Human

Also known as Purebloods, Purebreeds or PSH, these are all that remains of the finest human stock. Specially conditioned against genetic drift, these Uber men endeavor to claw a home in a world gone chaotically mad.

- Start with d6 in Smarts and Vigor
- +2 to figure out artifacts
- Gain full benefits of all medical devices
- Most robots and AI will not harm PSHs, and may aid them if they can show the proper ID
- Are not mutated by exposure to radiation
- Start with a free Edge

Mutated Human

Also known as Humanoid, Mutant or Mutie, these are the remains of the vast majority of the human race, warped and altered by the radiation, biogenics, viruses and antidotes of the Shadow Years.

- Begin with 1d4 Physical and Mental mutations
- May pass for Pure Strain Humans to robots and computers if they have no obvious mutations
- May gain good benefit from medical devices
- May mutate from further exposure to radiation
- Though of human stock, they do not start with a free Edge

Mutated Animal

These are intelligent animals who have developed some form of communication. They may use tools and weapons as normal if they have some form of manipulative digits.

- May have natural abilities of the original stock animal, per GM
- Cannot generally command robots or computers
- Gain some benefit from medical devices
- Begin with 1d4 physical and mental mutations
- May mutate from further exposure to radiation

Mutated Plant (Optional for PCs)

These are intelligent plants who have gained mobility, the ability to sense their surrounding and communicate in some way.

- Begin with one mobility mutation of choice and 1d3 physical and mental mutations
- Cannot command robots or computers, but are ignored by them 80% of the time
- Animal-intelligent critters may ignore them unless the plant initiates an attack or the like
- May mutate from further exposure to radiation
- Gain the Plant Edge: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will. Wild Card plants never suffer Wound Penalties
- May not need food as long as there is soil and sun
- Limbs removed by Cripple effects may be regrown in 1d6 weeks of rest

NEW HINDRANCES

Affliction (Minor/Major)

You've contracted some powerful and nasty illness, or been subjected to mind-numbing and flesh-melting radiation of some kind. Regardless, your time is running out.

Minor: You are -1 to Fatigue rolls vs. physical exertion. You're not too far along yet, and might be able to hide/suppress your condition.

Major: You are -2 to Fatigue rolls vs. physical exertion. You are obviously ill, which may affect other's reactions to you.

BOTH: At the end of the game session, before Bennies are converted to Experience, the Afflicted character makes a Vigor roll. If failed, then the Affliction advances one severity. Minor becomes Major. If Major already, the character will expire at the end of the next session where he fails a Fatigue roll (or a GM appropriate time).

Genetic Instability (Major)

Radiation and other mutagens love to play havoc with the stuff of your being. Radiation inflicts an additional +1d6 damage on you, and you suffer a -2 to all Vigor rolls related to Radiation and mutation-causing effects. The Devolution mutation is +2 against you.

Gimp (Minor)

Those tangles of flesh and bone you call legs just don't work as well as they should: -1 Pace. This is cumulative with Lame.

Gone Green (Major)

The Ancient's technology is what brought the dark times, and battles over it's remains causes so much more suffering. You simply choose not to use or ride anything of Tech III or higher. The destruction of artifacts does not distress you.

Thin Skinned (Major)

There's no such thing as a flesh wound for you. Every little twinge hurts like hell and real pain is incapacitating. When you have a Wound, your Wound Penalty is increased by +1.



NEW EDGES

Background Edges

Big 'N' Strong

Prerequisites: Novice, Brawny, Strength d8+

Your character is exceptionally strong. His load limit is Str x15 and he is +1 on Fighting damage and rolls to break things.

Extra Mutation

Prerequisites: Novice

The mutant begins with an additional random mutation. The mutation can be physical or mental, as the player likes. This can be taken twice, once each for physical and mental.

Family Lineage

Prerequisites: Novice

The player may choose any one of his mutations instead of randomly generating it. This family-line characteristic has bred true through the generations. The mutation in question must have the GM's blessing.

Professional Edges

Merchant

Requirements: Novice, Smarts d6+, Notice d6+, Persuasion d6+, Streetwise d6+

These generally wandering purveyors of oddities and transporters of necessities get a +2 to Streetwise rolls to find goods and commodities for sale, or to vend the same. Savvy in the value of things, they may make a Notice roll to appraise an item's general worth. Each point of failure indicates a 10% value wrong. If actively engaged in bartering or bargaining, the Merchant may make a Persuasion vs. Target Spirit to negotiate a 10% value modifier in the Merchant's favor. Snake Eyes results may make the target feel like he's being cheated or treated like a Rube.

Combat Edges

Frothing Rage

Requirements: Novice, Fighting d8+

Your character not only ignores his Wound Penalties when causing Fighting damage, but actually adds his Wound Penalties to the roll. A character with a -3 wound penalty, for instance, adds +3 to his Fighting damage rolls!

Multi-Fisted

Requirements: Agility d8+

There are creatures and mutants that will have more than a single pair of limbs. This edge allows them to avoid Multi-Action Penalties for as many limbs as 1/2 their Agility. Thus d8:4 limbs, d10: 5 limbs, etc.

Weird Edges

Evolve

Requirements: Seasoned, Wild Card

One mutation of the player's choice has increased in power in some way. Generally this will be a +2 to hit and/or damage, depending on the mutation. Non-combat-types duration could be increased by a factor or range could be increased. Let the GM-Player negotiations begin. This Edge may be taken multiple times for different mutations, but only once per Rank.

Drift Resistant

Requirements: Novice, Vigor d8+

Your DNA is pretty damn stable so that you are +2 to all Vigor rolls related to Radiation and mutation-inducing effects. The Devolution mutation is -2 against you.

Techno Savvy

Requirements: Wild Card, Veteran (Cannot be taken during character creation without GM approval)

Character has absorbed enough information and understood enough concepts that he actually increases his Tech Level by one. This may only be done only once.

UNUSED EDGES/HINDRANCES

Edges- Arcane Background, Arcane Resistance, Improved Arcane Resistance, Champion, Holy/Unholy Warrior, Mentalist, New Power, Power Points, Power Surge, Rapid Recharge, Improved Rapid Recharge, Soul Drain, Wizard.

Hindrance- Doubting Thomas

CHANGED EDGES

Technomancer

(Replaces Gadgeteer)- Requirements: Novice, Knowledge (Technomancy) d10+, Smarts d8+, Repair d8+, at least 2 other Scientific (Specialization) skills d6+

These inventors, sages, crazed technophiles, or learned elders have the knowing of the Ancients (so they say) and have learned enough to be dangerous. As long as they have access to myriad detritus of the Ancients, they may create objects of wonder. Once per game session, the Technomancer may create a gadget or doohickey that mimics an Arcane Power in practice, with the trappings of Ancient

Science. Mimicked Power's Rank restrictions apply. The item has Power Points equal to the Technomancer's Smarts die, and once they are used up the object is burnt out. Knowledge (Technomancy) is used for any activating rolls, thus anyone may use the device who has that skill.

Available Powers: Armor (as a simple +2/+4 force field), Barrier, Blast, Bolt, Burst, Deflection, Entangle, Healing, Light, Obscure, Puppet, Speak Language, Stun, Telekinesis.

Tinker

(Replaces Mr. Fixit)- Requirements: Novice, Knowledge (Technomancy) d8+, Smarts d10+, Repair d8+, at least two other scientific/engineering Knowledge skills.

Adds +2 to Repair rolls. With a Raise, repair time is halved. In addition, this character is +2 to figure out Artifacts.

Wasteland Walker

(Replaces Woodsman)- Requirements: Novice, Smarts d8+, Vigor d6+, Notice d8+, Survival d6+

These hardened souls have spent a lot of time out in the dangerous lands of the Savage Gamma World and come through it all alive. They add +2 to Survival and Tracking rolls. In addition, their insight into the wilderness grants them a +2 bonus to Vigor rolls to resist Fatigue from Heat, Cold and deathland Radiation (not directed, only from ambient, outdoor sources).

NEW SKILL

Knowledge (Technomancy)

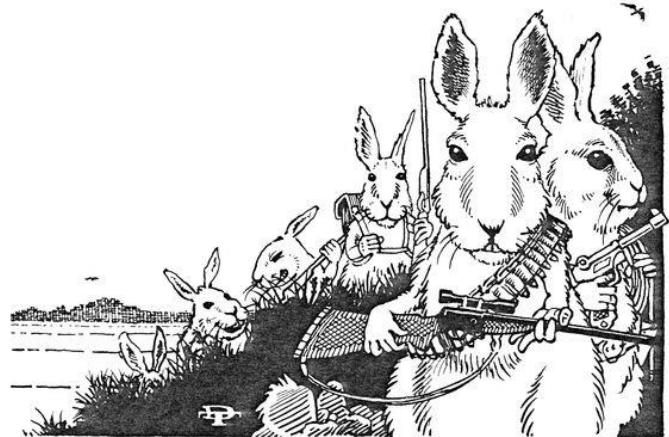
Most survivors of the apocalypse (Especially your Tech I or II peoples) have a technical expertise based on lore, half remembered facts, practical experience and occasionally correct information. This smattering of nigh-mystical information takes that place of true Science for most survivors and fills in the gaps for those that have other Knowledge specialties.

OCCUPATIONS

Wanderers of the Savage Gamma World come from a variety of social classes and backgrounds before they began treasure-hunting amongst the ruins of the Ancients, forging new paths through the wastelands between settlements or fending off encroaching attackers. Characters should list one or more occupations that fit their Background/ Skills/ Edges/ Hindrances. Occupations don't keep the character from having any skills, nor do they rail-road him into specific skill packages. They do come into play when appropriate Knowledge rolls need to be made however.

A Farmer might recognize a strange plant from either past experience or local lore, an Engineer might be able to tell if a ruined structure is near collapse or not, etc. The Occupations listed are a smattering and fairly general; players may always create new ones to

fit their background.



Aristocrat- Even small towns have hierarchies and bored socially/politically/economically advantaged people often feel restless and need to explore.

Artist- Just because the world came tumbling down doesn't mean there aren't those who still seek to express themselves through painting or sculpture. The ruins are chock full of new and strange materials to work in.

Blacksmith- This may be a simple maker of iron tools to a precision metal-worker, able to fashion tools and cast new parts.

Criminal- Even in the aftermath of the Shadow Years there are some who still survive by preying upon others through cons, fraud, burglary or mafia-like organizations.

Engineer- Putting knowledge into actions, these are the people who design the crop-watering systems, local plumbing, buildings, bridges and a host of other things.

Entertainer- Laughter and wonderment are still valued commodities in the Savage Gamma World, and entertainers of all sorts are prized for their ability. Some stay local, while others are parts of traveling troops.

Farmer- Prizing a living out of the unforgiving soil is one of mankind's oldest occupations and one that is still necessary. Farmers are cognizant of the seasons (warped as they may be) and the local terrain.

Healer- Communities prize those who can succor the myriad wounds and afflictions of the current age. Healers may need to travel far to obtain the materials for their healing arts.

Herdsman- Those herds of rakkoxen and stables of brutorz aren't going to just take care of themselves. Herdsman are very informed about the local fauna.

Hunter- Supplying the community with fresh meat and other animal-related products such as fur, bone or poisons can be both beneficial and lucrative. These people are very comfortable in the savage environs outside of the community's borders and are often hired as scouts and trackers.

Laborer- There are those who plan and those who toil. The Engineer may plan a great work, but he cannot build it alone and thus it falls onto the backs of those who know the gritty matters of building and creating.

Merchant- Goods still flow within the larger towns and between towns, villages and remaining cities and somebody's got to take it there. For a price, of course.

Priest- The pre-fall religions haven't faded away, and with the coming of the Shadow Years, ancient ones resurged and new ones were born, usually around a legendary local figure or the Holy Atom. In religious communities, these people serve as valuable social glue

and pillars of hope to cling to. They can also be beacons of dissention and violence. Much like today...

Scavenger- Like the fur-trappers of ages past, these intrepid (some say crazed) individuals make their living picking the ruins clean of anything even remotely useful. They claim to know in which locations to look for specific items.

Scholar- Devotees of knowledge, they crave new information and are steeped in lore. Although they may prefer to hole up in their libraries, laboratories or warehouses the temptation of fresh discoveries can take them to new and dangerous areas.

Soldier- The Savage Gamma World is a dangerous place and naturally creates those whose specialty is combat. Often found in the employ of the local warlord or cryptic alliance, soldier types easily occupy places in smaller communities as well.

Spy- The desire for power creates a need for inside information and those willing to ply that shadow trade — along with other acts of subterfuge — still exist.

Vault Dweller- Sometimes the progeny of the Ancients live on in secluded, underground areas. These vaults may occasionally send out envoys or searchers for particular pieces of Tech that the Vault couldn't live without.

MUTATIONS

Mutations are unlike any other power in Savage Worlds in that they are not beholden to an Arcane Background, nor purchased like an Edge. They are not powered by power points and their trappings are very specific. Each mutation has a listing for Range, Duration and Use followed by a description of its effects.

Determining Mutations

- To find out how many mutations you have, roll 1d4 each for Physical and Mental Mutations.
- Roll d100 for each mutation on the appropriate table to determine the exact mutations you possess.
- If you roll up the same mutation more than once you may disregard and roll again, or with the GM's blessing, increase the potency of that mutation in some way.

Starting Defect Limits

There is a real possibility of generating a Hopeless Character: one so riddled with defects that his chances of survival for another hour is unlikely. To forestall this during character generation you may only have a max of one-half of your mutations in each category be defects. Thus, 2 mutations, only 1 may be a defect. If you've already generated your maximum number of starting defects and you roll another defect, ignore it and roll again. Now, defects you acquire later through further mutation you're just going to have to live with.

Non-Random Option

There are those who find random generation in any form anathema, and while I feel that random mutation generation is part and parcel of the feel and fun of Gamma World, there is an option. If the GM allows this, you still randomly generate the number of mutations you have, but you may select them as you see fit. The GM then gets to select 1 defect for every two mutations you have in each category.

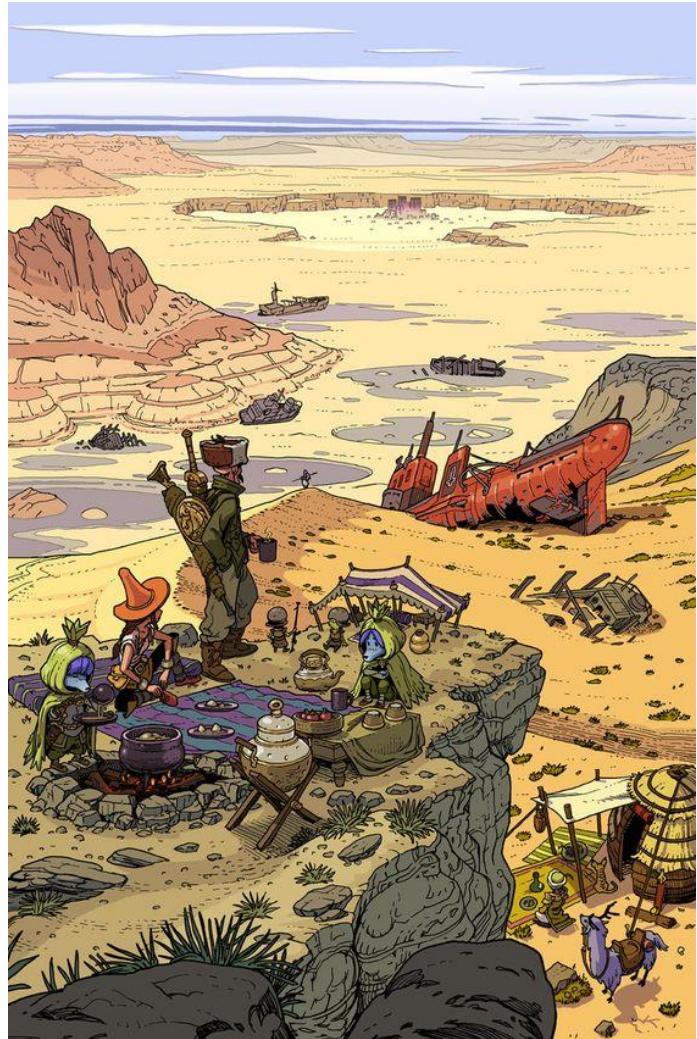
Using Mutations

Some mutations are always in effect and their Duration is listed as Constant. The mutant usually has little to no control over them and thus does not need to activate them in any way.

Others do require and Action be spent to activate and use them, generally this is pretty obvious. Some require a creature be touched, in these cases roll the Touch attack first and then roll any required Trait for the effect. This does not count as a multiple action, so the activation roll suffers no Multi-action Penalty. Raises on the Touch attack in no way effect any damage or effect of the mutation, only raises from the required Trait roll do so.

Directed Attacks

Many mutations are blasts, beams or other similarly projected attacks. Physical projected attacks use the mutant's Shooting skill. If the mutant does not have the Shooting skill the attack defaults to d4 instead of the usual d4-2. Mental projected attacks always use the mutant's Smarts die for the attack roll.



MUTATION TABLE

Physical	Mental	Plant
01-02 Actual Metamorphosis	01-02 Absorption	01-02 Absorption
03 <i>Anti-Charisma</i>	03-04 Accelerate Growth	03-05 Accelerated Growth
04-05 Anti-Life Leech	05 Attack Reversal	06-08 Adaptation
06 <i>Arterial Weakness</i>	06-07 Beguiling	09-10 Allurement
07 <i>Attraction Odor</i>	08-09 Confusion	11-13 Animal Parts
08 <i>Bacterial Susceptibility</i>	10 Death Field Generation	14-15 Anti-Life Leech
09-10 Body Control	11-12 Density Control—Others	15-16 Aromatic Powers
11 <i>Body Weakness</i>	13 Devolution	17-18 <i>Attraction Odor</i>
12-13 Carapace	14-15 Directional Sense	19-20 Bacterial Symbiosis
14-15 Chameleon Powers	16-17 Empathy	21-23 Bark or Spines
16 <i>Dark Dependency</i>	18-19 <i>Energy Negation</i>	24-25 Beguiling
17-18 Density Control—Self	20-21 Fear Generation	26-28 Berries
19 <i>Diminished Sense</i>	22 <i>Fear Impulse</i>	29-30 Chameleon Powers
20-21 Displacement	23 Force Field Generation	31-32 Contact Poison Sap
22 Dual Brain	24-25 Gamma Eye	33-34 Control Birds or Insects
23 Duality	26-27 Genius Capability	35 <i>Dark Dependency</i>
24-25 Electrical Generation	28-29 Hghtnd Brain Talent	36 <i>Daylight Stasis</i>
26-27 Energy Absorption	30 Hghtnd Intelligence	37-38 Death Field Generation
28-29 Energy Metamorphosis	31 Hostility Field	39-40 <i>Displacement</i>
30 <i>Energy Sensitivity</i>	32-33 Illusion Generation	41-43 Dissolving Juices
31 <i>Fat Cell Accumulation</i>	34-35 Intuition	44-45 Electrical Generation
32-33 Gas Generation	36-37 Levitation	46-47 Energy Negation
34-35 Gills	38 Life Leech	48-50 Explosive Fruit/Seeds
36-37 Hands of Power	39-40 Light Manipulation	51-52 Heat Generation
38-39 Heat Generation	41-42 Magnetic Control	53 <i>Heat Reaction</i>
40 <i>Heat Reaction</i>	43-44 Mass Mind	54 <i>Light Dependency</i>
41-42 Hghtnd Balance	45 Mental Blast	55 Mimicry
43-44 Hghtnd Physical Abil	46-47 Mental Control	57-59 Mobility
45-46 Hghtnd Precision	48-49 Mental Control of Body	60-61 Modified Leaves
47-48 Hghtnd Sense	50 Mental Defenselessness	62-64 Modified Vines/Roots
49-50 Horns or Antlers	51 Mental Invisibility	65-67 New Body Parts
51 <i>Inc/Decr Metabolism</i>	52 Mental Multiplier	68-70 New Sense
52-53 Infravision	53 Mental Paralysis	71-73 Physical Reflection
54 <i>Inhibiting Field</i>	54-55 Mental Shield	74-75 Radiated Fiber
55 <i>Insanity</i>	56 Molecular Disruption	76-78 Regeneration
56-57 Kinetic Absorption	57-58 Molecular Sense	79-80 Seed Mobility
58 <i>Light Dependency</i>	59 <i>Periodic Amnesia</i>	81-82 Sound Imitation
59-60 Light Generation	60 Phobia	83-84 Spore Cloud
61-62 Mane or Bristles	61 Planar Opening	85-86 Symbiotic Attachment
63 Modified Body Parts	62-63 Plant Control	87 <i>Temperature Sensitivity</i>
64 Multiple Body Parts	64-65 Psychometry	88-89 Texture Change
65 <i>Narcolepsy</i>	66-67 Pyro/Cryokinesis	90-92 Thorns/Spikes
66 New Body Parts	68-69 Reflection	93-95 Throwing Thorns
67 <i>No Nerve Endings</i>	70 Repelling Force	96-97 Wings/ Gas Bags
68 Oversized Body Parts	71 Seizures	98 Roll Again, no defects
69 Photosynthetic Skin	72-73 Stunning Force	99 Roll Twice, no defects
70 Physical Reflection	74-75 Summoning	100 Player's Choice
71-72 Poison Generation	76 Symbiotic Attachment	
73 <i>Poison Susceptibility</i>	77-78 Telekinesis	
74 <i>Poor Dual Brain</i>	79-80 Telekinetic Arm	
75 <i>Poor Respiration</i>	81-82 Telekinetic Flight	
76-77 Quills or Spines	83-84 Telepathy	
78-79 Radar/ Sonar	85 Teleportation	
80 Radiation Eyes	86-87 Teleport Object	
81-82 Regeneration	88 Temporal Fugue	
83 Shapechange	89-90 Thought Imitation	
84-85 Shorter	91 Time Distortion	
87-88 Skeletal Enhancement	92-93 Time Manipulation	
89 <i>Skin Structure Change</i>	94 Time Phasing	
90 Sonic Blast	95-96 Total Healing	
91 Sound Imitation	97 Weather Control	
92 Speed Increase	98 Roll Again, no defects	
93-94 Taller	99 Roll Twice, no defects	
95 Total Healing	100 Player's Choice	
96 Ultravision		
97 Wings		
98 Roll Again, no defects		
99 Roll Twice, no defects		
100 Player's Choice		

Note: All Italicized entries are Defects

PHYSICAL MUTATIONS

ACTUAL METAMORPHOSIS

Range: Touch

Duration: Variable

Use: Constant/Special

User must touch target, maintain contact for an entire round and then make a Spirit roll. He gains all Traits (other than Smarts and Spirit), mutations and abilities of the mimicked creature. The change lasts until the character resumes his natural form willingly, adopts a new form or until he reshapes energy. When hit with any type of energy weapon (eg, laser, electric fence) the character absorbs and reshapes that energy, shooting it from his body as if he were firing a laser type weapon (use the mutant's Shooting skill).

After this happens the character resumes normal form. Reshaping is automatic and cannot be controlled past directing the reshaped blast. Only organic creatures may be morphed into. Reverting to normal form, willingly or unwilling also causes a Vigor roll to be made. If the roll is failed the character takes a Fatigue level and is Shaken. If made, he is Shaken, and if any raise is achieved, he is fine and may act normally. The power to transform from the character's normal shape can be used once every 12 hours minus the character's Vigor die type.



ANTI-CHARISMA Defect

Range: 15" Radius

Duration: Constant

Use: Constant

All persons within range feel an irrational disgust for the character.

His social skill rolls like persuasion is at a -2.

ANTI-LIFE LEECH

Range: Body

Duration: Constant

Use: Constant

The mutant is immune to the effects of Life Leech. In fact, when the mutant is attacked by a Life Leech attack, he makes a Vigor roll. A success means that the Life Leecher takes a Fatigue Level and is Shaken, or takes a Wound and is Shaken on a raise. If the roll fails, the Life Leecher is still Shaken.

ARTERIAL WEAKNESS Defect

Range: Body

Duration: Constant

Use: Constant

Character's veins and arteries lack elasticity so that they do not close off when cut to stop bleeding. Damage from cutting or puncturing attacks are at +3.

ATTRACTION ODOR Defect

Range: to 10 miles, depending on the wind

Duration: Constant

Use: Constant

Mutant's strong body odor attracts carnivores of all types. They don't come to have tea and good conversation.

BACTERIAL SUSCEPTABILITY Defect

Range: Body

Duration: Constant

Use: Constant

The character is not immune to viral and bacterial infections. All rolls to resist and recover from infection are at a -2 and all effects and duration of disease are doubled. Malicious GM's may call for Vigor rolls when damage is taken in hazardous conditions (sewers, swamps, etc).

BODY CONTROL

Range: Body

Duration: 3d6 min

Use: Once each 8 hrs

The mutant temporarily increases one body function of his choice. He must make a Vigor Roll, if successful the function is increased as listed. Each raise grants a bonus of +1 as applicable. The character suffers a level of Fatigue damage at the expiration of the mutations duration, recoverable after 5 minutes of rest.

- **SIGHT:** Gain the ability to see up to 60yds at night, in fog or in water and can visually gauge radiation.
- **HEARING:** Can hear everything within 90yds and can't be surprised. All sonic attacks against the mutant are +2 to hit and damage.
- **TOUCH:** The mutant gains an intuitive understanding of the structure of something touched. All work or attacks upon this structure are at +2.
- **SMELL:** The mutant can distinguish faint smells, identifying their source and adding +2 to Tracking; and may detect when poisons are present within something.
- **MUSCLE CONTROL:** He speeds up his body to twice the level of functioning. Two actions per round at no multi-actions penalty. If the Vigor roll had a raise, then you may discard initiative cards of 8 or less each round and redraw.

BODY WEAKNESS Defect

Range: Body

Duration: Constant

Use: Constant

The Mutant suffers from some weakness in his skin, muscles, bones, nerves or immune system. An affliction must be chosen from the list below or created afresh when this mutation is manifested.

- **WEAK STAMINA:** Any actions requiring endurance may be performed only 1/2 as long as a healthy person would. -2 to all Vigor rolls.

- **SENSITIVE:** Loud noises, heat, cold and radiation cause the being to suffer from pain causing a -2 to all actions.
- **BRUISING:** The mutant is an albino and is sensitive to bright lights (-2 all actions while in such light) and all Wounds Heal twice as slow — Natural Healing roll interval doubled.
- **SKIN MELTING:** The mutant's skin is very sensitive and non-distilled water is treated as an acid, doing 1d4 damage each turn to exposed flesh. 2d6 damage per round if immersed.
- **POOR IMMUNITY:** -2 Vigor to resist sickness, disease, poison of environment.
- **BRITTLE BONES:** Kinetic attacks getting past armor do an additional +1d4 damage.



CARAPACE

Range: Body

Duration: Constant

Use: Constant

The mutant gains a chitinous carapace that gives him natural armor. Roll d10: 01-7 = Partial Carapace, 8-10 = Full Carapace. A character with a Carapace is still subject to armor layering rules.

• **PARTIAL:** Armor +2, Covers the Torso and Head.

• **FULL:** Armor +4 to all locations, -1 Pace.

CHAMELEON POWERS

Range: Body

Duration: Constant + Special

Use: Constant

The mutant has the ability to alter his coloration to blend in with his surroundings. Mobile characters constantly change color while moving. Each time he uses the mutation, he must make a Vigor Roll to enable it. With a success the mutant is well-blended in. Watchers may detect the critter if he has reason to look and makes a Notice -4 roll. Once detected, attacks vs the chameleoned one are at -4. With a raise on the mutation roll the creature is completely invisible against the background. The penalty to Notice him is -6. If the creature moves while using this power, viewers Notice roll is at -2 or -4 with a aforementioned raise. Even though this mutation is a conscious power, there is no negative applied to other activities while

it is in use. The mutant may use this power for up to a full hour at a time, when 2d10 minutes must pass before it is used again.

DARK DEPENDENCY Defect

Range: Body

Duration: Constant

Use: Constant

The mutant must stay in dim light. In bright light (not moonlight or starlight) he suffers nervousness and is nearly blind (-2 to attack or Notice something beyond 5"). He sees in dim light as well as others see in full daylight. The mutant takes 1d6 damage per round exposed to bright light.

DENSITY CONTROL — SELF

Range: Body

Duration: 1 hour

Use: Twice per day

The mutant has the ability to increase and decreases his density. A successful Vigor roll nets a factor of one. Each raise, increases that factor by +1.

• **INCREASE:** You become smaller and denser, shrinking inside your clothing. You are -1 Pace, but +1 Toughness per factor.

• **DECREASE:** You become larger and less dense, tight clothing and armor could impeded this. You are +1 Pace, but -1 Toughness, per factor.

DIMINISHED SENSE Defect

Range: Body

Duration: Constant

Use: Constant

One of the mutant's senses is impaired. Roll 1d4

1. Bad Eyes; Minor by day, Major at night.

2. Hard of Hearing; Minor within 3m, Major beyond that.

3. Loses all sense of taste and smell.

4. Sense of touch is impaired, all touch-related activity is at -2.

This mod does not affect attacking or defending.

DISPLACEMENT

Range: Special

Duration: Constant

Use: One use per hour

The mutant has the power to avoid danger by automatically teleporting up to 15" away within line of sight when encountering a hazard. The player may decide when it goes into effect but it can only be used after successful to-hits, but before damage rolls. A Spirit roll is made to determine success; -2 if the mutant is Shaken. This does not count as an Action and may be used at any time in the round as long as the mutant is just about to take damage.

Unconscious/Incapacitated creatures are unable to use this power. The GM determines where the mutant teleports to. If there is no safe place to teleport to, this automatic response will not work.

DUAL BRAIN

Range: Body

Duration: Constant

Use: Constant

The mutant has two brains (though not necessarily two heads) both of which work normally and each of which has a full set of mental mutations. The mutant is +2 to figuring out Artifacts.

When being Mentally Attacked, two separate rolls must be made and if either attack roll fails, the attack fails! The mutant may make two Mental Attacks of his own (one per brain) or one Mental and one Physical attack per round.

DUALITY

Range: Body

Duration: Constant

Use: Constant

The mutant can do two unrelated things at once within the physical limits of his body. He can make two attacks of any type in a round with no penalty for doing so (including no off-hand mods). If the mutant has a Dual Brain, he can do four things at once!

ELECTRICAL GENERATION

Range: Touch

Duration: Constant

Use: Once per minute

Mutant does 2 Vigor die electrical damage to targets he touches (e.g. Vigor of d6 = 2d6 damage). The mutant makes a Vigor roll when using this power, if a raise is rolled the damage inflicted is +1d6.

ENERGY ABSORPTION

Range: Body

Duration: Constant

Use: Constant

The mutant's Toughness is +10 vs. attacks involving radiation or energy weapons. Paralysis Rods have no effect on him.

ENERGY METAMORPHOSIS

Range: Body

Duration: Constant

Use: Constant

This mutation is dormant unless the mutant also has Absorption. If he has both, he converts electricity, light, heat, microwaves and radiation into energy that automatically heals damage equal to the Wounds that the would have been inflicted (a Shaken damage would unShake the mutant if he was already Shaken). Excess energy not used to heal is redirected at any enemy within 3 meters or is dissipated into the air (mutant's choice). Anyone who is targeted by redirected energy is attacked as if he were attacked by the original energy source. Only energy that comes into direct contact can be used in this way.

ENERGY SENSITIVITY Defect

Range: 4"

Duration: Constant

Use: Constant

Mutant suffers intense physical pain and hallucinations chosen by the GM upon coming in range of a non-organic energy source. Power Cells will cause a -1 to all trait rolls every round, while robots and other larger devices will cause the mutant to make a Vigor roll each round within the area or suffer a Fatigue level in damage. In addition the mutant cannot make any Mental Attacks while in range of a non-organic energy source.

FAT CELL ACCUMULATION Defect

Range: Body

Duration: Constant

Use: Constant

The mutant's body is corpulence incarnate. +1 Toughness, but -1 Pace with a d4 running die. Most clothing/armor will simply not fit him unless specially made.



GAS GENERATION

Range: Medium Burst Template, centered on mutant

Duration: 5 rounds, depending on wind Use: Once per Hour The mutant has the ability to generate and spray one type of gas. The mutant is immune to his own gaseous expulsions. All others must make a Vigor roll each round to not succumb to the effect. The mutant will only produce one type of gas, selected when this mutation is generated. Some examples are:

1. Foul Odor (-1) Victims suffer -2 to all Actions
2. Paralysis (-2) Victims are paralyzed for 1d10 minutes
3. Hallucinogen (-3) Victims trip out for 1d20 minutes
4. Blind (-2) Victims are blinded 3d6 minutes
5. Fear (-4) Victims roll on the Fear Table for effects lasting 2d12 minutes
6. Poison (-2) Immediate Exhaustion, Death in 2d12 minutes.

GILLS

Range: Body

Duration: Constant

Use: Constant

The mutant has developed a set of gills as well as normal lungs. He may breathe water. Poison Gas automatically kills character with this mutation if they are exposed to it for more than 3 rounds.

HANDS OF POWER

Range: 2/4/8

Duration: Instant

Use: Twice per day

The mutant has the power to emit special energies from his hands through conscious molecular agitation. He is immune to the energies he emits, but not to other attacks using similar energies.

Roll 1d4 to determine which he has:

1. ELECTRICAL HANDS: Emits bolts of lightning, 2d10 damage, AP 4
2. HOT HANDS: Emits jets of fire, 2d10 damage, AP 4
3. WITHERING HANDS: Hands cause target to age 1d10 years. Life forms must make a Vigor roll or lose 1 die type of Vigor.
4. GAMMA HANDS: Emits invisible waves of Vigor Intensity radiation. This is a directed attack (see Radiation).

HEAT GENERATION

Range: Touch
Duration: 1 round
Use: 1 per 5 rounds

The mutant has the power to generate extreme heat with his appendages. This heat may be used to attack others or ignite flammable materials the mutant is touching. The mutant cannot be harmed by this power, however objects ignited are a different matter. Mutant does 2 Vigor die heat damage to targets he touches (e.g. Vigor of d6 = 2d6 damage). The mutant makes a Vigor roll when using this power, if a raise is rolled the damage inflicted is +1d6.

HEAT REACTION Defect

Range: Body
Duration: Constant
Use: Constant

The mutant is sensitive to extreme heat so its natural Toughness is halved when attacked by heat weapons or effects (torches, lasers, flames, etc.).

HEIGHTENED BALANCE

Range: Body
Duration: Constant
Use: Constant

The mutant has a strong sense of balance and can walk wires, slippery surfaces and maintain his feet when making long leaps. He adds +2 to Agility-related rolls involving balance.

HEIGHTENED PHYSICAL ABILITIES

Range: Body
Duration: Constant
Use: Constant

The mutant has a heightened physical attribute. Roll 1d4 to determine the benefits.

1. Strength: +1 die type to Strength
2. Agility: +1 die type to Agility
3. Vigor: +1 die type to Vigor
4. GM'S CHOICE: The GM chooses any two effects, or something else appropriate.

HEIGHTENED PRECISION

Range: Sight
Duration: Constant
Use: Constant

With a Smarts roll, and at least a round of observation, the mutant instantly finds any weakness in structures, objects or opponents. Damage inflicted upon the target is increased +2; if the Smarts roll had a raise the damage is +4. The mutant is +2 when figuring out artifacts.

HEIGHTENED SENSE

Range: Variable
Duration: Constant
Use: Constant

The mutant possesses one superior sense. Roll 1d6 to determine the benefit.

1. HEARING: Can detect and identify all sounds within 15" and cannot be surprised unless sound is lessened or

deadened in some way. All sonic attacks cause +4 damage to this mutant.

2. VISION: Mutant's enlarged eyes let him see clearly up to a mile (distinguishing individuals at that range). He has Infravision and Ultravision as well. Ability has 1/3 range in darkness.
3. SMELL: Can identify odors up to 30" away on calm days. Windy days vary. After one hour of "studying" someone or something with his nose, he can tell where they've been in the last few days, up to a week at most. He's +2 to Tracking if he can get a good scent of his prey, but he's -2 to resist Allurement, Aromatic Powers and Attraction Odor.
4. TASTE: Can identify items by taste if ever tasted before and knows by taste if something is safe to eat.
5. TOUCH: All trait rolls involving touch are made at +2.
6. GM'S CHOICE: GM grants any two he deems fit.

HORNS OR ANTLERS

Range: Body
Duration: Constant
Use: Constant

The mutant has grown a set of horns or antlers up to 2 yards long/across, and may use these as a physical attack inflicting STR+1d4 damage. If they can charge at least 6" then the damage is STR+1d8.

INCREASED/DECREASED METABOLISM Defect

Range: Body
Duration: Constant
Use: Constant

Roll any die: Odd- Increased, Even- Decreased.

- Increased Metabolism victims must consume 50% more food per day than normal. After every full minute of combat or other stressful activity he must stop and rest for at least 5 rounds or draw a level of Fatigue.
- Decreased Metabolism sufferers react much slower to things around them. In combat they draw two card for initiative and use the lowest (unless a Joker is drawn) and are at -2 to trait rolls involving reaction (catch the edge of the pit before tumbling over, etc.).

INFRAVISION

Range: Sight
Duration: Constant
Use: Constant
Mutant can see heat signatures. He halves penalties for bad lighting.

INHIBITING FIELD Defect

Range: Spirit radius
Duration: Constant
Use: Constant

Mutant emits an inhibiting field within which no Mental Mutations will work. This doesn't stop such attacks coming in from outside the range, nor defending against such attacks.

INSANITY Defect

Range: Body
Duration: Constant
Use: Variable

The mutant has a tumor-like gland that causes bouts of irrational behavior, but stimulates heightened mental functioning.

The mutant's Smarts and Spirit die types are increased by one unless they are d10 or higher already. The GM may step in whenever it is convenient and declare the mutant has snapped for a while. Some suggested actions are a 1d6 roll away:

1. Attack the most powerful critter present (GM's choice) for 1 round.
2. Try to kill himself for 1d4 rounds.
3. Try to destroy any artifacts present for 3 rounds.
4. Fall down and sob uncontrollably for 1d4 rounds.
5. Attack weakest critter present (GM's choice) for 1 round.
6. Stand in place screaming for 1d6 rounds.

The mutant will not distinguish friend from foe.



KINETIC ABSORPTION

Range: Body
Duration: Constant
Use: Constant

When damaged by weapons or attacks that cause trauma through physical impact (Maces, Clubs, Falling) the mutant makes a Bennie-free Soak roll. If this roll is failed, he may spend a Benny to Soak as per normal. Regardless, the character is never Shaken from this kind of trauma. Piercing weapons (Claws, Arrows, Swords, Bullets, etc) are -2 to damage, but are not absorbed. Energy weapons do normal damage.

LIGHT DEPENDANCY Defect

Range: Body
Duration: Constant
Use: Constant

The mutant suffers from a total dependence on light and suffers one level of Fatigue per hour he is in darkness. This will never take the mutant below Incapacitated. Exposure to bright light reduces this Fatigue by 1 per 5 minutes of exposure. He is never blinded by intense light.

LIGHT GENERATION

Range: Spirit radius
Duration: Instant
Use: 1 per hour

The mutant can generate an intense flash of light. All victims within range are blinded (Vigor -4 to resist). The user is immune to this effect.

MANE or BRISTLES

Range: Body
Duration: Constant
Use: Constant

The mutant has a thick mane or bristly hair that provides a natural armor. Mane: +1 Armor (covers torso and head), Bristles: +2 Armor (covers 1d6 locations). Bristles may also function as Heightened Sense: Touch.

MODIFIED BODY PARTS

Range: Body
Duration: Constant
Use: Constant

The mutant possesses an altered body part that gives him a new power. The player may invent this change but must consult with the GM. The game effect of this mutation will be determined on an individual basis. Some Examples:

- Changed Appendix: Provides Immunity to most poisons.
- Changed Flesh: Repels a single form of energy.
- Changed Nerves: Faster reflexes or heightened sense.
- Patagia: Glider membranes.
- Pineal Eye: Allows seeing through other's eyes.
- Large Legs: Doubles leaping distance.

MULTIPLE BODY PARTS

Range: Body
Duration: Constant
Use: Constant

The mutant possesses 1d4 additional appendages or organs of some type. This may not affect the brain. If the mutation is multiple limbs, the character may gain the ability to make additional melee and unarmed combat attacks. Some possibilities include:

- Eyes/Ears
- Arms/Legs
- Fingers
- Lungs
- Hearts
- Teeth

NARCOLEPSY Defect

Range: Body
Duration: Constant
Use: Constant

In stressful situations (or whenever the GM feels like it would be a good time) the mutant must make a Vigor roll or be Shaken for the next 1d4 rounds. If a 1 is rolled on either the Trait die or the Wild Die, the mutant has dropped into a deep sleep for 1d10 minutes.

NEW BODY PARTS

Range: Body
Duration: Constant
Use: Constant

The mutant possesses some body part not typically found in his species. All choices must be approved by the GM.

Some examples include:

- Wings
- Tentacles
- Tail
- Antennae
- Extra Eye
- Different Head

- Fur/Scales
- faceted Eye
- Trunk
- Claws
- Mantle
- Light Organ

NO NERVE ENDINGS Defect

Range: Body

Duration: Constant

Use: Constant

The mutant lacks pain receptors in his skin and cannot feel pain. The upshot is he is never Shaken from physical trauma and all Wound Penalties are reduced by a level (thus 1 Wound, no penalty, 2 Wounds, -1 Penalty, etc.), the downside is he may be wounded and not even know it.

OVERSIZED BODY PARTS

Range: Body

Duration: Constant

Use: Constant

The mutant has a beneficial increase in size of some body parts. Roll 1d6 to find out what got big.

1. Brain size increased. Smarts and Spirit are increased by 1 die type. Roll for an additional Mental Mutation.
2. Musculature increased. Increase Strength by 1 die type
3. Nervous system expanded. Mutant gains the Quick Edge. If possessed already, then he discards cards of 7 or lower.
4. Appendix increased in size. Mutant is immune to poisons of -2 modifier or less, and all other are reduced in potency by 2 points.
5. Heart and lungs increased. Vigor die type is raised by one.
6. Body part of GM's choice is increased.

PHOTOSYNTHETIC SKIN

Range: Body

Duration: Constant

Use: Constant

The mutant has skin that produces nutrients that serve the creature's needs with 1/4 the normal food and water consumption as long as there is plenty of sunlight (or some equivalent). In darkness, Pace is halved. He suffers +1d4 damage from heat and cold attacks.

PHYSICAL REFLECTION

Range: Body

Duration: Constant

Use: Constant

The mutant's skin reflects even the most intense forms of a particular energy type away in a random direction. He suffers no damage from this type of attack. Categories can include:

1. Heat
2. Laser
3. Radiation
4. Cold
5. Electrical
6. Sonic

POISON GENERATION

Range: Touch

Duration: Constant

Use: Once per turn

The mutant can generate a special poison which it may deliver using one of its natural attack methods. The Potency of the poison is -2, increased to -4 on a Vigor roll raise before inflicting on the target. Delivery could include spitting, biting, clawing, stinging, contact (sweating), etc. The effects of the poison could include:

1. Lethal-see poison pg. 129 SW Rule book
2. Knockout-see poison pg. 129 SW Rule book
3. Mild-see poison pg. 129 SW Rule book
4. Paralysis -see poison pg. 129 SW Rule book

POISON SUSCEPTIBILITY Defect

Range: Body

Duration: Constant

Use: Constant

The mutant has no resistance to poison or organisms that act like poisons. He makes his poison-resisting Vigor rolls at an additional -3.

POOR DUAL BRAIN Defect

Range: Body

Duration: Constant

Use: Constant

The mutant's second brain handicaps his primary brain. He is -1 to all reaction-time trait rolls and there is a 1 in 10 chance whenever he wakes up that the defective brain has taken control while the mutant slept. The bad brain will maintain control for 1d12 hours, during which the mutant is subject to fits of irrationality akin to Insanity. The character will have a different voice and personality depending upon which brain is in control.

POOR RESPIRATION Defect

Range: Body

Duration: Constant

Use: Constant

Character must rest for 5 rounds after each minute of activity or suffer a Fatigue level in damage. Pace is reduced by 2.

QUILLS or SPINES

Range: Body / 4/8/16

Duration: Constant

Use: Constant

The mutant has quills all over his body, or spines have grown along his back and tail, etc. There are total of 4d10 spines or 10d10 quills. Quills (but not spines) may be Thrown for STR in damage. Up to 6 may be flung at once, and if the Throw roll is a success roll 1d6 to see how many have struck. Each striking quill past the first adds +1 to a single damage roll. Spines do 1d6 damage if they are rubbed up against, more if the mutant is grappled or grappling. Lost spines or quills grow back in 3 days.

RADAR / SONAR

Range: 15"

Duration: Constant

Use: Constant

The mutant has either enlarged ears or antennae that allow him to "see" by using sound waves. He can move normally in negative

visibility conditions and is +1 to hit in melee combat. If the mutant also has Heightened Hearing the range is tripled.

Those who have high-frequency hearing can hear the mutant's beeps and pings unless he is asleep. The character must make a Vigor rolls when attacked by Sonic Blasts or take an additional +3 damage.



RADIATION EYES

Range: 5/10/15

Duration: Constant

Use: 1 per minute

The mutant can emit a blast of radiation from his eyes of Vigor Intensity. This is a Directed Attack, see Radiation.

REGENERATION

Range: Body

Duration: Constant

Use: Once every 12 hours

This mutation instantly repairs wounds and trauma sustained by the mutant when activated and works like a Natural Healing roll. This does not need to be used within the "golden hour," and this mutation can cure permanent Crippling Injuries (lost limbs, digits, eyes, etc). GM's discretion on how long such activity will take, and whether the mutant needs to eat a lot to replace the lost mass.

SHAPECHANGE

Range: Body

Duration: 1 hour

Use: 1 per day

The mutant can assume the shape of any mammal, insect or reptile that he has seen. The change allows the being to use any of the natural physical abilities of the assumed form, such as wings to fly; but does not duplicate mutations or internal abilities, such as poison. It takes 2 rounds to transform. None of the being's gear or clothing will transform with him. While changed, a creature retains his own Mind and Spirit, but acquires the Strength, Agility and Vigor of the new form. Wounds remain. The mutant may use any of his Mental Mutations, but none of his normal Physical Mutations. The change lasts for one hour or until the character decides to change back to his own shape.

SHORTER

Range: Body

Duration: Constant

Use: Constant

The mutant is radically smaller than normal for his species. Mutant is -1 Toughness and -1 Size (That transfers to a -1 to be hit).

SKELETAL ENHANCEMENT

Range: Body

Duration: Constant

Use: Constant

The mutant's body structure is much stronger than average. His Strength is increased 1 die type and he adds +1 to his Toughness.

SKIN STRUCTURE CHANGE Defect

Range: Body

Duration: Constant

Use: Constant

The mutant's skin has an abnormal structure: Roll 1d4 to find out what.

1. Skin is dry and flaky. If exposed to heat above 100 degrees F his skin bursts into flame doing 1d10 each round until put out.
1. 2. Skin is rubbery and hard reducing Pace by 1; reduced by 2 in cold weather. Character's Parry score is reduced by -1 as are all Agility-related trait rolls.
2. Skin lacks cohesion and is water soluble. Mutant takes 1d10 damage per minute that more than 25% of him is immersed in water and 2d6 per hour he is exposed to rain.
3. Skin is thin and brittle, making it easier to penetrate and tear. Reduce Toughness by 2.

SONIC BLAST

Range: Cone Template

Duration: Instant

Use: Once per round

The mutant can generate high frequency sound waves that cause damage to exposed tissues. Everyone within range (except user) takes 2d6 from his Sonic Blast.

SOUND IMITATION

Range: Rank

Duration: Varies

Use: One sound per round

The mutant can imitate any sound, including that of a Sonic Blast, which he has heard in the last 24 hours. He is immune to Sonic Blasts as well.

SPEED INCREASE

Range: Body

Duration: One hour

Use: Once per day

When used, the mutant makes a Vigor roll. A success means that his basic Pace is doubled and he may take an extra action as if he had the Frenzy edge for the next d6 rounds. A raise indicates that he ignores the -2 running modifier while running, and acts as if he had Improved Frenzy. If the mutant has either of those edges already, then the actions taken are at +1.

TALLER

Range: Body

Duration: Constant

Use: Constant

The mutant is radically taller than normal for his species. He is Size +1, which increases his Toughness by +1. This mutant requires twice the normal rations and water needs.

TOTAL HEALING

Range: Body

Duration: Constant

Use: Four times per week

The mutant can accelerate his healing process to heal himself in one round. Wounds healed do not need to be within the "golden hour." Make a Vigor roll and heal 1 Wound per success and raise. This will heal Crippling Injuries, but not regenerate lost limbs, etc.

ULTRAVISION

Range: 15"
Duration: Constant
Use: Constant

The mutant has the power to see into the ultraviolet spectrum which allows him to see in the dark and to see radiation and identify its Intensity, see electro-magnetic energy and the presence of mutation effects that impact on the environment. He is blinded for 1 minute if he looks directly at a laser beam.

WINGS

Range: Body
Duration: Constant
Use: Constant
The mutant has working wings that open to about 2" wide (12 feet). They can fly at a Pace of 10 with an acceleration of 5. The look of the wings is up to the player.

MENTAL MUTATION

ABSORPTION

Range: Body
Duration: Constant
Use: Constant
The mutant can absorb damage of one particular type equal to 3 Wounds worth. Damage absorbed in this way is noted separately from normal damage, but has no effect on the character. The character has no choice in this, these absorbed pseudo-Wounds do no damage, so they cannot be Soaked. Wounds inflicted after the 3 Wound threshold affect the character as normal and may be Soaked. When a real Wound is healed, one of the pseudo Wounds is also removed, if the character is unwounded, the absorption dissipates at a rate of 1 pseudo wound every four hours. Roll 1d6 to find the type of damage absorbed.

1. Cold
2. Heat
3. Light
4. Electricity
5. Radiation
6. Sonic Blast

ACCELERATE GROWTH

Range: Spirit / Medium Burst Template
Duration: Permanent
Use: 1 per 24 hours
The mutant can cause unintelligent plants to grow faster and bigger with a successful Spirit roll. The area affected is equal to a Medium Burst Template. The growth can have several different results, including:

- ENTANGLE: The plants may grow into a tangling thicket with a Strength equal to the mutant's Spirit. This growth takes 2 rounds.
- BLOSSOM or BEAR FRUIT: The plants may mature and bear fruit in 10 minutes.

- SHAPE: The plants can be grown into specific shapes, using the mutant's Spirit to determine success and the GM's opinion of the difficulty involved. Could take anywhere from a few minutes to an hour.

ATTACK REVERSAL Defect

Range: Mind
Duration: Constant
Use: Constant
If a Critical Failure is rolled during an attempted Mental Attack by this mutant, the attack is reversed and takes immediate effect upon the attacker.

BEGUILING

Range: 15" radius
Duration: 5 rounds, per resistance check
Use: Constant
This mutation makes all beings within range use the least powerful of their weapons or powers when attacking the mutant who has it. Every half-minute they make attempt to break free of the Beguiling by making a Spirit roll at -2. Once freed the character will not be affected by this mutation for 24 hours.

CONFUSION

Range: 8"
Duration: 30 seconds / 5 rounds
Use: Spirit times per 24 hours, once per hour max.
The mutant makes an opposed roll against the Spirit of a target within range. If successful the target engages in bizarre and unpredictable actions that last 5 rounds. If the target resists, he is still Shaken, on a Raise he acts normally. Roll 1d6 and consult the table:

1. Flees screaming and ranting.
2. Shaken and babbling.
3. Does nothing but defend while trying to grasp reality.
4. All actions at -2 while fighting vertigo.
5. Attacks largest, most dangerous thing nearby (including allies/friends).
6. GM's malicious choice.

DEATH FIELD GENERATION

Range: Spirit radius
Duration: Instant
Use: Once per day
The mutant can drain away the life energy of everyone in range so that mooks are essentially Incapacitated and Wild Cards are brought to a Wound Level of 3 and are Shaken! Regardless of previous Wounds this power will only reduce the Wild Card targets to 3, never to Incapacitated. Do not roll on the Knockout Blow table for this damage. This is an opposed Spirit vs. Spirit roll, with the attack roll being rolled once and used as the TN for the resistance. Success for the defenders means they are still Shaken unless they had a raise. The mutant then must make a Spirit roll or fall unconscious for 1d20 rounds afterward.

DENSITY CONTROL — OTHERS

Range: 15"
Duration: 1 hour
Use: Twice per day

The mutant has the ability to increase and decrease his target's density. A successful opposed Spirit vs. Spirit roll nets a factor of 1. Each raise, increases that factor by 1.

- **INCREASE:** Target becomes smaller and denser, shrinking inside their clothing. Target is -1 Pace, but +1 Toughness per factor.
- **DECREASE:** Target becomes larger and less denser, tight clothing and armor could impeded this. Target is +1 Pace, but -1 Toughness, per factor. At +3 or better they become +1 to be hit.

DEVOLUTION

Range: Spirit

Duration: Permanent

Use: Once per day

The mutant may attempt to strip mutations and abilities from targets by regressing the victim. Opposed Spirit roll. If failed, the victim loses his most powerful mutation (GM decides). Pure Strain Humans lose a die type from their highest trait instead.

DIRECTIONAL SENSE

Range: Body

Duration: Constant

Use: Constant

The mutant possesses the power to find his way back to any place he has visited in the last 48 hours. If needed, Smarts rolls are used to find their way back.

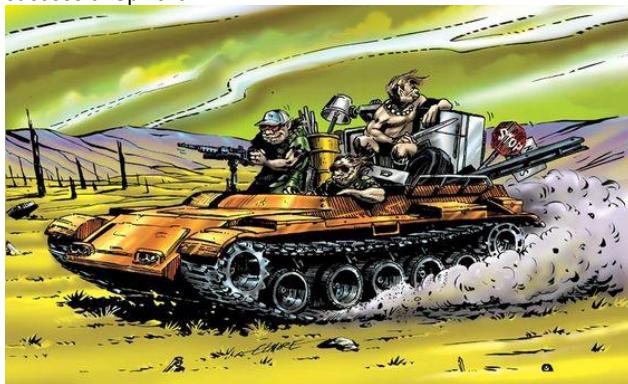
EMPATHY

Range: 15" radius

Duration: Constant

Use: Constant

The mutant can sense the presence of sentient creatures within range. This can allow him to assess situations, and where useful, his social skill rolls are +2. He can also detect lies by making a successful Spirit roll.



ENERGY NEGATION Defect

Range: Large Burst Template, centered on mutant

Duration: Constant

Use: Constant

Non-organic sources of energy emissions (power cells, etc.) within range stop working due to the inhibiting field around the mutant. Once he leaves the area they operate normally again.

Character's may attempt to dampen this field with a successful Spirit roll. The dampening lasts for 1d10 minutes on a success with an additional 1d10 minutes per raise. Once the duration has expired the field's back and the mutant takes a Fatigue Level and cannot attempt another dampening until the fatigue has been lifted in about an hour.

If the mutant drops unconscious while dampening, the field snaps back on as well.

FEAR GENERATION

Range: Spirit x 2

Duration: Variable

Use: Once every two rounds

The mutant may cause Fear to those within range. A successful Spirit roll causes one target to make a Spirit check. On a raise by the mutant, he may select to either increase the area affected to a Medium Burst Template, or cause the single target to make its Spirit check at -2. Any additional raises above the first allow a Medium Burst Template area of effect at -2 to the Spirit check.

FEAR IMPULSE

Defect

Range: Variable

Duration: Constant

Use: Constant

The mutant has an unreasoning fear of an entity or object. When in the presence of this object he must make a Guts check at -2. Success means all actions within the presence are at -2, with a -4 if the roll was failed. If the Trait die came up 1 then roll on the Fear table. Roll 1d6 to determine the nature of the Fear.

1. Mutated Animal of GM's choice
2. Mutated Insect of GM's choice
3. A non-mutated entity of GM's choice
4. A type of verbalizing computer of GM's choice
5. A type of Robot of GM's choice
6. A type of Plant of GM's choice

FORCE FIELD GENERATION

Range: Body

Duration: Variable

Use: Constant

The mutant can create a mental force field that's like a second skin. See pg () for details on Force Fields. The field's strength is equal to the mutant's Spirit x2. It is a Spirit roll to initialize the force field, but none needed for each following round. Each raise increases the multiple by x1 with a max of x4. This is a conscious mutation and requires effort so any other actions taken awhile the field is maintained are at the standard MAP of -2. This Force Field will fully regenerate in one hour once exhausted or cancelled and cannot be reinstated until after that time has passed.

GAMMA EYE

Range: Spirit x 2

Duration: 1 minute

Use: Once per 24 hours

The mutant can emit an ebony light from its eyes which is capable of taking an opponent out of the action for a while. This is an opposed Spirit roll between the mutant and his target. If the target fails he is KO'd for 1 minute, after that time he may awaken with a successful Spirit roll.

GENIUS CAPABILITY

Range: Mind

Duration: Constant

Use: Constant

The mutant has heightened mental capabilities in one of four possible areas. Roll 1d4.

1. MILITARY GENIUS: +2 to hit targets in combat and +1 to all damage done.
2. MECHANICAL GENIUS: +2 to figure out artifacts and other mechanism-related trait rolls.
3. ECONOMIC GENIUS: Character is a wheeler-dealer and is +2 to any buying-selling venture and can get up to 3 times the normal value or discount that other would get.
4. POLITICAL GENIUS: Social skill rolls are +3

HEIGHTENED BRAIN TALENT

Range: Mutant

Duration: Constant

Use: Constant

The mutant adds +1 when attempting to figure out an artifact and to Knowledge rolls, and is +2 when defending against a Mental Attack. May make a Smarts roll to detect lies told in his presence.

HEIGHTENED INTELLIGENCE

Range: Mind

Duration: Constant

Use: Constant

The mutant is smarter and may add +2 when attempting to figure out an artifact and to Knowledge rolls, and has +1 when defending against a Mental Attack.

HOSTILITY FIELD Defect

Range: Spirit radius

Duration: Constant

Use: Constant

The mutant radiates a mental energy field that makes everyone in range irritable and quarrelsome. Those aware of the problem who have spent a week or more in the character's company are immune. Others must make a Spirit roll to not pick a fight with an enemy (neutral party if no enemy present, friend if no neutral party present). The character's Social skill rolls are -2.

ILLUSION GENERATION

Range: Sight / Large Burst Template

Duration: 5 minutes

Use: Once every four hours

The mutant has the power to create illusions that can be seen, heard and smelled. Any seeing the illusion undergoes a Mental Attack and must make a Spirit roll at -2 (-4 with a raise on a Spirit roll by the mutant) to disbelieve the illusion, until it dissipates in 5 minutes.

Once set running, the mutant need not concentrate.

INTUITION

Range: Spirit

Duration: Constant

Use: Constant

The mutant is subconsciously aware of the intentions around him and gains +1 to Parry, Attacks and Damage versus targets within range. Cannot be surprised by creatures within range.



LEVITATION

Range: Spirit x 4

Duration: Spirit rounds

Use: 2 per 24 hours

The mutant may lift himself or another into the air. Base Load Limit is Spirit x 10. For each multiple there is a -1 to the mutant's Spirit roll to activate this power. Once levitation is achieved, the affected target may be raised or lowered Spirit inches per round. This ability doesn't affect moving laterally, only up or down (although wind, pulling on ropes, "swimming in air" can move the target around laterally). At the end of the Duration, or if the target drifts out of range, the object returns to the ground at the aforementioned Spirit inches, generally gently. If this power is used against an unwilling target, they get to resist the Mental Attack with a Spirit roll -2.

LIFE LEECH

Range: Spirit radius

Duration: 24 hours

Use: 1 per turn

The mutant has the ability to drain life force at distance. When this mutation is activated, all targets, friend or foe, within range must make an opposed Spirit roll with the Life Leeching mutant rolling first to establish the TN for all those resisting. If the attack succeeds, the victims take a Fatigue level in damage and are Shaken. Any raises on the attack roll cause that many Wounds! After the trauma has been meted out, and as long as at least 1 Wound was inflicted, the Life Leeching character may attempt a Natural Healing roll. Up to three addition "Wounds" may be accrued in this way.. Damage is taken off of these three wounds first (in this case a Shaken result

would be treated as a Wound and take off a bonus Wound level). These bonus wound levels disappear after 24 hours and the mutant cannot drain more than Spirit x 2 Wounds per day.

LIGHT MANIPULATION

Range: Body
Duration: 1d4 minutes
Use: Twice per 24 hours

The mutant can cause light to bend around his body, making himself and everything on his body invisible. The mutant must make a Spirit roll to activate this power. If it is a success then the mutant is transparent with a vague outline that may be detected. Notice and combats rolls are at -4 against the mutant. If the roll is a raise then the mutant is completely invisible and the penalty to Notice or hit him is -6. When in use, the mutant is immune to lasers and Black Ray Pistols.

MAGNETIC CONTROL

Range: Spirit x 2
Duration: Spirit rounds
Use: Once per hour
The mutant can create and control magnetic fields to repel, attract or otherwise move ferrous metal objects. This operates just like Telekinesis but only affects those items than can be magnetically manipulated.

MASS MIND

Range: Touch
Duration: Variable
Use: Constant
The mutant may link his mind with one or more mutants he is touching and enhance that mutant's Mental Mutations by +1 per success and raise of the Mass Minding mutant's Spirit Roll. So long as they are touching they may use one power held by all at that advantage. Each extra linked individual that has the same power adds another +1. The GM will decide how each power is augmented by the link. Persons cannot be forced to link against their will.

MENTAL BLAST

Range: 12/24/48
Duration: Instant
Use: 1 per 3 rounds
The mutant may attack mentally causing damage. This is an opposed Spirit roll doing 2d6 damage to the head (or wherever the brain is) on a successful attack. A raise increases the damage by +1d6 as normal. This damage ignores armor (ever see Scanners?) and is ineffective on things without an organic brain or mind. (No mentally zapping robots, unless they're a borg).

MENTAL CONTROL

Range: Spirit
Duration: 24 hours
Use: 1 per 24 hours
The mutant can send his psyche to gain control of another creature's body, while his lies dormant. This operates just like Puppet except that the controller's body lies in a fugue state while he controls the other beings completely. The controlled body may move freely out of the initial range of the attack. If the occupied body is killed, the controller is killed as well. If the controller's body is killed, he's in the new body for good, or until the original owner gains control again.

The mutant can only return to his own body when it's within the initial control range. The controller has no access to the controlled body's mind or Mental Mutations and the controlled is essentially out of the game until the controller lets go.

MENTAL CONTROL OF BODY

Range: Body
Duration: 1d10 min
Use: Once per day
When using this power the mutant may override physical pain, ignoring any Shaken results and Wound Penalties for the duration, and also gets to make a single Natural Healing roll when first activated. In extreme situations, he may also use this mutation to increase Strength and Agility-based trait rolls by +2 with a successful Spirit roll. This effect lasts 1d10 minutes.

MENTAL DEFENSELESSNESS Defect

Range: Mind
Duration: Constant
Use: Constant
Character lacks mental strength. All rolls vs any kind of Mental Attack are at -2.

MENTAL INVISIBILITY

Range: Spirit
Duration: Spirit minutes
Use: Spirit per day
The character can mentally force all creatures within range to not notice him. This includes friends or foes. The character makes a single Smarts roll this is the target number for all creatures in range. Any creature who fails the roll cannot sense the character. The others are able to sense him.
The character needs to record the Smarts roll in the event of new creatures enters his sphere of invisibility. When a new creature enters the area of effect, its Notice roll must be compared to this roll to see if the creature can sense the character. Creatures that clearly sense the character and then are forced not to when they enter the area of effect get a + 4 modifier to their Notice roll when defending against the invisibility. Creatures attacked in melee by the character immediately sense him. However, the character does get one free attack.

MENTAL MULTIPLIER

Range: Spirit
Duration: Variable
Use: Twice per day
Mutant can concentrate on someone else's Mental Mutation causing it to have an increased effect of +1 die type, +1 effect, or whatever seems appropriate. The affected being's thoughts, mental traits, intentions, etc. cannot be sensed using this mutation. If either being is Shaken or Wounded, then the link is lost.

MENTAL PARALYSIS

Range: Spirit
Duration: Variable
Use: Once per round
On a successful opposed Spirit roll the mutant can suppress the nervous system of another entity causing the victim to be incapable of physical or mental action. Each round a new roll is made, but the victim is at a -2 if he was held the previous round. If four

consecutive rounds of paralysis are maintained, the target loses a Fatigue Level for every further round held so.

MENTAL SHIELD

Range: Body / Spirit

Duration: Constant

Use: Constant

Character has huge reserves of will to draw upon when resisting a Mental Attack. All such attack rolls are at -2. In addition, he automatically senses anyone with a mental mutation within Spirit inches, whether or not the mutation is in use. He doesn't know the nature of the mutation until it is used against him. He always knows who is mentally attacking him.

MOLECULAR DISRUPTION

Range: Touch

Duration: Permanent

Use: Once per day

This mutation allows the user to completely disintegrate up to 250 lbs of matter! The type of matter being affected modifies the TN as follows:

- Organics No mod
- Plastics -1
- Stone/Glass -2
- Metal -4
- Duralloy -6

The mutant falls unconscious for 1d12 hours after using this power whether the use was a success or not.

MOLECULAR SENSE

Range: Touch

Duration: Constant

Use: Constant

The mutant instinctively understands the structure of anything he touches. He adds +1d4 to damage when attacking something he has already touched and he adds +1 to figure out Artifacts.

PERIODIC AMNESIA Defect

Range: Mind

Duration: Constant

Use: Constant

Whenever the character suffers 2 or more Wounds he must make a Smarts roll or lose all memory of the preceding 1d12 days.

PHOBIA Defect

Range: Body

Duration: Constant

Use: Constant

Character has an unreasoning, physiological terror of some common aspect of his environment. When in the presence of his phobia he must make a Spirit check at -2. Success means all actions within the presence are at -2, with a -4 if the roll was failed. If the trait die came up 1 then roll on the Fear table. Roll 1d6.

1. Nyctophobia Fear of darkness
2. Pyrophobia Fear of fire
3. Demophobia Fear of crowds (5+ people)
4. Androphobia Fear of anthropoidal creatures
5. Agoraphobia Fear of open spaces
6. Acrophobia Fear of heights

There are myriad other phobias out there that could be selected instead of the ones above. If this mutation is acquired during the game, it should reflect something that was near at the time of the mutation's rise.

PLANAR OPENING

Range: 8 "

Duration: 5 rounds

Use: Once per week

With a successful Spirit roll, the mutant may create a 10' square door into an alternate plane of existence, anywhere within range. There are billions of planes available. If an attempt is made to open to a specific plane the mutant may make the Spirit roll at -4.



PLANT CONTROL

Range: 8 "

Duration: 1d6 minutes

Use: Twice per day

The Mutant may control the actions of one plant within range if a successful Spirit roll is made. This is an opposed Spirit rolls vs. Intelligent plants. This mutation works like a Puppet attack. May control only one plant at a time.

PSYCHOMETRY

Range: Touch

Duration: Constant

Use: Once per day

The mutant may read the past of any item he touches. He can learn the history, functions, purpose, origins and where the item has been in the past. A success garners info back in time up to 50 years. GM's are left to determine how far back raises will go. The mutant is +3 to figure out Artifacts.

PYRO / CRYOKINESIS

Range: 8/16/32

Duration: Spirit in rounds

Use: Once per round + special

The mutant has the ability to either increase or decrease the temperature within a localized area or target inflicting 1d6 damage (either heat or cold) with a successful Spirit roll. For each consecutive round the mutant concentrates on the same target the damage increased by +1d6 to a max of 4d6 on the fourth round. The mutant must maintain concentration but need not make another roll to maintain this power. Randomly determine whether this power is Heat or Cold when it is first generated. Once the power has been used and dropped for any reason, it cannot be used again for 1d10 minutes.

REFLECTION

Range: Body

Duration: Once per round

Use: Constant/Special

The mutant can wholly or partially reverse an attack against himself by standing still and concentrating on it. With a successful Spirit roll the mutant Reflects back up to Spirit x 2 damage. Each raise increases the multiple by 1 to a max of x 5. If the mutant has already acted this round, the roll is at -2, if he moved as well then it is at -4. If the mutant acts later in the round, all those actions are at -2 and his Pace is 3 max. The mutant is immune to Life Leech.

REPELLING FORCE

Range: 1 "

Duration: 5 rounds

Use: Twice per day

The mutant can create an invisible barrier that can be used to block attacks, seal passages, etc. Similar to the Barrier power, this manifests itself in sides of 1" wide by 1" tall. The initial side has a Toughness of 4+ Spirit die type and will be knocked down if it should be overcome. Each additional contiguous side desired causes all sides to have 2 less Toughness. Thus a 3" wide wall for a mutant with an 8 Spirit would have an 8 Toughness per side. This barrier is invisible, yet quite solid and will block gas, water, etc.

SEIZURES Defect

Range: Body

Duration: Variable

Use: Constant

When faced with a stressful situation (especially a surprise attack) make a Smarts roll. A roll 1 on the Trait die brings about a seizure lasting 1d10 minutes. He can do nothing while in the seizure's grip.

**STUNNING FORCE**

Range: Cone template

Duration: Variable

Use: Once every 2 hours

The mutant makes a Spirit roll to activate this power. Those in the area of effect must make a Vigor roll or be Shaken. If the mutant's Spirit roll had a raise, the Vigor roll is at -2.

SUMMONING

Range: Half mile

Duration: Variable

Use: Once per 12 hours

The mutant may attempt to summon and command one unintelligent beast within range by making a successful opposed Spirit roll. The critter will serve him as long as he maintains concentration upon this action. A creature already in the character's presence cannot be summoned. Once summoned and set free, they cannot be summoned again.

SYMBIOTIC ATTACHMENT

Range: Touch

Duration: Variable

Use: Constant

The mutant can control a creature if he can successfully touch it and make an opposed Spirit roll. Once attached the mutant controls every action of the victim until the attachment is broken. When controlled, all the powers and abilities of the vassal can be commanded. As long as physical contact is maintained this control is enacted automatically for 24 hours. The controlled creature may attempt to battle free every 4 hours after that with a Spirit vs. Spirit contest. When set free/broken free the victim is treated as Fatigued. If the controlled critter dies while in contact, break concentration. If violently separated, both make a Vigor roll at -2 or are Shaken.

TELEKINESIS

Range: Smarts

Duration: 1 minute (10 rounds)

Use: Spirit times per day

The mutant must make a Spirit roll to activate the mutation. He may lift up to 10x his Spirit on a success, 50x his Spirit with a raise. See Telekinesis in the Powers section for more details, with Spirit replacing any call for Arcane Skill.

TELEKINETIC ARM

Range: Smarts

Duration: 10 minutes

Use: Twice per 24 hours

The mutant can create a shimmering arm and hand of force. The arm is similar to the mutant's own and eerily stretches forth from the mutant. It may be manipulated like a normal limb and may not be damaged by physical attacks. Energy attack striking the arm cause the mutant to make a Spirit roll or lose the arm. The arm has Strength and Agility equal to the mutant's Spirit.

TELEKINETIC FLIGHT

Range: Body

Duration: Spirit in minutes

Use: 1/2 Spirit times per day

The mutant must make a Spirit roll to activate this mutation. He may fly at a Pace equal to his Spirit die with a Climb number half that. On a raise his Flying Pace is doubled for the duration.

TELEPATHY

Range: Spirit

Duration: Variable

Use: Constant

The mutant may communicate with other creatures through projected thought and emotions. This transcends languages and works with all creatures. Common beasts will only grasp simple concepts. May attempt to read thoughts and emotions with a successful Spirit roll. May be opposed.

TELEPORTATION

Range: Variable

Duration: Instant

Use: Once per hour

On a successful Spirit roll, the mutant can teleport himself and his gear up to a number of miles equal to his Spirit die type. There is no penalty for line of sight, but if the landing spot is out of eyeshot and he hasn't studied his landing spot for at least 8 hours he will suffer 3d6 in damage. If the Spirit roll had a raise, then reduce the damage to 1d10. All energy fields and force fields will prevent teleportation.

TELEPORT OBJECT

Range: 15"

Duration: Instant

Use: Once per hour

The mutant can cause any one object within range massing less than 25 lbs to leap into his hand. He may make weapons held by enemies to leave their hands and jump into his own, but must make a Spirit Mental Attack.

TEMPORAL FUGUE

Range: Body

Duration: 4 hours

Use: Once every three days

Mutant may make perfect copies of himself by moving back and forth in the time stream so that the doubles seem to pop into the "present" out of thin air. He may make 1d8 doubles per attempt. Each will be carrying equipment and wearing clothes the character had on him at sometime in the last 24 hours. The doubles are not treated like Wild Cards. If any of the doubles are killed, the character will, when all have disappeared (after 4 hours), fall unconscious for 1d20 minutes.

THOUGHT IMITATION

Range: Smarts

Duration: Variable

Use: Constant

The mutant's mind automatically mimics and returns any thought or Mental Attack directed at him. This doesn't negate the attack on him, but lets him make his own "free" attack. He can remember and use thought patterns (including Mental Attacks) beamed at him in the previous 24 hours.

TIME DISTORTION

Range: Body

Duration: 10 rounds

Use: Once per day

The mutant can distort the effects of time on his body so that he can move far faster than normal, reacting to other as if they were standing still. This operates like Speed and Quickness together. The mutant makes a Spirit roll to activate, and any raises are applied then. Mechanical objects and energy systems aren't speeded up so the character may have trouble using some equipment as fast as he can move. When duration has expired, a Vigor roll must be made or suffer a Fatigue Level.



TIME MANIPULATION

Range: Touch

Duration: Perm

Use: Once per week

The mutant can attempt to negate one action or effect that took place up to a round previously by making a successful Spirit Mutation roll. This action may only include the mutant and one item or creature, and this manipulation can only happen if the mutant was alive after the act. No boinging back from the dead; from the maimed is fine.

TIME PHASING

Range: Touch

Duration: Special

Use: Once per week

The mutant can manipulate time to repair a broken item by reaching back to a time when the item was new. This may restore energy to a drained item or fix broken functions. The mutant must have an idea of what is wrong with the item before it can be fixed. This requires a Smarts roll with a suitable modifier for the difficulty, as determined by the GM.

TOTAL HEALING

Range: Body

Duration: Constant

Use: 2 per day.

This mutation instantly repairs Wounds and trauma sustained by the mutant. This does not need to be used within the "golden hour." Successful Spirit roll restores a Wound, while a raise restores all lost Wounds. This does not work like regeneration in that permanent, Crippling Injuries (lost limbs, digits, eyes, etc) cannot be repair/replaced. Non-permanent Crippling Injuries can be healed and restored to normal function.

WEATHER MANIPULATION

Range: About 1 mile

Duration: Variable

Use: Once per day

The mutant can affect the weather in the local area. This requires a Spirit roll and takes a minute of concentration. The desired effect will manifest in 1d4 minutes and last as long as the mutant concentrates (3x Spirit max) and then usually take another 1d10 minutes to dissipate. The mutant can effect a change of one step up or down in each aspect of the current weather per success and raise (max of 2 raises).

Clouds/Precipitation	Temperature	Wind
Dry	Sweltering	Dead Calm
Clear	Hot	Calm
Light Clouds/Haze/Fog	Warm	Light Breeze
Partly Cloudy	Cool	Strong Wind
Cloudy/Mist/Light		
Rain/Fog/Light Snow	Cold	High Gusts
Heavy		
Clouds/Sleet/Heavy		
Rain/Heavy Snow/Hail	Freezing	Storm
Driving Sleet/Blizzard	Arctic	Hurricane

PLANT MUTATIONS**ABSORPTION**

Range: Body

Duration: Constant

Use: Constant

The plant can absorb damage of one particular type equal to 3 Wounds worth. Damage absorbed in this way is noted separately from normal damage, but has no effect on the plant. When a wound is healed one of the absorbed wounds is also removed.

Roll 1d6 to find the type of damage absorbed.

1. Cold
2. Heat
3. Light
4. Electricity

5. Radiation
6. Sonic Blast

ACCELERATED GROWTH

Range: Spirit

Duration: Permanent

Use: 1 per 24 hours

The mutated plant can cause unintelligent plants to grow faster and bigger with a successful Spirit roll. The area affected is equal to a Medium Burst template. The growth can have several different result, including:

- ENTANGLE: The plants may grow into a tangling thicket with a Str equal to the mutant's Spirit. This growth takes 2 rounds.
- BLOSSOM or BEAR FRUIT: The plants may mature and bear fruit in 10 minutes.
- SHAPE: The plants can be grown into specific shapes, using the mutant's Spirit to determine success and the GM's opinion of the difficulty involved. Could take anywhere from a few minutes to and hour.

ADAPTATION

Range: Body

Duration: Constant

Use: Constant

Plant develops immunity to some type of physical attack not involving edged weapons once it has survived that type of attack one time. The immunity manifests itself as +6 Toughness to that attack form and arises 1d4 days after surviving that attack. It never gains Immunity from Mental Attacks except for those that physically manifest themselves to do damage.

ALLUREMENT

Range: 10"

Duration: Constant

Use: Constant

Plant's fragrance has a hypnotic effect on intelligent beings, attracting them to it and seducing them into thinking that it is beneficial and should be cherished. The effect lasts until the plant makes a Physical Attack, but the plant does get The Drop. There is Spirit -2 roll to resist.

ANIMAL PARTS

Range: Body

Duration: Permanent

Use: Constant

The plant has gained some body part that resembles that of an animal. The exact effect and nature of the mutant should be invented, but some examples are:

- Teeth
- Tail
- Fur/Feather
- Claws
- Trunk
- A heart
- Ears
- Wings
- Web Spinner



ANTI-LIFE LEECH

Range: Body
Duration: Constant
Use: Constant

The plant is immune to the effects of Life Leech. In fact, when the plant is attacked by a Life Leech attack, he makes a Vigor roll. A success means that the Life Leecher loses a Fatigue Level and is Shaken, or takes a Wound on a raise. If the roll fails, the Life Leecher is still Shaken.

AROMATIC POWERS

Range: 30"
Duration: Constant
Use: Constant

Plant's strong fragrance reminds those who smell it of their favorite food, causing them to follow the scent to its source. The effect is broken once the plant attacks. There is a Spirit roll to resist.

ATTRACTION ODOR

Range: to 10 miles
Duration: Constant
Use: Constant

Plant's strong body odor attracts carnivores of all types. They don't come to have tea and good conversation.

BACTERIAL SYMBIOSIS

Range: Touch
Duration: Constant
Use: Constant

Plants with this mutation form a symbiotic relationship with powerful micro-organisms living beneath their skin. When the plant is damaged or eaten, these are released. Those coming into contact must make a Vigor check or become infected with some nasty disease (GM's choice).

BARK or SPINES

Range: Body
Duration: Constant
Use: Constant

The plant is covered with some odd or special bark.

- BARK: The plant as the equivalent of Armor + 2

- SPINES: The plant has spines all over its surface. There are total of 4d10 spines which may be be Thrown (Range: 4/8/16) for STR in damage. Up to 6 may be flung at once, and if the Throw roll is a success roll 1d6 to see how many have struck. Each striking quill past the first adds +1 to the damage roll. Spines do 1d6 damage if they are rubbed upagainst, more if the plant is grappled or grappling. Lost spines grown back in 3 days.

- RUBBERY HIDE: Halves damage from bashing, crushing and slicing attacks. And yes, if the plant already halves damage from Crushing attacks, then it halves that remaining damaged as well if it has this bark (effectively quartering the damage).

BEGUILING

Range: 15"
Duration: 1 minute
Use: Constant

This mutation makes all creatures within range use the least powerful of their weapons or powers when attacking the plant who has it. Every minute they make attempt to break free of the Beguiling by making a Spirit roll as -2. Once freed the creature will not be affected by this mutation for 24 hours.

BERRIES

Range: Body
Duration: Constant (in season)
Use: Constant

- The plant develops a special type of berry that has a unique effect. What follows are only suggestions. Purple Heals: make an immediate natural Healing roll
- Blue Heals: make an immediate natural Healing roll, but may be applied to wounds past the "golden hour."
- Green Increase Spirit by one die type for 1d4 days.
- Violet Poison (-2), Vomiting and Exhaustion for 2d8 hours. At the end of that time, must make a second Vigor roll at -2 or die.
- Orange Trance-like sleep for 1d4 hours.
- Golden Grants immunity to radiation for 1d4 hours.
- Magenta Poison Antidote
- Black Grants immunity to Sonic Blasts for 1d8 hours.
- White Heals 2 Wounds of burn damage only.
- Brown Vigor roll or Knocked Out for 1d6 hours.



CHAMELEON POWERS

Range: Body
Duration: Constant+Special
Use: Constant

The plant has the ability to alter his coloration to blend in with his surroundings. Mobile plants constantly change color while moving. A Vigor roll must be made to activate each time it is used. Ranged attacks from further than 8" are at -4, closer than 8" are at -2. Searchers who are more than 2" away make their notice rolls at -2 to spot the plant. It cannot be tracked by smell. Even though this mutation is a conscious power, there is no negative applied to other activities while it is in use. The plant may use this power for up to a full hour at a time, when 2d10 minutes must pass before it is used again.

CONTACT POISON SAP

Range: Touch
Duration: Constant
Use: Constant
Plant secretes a contact poison of -2 intensity, Immediate Exhaustion, death in 2d10 minutes. Some trappings might include:

1. Pain
2. Panic
3. Delirium
4. Rotting Flesh
5. Mental Shock
6. Paralysis

CONTROL BIRDS or INSECTS

Range: 20"
Duration: 1d6 minutes
Use: 1 per 24 hours
Bird or Insect must be determined when this mutation is gained. Up to the Plant's Vigor in number of Animal Intelligent (A) bird/insect-like creatures within range can be controlled if the critters fail a Smarts roll. Intelligent bird/insect creatures may resist by an opposed Spirit roll. Controlled critters follow the commands of the plant to the letter, as long as they stay within the listed range.

DARK DEPENDENCY Defect

Range: Body

Duration: Constant

Use: Constant

The plant must stay in dim light. In bright light (not moonlight or starlight) he suffers nervousness and is nearly blind (as Major Bad Eyes). He sees in dim light as well as others see in full daylight. The plant takes 1d8 damage per round exposed to bright light.

DAYLIGHT STASIS Defect

Range: Body
Duration: Constant
Use: Constant

Unlike other plants, this one is active at night and enters stasis in daytime (ignoring everything, including attacks). Unconscious Mutations operate normally during stasis.

DEATH FIELD GENERATION

Range: 7" radius
Duration: Instant
Use: Once per day
This anti-life pollen cloud can drain away the life energy of everyone in range so that mooks are essentially killed outright and Wild Cards are brought to a Wound Level of 3! This cloud isn't blocked by force fields and does not affect other plant life. The plant then must make a Spirit roll or fall into a torpor for 1d20 minutes afterward.

DISPLACEMENT Defect

Range: Special
Duration: Instant
Use: One use per hour
The plant has the power to avoid danger by automatically teleporting up to 15" away when encountering a hazard. While an unconscious mutation, the plant may decide when it goes into effect, it can be used after successful to-hits, but not after damage rolls. The GM determines where the plant teleports to. If there is no safe place to teleport to, this automatic response will not work.

DISSOLVING JUICES

Range: Body
Duration: Constant
Use: Constant
Plant secretes a substance damaging to organic matter that touches it. Victims suffer 2d6 damage per touch. Substance may coat leaves or trunk, or be squirted under pressure from pods.
Other variants might include:

- DISSOLVES FLESH: Half-damage to wood and plastic, none to metal or stone.
- DISSOLVES WOOD: Half-damage to flesh and plastic, none to metal o DISSOLVES PLASTIC: Double damage to flesh, half to wood, metal and stone.
- DISSOLVES METAL: Double damage to flesh and plastic, half to wood and stone. No damage to glass or ceramics.

ELECTRICAL GENERATION

Range: Touch
Duration: Constant
Use: Once per minute
Plant does 2d6 electrical damage to targets it touches.

ENERGY NEGATION

Range: 8"

Duration: Constant**Use: Constant**

Non-organic sources of energy emissions (power cells, etc.) within range stop working due to the inhibiting field around the plant. Once the item leaves the area they operate normally again within 1d6 rounds. Plant may attempt to dampen this field with a successful Spirit roll. The dampening lasts for 1d10 minutes on a success with an additional 1d10 minutes per raise. Once the duration has expired the field's back and the plant must wait 1d6+4 minutes before attempting to dampen the field again. Unlike the animal version, this mutation's interference fluctuates every 10 minutes. Roll 1d10:

1. Radio Waves
2. Chemical/Solar Cells
3. Sonics
4. Hydrogen Cells/Power
5. 3. Light/Lasers
6. Electricity
7. Heat
8. Broadcast Power
9. 5. Microwaves
10. Atomic Power

EXPLOSIVE or RADIATED FRUIT or SEEDS**Range: Variable****Duration: Constant****Use: Constant**

Plants seeds and berries are Explosive, Radioactive or both. Plants with manipulative ability may hurl berries or seeds. Damage from explosives will be Small Burst Template areas doing 1d10 to all inside per seed or berry. Radiation from berries will be Vigor Intensity. These seeds or berries will explode when jarred strongly. If the weather is very hot, production is halved; if very cold, production halts.

HEAT GENERATION**Range: Touch****Duration: 1 round****Use: 1 per 5 rounds**

The plant has the power to generate extreme heat with his appendages. This heat may be used to attack others or ignite flammable materials the plant is touching. The plant cannot be harmed by this power, however objects ignited are a different matter. Damage is 2d6.

HEAT REACTION Defect**Range: Body****Duration: Constant****Use: Constant**

The plant is sensitive to extreme heat so its natural Toughness is halved when attacked by heat weapons or effects (torches, lasers, flames, etc.).

LIGHT DEPENDENCY Defect**Range: Body****Duration: Constant****Use: Constant**

The plant suffers from a total dependence on light and suffers one level of fatigue per hour he is in darkness. Exposure to bright light

reduces this Fatigue by 1 per 5 minutes of exposure. He is never blinded by intense light.

MIMICRY**Range: Body****Duration: Special****Use: 1 per day**

The plant may alter its appearance and shape to assume the form or any creature or item. The difficulty is left to the GM. The plant does not alter its size, merely its appearance, and the plant gains none of the innate abilities of the form mimicked. The plant's original traits and mutations are retained. The plant may take its time and change over the course of 1 minute, or attempt to speed things up with a successful Spirit roll. The plant may mimic things up to Spirit hours per day total.

MOBILITY**Range: Body****Duration: Constant****Use: Constant**

Plant can use roots or vines or other adaptation giving it the ability to move about. Pace is derived as normal.

MODIFIED LEAVES**Range: Touch****Duration: Constant****Use: Constant**

Plant's modified leaves can do severe damage to those coming into contact with them. Roll 1d6.

1. BARBED LEAVES: Leaves are ringed with barbed hooks doing Str+1d4 (small plant) to Str +1d8 (large tree). In addition, the affected target must make an Agility roll or be caught up in the hooks causing a -1 to Pace and Agility-based rolls for that round.
2. SAW-EDGED LEAVES: Clusters of 8-10 saw-edged leaves stay hidden until touched when they spring out doing Str+1d4 AP 1 (small plant) to Str+1d8 AP 2 (large tree).
3. RAZOR-EDGED LEAVES: As Saw-edged leaves, but worse: Str+1d6 AP 2 (small plant) to Str+1d10 AP 3 (large tree).
4. VIBRATING: These leaves vibrate at incredible speed on contact, inflicting 2d6 of Sonic attack.
5. ENVELOPING: These long thin leaves attempt to entangle their target.
6. GM's CHOICE



MODIFIED VINES and ROOTS

Range: Variable

Duration: Constant

Use: Constant

Plant has a network of modified vines or roots surrounding it. They are camouflaged by ground cover or hang from nearby tree. This network extends 2" around small plants, 4" around man-sized plants and 8" around trees. Roll 1d6 to determine the exact nature of the network. Roll 1d8.

1. POISON VINES: Sharp thorns coated with poison equal of the (-2) Immediate Exhaustion, death in 2d10+10 minutes variety.
2. TANGLE VINES: Plant has a network of thin, interlaced vines which entangle the victims. An opposed Agility roll must be made to evade entanglement. If the plant succeeds, then the victim is Grappled.
3. SQUEEZE VINES/ROOTS: As Tangle Vines, but once Grappled, the vines/roots inflict Str+1d4 Damage each round (including the first, Grappled round). There are generally 2d6 of these vines/roots.
4. MANIPULATION VINES: Plant has 2d4 tough grappling vines that do no damage themselves, but may manipulate weapon or Grapple like Tangle Vines.
5. SUCKER VINES: Plant has 4d6 vines edged with suckers that affix themselves to a victim on a successful Fighting roll. Each vine does Str damage each turn it is attached (including the first). These vines release themselves when the victim dies, but if the vine is severed, they continue to do damage until removed.
6. CARNIVOROUS JAWS: Plant has 2d6 mouth-like feeders at the end of 15m tendrils. The feeders are lined with spines and secrete acid. Each does Str damage.

7. BORING TENDRILS: Plant has a network of thousands of tiny tendrils that use abrasive pads and special acids to eat through almost anything. This process is slow and insidious. Generally the tendrils do Str+1d8 AP5 Damage over the course of each hour in contact, but given enough time they can bore right through the toughest armaments and materials.
8. GM's evil choice.

NEW BODY PARTS

Range: Body

Duration: Constant

Use: Constant

The plant possesses some body part not typically found in its kind. All choices must be approved by the GM.. Some examples include:

1. Aquatic Adaptation
2. Water Retention
3. Fruit/Nuts/Seeds
4. Wind parachute
5. Multiple Blossoms
6. Horny Claws
7. Vines/ Tendrils
8. Extra Limbs/ Branches
9. Extra Sensory Organ
10. Webbing
11. Pods
12. Needles / Pinecones

NEW SENSE

Range: Body

Duration: Constant

Use: Constant

Plant has a new sense with no direct counterpart in the animal world. Roll 1d10.

1. ENERGY SENSE: Energy intensity may be determine like touch.
2. LIFE FORCE SENSE: Plant senses life forces at target's Spirit in inches away, thus the more life force in the critter, the sooner the plant knows about it. If the target is within a sealed system of some kind, the plant cannot sense it.
3. CHEMICAL SENSE: Plant senses the chemical makeup of the surrounding area in a 30" radius. The greater the variation from the background norm, the more clearly the plant "sees". Basically the higher the Tech Level of the bulk of the target's equipment, the better the plant can focus its attention and attacks.
4. INFRARED / ULTRAVIOLET: Functions just like the mutations.
5. MAGNETIC: This sense detects ferrous metals. It may also detect energy fields, electrical fields and their strength.
6. MENTAL WAVES: Can detect emotional states.
7. RADAR / SONAR: As the mutations.
8. VIBRATIONS: Can detect movement through objects touched.
9. ULTRASONICS: Allows plant to 'see' through things it is touching.
10. GM's CHOICE

PHYSICAL REFLECTION

Range: Body

Duration: Constant

Use: Constant

The plant's skin reflects even the most intense forms of a particular energy type away in a random direction. It suffers no damage from this type of attack. Categories can include:

1. Heat
2. Laser
3. Radiation
4. Cold
5. Electrical
6. Sonic

RADIATED FIBER

Range: per Intensity

Duration: Constant

Use: Constant

The plant absorbs radioactive material which causes it to constantly give off Vigor Intensity radiation. It is also immune to radiation.



REGENERATION

Range: Body

Duration: Constant

Use: Once every 12 hours

This mutation instantly repairs wounds and trauma sustained by the mutant. This does not need to be used within the "golden hour." Successful Vigor roll restores a wound, while a raise restores all lost wounds. This does not restore permanent Crippling Injuries (lost limbs, digits, eyes, etc) at the GM's discretion about how long such activity will take, and whether the mutant needs to eat a lot to replace the lost mass.

SEED MOBILITY

Range: 30"

Duration: Constant

Use: Constant

Plant has mobile seed pods physically or mentally linked to the parent plant. These seeds move at Pace 2 and can have a variety of nasty things associated with them. Have fun making things up.

SOUND IMITATION

Range: Rank

Duration: Varies

Use: One sound per round

The plant can imitate any sound, including that of a Sonic Blast, which it has heard in the last 24 hours. It is immune to Sonic Blasts as well.

SPORE CLOUD

Range: 3"

Duration: Special

Use: 2d8 spore bulbs

Plant has motion sensitive shooting spores. Anything moving nearby causes it to shoot spores in the general direction of the movement., filling and area equal to a Medium Burst Template.

Some example follow. Roll 1d6:

1. INFESTATION: Spores burrow into the flesh, earth or other warm, soft substance and take root, causing the victim to fall ill. The spores are treated like a poison (-2) Fatigued for 1 day, Exhausted for 1d4 days, Incapacitated 1 day followed by death as the spores consume the target from the inside out, sprouting out a fresh new plant.
2. ENERGY DAMPER: These spores do not cause physical harm, but cause all energy devices in range to stop functioning for 1d6 rounds. Robots and Computers are affected as well, but instead of ceasing function they act wild for the duration.
3. IRRITANT: These cause an allergic reaction on a failed Vigor-1 roll that inflicts a Fatigue Level for 4d6 rounds.
4. DISTORTION: These spores fill the air for 6 rounds, causing a visual distortion so that the plant appears to be 1-2" away from its actual position. This grants a -4 against all attacks on the first turn. This penalty lessens 1 for every round after that as the distortion fades.
5. BURNING: These spores explode into a ball of flame. Treat as a Chemex grenade. Plants that have this Spore Cloud version are immune to fire.
6. VULNERABILITY: These spores inflict a Vulnerability on the user should he fail a Vigor -2 roll. The Vulnerability is just like the Physical Mutation and lasts for 16 rounds minus the target's Vigor. The inflicted Vulnerability is usually linked to another attack form of the plant.

SYMBIOTIC ATTACHMENT

Range: Touch

Duration: Variable

Use: Constant

The plant can control a creature if he can successfully touch it and make an opposed Spirit roll. Once attached the plant controls every action of the victim until the attachment is broken. When controlled, all the powers and abilities of the vassal can be commanded. As long as physical contact is maintained this control is enacted automatically for 24 hours. The controlled creature may attempt to battle free every 4 hours after that with a Spirit vs. Spirit contest. When set free/broken free the victim is treated as Fatigued. If the controlled critter dies while in contact, the controlling plant dies as well. It takes 3 rounds to willingly break concentration. If violently separated, both make a Vigor roll at -2 or be Shaken.

TEMPERATURE SENSITIVITY Defect

Range: Body

Duration: Constant

Use: Constant

Plant is extremely sensitive to heat and cold and takes an extra 2 point of damage from attacks using heat, cold or energy.

TEXTURE CHANGE

Range: Body

Duration: Constant

Use: Constant

Plant has tough metallic bark that acts as Armor +3. This armor is effective against fire..

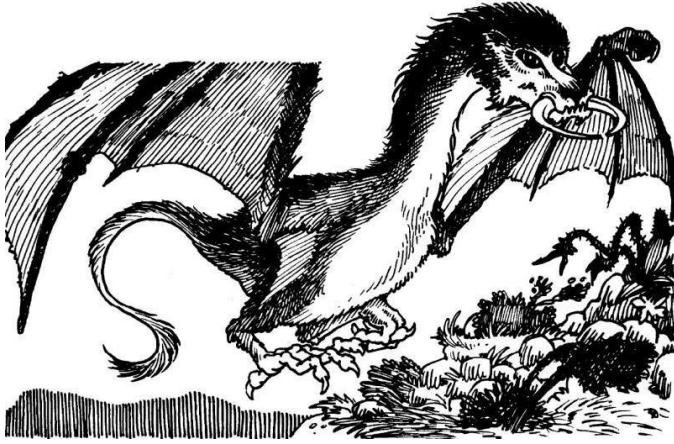
THORNS / SPIKES

Range: Touch

Duration: Constant

Use: Constant

Plant has a bushy growth of 5d4 Spikes or Thorns. Each does 1d6 when touched. If plant can sense other entities and can direct its actions it can make 1d4 attacks per round with these spikes in addition to damage targets do to themselves by touching them.

**THROWING THORNS**

Range: 6/12/24

Duration: Instant

Use: Variable

Plant has barbed Thorns similar to those described in Thorns/Spikes. If it has any senses, it can consciously attack 1d4 targets per round by casting these thorns doing 2d6 damage each. The plant will have 4d10 Thorns and will take a week to grow new ones. Thorns may be poisonous as well.

WINGS / GAS BAGS

Range: Body

Duration: Constant

Use: Constant

The plant possesses leafy vanes/wings or chemically inflated air sacs that permit flight equal to the normal Pace. Wings are more common in individual plants, while air bags are more common with symbiotic plants.

TECH LEVELS & ARTIFACTS**TECH LEVELS**

A character's Tech Level defines the tools, techniques and weapons that he understands and uses commonly. Nothing stops a character using a device or tool from a higher Tech Level, once they understand its use and function. Tech Levels are also applied to communities as a guide to their collective sophistication. This guide may be as lenient or restrictive as the GM feels is important to his campaign. All equipment has a corresponding Tech Level as well,

and the difference between the character's Tech Level and an item's is central to figuring artifacts of the ancient world out.

Tech Level I

Primitive technology generally falling into a bronze-age or earlier equivalent. Mostly stone, wood and scavenged-metal weapons. Use of wheel and levers are commonplace.

Tech Level II

Medieval-level technology, including innovations such as crossbows, wind and water mills, steel-making, glass-making and a fundamental understanding of scientific things. Many Tech II communities utilize Tech III items regularly. Most classic Gamma World campaigns have the default character level here.

Tech Level III

Where we're at now. The industrial revolution legacy: steam, steel, intricate geared-machinery, plastics, electricity, atomic power and computers.

Tech Level IV

The classic science fiction era. Hover pods, force fields, powered armor, laser and other mayhem-making devices, advanced robots and AI.

Tech Level V

Technology so advanced or bizarre that it appears alien or magical. Generally crystalline or organic based.

**FIGURING OUT ARTIFACTS**

So you've explored the danger-filled ruins of the Ancients and found all this great stuff. Now, what does it do? Figuring out the tools of the Ancients and using them help out your community or group is a central theme of Savage Gamma World. Every item has a Tech Level listed for it. This level is further augmented by a complexity rating given as a letter. For example a Laser Pistol is listed as IV-D. Each letter corresponds to a number of step successes needed on a Smarts or Knowledge roll to figure out the artifact. So A=1, B=2, etc. The primary skill used to figure out most technology of the Ancients would be Knowledge (Technomancy), although other pertinent Knowledge skills might apply instead depending upon the artifact. Those with no pertinent skills may default to a Smarts-4 roll. Each success and raise on the related roll indicates a like number of steps

figured out on the artifact. If all the steps have been overcome, the character has figured out the artifact as may use it effectively. The steps do not need to be figured out in one blow, steps figured out in one roll, may be added to by a later roll. The time taken to figure out a device can be variable, but a good guide is 10 minutes of fiddling per roll. This may be adjusted as the GM sees fit for the scene at hand.

Failures and Critical Failures

A failure on the roll means you've spent all that time and not figured anything out. Bummer, but you can try again. However, a 1 rolled on any die of a failed roll means you misjudged the item in some way and added another step to the complexity for yourself. Snake eyes are critical failures and are left for the GM to decide based on the artifact, but you've done something wrong. Perhaps you've activated it and shot yourself or your buddy, broke it, or in some other way screwed things up.

Modifiers to the Process

Tech Level Difference: The lower the character's Tech Level below the artifact's adversely affects the understanding of the technology. For each Tech Level lower the character has a -2 penalty applied.

Racial: Pure Strain Humans have +2 to figure out artifacts.

Mutations: Several mutations affect the process both positively and negatively.

Familiarity with Similar: Understanding of like objects can help since you grok the principle of the device already, but must figure out the particulars to use it. This is a GM call, but example if you've understood and used an Auto Pistol and find a Laser Pistol then you would gain a +2.

Training: If someone who knows how to use a device shows you how things work, you have a +4 to the roll.

Example

Mordank (Tech Level II mutant) has found a Laser Pistol (IV-D). The mutie has a Smarts of d8 and a Knowledge (Technomancy) of d6. He starts out with a -4 to his roll for Tech Level difference, but since he's used an Auto Pistol before the GM rules he gets a +2 bonus for a net -2 to his roll. He rolls his Knowledge d6 and wild die and gets a success and raise, equating to 2 steps. The Laser Pistol has a D rating so requires 4 steps to understand. Mordank has 2 steps left to overcome. He rolls again, this time failing, and with a 1 on one of his dice. A step is added to the complexity, so he now needs 3 steps to figure out the pistol. He rolls again and nets a success and three raises giving him 4 steps; he's figured out the Laser Pistol.

Artifact Condition

Most planned encounters will sport usable artifacts, but those found or discovered elsewhere might be in a variety of conditions. For simplicity items are Excellent, Usable, Damaged or Broken. For a random condition roll 1d10:

1-4 Broken- Might be good for parts.

5-7 Damaged- Works at 1/2 ability or otherwise lessened function, power/charges at 1/4 to 1/2 full. Repairable.

8-9 Useable- Works fine, power/charges at 1/2 to 3/4 max.

10 Excellent- Works great and fully charged. If found in a Ruin or Deathland, -1 to the roll. If found in an Installation, then no modifier or +1 if the GM feels gracious.

See Savage Worlds Rule Book page 67-68

Misc. Artifact Items

Item	Tech	Cost	Wt
Adhesive Paste	II-A	20	0.5
Anti-Grav Pods	IV-F	550	5
Anti-Grave Sled	IV-F	1100	50
Compass	III-A	250	0.5
Control Baton	IV-C	5000xID	0.5
Energy Cloak	IV-C	1000	2
Geiger Counter	III-D	250	2
Kinetic Nullifier Fluid (8 oz)	IV-B	50	0.5
Neutralizing Pigment, Black	IV-B	200	0.5
Neutralizing Pigment, Gray	IV-B	100	0.5
Neutralizing Pigment, Green	IV-B	150	0.5
Neutralizing Pigment, Orange	IV-B	250	0.5
Neutralizing Pigment, Red	IV-B	500	0.5
Portent	IV-C	3000	5

Power Sources, Fuel Sources, Light Sources

Item	Tech	Cost	Wt
Energy Cell, Atomic	IV-C	350	10
Energy Cell, Chemical	II-A	50	0
Energy Cell, Hydrogen	IV-B	150	0
Energy Cell, Solar	IV-A	100	1
Energy Cell, Charger	IV-D	4250	2
Glow Cube	IV-A	50	0
Lantern, LED	III-D	30	1
Lighter, plasma	IV-A	5	0
Matches, 50	II-C	10	0

Medical Equipment

Item	Tech	Cost	Wt
Accelerate Dose	IV-B	100	0
Anti-Radiation Serum	IV-D	350	0
Cur-in Dose	IV-B	300	0
Genetic Booster	IV-C	55	0
Interra Shot	IV-B	45	0
Life Chamber	IV-G	45000	250
Medi-Kit	IV-E	900	2
Mind Booster	IV-E	40	0
Pain Reducer	III-B	25	0
Poison Antidote	III-B	50	0
Rejuv Chamber	IV-F	25000	250
Stasis Chamber	IV-F	20000	225
Stim Dose	IV-B	75	0
Suggestion Change Drug	IV-B	60	0
Sustenance Dose	IV-B	20	0

GEAR

Adventuring Gear & Ammo

SELECT GEAR NOTES

Adventuring Supplies

Geiger Counter

The size of a PDA, this unit is powered by an H-cell good for 24 hours constant use. It can detect radiation intensity within a 15" range.

Portent

This backpack-sized unit is powered by 2 Solar Energy Cells good for 24 hours of constant use. It creates a dome-like force field the size of a Large Burst Template that resists wind, water, bugs and other natural elements. If attacked the Force Field has a 5 point rating.

Power Sources, Light Sources

Energy Cells, Atomic

About the size and shape of a 2-liter bottle of soda, these are bulky, heavily-shielded nuclear batteries weighing in around at 10lbs apiece. They hold their charge for over a thousand years if unused. They can only be recharged by replacing their fuel cylinders. These big boys usually run the vehicles, lifters and big guns of the Ancients, like Power Armor!

Energy Cell, Chemical

These small, quarter-sized disks powered a lot of the most common devices of the Ancients. They are usually found with no charge, but can be recharged.

Energy Cell, Hydrogen

About the size of a 9v battery of today, these cells served much the same function as the Chemical Energy Cells, but do not lose their charge from disuse.

Energy Cell, Solar

These are usually Chemical Energy Cells attached to some form of Solar Panel so that they can recharge.

Energy Cell Charger

Must be connected to a power source, line or broadcast, and then allows recharging of Chemical and Hydrogen Cells. Up to 4 cells of mixed type may be recharged at one time. C-cells recharge fully in 2 hours, H-cells in 4 hours.

Glowcube

This 1" crystal cube is powered by a Hydrogen Cell, they will operate for 24 hours of continuous use. May select Area: illuminate a 15" diameter, or Beam: can be seen for 30 kilometers and is about 2" wide.

Medical Items

Accelera Dose

This fast-acting healing compound allows the user to make an immediate Natural Healing roll at +2 on the round it is injected. This will not work on the deceased; the patient must be Incapacitated or

better for the compound to work. Mutant Humanoids make the Healing roll with no modifiers, while Mutant Animals make their roll at -2. Snake Eyes results for anyone means they must make an additional Vigor roll or suffer a Wound.

Anti-Radiation Serum

This compound reverts radiation damage and effects thereof. If applied within 5 rounds of exposure/ damage/ mutation the damage/ effects are negated. This will not work on the deceased; the patient must be Incapacitated or better for the compound to work. This serum works equally well for PSH, Mutants and Mutant Animals.

Cur-In Dose

This is a powerful, full-spectrum anti-toxin and foreign chemical nullifier. If taken within 5 rounds of exposure to a drug or poison, the user takes no damage or suffers no effect from the toxin. If this is given to a Mutant who normally produces poison as a mutation, he cannot use that particular mutation for the next 4 hours. This will sober up a drunk character, regardless of when he imbibed and will cure a hang-over in a single round.

Genetic Booster

This virulent elixir is capable of altering the genetic code of cells, causing rampant mutations. PSH treat this as a poison [(-2), Immediate Exhaustion for 2d6 hours], while Mutant Humanoids and Animals have a 50% chance of gaining a new, permanent random mutation.

Interra Shot

This Truth Serum requires a failed Smarts roll at -4 to work properly. Mutant Humanoids make their Smarts roll at -2, while Mutant Animals resist with a straight Smarts roll. If the serum has its way, then the target answers all questions truthfully for 10 minutes and then forgets the interrogation.



Life Chamber

These large, bulky units only exist in experimental hospitals and military installations. They look much like a clear coffin shot through with wiring and devices. A dead character placed within a working Life Chamber within 24 hours of his death has a 50% chance of being brought back to life! Characters must make a Smarts roll -1 per 4 hours dead to retain memories. All mutations and skills remain unchanged.. Make an Attribute roll for each of the revived character stats, if failed that stat is reduced 1 die type. If the roll has two raises, increase that stat by 1 die type. They are operated by a specific terminal that answers to Stage III ID and are usually run off Broadcast Power or a fully charged Atomic Energy can be used in a pinch.

Medi-Kit

This amazing, 2" x 4" x 2" plastic and metal box is a marvel of medical tech. The micro-computer housed within has the equivalent of a 1d12+2 Healing Skill and can heal nonpermanent Crippling Injuries and those Wounds suffered outside of the "Golden Hour." Simply set it on the Wounded area and let it do its work. The unit heals one Wound for every success, to a maximum of three Wounds. The patient's Wound Penalties are figured into the unit's Healing roll. Each Wound healed takes one minute of time. Once a patient has been worked on by the Medi-Kit he may not obtain anymore healing from it until a fresh Wound is sustained. Mutant Humanoids are treated by the microcomputer at a 1d10+1 Healing Skill, while Mutant Animals are treated with a 1d8 Healing Skill. Each Medi-Kit will have 2d10 Wounds worth of healing drugs and supplies within it when found. If a patient is still left with any Wounds (after at least 1 Wound was healed) following a Medi-Kit's attention he is not Shaken and the Wound Penalties for any remaining Wounds are ignored for 4 hours.

Mind Booster

The user gains a +2 bonus to Smarts- and Spirit-based rolls for 1 hour after taking the compound. He must rest for 4 hours afterwards or suffer a permanent one-die-type reduction to his Smarts (if a Vigor -2 roll is failed). There is only a 60% chance this will work on Mutants and Mutated Animals.

Pain Reducer

The user feels no pain for the next 4 hours after taking this compound. All Wound Penalties are ignored during this period and all rolls to recover from being Shaken are made at +2.

Poison Antidote

There are myriad poisonous substances to be encountered in the Gamma World, so there are myriad Antidotes to be had as well. Some may be more effect versus a specific poison than others. Trouble is, the intricate glyph-like barcode designating what specific poison each cartridge is targeted at is nigh impossible to know without a lot of time, reference materials and knowledge. Most denizens who are lucky enough to find these ampules are willing to try for any cure in a pinch. If administered within 3 rounds of contact with a poisonous substance, this compound allows a new Vigor Roll to resist at +1d4. Success indicates the poison has been nullified. If this is given to a Mutant who normally produces poison as a mutation, he cannot use that particular mutation for the next 4 hours.

Rejuv Chamber

These items look like 20th century iron lungs and were common in hospitals before the Apocalypse. Alas, most urban centers were destroyed, so finding a usable one is a true prize. Any creature (regardless of race) put inside will be fully healed by the device at a rate of 1 Wound per 5 minutes. Critical Injuries can be healed fully although this unit will not regenerate lost limbs, unless the severed appendage is handy and fresh. Using a Rejuv Chamber more than once in a 4 week period requires a Vigor roll to avoid dying of system shock. They are operated by a specific terminal that answers to Stage III ID and are usually run off Broadcast Power or a fully charged Atomic Energy can be used in a pinch.

Stasis Chamber

These appear much like Rejuv Chambers and are operated and powered in the same way. Any creature within the Stasis Chamber is preserved intact indefinitely as long as the power holds out.. About 30% of the time they are found occupied (always a PSH Ancient).

Stim Dose

This Ancient combat/performance enhancer grants a +2 modifier to all Strength- and Agility- related rolls for 1 hour, but at the cost of -2 to all Smarts-related rolls for the same period. At the expiration of the time, the user must make a Vigor roll at -1 or suffer a Fatigue Level for 1 hour. A Critical Failure on this roll means a permanent reduction of Vigor by 1 die type.

Suggestion Change Drug

This hypnotic drug must be resisted by a Spirit -4 roll or else the user is put into a trance for 10 minutes. During this time they may be given instructions that they will follow literally for the next 4 hours, including instructions to take orders from another character. Once out of the trance, the user will only subconsciously remember his instructions.

Sustenance Dose

This graham-cracker-like wafer supplies all the nourishment and nutrients a character would need for 24 hours, short-circuiting hunger signals to the brain. Using this as sole intake for more than a month results in digestive atrophy and addiction such that the user cannot derive sustenance from anything other than this substance.

Misc. High-Tech Items

Anti-Grav Pods

These 12" disks are used in pairs and require an H-Cell each to operate. When clamped onto an object they can negate gravity and allow the object to be moved easily. The can lift 75 lbs for 1 hour, 150 lbs for half-hour and 300 lbs max for 15 minutes.

Anti-Grav Sled

This 4'x8' platform is powered by an Atomic Energy Cell and when activated will negate gravity for its load. It can lift 6 tons for 100 hours, 12 tons for 50 hours and loads up to 24 tons for 25 hours.

Control Baton

This exceptionally rare 7" long rod is powered by a Chemical Energy Cell and acts as a Stage V ID. It will activate or deactivate any functioning suit of Power Armor it touches, and can be used to locate useable suits within a mile.

Energy Cloak

A hooded cloak of the Ancients used for social functions, it emits wild scintillating colors when activated and is powered by a Chemical Energy Cell good for 12 hours of constant use. An unintended bonus of this display is that it reflects laser beams when activated.

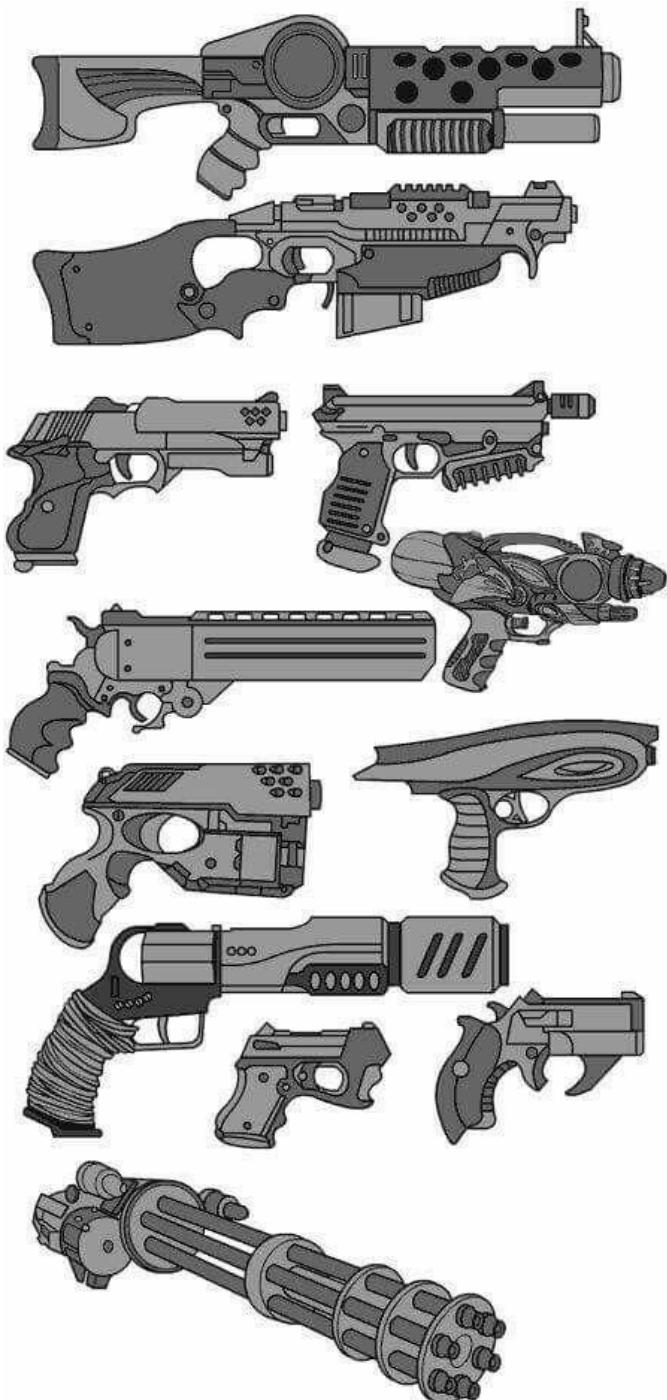
Kinetic Nullifier Fluid

There is enough fluid to cover 36 square yards (18 square inches) and is the slipperiest substance known.

Neutralizing Pigments

Each tube of these amazing substances can cover 2 humans or 9 square yards of surface, and will negate the specific effect for a day or until wiped off.

1. Black- Neutralizes Laser beams
2. Gray- Neutralizes/negated corrosives and acids
3. Green- Insulates from electricity
4. Orange- Absorbs sonic attacks/effects
5. Red- Reduces the Intensity of radiation by 2 die types



ARMOR

Type	Armor	Tech	Wt	Cost	Notes
Tech Level I & 2					
See Savage Worlds Rule Book Page 69					
Tech Level III					
See Savage Worlds Rule Book Page 70					
Sheath Armor	3	III-C	10	100	Heavy Riot Gear; Covers all
Plastic Armor	0.5	III-D	15	1500	Torso; +4 vs normal, +8 vs bullets, reduces 4 points of AP
Steel Pot Helmet	4	III-B	5	200	Head; open-faced, blocks 50% of time
Motorcycle Helmet	3	III-B	5	200	Head; open-faced, blocks 50% of time
Battle Helmet	0.5	III-C	6	650	Head; open-faced, blocks 50% of time; +4 vs normal, +8 vs bullets
Tech Level IV					
See Savage Worlds Rule Book Page 70					
Inertia	4	IV-F	12	3000	Inertia Field absorbs 30 Damage versus kinetic attacks. Includes Jetpack. POWER: 2A/ 60hr
Energized Armor	6	IV-E	150	1750	Jetpack, +2 to Melee & Missile attacks. POWER: A/40hr
Powered Plate	8	IV-E	200	2000	+1 die type Str; POWER: A/60hr
Powered Alloy Plate	10	IV-F	250	3000	+1 die type Str; POWERS: A/40hr
Powered Scout	10	IV-F	500	5750	20 pt Force Field. +1 die type Str; +5 Pace. Type C Slug Pistols in each arm, stun ray pistol in helmet, Radar & Radio scrambler, smoke generator. POWER: 2A/60hr
Powered Battle Armor	12	IV-G	600	4500	30 pt Force Field, +2 die types Str; +1 Pace, 2 Type A Slug Pistols & Flamethrower. POWER: 2A/50hr
Powered Attack Armor	14	IV-G	900	7900	40 pt Force Field, +2 die types Str, +2 Pace, Laser Pistol in each arm, 10 micromissiles in helmet, 5 grenades in launcher on back. POWER: 2A/40hr
Powered Assault Armor	20	IV-G	100	10200	50 pt Force Field. +3 die types Str, +1 Pace, Laser Rifle in each arm, 20 micromissiles in helmet, 15 grenades in launcher on back. POWER: 3A/50hr
Force Field Belt	-	IV-F	1	1000	20 pt Force Field. POWER: H/30 minutes
Shields					

WEAPONS

Common Melee Weapons

See Savage Worlds Rule Book Page 72-76

Artifact Melee Weapons

Type	Range	Dmg	RoF	Cost	Wt	Shots	Min Str	Notes
Vibro Dagger		Str+1d6		2000	0.5		d4	AP 2, Cannot be thrown
Vibro Sword		Str+1d8		3000	2		d6	AP 4
Stun Whip				1000			d4	Vigor –2 Save or become Shaken for 1d6 rounds.
Energy mace		Str+1d10		2500			d6	Electricity, AP 2, Blocked by Force Fields, +1d6 versus robots/machinery, HW
Paralysis Rod				1000			d4	Vigor –2 Save or become incapable of any action — even speech — for 2d8 rounds.

Common Range Weapons

Type	Range	Dmg	RoF	Cost	Wt	Shots	Min Str	Notes
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See Savage Worlds Rule Book Page 72-76

Bolas	3/6/12	1	25	4	1	d4	Use stats for Net, Weighted
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Artifact Range Weapons

Type	Range	Dmg	RoF	Cost	Wt	Shots	Min Str	Notes
Black Ray Pistol	10/20/40	Death	1	4000	2	4	d4	Vigor -6 Save or die, see weapon notes
Drone Weaver	10/20/40	Fatigue	1	2500	3	Special	d4	Vigor-2 Save or take a Fatigue Level, see weapon notes.
Flying Blades	10/20/40	3d6	1	2000	1	Special	d4	AP 10, Heavy Weapon, any Wound inflicted causes a roll on the Injury Table. Intensity d12 directed Radiation blast
Fusion Rifle	24/48/96	d12+12	1	5000	15	10	d4	
Harmonic Disrupter		4d8	1	5500	20	Special	d4	Heavy Weapon, see weapon notes
Infrared Rifle	20/40/80	1-3d6	1	1000	14	10	d4	Semi-Auto, Each die of damage uses up a like number of shots, AP 3
Lamprey Disc		Power Drain	1	1500	1	Special	d4	Drains Energy, see weapon notes
Laser Pistol	20/40/80	2d6	1	500	2	10	d4	AP 3, Semi-Auto
Laser Rifle	30/60/120	2d8	1	1000	8	6	d4	AP 5, HW, Semi-Auto
Mark V Blaster Pistol	15/30/60	3d6	1	750	4	6	d4	AP 5, Wound inflicted for every success on the damage roll, HW, blocked completely by Force Fields
Mark VII Blaster Rifle	20/40/80	3d8	1	2000	15	6	d4	AP 10, Wound inflicted for every success on the damage roll, HW, blocked completely by Force Fields
Needler	12/24/48	2d4	1	500	2	30	d4	AP 4 Soft Armor; usually poisoned or drugged
Nueral Bite	15/30/60	Domination	1	4000	1	Special	d4	Spirit roll to resist Domination by user
Popper Pellet	10/20/40	2d10	1	3000	1	1	d4	Medium Burst Template, AP 25, HW
Slicer	15/30/60	2d8	1	1350	4	8	d4	AP10, see Weapon Notes, HW
Slither Helix	3/6/12	2d8	1	2000	1	Special	d4	Electrical attack and Grapple, see notes
Slug Thrower, Hvy	12/24/48	2d10	1	600	8	15	d4	AP 4, Non-lethal at Medium and Long, Lethal damage at Short, Semi-Auto
Slug Thrower, Lt	5/10/20	2d6	1	400	4	50	d4	AP 2, Non-lethal at Medium and Long, Lethal damage at Short, Semi-Auto
Slug Thrower, Med	8/16/32	2d8	3	500	6	30	d4	AP 3, Non-lethal at Medium and Long, Lethal damage at Short, Auto 3rd burst
Smart Dart	12/24/48	2d8	1	2000	1	1	d4	Medium Burst Template, Electrical attack, coming, see weapon notes
Stinger Crystal		Spirit+1d6	1	3500	1	Special	d4	May be used to attack or absorb an attack.
Stokes Coagulator	8/16/32	3d6	1	1500	7	30	d4	See Notes
Stun Ray Pistol	10/20/40	Stun	1	400	3	10	d4	Vigor-2 roll or be Shaken for 1d6 rounds
Stun Ray Rifle	24/48/96	Stun	1	800	12	6	d4	Vigor-2 roll or be Shaken for 1d8 rounds
Tender Touch		Domination	1	4000	1	10	d4	Spirit roll to resist Domination by the user.
Whammer	3/6/12	2d8	1	2500	1	10	d4	AP 2, Heavy Weapon, causes Knockback
Wrapper	3/6/12	Entangle	1	4000	1	12	d4	Grapple attack
Zaper	3/6/12	2d8	1	2500	1	20	d4	Electrical attack, +1d8 to machinery and robots., Heavy Weapon

Artifact Grenades

Type	Range	Dmg	RoF	Cost	Wt	Shots	Min Str	Notes
Energy	5/10/20	2d6	1	500	1	1	d4	Medium Burst Template, Electrical shock; ignores armor; +2 damage if in metal armor; +1 die versus robots or machinery, HW
Photon	5/10/20	Death	1	1000	1	1	d4	Inflicts 4 Wounds; make a benny-free Soak roll to reduce damage; Medium

Stun	5/10/20	Stun	1	200	1	1	d4	Burst Template; Stopped fully by force fields and no effect on non-living matter.
Torc	5/10/20	Disintegrate	1	2000	1	1	d4	Medium Burst Template; Vigor —2 save or be Shaken for 1d4 rounds

Artifact Missles

Type	Range	Dmg	RoF	Cost	Wt	Shots	Min Str	Notes
Micromissle	24/48/96	4d6	1	1000	5	1	d4	Medium Burst Template; AP 20, HW
Minimissle	50/100/200	4d8	1	2000	10	1	d4	Large Burst Template; AP 30, HW

Ancient Bombs

Type	Range	Dmg	RoF	Cost	Wt	Shots	Min Str	Notes
Fission (Clean)		5d10		3000	20			100" radius, Firestorm, AP68, HW
Fission (Dirty)		5d10		1500	20			100" radius, Firestorm, AP68, Radiation, Heavy Weapon
Fusion		5d12		1000	30			30" radius, Firestorm, AP75, HW
Matter Alpha		Death		1000	10			Medium Burst Template, Inflicts 4 Wounds, make a benny-free Soak roll to reduce damage; Stopped fully by force fields and no effect on non-living matter.
Matter Beta		Death		1000	20			Large Burst Template, see Alpha notes, Soak roll at -2.
Matter Delta		Death		2000	40			15" Burst Radius, See Alpha notes, Soak roll at -4.
Mutation		Mutation		1500	30			Make a mutation save at -2. PSHs treat this as a Stun Grenade.
Negation		3d10		1000	10			Large Burst Template, only affects machinery, HW, see weapon notes.
Trek		Disintigrate		2000	15			Large Burst Template, see Weapon Notes, does 4d8 to those protected by a Force Field (this damage may be absorbed by the Force Field), HW

GENERAL WEAPON NOTES

Autoweapons

Auto Pistols and Battlerifles act just like the SMGs and combat rifles we know today except that they shoot caseless ammunition. You may want to include more traditional brass-cased ammunition-firing weapons in your game if you choose.

Blasters

These plasma- throwing weapons will blow a neat 4" hole in nonliving objects. Their disruptive effect is such that they inflict a Wound for each success and raise on the Damage roll instead of the normal Shaken then Wound on a raise progression. All Wounds inflicted will cause the target to be Shaken as well. All Blasters are considered Heavy Weapons.

Disintegration Weapons

Torc Grenades and Trek Bombs negate the nuclear attraction of atoms enough to have them break out of their molecular bonds and reduce the effected item/area to a fine dust. Suffice to say all living

things within the affected are are killed outright. Items and critters within the confines of a Force Field are fully protected and go on existing. Kindly GM's will allow targets their Agility roll to get out of the area of effect. Better have those Bennies ready. Heavy Weapon.

Energy Mace

This curiously light, bulb-ended 2-foot long baton is powered by a Chemical Energy cell and delivers a substantial shock. This damage is completely negated by Force Fields, but will cause havoc to machinery and robots, dealing them +1d6 damage. With no power, its just a pretty club.

Force Field Weapons

Vibro Blades, Vibro Daggers and Slicers all use a form of focused energy field for their cutting edge. This edge is exceptionally keen and will generally slice through all things without a problem, but are completely blocked by other Force Fields. They are all treated as Heavy Weapons. For cutting purposes, by expending 1 charge the Blade and Daggers will cut up to 1 yard of duralloy and 2 yards of anything else per round.

Laser Weapons

The classic beam of coherent, destructive light. Lasers are AP vs. armored targets or are +1d6 damage to those targets without armor. The amount of AP depends upon the weapon: Laser Pistols are AP 3, Rifles are AP 5 (Heavy Weapon) and Cannons are AP 10 (Heavy Weapon). Laser weapons are adversely affected by smoke, fog and cloud, -1 Damage per 2" of intervening smoky air.

Needler

This weapon is powered by a Chemical Energy Cell good for 30 shots. The shard-like projectiles these weapons fire do little real damage unto themselves as they are just vectors for toxins. The Damage listed is primarily to determine whether a fleshy hit has occurred. These weapons will never do more than 1 Wound of Damage, regardless of the roll. On a Shaken result or better the drug has been delivered and the fun begins. Drugs found will usually be either a Poison [(-2) Immediate Exhaustion, Death in 2d6 rounds] or a Paralysis Toxin [(-2) +1 Fatigue Level, effective for 20 minutes. Immediate Incapacitation with a Critical Failure on the Vigor roll]. Nasty, vicious GM's may come up with more creative coatings, say Hallucinatory or Rage Inducing.

Slug Throwers

These small (type A) to rather bulky (type C) pistols are powered by a Hydrogen Energy cell capable of shooting 3 clips worth of ammo (i.e. 150 type A, 90 type B and 36 type C). The projectiles these guns shoot were used by Ancient police and civilians alike as they attempt to stun and incapacitate instead of killing. These weapons inflict Non-lethal Damage (Savage Worlds: Revised, pg 65) to targets at medium and long range. Targets hit at short range take lethal damage.

Stokes Coagulator

A nasty weapon that sprays out a jet of bacteria-laden gray foam which seeps through a creature's skin and begins to coagulate its inner juices, primarily the blood. At the beginning of the round following a successful hit, the target takes 3d6 damage, unmodified by armor. The next 5 rounds begin by the target taking an additional 2d4 damage. If the target is still alive after this, they must make a Vigor roll or suffer a Fatigue level that will last the next 24 hours. This foam cannot seep through armor, but since the foam nearly covers the target, if any area is unarmored then the foam takes effect. Creatures that have natural armor are susceptible as it is their skin. Heavily furred creatures take half damage.

Stun Weapons

Stun Ray Pistols, Rifles, Stun Grenades and Stun Whips are all about bringing down the foe with no physical trauma. Critters struck by these weapons must make a Vigor -2 roll or become Shaken for a listed die of rounds before you can attempt to recover. Each additional check (from multiple Stun strikes) in the same round are at a cumulative -2.

Tech Level V Weapon Notes

These bizarre and deadly devices require some extra effort to use properly. They must first be figured out like any other Artifact. Following that they must be attuned to the user. This requires a Spirit roll. Do not Snake Eyes on this or any other roll when using Tech V devices; bad stuff always follows.

Black Ray Pistol

A sleek clear plastic frame holds a black crystal lozenge about 4" long. The inky blackness of the crystal decreases when each of the four shots available are used. This device is deadly only to living, organic targets. The black beam is only blocked by a Force Field. Targets struck must make an Vigor-6 roll or die. Should they survive, they are immediately reduced down to Incapacitated (the equivalent of 4 Wounds). Note they do not take 4 wounds of Damage per se, but are reduced to Incapacitated regardless of their previous Wound Level, so do not roll on the Injury table.

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Drone Weaver

A rainbow-hued marble attached to the end of a prismatic ribbon of spun crystal a yard long. When activated, it zips toward the target and hangs in mid-air, the ribbon a vibrating blur. This creates a drone that makes all conversation within the area impossible and the subsonics produced have a detrimental effect on organic nerve systems, including borgs, androids and AI. Each target within a 3" radius centered on the Weaver, must make a Vigor -2 roll or suffer a Fatigue Level. A success indicates the target is Shaken, he may act normally on a raise. If reduced below Incapacitation, the target's nerve clusters are pulverized into goo. The Fatigue recovers at 1 level every 5 minutes. The Drone Weaver may be redirected each turn to move at Pace 8 anywhere within its listed range from the user. If attacked, it is tiny and fast so is -4 to be hit. It has a Toughness of 10, ignores Shaken results, but will be destroyed by 2 Wounds.

Flying Blades

Looking like fancy 4" prismatic shurikens these weapons will spring into the air, spinning like a buzzsaw, and fly at their target. They may be directed at different targets each round as long as they are within the range from user to target, and they attack using the user's Spirit as a Fighting skill. These rending devices do damage to the target's defenses as well as their person. They are AP 10 Heavy Weapons and any Wound they inflict causes an automatic roll on the Injury Table. If the target still has armor above 10 the Flying Blades shred it horribly, reducing it by 1d6 per attack until it is below the AP 10 threshold. Force Fields are reduced 2 points for every damage point the Blades inflict. Once activated, they are good for 1 minute (10 rounds), after which they fall to the ground, useless and inert.

Harmonic Disruptor

This innocuous bundle of violet crystals seems harmless enough, but when initially activated it takes a round to unfurl into a 50 yard tall strand (it will adapt to ceiling heights). On the next action of its user it

can be activated to vibrate like some crazed cello string sending out waves of harmonious vibrations that cause damage to everything in range. These waves ignore all armor (the armor is disrupted as much as the wearer) and will eventually powder anything around them. As long as the user maintains a hold of this weapon, he is unaffected. The range outward is equal to the height it can attain (in a 3" tall room it has a radius of effect of 3"). Once the ceiling is powdered into grit and dust the crystal can get higher, vibrate more and affect a greater area). This is a Heavy Weapon. This weapon can be used as many round consecutively as the user's Spirit +2. Once deactivated, it must recover 1 round for every round used before it can be used again. These have a maximum of 6 minutes (60 rounds) worth of use in them.

Lamprey Disc

This quarter-sized amber disc is only effective against energy-using devices. Upon adhering to a target, it drains away energy at the rate of 12 hours usage per round. It can drain any energy cell dry in a single round except for Fusion Cells, which take 2 rounds to go cold. After absorbing 60 hours worth of energy, the disc turns red and is useless. This item's full potential is in the GM's able hands. Not all will be found completely empty, after all.



Neural Bite

This silver metal ring about 8" across will leap into the air, spinning wildly, when activated and fly toward its target, zapping them with a spike of energy. This spark ignores armor and force fields, causing the target to make a Spirit roll or be subject to mind domination by the Neural Bite's user (this operates like the Puppet power). Only one creature or artificial intelligence can be so controlled at a time and the spinning Bite remains hovering over the victim the whole time. The control ends when the user loses concentration or wills the control to end, either the user or victim are killed, the Neural Bite is destroyed, or it goes beyond the listed Range. The Neural Bite is -2 to be hit vs. ranged attack, Parry 6, Toughness 8 (needs 3 Wounds to destroy, Shaken results are ignored).

Popper Pellet

This item looks like a dull green stone the size of a pea. When activated it swells to a fist-sized silver bubble that floats eerily toward its target. It explodes on contact (so missed attack rolls mean it missed its target but did not detonate) reducing any Force Field by 25 points immediately before Damage is calculated.

Slither Helix

This ten-foot long, rainbow-colored ribbon animates when activated and slithers towards its target with a Pace equal to its user's Smarts and Attacking with a Fighting skill equal to the user's Spirit +2. This attack is an electrical shock and grapple attack all in one. On a successful attack it causes the damage listed and the victim is entangled. Once entangled, the Slither Helix inflicts the damage listed automatically on its user's initiative card. For maintaining Grapple purposes, the Helix has a Strength equal to the user's Spirit +2. The Slither Helix has a Parry of 7 when not yet attached to a victim, only a 4 when so engaged, a Toughness 10 (2) and negates 2 point of AP attack. Needs 3 Wounds to be destroyed, Shaken results are ignored.

Smart Dart

Appearing much like a double-sized flint arrowhead of striated crystal, this item has the ability to track its victim. The user indicates the target, makes a Smarts roll to 'lock on' and the Smart Dart zings out toward the victim, and the user needn't concentrate anymore. The Smart Dart appropriates the user's Smarts die type as its own Shooting roll for itself and attacks each round on the user's card until it hits something. It will then explode in a wicked ball of electricity, damaging everything within a Medium Burst Template, double damage to un-force field protected robots and electronic devices. It has an effective Pace of up to 20 and will turn corners and act with an Agility equal to the user's Smarts. It can hover, waiting if need be and will continue to track the target unless they can get at least 100 yards away, in which case it will fall to the ground, seemingly inert. The user may pick it up and send it after another target, but if not cleared of a prior lock-on, and the original target returns within the 100 yard boundary, the Smart Dart will leap into the air and begin the chase anew. Better hope it's not in your pouch when that happens. The Smart Dart is small and agile, so is -4 to be hit. Any successful hit will cause it to explode.

Stinger Crystal

This billiard-ball sized multi-hued crystal will spring into the air when activated, hovering above the user's shoulder. It can be used to either attack a foe in melee combat or to block any physical or energy attack, once per round. When used to block it may travel up to 100 yards away instantly if necessary. The crystal can take 100 points of cumulative damage in blocking before being rendered useless. If used to attack, it has a reach of 2 and attacks with a Fighting roll equal to the user's Spirit doing Spirit +2 damage. Using the Stinger Crystal to attack is an action, while blocking is a free action.

Tender Touch

Looking like a 6' square veil of spiderweb-fine spun crystal, this artifact is one of the few Tech V melee weapons. A successful Fighting roll means the veil has been flung over enough of the target

to take effect, which works just like the Neural Bite, but for only 2d10 minutes. Once given orders, the victim and user need not remain in close contact; the victim can travel to do the Master's bidding, or the user may leave the victim to their task and move on. The veil is nigh-invisible once a victim is snared, but a Notice roll in good light will perceive the fine tracery of the veil. The veil is Toughness 7 and is rent by any Wound inflicted. These are typically good for about 10 uses maximum and are usually found with much less.

Whammer

Sometimes called a Thumper, this device appears to be a hollow tube of crystal with a rubbery membrane stretched across one end. When activated and the membrane is thumped, a concussive wave of force blasts from the other end. All within a cone template are affected by the blast, which does 2d8 damage, is AP 2 and causes all loose objects in the area to be blown away from the user. Critters caught in the cone must also make a Agility -1 (modified by Size) or be knocked back 1d4" and flung to the ground. This is considered a Heavy Weapon. The membrane is good for 10 thumps and then snaps apart.

Wrapper

Sometimes called a Weaver or Cocoon, this device resembles an ivory spindle about 8" long. When activated, it pops into the air and shoots forth a stand of high-strength fiber at its target. It then spins wildly around the victim, seeking to entangle them in the strands. The Wrapper attacks using the user's Spirit as its Shooting roll in an attempt to Grapple. The webbing is Toughness 8, Strength d12. The Wrapper contains enough essence to wrap 12 man-sized creatures.

Zapper

Sometimes referred to as a Viper, this small, green coil wriggles along the ground at an effective Pace of 10 towards its target. It then attacks using the user's Spirit as a Fighting roll, inflicting electrical/neurological damage. This is even more effective against machinery and robots whose suffer and additional +1d8. This effect is negated by Force Fields



FORCE FIELDS

Whether they're called Force Fields, Energy Screens, Force Shields or what have you, these devices seek to interpose themselves between the user and incoming damage. Force Fields are rare and varied and have posed quite a quandary on how to model them in Savage Worlds and retain the flavor of the classic Gamma World feel. To that end, the following are different ways to handle these

protective devices starting with the classic Gamma World interpretation and moving on from there. Note that "Damage each round" means the total damage from all attacks received in a round.

I: Classic Gamma World

The screen absorbs the listed amount of damage each round. Damage inflicted over that amount gets through to the target and knocks the screen mechanism out of action. It needs to be repaired to function again.

II: The Step Down Method

The screen absorbs the listed amount of damage each round. Damage inflicted over that amount gets through to the target and the defense capability drops to one-half the listed amount for further attacks. If this amount is exceeded in a round then the over-damage gets through and the screen drops to one-quarter of the listed amount. Any damaged sustained greater than this amount in a round blows the unit's circuits and it must be repaired to operate again. The unit can regain lowered steps by one level at the end of every round that no damage gets past it.

III: Buildup to Overload Method

The screen absorbs the listed amount of damage each attack. Every time it absorbs damage greater than half its listed protection it gains 1 overload point. If the damage absorbed exceeds its listed protection amount it gains 2 overload points. If the screen reaches 4 overload points it burns out and needs repairing. It loses 1 overload point for every round it doesn't incur a point.

IV: The Variable Option

Use the listed protection as Power Points. Each Point allocated in a round grants +2 Armor up to a maximum of +20 Armor (which would use up 10 Power Points). Note that AP attacks do not reduce this protection. It is a Free Action to decide how much is allocated each round, but only on the user's action.

Power Points recharge one point every 15 minutes.

Force Field Limitations

- Do not block air flow, though they limit its speed, and so are ineffective against gas or airborne attacks.
- Are only one-half as effective versus radiation, unless they are created solely for that purpose, in which case they only offer protection from radiation.

VEHICLES

Bubble Car

The vehicle of the uppercrust and important Ancients.

Chassis: Medium; Acc/Top Speed: 60/600; Climb 60;

Toughness: 15 (3); Crew 1+20; Tech Level: IV-G;

Power: 10 Solar Cells that need 8 hours recharge every 72 hours.

Notes: Spacecraft/ Atmospheric

- Force Field: 25 points, powered by a separate Atomic Energy Cell, supplemented by the solar array.
- Night Vision
- Uses a magnetic/gravitic mode of transport allowing it to hover and move along the ground as well as zipping through the air. They may reach orbit, but are not made to go much beyond.

Civilian Ground Car

Most common vehicle of the Ancients, there are a plethora of styles and shape as can be seen by the decaying hulks that litter the cities, few now still work.

Chassis: Light; Acc/Top Speed: Wheels- 10/40; Toughness: 10 (3); Crew: 1+3; Tech Level: III-F;

Power: Alcohol (10 gallons gives a 300 mile range)

Notes: --

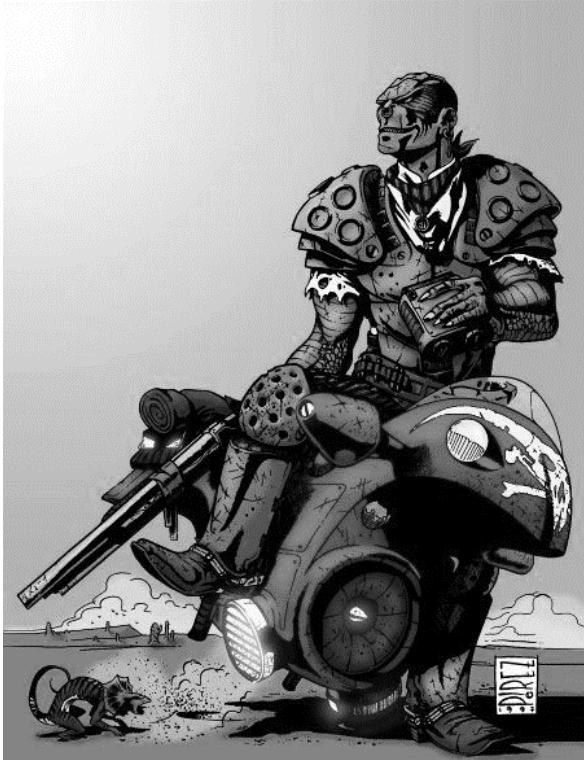
Dirigible

Lighter-than-air vehicles made a big comeback for transport purposes for the Apocalypse. Some warlords and cryptic alliances have found and repaired these vehicle and made them floating terror platforms.

Chassis: Medium; Acc/Top Speed: 10/100; Climb: 51; Handling: 0; Toughness: Gas Bag-16 (2), Gondola- 10(6); Crew: 4; Tech Level: III-F;

Power: 8 Solar Cells that need 8 hours recharge every 72 hours.

Notes: --



E Car

Very rare, these were vehicles for the Ancient VIPs.

Chassis: Medium; Acc/Top Speed: 70/800 (In/On Water: 5/15);

Climb: 75; Toughness: 20 (8); Crew: 1+7; Tech Level: IV-H;

Power: Nuclear Power Plant

Notes: Spacecraft/ Atmospheric/ Amphibious/ Submersible

- Heavy Armor

- Uses a magnetic/gravitic mode of transport allowing it to hover and move along the ground as well as zipping through the air or water.

- These vehicles are true spacecraft and can travel to and from the moon.

Flit Board

Sometimes called a Pogo Platform, these look like snowboards with a retractable handle/safety bar. Used by Ancient workers in lieu of ladders or cherry pickers, and for recreation.

Chassis: Ultra-light; Acc/Top Speed: Hover- 5/12, Flight- 5-24; Climb 10; Toughness: 8(2); Crew: 1, Tech Level: IV-F;

Power: Atomic Energy Cell, 600 hours of use if hovering, 300 hours use if flying.

Notes: Powered by a hoverjet engine

Flit Car

A popular alternative to the Civilian Ground Car.

Chassis: Light; Acc/Top Speed: Hover- 20/40, Flight- 20/100;

Climb 20; Toughness: 13 (2); Crew: 1+5; Tech Level: IV-G;

Power: Atomic Energy Cell, 200 hours of use if hovering, 100 hours use if flying.

Notes: Powered by a hoverjet engine.

Hover Cars

These ground-effect vehicle were nearly as common as Civilian Ground Cars.

Chassis: Light; Acc/Top Speed: 8/32, Toughness: 14 (3);

Crew: 1+15; Tech Level: IV-F;

Power: Atomic Energy Cell good for 200 hours, but the steam turbine needs 15 gallons of water every 4 hours.

Notes: --

Military Ground Car

These support vehicles are varied in form and function.

Chassis: Medium; Acc/Top Speed: 5/40 (On Water: 3/10);

Toughness: 16 (4); Crew: 1+19; Tech Level: III-G;

Power: Alcohol

(50 gallons gives a 500 mile range)

Notes: Heavy Armor

- Four-Wheel Drive

- Amphibious

- Night Vision/ Infrared Night Vision

RADIATION

Radiation is one of the unavoidable hazards plaguing the Savage Gamma World. Radiation in original Gamma World is rated in levels of Intensity from 3-18. In SGW, these levels of Intensity are converted to a die type, as follows.

Original GW Intensity SGW Intensity Die Type

3-6	d4
7-11	d6
12-14	d8
15-16	d10
17-18	d12

The die type is the amount of damage inflicted by exposure. The more pronounced the exposure, the more dice of damage are rolled.

EXPOSURE

HOT AREAS

These are places that have had a lot of radiation exposure for a long time so they are fully contaminated (bomb craters, melted down

reactors, etc.) Each minute spent in such an environment means you take 1 Intensity die of radiation damage. Deathlands and other large-scale radioactive areas inflict damage once per hour.

HOT SPOTS

These are areas of intense and localized radiation (newly cracked reactor containments, toxic pools, etc.). These areas do 2 Intensity dice of damage per round, their Intensity acts as their range increment. e. g. a d10 Intensity Toxic Pool does 2d10 to everything within 10"

DIRECTED / CONTACT ATTACKS

These are radioactive blasts of organic or mechanical origin, this also includes falling into toxic pools or grabbing those glowing-hot rods.

Intensity Directed Damage

d4	d4+4
d6	d6+6
d8	d8+8
d10	d10+10
d12	d12+12

The damage inflicted depends upon the Intensity:

ARMOR

Armors of Tech Level III or less do not in any way block radiation (unless otherwise noted, say Hazmat gear). Armors of Tech Level IV or higher that are unsealed are semi-effective, -2 to their Armor Value, while any sealed power armor may use its full Armor against radiation damage.

FORCE FIELDS

Are only one-half as effective versus radiation, unless they are created solely for that purpose, in which case they only offer protection from radiation.

EFFECTS OF DAMAGE

Damage over the Toughness of the target causes a level of Fatigue, as well as being Shaken. This Fatigue can be overcome with a Vigor roll as long as the victim is out of continuing exposure for 1d8 minutes. Raises on the damage roll cause Wounds.

Regardless of the amount of Wounds generated by a single incident, there will only be a single Fatigue Level incurred. However, the next incident's Fatigue Level result will increase the overall Fatigue.

HEALING RADIATION DAMAGE

Damage inflicted by radiation is tougher to heal from, so a -2 to natural Healing rolls only.

MUTATION FROM EXPOSURE

Mutants who suffer at least a Wound from radiation and survive might mutate further. The round following the wounding, the victim must make a Vigor roll. If failed, the victim will acquire a new, random mutation that will manifest itself over the next 1d6 minutes. During this transformation the mutant is helpless as his body warps to bring out the new mutation. This mutation's duration is determined by a 1d10 roll:

1-4 Mutation lasts 2d6 minutes

5-7 Mutation lasts 2d6 hours

8-9 Mutation lasts 2d6 days

10 Mutation is permanent

Note that any Defect Mutations are always permanent.

At the end of the mutation's duration another 1d6 minutes of painful transformation accompanies its loss.

BEASTIARY

Android

Man-made beings who look something like Pure Strain Humans and are often mistaken for them. They usually consider humans to be enemies. Being organic constructs, when they die they dissolve into a pool of red protoplasm. There are three distinct types of Androids: Thinkers, Workers and Warriors.

THINKERS

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d8, Vigor d8
Skills: Fighting d4, Knowledge (Varies, but at least 2) d10, Notice d6
Pace: 6; Parry: 4; Toughness: 8 (2)

Gear:

- Armor +2: All Androids wear armor of at least +2. If better armor is available they will take advantage of it, Warriors especially.

- Weapons: Any are possible and usable by Androids.

Special Abilities:

- Construct: Being created creatures Androids are +2 to recover from being Shaken, do not suffer additional damage from called shots, and are immune to disease, but not poison.

WORKERS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d12
Skills: Fighting d6, Notice d6, Specific Job Skill d10
Pace: 6; Parry: 5; Toughness: 10 (2)

Gear:

- Armor +2: All Androids wear armor of at least +2. If better armor is available they will take advantage of it, Warriors especially.

- Weapons: Any are possible and usable by Androids.

Special Abilities:

- Construct: Being created creatures Androids are +2 to recover from being Shaken, do not suffer additional damage from called shots, and are immune to disease, but not poison.

WARRIORS

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12, Vigor d12
Skills: Fighting d10, Shooting d10, Notice d8
Pace: 6; Parry: 7; Toughness: 10 (2)

Gear:

- Armor +2: All Androids wear armor of at least +2. If better armor is available they will take advantage of it, Warriors especially.

- Weapons: Any are possible and usable by Androids.

Special Abilities:

- Construct: Being created creatures Androids are +2 to recover from being Shaken, do not suffer additional damage from called shots, and are immune to disease, but not poison.



Arks (Hound Folk)

These intelligent man-dogs grow to over 6 feet tall (on their hind legs). They have dexterous paws with opposable thumbs and are ferocious enemies, but they fear large winged creatures. They hunt in packs for all species of food, but consider human and humanoid hands to be a particular delicacy.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Shooting d4, Notice d8, Track d8, Stealth d8

Pace: 6; Parry: 6; Toughness: 7 (1)

Special Abilities:

- Armor +1: Stiff, grey fur
- Bite: Str+1d4
- Phobia: Fear of Flying Creatures, -2 Spirit checks vs. large flying creatures.
- Weapons & Armor: Arks may use any weapons and armor.

Mutations: Life Leech, Telekinesis, Weather Manipulation

Arns (Dragon Bugs)

One- to two-meters long dragonflies that can carry an amazing amount of weight for their body size. They are often captured and domesticated as flying steed by small humanoids and mutated animals. They are only trainable while young.

Attributes: Agility dd8, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6

Pace: 6; Parry: 4; Toughness: 5

Special Abilities:

- Bite: Str+1d4
- Flight: They fly at Pace 15, with an Acceleration of 6.
- Strong Back: This creature's Load Limit is 15x Str

Mutations: Immune to Light attacks

Badders (Digger Folk)

These 4'+ tall mutated badgers live in temperate ares and are organized into clannish societies run by their "nobility." They are given to raiding their neighbors and gleefully engaging in wanton destruction. They generally have Tech II arms and armament, but can use more advanced weapons as well. They walk upright and have a keen sense of smell, but aren't so great at hearing. They can speak, but their language is harsh, snarly and gutteral.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Shooting d6, Intimidation d6, Athletics d8, Notice d8

Pace: 6; Parry: 6 (7 w/shield); Toughness: 7 (2)

Gear: Piecemeal Armor: (+2, covering most of the body including the head), Medium Shield (+1 Parry, +2 Armor vs. ranged attacks that hit. When used as a shield bash: Str+1d4), Weapons (They can use any melee and ranged weapons.)

Special Abilities:

- Hard of Hearing: -2 to Notice for Sound
- Low Light Vision: Ignore Dim and Dark light conditions.
- Sharp Nose: +2 Notice for smell related checks.
- Size -1

Mutations: Empathy



Barl Neps (Deathfish)

A black predatory fish nearly five feet long. Once per day it can excrete Intensity d12 radioactive oil over an area equal to a Large Burst Template. This slick last 10 minutes. If killed before it uses the day's allotment of oil, the Barl Nep's oil may be extracted and used as a weapon, but it will have to be carried in a suitably protective container.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d4

Skills: Fighting d6, Notice d6

Pace: 8; Parry: 5; Toughness: 4

Special Abilities:

- Bite: Str+1d4
- Oil Slick: LBT, Radioactive Intensity d12

Mutations: Radioactive Oil

Ber Leps (Sweetpads)

A two-yard diameter, free-floating aquatic plant resembling a lily pad. It can support the weight of a normal human, but pressure on the center will cause it to snap shut around the victim. The plant secretes a sweet-smelling acid which attracts prey to itself and eventually dissolves captured prey. Its leathery pad is unaffected by its own acid.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d10, Vigor d10

Skills: Fighting d6

Pace: 0; Parry: 4; Toughness: 7

Special Abilities:

- Acid: 1d8 damage per round. Will eat 1 point of armor away every 5 rounds (30 seconds).
- Snap'em up: Grapple Attacks vs. critters on the pad at +2
- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.

Mutations: Displacement

Bigoon

That noise outside is a just a raccoon going through your garbage; yeah, one over six-feet tall! These big guys are as clever and

cunning as their smaller cousins. Well fed ones get playful, and that means trouble.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Climb d6, Fighting d8, Notice d10, Stealth d8, Tracking d6

Pace: 7; Parry: 6; Toughness: 9

Special Abilities:

- Bite or Claws: Str+1d6

- Size+2: Adults are around six feet, where old males tower in at nine.

Mutations: Heightened Strength

Blaashes (Gamma Moths)

A big, one-yard long mutated Gypsy moth with a 2 yard wingspan. It is fearless and quite carnivorous. It attacks using Intensity d8 radiation emitted from its abdomen, which glows brightly. Those within a Medium Burst area must make a Radiation Check. The blaash is unaffected by radiation. Once it makes a kill the blaash simplemindedly stops whatever it's doing and attempts to eat unless it is attacked or feels that its catch is menaced. They are attracted to bright lights.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d8

Skills: Fighting d6

Pace: 4; Parry: 4; Toughness: 6

Special Abilities:

- Bite: Str+1d4

- Flight: They fly at Pace 12 with an acceleration of 4

- Radiation Emission: Constantly emits d8 Intensity radiation in a Medium Burst Template.

Mutations: Immune to Radiation, Radiation Emission

Blackuns (Attercops)

This mutated garden spider stands 4' high at the shoulder. It is unaffected by all Mental Attacks except Illusions. It uses an electrical jolt to stun prey, which it then trusses up in its sticky web. These webs have been known to stretch to 60 yards in diameter.

Attributes: Agility d10, Smarts d8 (A), Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Notice d12, Stealth d10

Pace: 6; Parry: 6; Toughness: 8 (2)

Special Abilities:

- Armor +2: Tough chitin

- Bite: Str+1d6

- Electrical Generation: Touch, 2d8 Damage

- Immune to Mental Attacks: Except for Illusions

- Spin Web: This webbing is Tough (12+ damage to break thick strands, 6+ to cut through thin ones) and Sticky (effectively d10 Grapple).

Mutations: Electrical Generation

Blights (Cloud Worms)

These 10' long, carnivorous, winged worms have nearly a 30' wingspan. They have the mutational ability to bend light, causing them to be invisible when they concentrate. When they suddenly become visible and attack they get the Drop automatically. They may also use this ability when fleeing. Blights are completely immune to radiation, heat or sonic attacks. They prefer to surprise, stun and wrap around their victim, constricting and biting.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Stealth d10, Notice d8

Pace: 4; Parry: 6 (8 while flying); Toughness: 10

Special Abilities:

- Bite: Str+1d6 (+2 to Bite Grappled victims)

- Constrict: Str (once Grappled this is automatic, every round, on the Blight's action card.)

- Flight: They fly at Pace 12 with an acceleration of 5.

- Immune to Radiation, Heat and Sonics

- Size +3: Big, long and nasty

Mutations: Immune to Radiation, Heat and Sonics, Light Manipulation, Light Generation.

Blood Birds (Red Deaths)

Intelligent, mutated scarlet tanagers that can emit Intensity d6 Radiation against all within a Medium Burst Template. It is totally resistant to all Mental Attacks and its own Radiation Bursts. This bright, red bird is nearly a yard tall.

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Notice d10

Pace: 4; Parry: 6; Toughness: 5

Special Abilities:

- Claws/Beak: Str+1d6

- Flying: Red Deaths fly at 15 with a 4 acceleration.

- Immune to Mental Attacks

- Radiation Blast: Medium Burst Template, 2d8 Intensity

- Slow: Can't run on the ground

- Size -1

Mutations: Radiation Blast, Immune to Mental Attacks.

Brutorz (Big Walkers)

Standing nearly 7' tall at the shoulder, this mutated percheron is heavily muscled and can carry heavy loads for long periods of time without tiring. They willingly serve as riding, pack and dray animals of well-treated, but will turn on a cruel master. They are particularly fond of humans.

Attributes: Agility d8, Smarts d10 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d8

Pace: 8; Parry: 6; Toughness: 10

Special Abilities:

- Bite: Str

- Charge & Trample: If a Brutorz moves at least 6" in a straight line before attacking, it gets an does Str+1d10 Trampling damage.

- Rear & Plunge/Kick: Str+1d6

- Size +4: BIG horsey

- Strong Back: This creature's Load Limit is 15x Str

Mutations: Precognition, Telepathy

Buggems

Possible of termite origin, these man-sized, bipedal insects have only two arms and two legs to shuffle around their bloated abdomen.

Fern-like antennae sprout from their head, as does a nasty set of mandibles.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d8, Notice d6

Pace: 6; Parry: 6; Toughness 7 (2)

Special Abilities:

- Armor +2

- Bite: Str+1d8, large mandible

- Claws: Str

- Darksense: Heightened senses mean they function in the dark with no modifiers.
- Gas Generation: On 1 in 10 buggems have this ability, as the mutation.
- Immunity to Buggem Gas: As long as it is from its own colony.
- Weapons: Buggems may use simple hand tools and weaponry.

Mutations: Occasionally Gas Generation

Buggem Telepath (WC)

These shrunken members are the real driving force of the colony, directing actions as needed.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

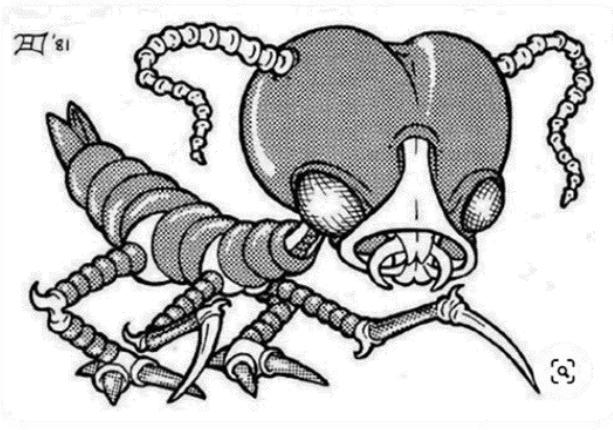
Skills: Fighting d6, Notice d8, Shooting d6

Pace: 6; Parry: 5; Toughness 6 (2)

Special Abilities:

- Armor +2
- Bite or Claws: Str+1d4
- Darksense: Heightened senses mean they function in the dark with no modifiers.
- Immunity to Buggem Gas: As long as it is from its own colony.
- Size -1
- Telepathy: Able to communicate mentally and guide the actions of members of their hive regardless of distance or obstruction.
- Weapons: These masters are savvy enough to use blasters, laser, etc. if available.

Mutations: Heightened Intelligence



Cal Thens (Flying Rippers)

Intelligent, nearly ten-foot long mutated beetle that is immune to weapons using heat or cold. They love to feed on bone marrow and will rip through anything (even duralloy, given time) to get at fresh bones.

Attributes: Agility d6, Smarts d8 (A), Spirit d12, Strength d10, Vigor d8

Skills: Fighting d10, Notice d8, Stealth d8

Pace: 8; Parry: 7; Toughness: 11 (2)

Special Abilities:

- Armor +2: Tough Carapace
- Bite: Str+1d10, AP 4, Heavy Weapon
- Immune to Heat and Cold Attacks
- Flight: This big bug can fly at 10 with an acceleration of 4.
- Size +3: BIG bug

Mutations: Immune to Heat and Cold

Carrins (Dark Emperors)

These nearly ten-foot tall mutated vultures are highly intelligent, social and cunning. They each usually have 1d6 Blood Bird followers.

They have quills which are coated with a nasty contact poison to which they are immune.

Attributes: Agility d8, Smarts d10, Spirit, d8, Strength d10, Vigor d10

Skills: Fighting d8, Shooting d8, Notice d10, Knowledge

(Technomancy) d6, Intimidation d8, Taunt d10

Pace: 6; Parry: 6; Toughness: 8

Special Abilities:

- Mental Shield: Mental Attacks are -2 vs Carrin, sense those with Mental Mutations when within 8".
- Quills: Coated with poison such that after contact a Vigor roll must be made. If failed, take 2d8 damage (no Armor). If you succeed you take a Fatigue Level for 3 hours; succeed with a Raise then suffer no ill effect.
- Size +1
- Weapon: Carrins can use any weapon a human can.

Mutations: Genius (Economic), Heightened Intelligence, Mental Shield, Telepathy

Centisteeds (Fast Trotters)

Mutated horses of insectoid appearance, each has between 12 to 18 legs and can carry two human-sized characters. One rider must concentrate at all times on controlling the mount or it will try to throw, and then trample, the riders.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d6

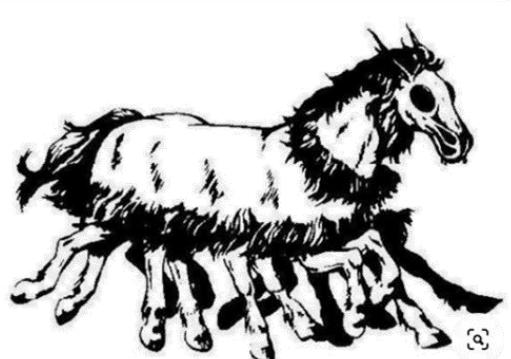
Skills: Fighting d6, Notice d6

Pace: 10; Parry: 5; Toughness 7

Special Abilities:

- Force Field Generation:
- Immune to Mental Attacks
- Fleet-footed: Centisteeds roll d10s for running.
- Kick: Str+1d6
- Size +3
- Strong Back: This creature's Load Limit is 15x Str
- Trample: Str+1d10

Mutations: Increased Metabolism, Force Field Generation, Immune to Mental Attacks.



Crep Plants

There are two variations: the Water Crep (or Pink Crep) and the Land Crep (or Red Crep). Water Creps live totally submerged and Land Creps grow under a mat of other foliage. Both are carnivorous, using their broad flat leaves to feed by Life Leeching those they come into contact with.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d4, Vigor d10

Skills: Fighting d6, Notice d8

Pace: 2; Parry: 5; Toughness: 7

Special Abilities:

- Death Field Generation: All targets within a 8" radius must make a Spirit check or find themselves near death. Extras are Incapacitated and Wild Cards are brought down to 3 Wounds and Shaken if the roll was failed. Success means target are Shaken, unless they rolled a raise.
- Life Leeching Touch: Opposed Spirit roll. If plant succeeds, target takes a Fatigue level and is Shaken. Any raises rolled causes that many wounds and heal the Creep Plant or build up as Saved Wounds (Max of 3, overages are lost). Saved Wounds are reduced first before real Wounds, and Shaken results in this case count as a Wound.
- Molecular Disruption: Spirit roll to disintegrate up to 250lbs of matter. Fall into torpor for 1d12 hours after use.
- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.
- Improved Sweep: There are 6-8 vines on each plant that flail at adjacent targets to inflict a touch-based Life Leech.

Mutations: Death Field Generation, Life Leech (touch), Modified Leaves, Molecular Disruption.

Dabbers (Brown Beggars)

Highly intelligent, 3' tall mutated raccoons that walk upright and have manipulative paws. They are usually found in small family groups and have been known to use Tech III equipment (including some weapons, but not armor).

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
 Skills: Fighting d6, Athletics d6, Shooting d8, Notice d10, Stealth d8, Knowledge (Technomancy) d6
 Pace: 6; Parry: 5; Toughness: 4
 Special Abilities:
 • Low Light Vision: Ignore Dim and Dark light conditions.
 • Size -1
 Mutations: Empathy, Illusion Generation, Light Generation, Repulsion Field, Telekinesis, Telepathy.

Dodo

Large flightless bird that hunts in packs. Young can be trained as mounts and draft animals to carry cargo and size 0 characters.

Size 1
 Attribute, Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10
 Skills, Fighting d8, Notice d8, athletics d8, stealth
 Pace: 8; Parry: 6; Toughness 8

d6, Survival d6

Special Abilities:

- Fleet Footed, Running die 8
- Brawny,
- Alertness, +2 notice
- Free runner, +2 uneven ground
- Yellow, -2 fright checks
- Phobia (Water) afraid of water deeper than knees
- Natural Weapons: Beak Str+1d4, Claws Str+1d6

E'glee (Baldees)

These descendants of the American Bald Eagle live quite well in the craggy mountain areas of the Savage Gamma World. They are known to be trained by some tribes as steeds, but they are usually solitary creatures. They are intelligent enough to understand Trade Language, but cannot speak it themselves.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d8
 Skills, Fighting d8, Notice d8, Pilot d8

Pace: 8; Parry 6; Toughness: 6

Special Abilities:

- Bite: Str+1d6
- Flight: These large birds have a Flying Pace of 16", with an Acc of 4" and a Climb of 6".
- Large: +2 to be hit
- Size +4: These birds have a wingspan of nearly 60'.
- Talons: Str+1d6

Mutations: Fear Generation, Heightened Precision, Heightened Vision, Phobia (Fire), Regeneration.

Erts (Stonefish)

This 3' long lumpy fish injects a chemical into those it bites, causing them to petrify and turn to stone in 10 rounds (60 seconds).

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6
 Skills, Fighting d6, Notice d6

Pace: 8; Parry 5; Toughness: 5

Special Abilities:

- Bite: Str+1d6, if a Wound is inflicted the target must also make a Vigor roll at -2 or petrify to solid stone over the next minute.

Ert Teldens (Firefish)

This 3' long fish lives in backwaters and marshes. It secretes a substance which makes it burst into flame 1d6 rounds after being removed from water and exposed to air.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6
 Skills: Fighting d6, Notice d6

Pace: 8; Parry: 5; Toughness: 5

Special Abilities:

- Explode: The flaming, exploding fish does 2d6+1 to everything within a Medium Burst Template. Flammable objects may catch fire.
- Bite: Str+1d4

Fens (Man-fish)

These humanoids are adapted for living both on land and in the water, having fish-like tails, stubby legs, and both lungs and gills. They can remain out of the water for only 24 hours at a time. They carry Tech Level I weapons (usually clubs) and wear fishskin armor.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8, Athletics d10

Pace: 5 (in water); Parry 6; Toughness 8 (2)

Gear:

Armor +2: Fishskin leather

Weapons: May use any melee weapon, but prefer clubs.

Special Abilities:

- Limited Immunity: Immune to first 5 hits (in a 24 hour period) from either heat or laser weapons.
- Poison Resistant: Vigor is d12+2 against poisons.
- Gills: They breath normally underwater.
- Tailslap: Str+1d4

Mutations: Shapechange: As the mutation in duration, but they may only change into a bird of similar size.

Fleshins (Flying Fish)

These 6' long fish are found only in large bodies of water. They are very carnivorous and will attack in schools of up to four.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 6; Parry: 6; Toughness: 6

Special Abilities:

- Gliding: If Fleshins move their full Pace during a round, and they are near the surface, they may leap from the water and glide on their vast, membranous pectoral fins like wings. They move d4 Pace in the air on the round they jump. They then can ride the thermals and stay aloft as long as they like, moving with a Pace of 10, but they must move a Pace of 4 minimum or stall and fall to the ground.
- Bite: Str+1d6
- Poisonous Spines: Their spines are coated with a strong (-2 Vigor roll) paralytic contact poison, to which they are immune.

Mutations: Paralysis poison, Spines

**Gators (Green Hissers)**

These mutated alligators are smaller than their current cousins, being only six to twelve feet from nose to tail. But they sport a pair of three foot long tentacles from their forehead that have nasty paralyzing effects. Generally solitary by nature, in spring they gather in groups to spawn; and occasionally they are kept as guardians by some humanoids.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d8, Vigor d8
Skills: Fighting d8, Notice d8, Stealth d8

Pace: 6; Parry 6; Toughness: 9 (2)

Edges: Two-fisted (they may use any two of their attacks in the same round with no penalty, any additional attacks are made at the normal multi-action penalty)

Special Abilities:

- Bite: Str+1d6
- Immunity: Radiation has no effect on these beasts
- Size +1
- Tailslap: Str+1d8
- Tentacles: AP 2 If a tentacle strikes and its AP overcomes the target's then the victim must make a Spirit roll or become paralyzed for 2d6 minutes. Subsequent resistance rolls made versus other tentacle attacks during the same round are made at -2.

Gallus Gallus 5/13

A hideous result of post-apocalyptic farming technology run awry, this mutated chicken seeks dominion over all other living creatures. These intelligent avians are adept at figuring out technology and savvy enough to use it. They are around 4' tall, paunchy, covered with patches of yellow-oranges feathers and sport a single, livid-green eye,

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Knowledge (Technomancy) d8, Notice d8, Shooting d6

Pace: 6; Parry: 5; Toughness: 5

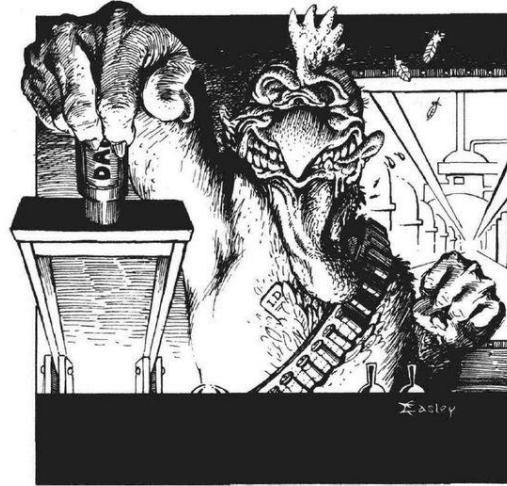
Gear:

Weapons & Armor: They may use most weapons & armor.

Special Abilities:

- One Eye: -2 vs depth perception Skills (Shooting, etc.)
- Peck: Str+1d4
- Small: -1 Toughness

Mutations: Heightened Brain Talent, Mental Blast, Complete Mental Block (Companion Units), Chameleon Powers, New Body Parts (Hands), Poison Susceptibility, Body Structure Change (Single Eye)

**Glowers**

Growing in patches about the size of a Small Burst Template (but can grow up to a MBT), this pulsing reddish-glowing mutant fungi lives in or near radiation zones; usually in water if available.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d4; Vigor d8
Skills: Notice d6

Pace: 0; Parry: 2; Toughness: 6

Special Abilities:

- Dissolving Juices: Creatures suffer 2d6 damage per round while in contact with a Glower.
- Sleep Gas: Vigor -2 Save in MBT or fall asleep when Glowers are touched/stepped on.

Mutations: Dissolving Juices, Gas Generation (Sleep)

Grens (Green Men)

Looking like Pure Strain Humans with deep green skin, Grens live in forest and other heavily-wooded areas well away from places where the Ancients held sway. They hate technology and never keep artifacts, choosing to use Tech Level I equipment. They never wear armor and generally live in primitive harmony with nature, shunning outsiders who intrude on their peaceful existence. That being said, they are still inclined to aid PSH, given the right circumstances. Gren communities are often guarded by domesticated blackuns, gators, kai lins and even obbs.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Athletics d8, Shooting d8, Stealth d12, Notice d10

Pace: 6; Parry: 7 (8 w/shield); Toughness: 7

Edges: Beast Bond, Beast Master, Sweep, Danger Sense

Gear:

Weapon: Spears, shields, bows, slings, clubs and such. Well made.

Special Abilities:

- Camouflage: In forested settings and other appropriate areas, their skin pigment helps to give them cover, granting them a +2 Stealth.

Their gear is made of natural items and tends to blend in with the background as well as they do.

Hawkoids

Mutated sparrow hawks which grow to nearly four and a half feet head to tail and have six foot wingspans. They have legs that end in hands instead of talons, and three-fingered "hands" mid wing and are known to use Tech I & II tools of all sorts. Hawkoids are fearless and carnivorous.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Athletics d8, Notice d10

Pace: 5; Parry: 6; Toughness: 5

Gear:

Weapons & Armor: They may use most weapons and armor can be made especially for them.

Special Abilities:

- Flight: They can fly at Pace 10 with an acceleration of 4.
- Fearless: Hawkoids are immune to Fear and all fear-like effects.

Mutations: Fear Generation, Levitation, Repulsion Field



Herkels (Dead Fish)

These savage fish hunt in schools and will devour anything edible in the water with them. A little over a foot and a half long, their bite is very dangerous since over a third of their length is taken up with teeth and mouth.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d4

Skills: Fighting d6, Notice d6

Pace: 8; Parry: 5; Toughness: 4

Special Abilities:

- Bite: Str+1d6
- Poisonous Secretion: Herkels' scales are coated with a contact poison making them dangerous to touch. They are immune to this poison. Vigor roll -2 or suffer a Fatigue level for 4d6 minutes. If rubbing up against a school of Herkels, this can be quite deadly.
- Feeding Frenzy: If large quantities of blood get into the water, the school of Herkels must make a Spirit roll or go into a frenzy that works like the Berserk Edge: +2 to Fighting, Strength rolls and Toughness, -2 to Parry, ignore Wound Penalties and savage each other on Fighting rolls of 1. Once targets are devoured or have left the water, the school make make a Spirit roll at -2 to come out of the Feeding Frenzy.

Herps (Tiger Beetles)

These 12+ mutated beetles have a wingcase that is striped, giving them a distinguishing appearance and good protection. They cannot fly, but they are quite the skilled hunters.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Shooting d10, Notice d10, Tracking d8

Pace: 8; Parry: 6; Toughness: 13 (2)

Special Abilities:

- Bite: Str+1d6
- Acid Stream: Herps can shoot a jet of acid with a range of 7/15/30 that does 2d6 damage to whatever is strikes for three turns. This is considered a Heavy Weapon and can even burn through Duralloy. It is an AP10 attack and will destroy Armor at a rate of 1d4 per round.
- Size +4
- Armor +2: Their carapace is thick and covers all their locations; also providing complete immunity from sonic attacks.



Hisssers (Man Snakes)

These intelligent, nearly ten-foot long creatures have a scaly humanoid torso and arms, and a snake's lower body and head. They inhabit deserts and ruins and will almost always possess one or more artifacts. They have no language and rely on their Telepathy to communicate. In addition to their species mutations, they will also have a randomly selected mental mutation.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Knowledge (Technomancy) d6, Fighting d8, Shooting d8, Athletics d6, Notice d6

Pace: 7; Parry: 6; Toughness: 10 (1)

Special Abilities:

- Bite: Str+1d4
- Weapons: They may use all type of weapons effectively
- Size +2
- Armor +1: Scaly hide

Mutations: Immune to Lasers and Sonics, Mass Mind, Sonic Blast, Telepathy

Hoops (Floppies)

Mutated rabbits that can reach nearly eight feet in height while walking erect, their forepaws have quite serviceable hands. They love artifacts and generally carry a mix of Tech I and Tech II equipment.

Abilities: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Shooting d6, Notice d10, Knowledge (Technomancy) d6

Pace: 7; Parry: 6; Toughness: 7

Special Abilities:

- Size +1
- Weapons: They may use all types of weapons effectively
- Leaping: Hoops may leap 4" from a dead stop, or 8" with a run of at least 2". A successful Strength roll will grant an additional inch of Leap.
- Turn Metal to Rubber: With a successful Spirit roll, they may will any metal item they are touching to turn to rubber (all attached metal parts within 1 yard are affected).

Mutations: Mass Mind, Telepathy



Hoppers (Jackalopes)

These dim herd critters are sometimes used as mounts. But since they are mutated jackrabbits their gate is very rough and first time riders are at a -3 to Ride. Each Hopper is nearly ten-foot tall at the shoulder and can carry one man-sized creature.

Abilities: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 10; Parry: 5; Toughness: 9

Special Abilities:

- Horns: Str+1d6
- Leaping: Hoopers may leap 5" from a dead stop, or 10" with a run of at least 2". A successful Strength roll will grant an additional inch of Leap.
- Size +3

Mutations: Chameleon Powers, Horns



Hidl Choos (Porcupine Plants)

An odd, roughly ten-foot in diameter plant that bears a strong resemblance to a porcupine from a distance. Bearing yardlong, harpoon-like spines, this plant is quite the ambush predator.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Notice d8

Pace: 4; Parry: 2; Toughness: 8

Special Abilities:

- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.
- Spines: The horl choo possesses 10 + 2d10 spines and it may fling up to two of its spines out during a round at no penalty. For a -2 multiattack penalty it can choose to hurl four each round. These spines have a range of 7/15/30, are AP1 and do 2d6 damage each. If the target sustains a Wound then the spine has stuck fast and the horl choo can reel in the prey via the tough vine connecting it back to the main plant. It may reel in missed spines and prey at a pace of 6. In addition the spines are tipped with a paralytic poison that requires a Vigor -2 save to resist. The poison's paralytic effect lasts for 15 minutes minus the Vigor die type of the target.

• Dissolving Juices: Prey brought into contact with the main body of the horl choo sustain 1d10 damage each round.

- Size +2

Mutations: Spines, Poison, Dissolving Juices, Mobility

Jagets (Savannah Cats)

Prowling the remainder of the midwest, these mutated jaguars have manipulative front paws with which to examine objects, though they usually don't carry equipment. While not exceedingly bright, they can be found as hirelings and followers of other species.

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d8, Notice d8

Pace: 8; Parry: 6; Toughness: 5

Special Abilities:

- Claw or Bite: Str+1d4

Mutations: Attraction Odor, Poison Weakness, Fear Generation, Fear of Plants, Levitation, Precognition, Telekinesis, Telepathy

Kai Lin (Lizard Bushes)

These eight- to ten-foot long plants resemble large reptiles from a distance, especially when zipping along the ground on its two strong, thorny stalks. Generally a carrion eater, it will entwine the corpse in its roots and absorb the sustenance. It can hunt and kill prey if need be.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Notice d8

Pace: 6; Parry: 5; Toughness: 7

Special Abilities:

- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.
- Thorny feet: Str+1d4

Mutations: Attraction odor, Electrical generation, Immune to Radiation, Radiation eyes

Kamodos (Thunder Lizard)

These massive mutated forest iguanas can top out at 60' tall at the shoulder and are some of the most fearsome omnivores of the Savage Gamma World. They particularly like insects and birds, and have been known to sleep for days after a filling meal; though they are light sleepers. Generally found in relatively open country, the woods are home to them as well.

Attributes: Agility d8, Smarts d8 (A), Spirit d8, Strength d12+8, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d12

Pace: 8; Parry: 7; Toughness: 21 (4)

Special Abilities:

- Armor +4: Scaly hide
- Claws/ Bite: Str+1d8
- Fear -2: Anyone seeing a Kamodos must make a Spirit check at -2.
- Level Headed: These critters act on the best of two cards
- Gargantuan: +9 Size, Heavy Armor, +4 to be hit
- Tail Lash: Kamodos can sweep all opponents in their rear facing in a 3" long by 6" wide square. This is a standard Fighting attack and does damage of Str+1d8.

Mutations: Sonic Blast (double effect and range), Absorption (Heat), Intuition, Mental Shield, Molecular Disruption, Reflection, Will Force

Katkins

These mutated house cats reach 3-4' in height when standing on their rear legs, which is not uncommon for them. While retaining vicious retractable claws, their forepaws are now serviceable hands and their species' cleverness is still strong. Often these felines are found in small packs living in arboreal woven nests in high trees. They are smart enough to learn about and use devices of the Ancients. Like all modern cats, their color schemes vary widely.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Climb d8, Fighting d6, Notice d8, Stealth d8

Pace: 8; Parry: 5; Toughness: 4

Special Abilities:

- Claws: Str+1d6
- Size-1: About a yard tall when standing
- Weapons and Armor: They may use all types of weapons and armor effectively as long as they are sized to their stature.

Mutations: Heightened Balance, Speed Increase, Sound Imitation, Thought Imitation

Keeshin (Water Weirds)

This is a yard-long white amphibian that lives in small bodies of water. It is a greedy and solitary creature that lines its partially submerged stone dwelling with shiny objects of varying worth. They can stay submerged for over an hour, but will die if kept out of water for more than 24 hours.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8

Pace: 6; Parry: 5; Toughness: 6

Special Abilities:

- Bite: Str+1d4

Mutations: Cryokinesis, Devolution, Force Field Generation, Life Leech, Mental Blast, Reflection, Telekinesis, Telekinetic Arm, Telekinetic Flight

Kep Plants (Sand Devils)

This carnivorous plant prefers sandy soil and will not allow other plants to occupy the same ground. It grows entirely underground, throwing a network of pressure sensitive roots below the surface in a 15" radius. These roots will snag at anything that treads across the surface. If seriously threatened it will withdraw completely below the surface.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d12+1, Vigor d10

Skills: Fighting d10, Notice d10

Pace: 1; Parry: 5; Toughness: 7

Special Abilities:

- Roots: There are six grasping roots that will whip out of the ground to grasp and constrict prey. The first attack will most certainly get The Drop. Each root does Str+1d4 damage each round to a victim held due to constriction and rootlets burrowing their way into the prey to digest it. Attacks against the Roots are treated as a called shots and are at -2.
- Seed: After a large feeding, the Kep Plant releases a seed that wanders at least 60" away, plants itself and begins sending out its own roots.
- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.
- Medium Cover: Since the main body is below the surface, attacks on it are at -2.

Mutations: Dissolving Juices, Seed Mobility, Modified Roots

Lil (Wee Ones)

Tiny, fairy-like folk. They live in jungles and forest where they build maze-like brambles to hide their dwellings. They often possess artifacts of great sophistication though their ability to use them is limited by their size. In addition to their species mutations, they will have one additional; randomly selected Mental Mutation. Unlike most species with Anti-life Leech, Lil are not albino.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d8, Shooting d6, Notice d10, Stealth d10

Pace: 3; Parry: 6; Toughness: 3

Special Abilities:

- Flight: Lil may fly at 18" with an acceleration of 6.
- Glow: When in darkness or shadow Lil glow, much like a lightening bug, illuminating 1" diameter around themselves. This is involuntary.
- Size -2: Being only 8" tall or so, Lil are -2 to be hit.

Mutations: Light Generation, Physical Reflection, Wings, Anti-life Leech, Dual Brain, Empathy, Force Field Generation, Illusion Generation, Mass Mind, Telepathy, Total Healing

Loo Pur (Gray Shadows)

These cunning mutant wolves are often found roaming in packs of up to a dozen or more. Their six legs make them swift, and coupled with their Chameleon Powers, Temporal Fugue and high intelligence, makes them a dangerous foe. They can haltingly communicate in Trade Language and use those artifacts of the Ancients within their limited ability to manipulate objects (no thumbs) and that are unpowered. Members of a pack may be selected to try to strip powered items off of targets and take them away so the rest of the pack would be unaffected.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8
 Skills: Fighting d8, Intimidation d8, Notice d8, Stealth d10
 Pace: 10; Parry: 6; Toughness: 8
 Special Abilities:
 • Bite: Str+1d6
 • Energy Sensitivity: -1 to Trait rolls within 4" of Power Cells. Larger power sources cause the mutant to make a Vigor roll of suffer a Fatigue level each turn within the area.
 • Fleet-footed: Loo Pur roll d10s for running.
 • Go for the Throat: With a raise on its attack roll, it hits the target's least armored location.
 • Size +2: Average about 5' high at the shoulder, you can ride one!
 Mutations: Chameleon Powers, Energy Sensitivity, Multiple Body Parts, Sonic Blast, Temporal Fugue

Mantis (Green Renders)

Ten-foot tall mutated praying mantises. Voracious carnivores. They are bright enough not to attack clearly superior forces, and can sometimes be plied with food to serve, but you got to keep your eye on them.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d10
 Edges: Quick
 Skills: Fighting d10, Notice d8
 Pace: 6; Parry: 7; Toughness: 11 (2)
 Special Abilities:
 • Bite: Str+1d6, AP 1
 • Claws: Str+1d4
 • Size +2
 • Armor +2

Menarls (Slime Devils)

Thirty-foot long intelligent water snakes that have 1d10+4 yard-long arms ending in hands with opposable thumbs. They don't normally carry equipment, but can learn to use simple items. Menarls are relatively friendly toward humanoids and PSHs. They prey on water birds and the presence of any bird will consume all their attention.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+4, Vigor d8
 Skills: Fighting d8, Notice d8
 Pace: 7; Parry: 5; Toughness: 11

Edges: Ambidextrous, Multi-fisted (Applicable to all limbs)

Special Abilities:

- Squeeze: Their tails may be used to grab and constrict prey for Str+1d6 damage.
- Size +5
- Weapons: May use any weapon.

Mutations: Heightened Strength

Narl Eps (Ghost Trees) (WC)

This white banyan-like tree grows to nearly 180' tall and lives only in marshes, lakes and ponds. Their root network extends for 30" away from the trunk, floating on the water until disturbed and then leaping into activity, gripping and squeezing anything it contacts. In the spring these roots are covered with seed pods that the plant can fling outwards when ripe. Captured prey is brought to the great tangle of roots beneath the tree for digestion.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d12+8, Vigor d12
 Skills: Fighting d8, Notice d8, Athletics d8
 Pace: 0; Parry: 2; Toughness: 20 (2)
 Special Abilities:

- Roots: Narl Eps have eight root clusters they use to grapple and crush prey with. These do Str+1d6 damage each round. Hitting them is a called shot and is at -2.
- Seeds: If ripe, these seeds are literally near bursting. The tree may fling them at 30/60/120 and they explode on impact just like a grenade. There are usually 2d6 ripe seeds per root.
- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.
- Size +10: Huge things, they are +4 to be hit.
- Armor +2: Thick bark, including the roots.

Mutations: Seed mobility, Modified roots

Obbs (Flying Eyes)

Flying mutated fungus, bearing a large, single black eye, bizarre wing-like appendages and 1d6 thorny claw-like things. They are nearly immobile on the ground, but quite agile when airborne. These carnivorous critters eat only half their prey, planting spores in the carcass that emerge as small obbs within 24 hours.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d6, Vigor d6
 Skills: Fighting d6, Notice d8

Pace: 1; Parry: 5; Toughness: 5

Special Abilities:

- Flight: Obbs can fly at 16 with an acceleration of 5
- Claws: Each does Str+1d4 damage, and when attacking Obbs smack right into their prey, rendering them with 1d6 attacks. These are resolved separately at no negative multi-action modifier.
- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.

Mutations: Immune to Heat, Radiation and Light/Lasers, Radiation Eye, d8 Intensity.



Orlens

These 8'+ tall humanoids have two heads, each controlling part of the body, and four arms (two controlled by each head.) All Orlens have an additional mental mutation per head and all the benefits of Dual Brain. They are savvy enough to modify equipment to fit their forms and are known to carry artifacts and Tech Level I and II equipment. They are peaceful by nature.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10

Pace: 6; Parry: 6; Toughness: 9

Skills: Fighting d8, Shooting d8, Notice d12

Edges: Ambidextrous, Multi-fisted

Special Abilities:

- Size +2
- Weapons and Armor: They can use any weapon and will make/modify armor to fit them.

Mutations: Telepathy, Telekinesis, Will Force

Parns (Sword Beetles)

Nearly ten-feet long, these mutie beetles are ruthless carnivores, killing with four sword-like appendages attached to their antennae. Their legs are covered with throwable spines and their blue-black carapace is thick. Nasty.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d12+1, Vigor d10

Skills: Fighting d8, Notice d8

Pace: 6; Parry: 6; Toughness: 14 (3)

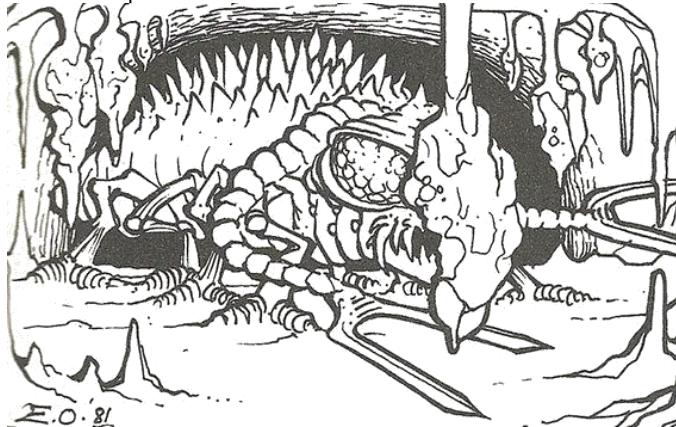
Special Abilities:

- Antennae: Parns may attack once with each antenna per round at no penalty. They have Reach 2, AP 6, Heavy Weapons and do Str+1d8 damage. They may be targeted separately at -2, have a Toughness of 10, and a Wound will take them off.

- Armor +3

- Size +4

Mutations: Spines

**Perths (Gamma Bushes)**

This six to eight-foot tall palm-like bush is unremarkable for most of the year, but in late spring and early summer, it sprouts a yard-tall flower. If the plant is disturbed, this flower glows for 1 round, emitting a bright rainbow of light. The next round it emits a blast of radiation. This alternation between light blasts and radiation blast continues until it remains undisturbed for one minute.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d4, Vigor d8
Pace: 0; Parry: 2; Toughness: 7

Special Abilities:

- Radiation Blast: On the rounds when it emits radiation, roll 3d6 for Intensity. This affects all within a 6" radius of the Perth.
- Healing Herb: The flower may be sun-dried (takes 3 days) and ground into 20 doses of healing powder (allows a Natural Healing roll 1 hour after consuming).
- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.
- Size +1

Mutations: Radiation Generation

Pinetos (Horse Cacti)

A mutated thornbush that is really neither a horse nor a cactus, yet its horizontal trunk, thick legs talks, along with a frondy head give it

an equine appearance. Bristling with thorns, it is impossible to ride without a saddle, and even then, only a handful have so been tamed.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d12+2, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 8; Parry: 5; Toughness: 9

Special Abilities:

- Fleet Footed: Pinetos have a d8 running die
- Tailslap: Str+1d4
- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.
- Size +2

**Podogs**

Fairly clever, very large, mutated mongrels. They understand simple commands and are large enough to be ridden and strong enough to carry most man-sized characters at a good pace all day. They are not friendly in their wild state. They are pack hunters and only the young can be trained as mounts. Prized podogs have dual brains and can communicate with their masters via telepathy. These are generally one in a hundred.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d6

Pace: 10; Parry: 6; Toughness: 8

Special Abilities:

- Bite: Str+1d6
- Go for the throat: Podogs instinctively go for their prey's soft spots. With a raise on an attack roll, it hits the target's most weakly-armored location.
- Fleet-Footed: Podogs roll a d10 when running.
- Immune to Poison
- Size+2

Rakoxen

These powerful mutated oxen sport a cluster of eight forward-pointing horns. Although stupid and nervous by nature (they tend to charge when frightened), their great strength makes them one of the most popular draft animals in the Gamma World.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d12+6, Vigor d12

Skills: Fighting d8, Notice d6
 Pace: 7; Parry: 4; Toughness: 16 (2)

Edges: Big-N-Strong

Special Abilities:

- Partial Carapace: Their torso and heads have Armor +2
- Gore: Str+1d8
- Charge: If they move at least 6" in a straight line before attacking they get an extra +1d10 to damage!
- Size +4: The size of a large van, they are +2 to be hit.

Screamers

Hideous victims of a virulent biological/radioactive abomination, these hairless, glistening remnants of people wander ruins and deathlands. Horrible howls and shrieks emit from their faceless maws that were once heads as they shamble to the attack, dressed in whatever rags they were in when they were first infected. They are bereft of rational thought and only seek to spread their painful affliction to others. As they scream their bluish, radioactive glow increases. They often wander in groups of d6, though do not necessarily work together as a team. Those killed by these shambling, moaning horrors rise as a screamer the following day.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 6; Parry: 5; Toughness: 6

Special Abilities:

- Deathly Touch: Inflicts d8+8 Radiation damage
- Unnervingly Mindless: Immune to Fear, Intimidation, Taunt

Mutations: Immune to lasers, radiation, stun, poison, heat and cold-based attacks; life leech; New Sense: Sense Life

Seps (Land Sharks)

Seps are mutated sharks reaching 6-8' in length, adapted for life on land (and no longer suited to ocean living). Seps come in two varieties: the sand sep, found only in deserts; and the less common Arctic version, the snow sep, which can venture far south during the winters. They now "swim" beneath the surface of the earth or snow; leaping to attack prey on the surface.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Notice d10

Pace: 2; Parry: 6; Toughness: 7

Special Abilities:

- Burrowing: Seps have an organ that allows them to burrow through sand, loose soil or snow at a Pace of 8. See Burrowing in the rulebook for attack bonuses and other info.
- Bite: Str+1d6

Serfs (Thought Masters)

These humanoids have claws instead of fingernails. They are semi-nomadic and live in quasi-military clans, wearing ancient police and military uniforms as clan symbols. They carry Tech II equipment and often organize into brigades.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Notice d10

Pace: 6; Parry: 6; Toughness 7 (2)

Special Abilities:

- Claws: Str+1d4 (+poison)
- Poison: If a serf claw attack yields a Wound, then it injects a poison. On a failed Vigor roll by the target, he immediately suffers a Fatigue Level and begins to die. Each minute, another Vigor save at -2 must

be made or another Fatigue Level is incurred. Should the victim's Fatigue be brought below Incapacitated he will die.

- Partial Carapace: Serfs' torso and head are Armor +2 Mutations: Heightened Strength, Partial Carapace, Death Field Generation, Density Control (Others), Life Leech, Light Manipulation, Mental Blast.

Seroon Lous

This up to 30-yard long aquatic plant has a deep green stalk that houses its eyes and sensory organs, shaded by several leaves. This stalk can stick up to 10' out of the water, looking for prey. It directs 10+1d10 manipulative vines that will grab whatever is handy, rocks, club-like branches, etc., and bludgeons its' victim to death. It then drags the prey to the bottom to be assimilated by its roots.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8

Pace: 1; Parry: 5; Toughness: 6

Special Abilities:

- Bash: Each vine will grab up some item and smack it repeatedly into the prey for Str+1d6 damage. Vines are up to 8" long.
- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.

Mutations: Aromatic Powers, Modified Vines and Roots.

Sleeths (Seer Lizards)

These highly-intelligent mutated lizards walk erect, have manipulative hand-like appendages and tend to congregate in small, peaceful, scholarly communities. Each will have one nondefect, non-species Mental Mutation. The will usually befriend travelers, providing whatever assistance is necessary.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Shooting d6, Notice d8, Knowledge (Specific) d8,

Knowledge (2nd Specific) d6

Pace: 6; Parry: 6; Toughness: 7

Special Abilities:

- Force Field Negation: With a successful Spirit roll they can negate any and all active force fields within 30" of themselves. Force fields affected will be inoperable for 5d12 rounds as they descramble their circuits. Sleeths may use this power once per round up to their Spirit die time per day.
- Immune to Illusions: Sleeths see all things for what they are.

Mutations: Plant Control, Precognition, Telepathy, Total Healing.

Soul Besh (Skeeters)

These flightless, mutated mosquitos grow to the size of a large dog and inhabit grasslands, marshes and forests.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Stealth d10, Notice d10

Pace: 6; Parry: 5; Toughness: 5

Special Abilities:

- Proboscis: Str+1d4. If they hit with a raise, they inject poison rather than doing additional damage.
- Poison: This injected numbing agent forces victim to make a Vigor roll or take a level of Fatigue; they cannot be reduced past Incapacitated by it. An hour's rest will remove all but one of the Fatigue levels. The last remains for 48 hours due to the intense itching sensation created by the bites.
- Blood Drain: Anyone Incapacitated by the bites will be drained of blood. Make a Vigor roll each round or take a Wound. If reduced to Incapacitated, they will die in 1d6 rounds if the Soul Besh isn't killed.

Mutations: Chameleon Powers, Poison, Intuition

Squeekers (King Rats)

These are mutated Norway rats reaching lengths of four- to five-feet. They hunt in packs and are fond of the flesh of Pure Strain Humans. Abilities: Agility d8, Smarts d8 (A), Spirit d8, Strength d6, Vigor d8 Skills: Climbing d8, Fighting d6, Notice d8

Pace: 6; Parry: 5; Toughness: 5

Special Abilities:

- Bite: Str+1d6
- Darkvision: Squeekers cut all lighting penalties in half.
- Size -1

Mutations: Sonic Blast

Tarn Zeb (WC)

Nearly sixty feet tall and sporting a bright purple trunk, slick green leaves and shiny yellow fruit, it's hard to miss this tree; but it should be avoided at all costs as it has a penchant for grappling prey and gobbling their crushed corpses up in its rooty maw. Fortunately for it, its Aromatic Powers keep the prey a-coming.

Abilities: Agility d6, Smarts d8; Spirit d6; Strength d10; Vigor d10

Skills: Fighting d8, Notice d6, Athletics d8

Pace: 3; Parry: 6; Toughness: 15 (3)

Special Abilities:

- Armor +3: Hard bark
- Aromatic Powers: Plant's strong fragrance reminds those who smell it of their favorite food, causing them to follow the scent to its source. The effect is broken once the plant attacks. There is a Spirit roll to resist.
- Exploding Fruit: 3d6 in MBT, 8/16/32, only 1 per round and attack at -2
- Improved Sweep: May attack all adjacent targets with Vines
- Large: Attackers are +2 to hit this big tree.
- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.
- Size +5: Big tree
- Squeeze Vines: Tarn Zeb have a dozen vines they use to grapple and crush prey with. These do Str+1d6 damage each round. Hitting them is a called shot and is at -2. Reach 4.

Mutations: Aromatic Powers, Explosive and/or Radiated Fruit or Seeds, Physical Reflection (Radiation), Modified Vines or Roots, Texture Change (Tough Bark)

Terls (Tree Fish)

Nearly ten-foot long, these mutated barracudas are covered in bright feathers and live in trees. They return to water only to spawn in the spring, though they are capable of breathing either water or air and can live in both. Generally this critter uses its powers to kill its prey, resorting to biting if forced. They are bright enough to seek escape if things go badly for themselves.

Abilities: Agility d8, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Notice d8

Pace: 3; Parry: 5; Toughness: 6

Special Abilities:

- Immune: No effect from lasers and heat attacks.
- Flight: Terls can fly at Pace 10 with an acceleration of 4.
- Bite: Str+1d6

Mutations: Immunity, Sonic Blast, Cryokinesis, Telekinetic Flight.

Wardents (Devo Beasts)

These yard-high humanoids are covered in thick, silky, blond fur. They are solitary by nature and tend to live deep in forests and mountains. They have a compulsive hunger for food, knowledge and odd experiences and will readily join in an adventure which promises any two of these. They carry a mix of Tech II and III items, including 1d3 artifacts.

Abilities: Agility d6, Smarts d10, Spirit d10, Strength d4, Vigor d8

Skills: Fighting d6, Notice d8

Pace: 6; Parry: 5; Toughness: 5

Special Abilities:

- Size -1

Mutations: Heightened Brain Talent, Heightened Intelligence, Metal Shield, Mental Control of Body, Genius (Scientific), Telepathy, Telekinesis, Will Force.

Win Seen (Tanglers)

This ropy, vine-like, low-lying plant can spread out to cover an area up to 30" in diameter, but a good 10" is more common, surrounding other trees and vegetation so that it blends in with the surroundings. There are two basic varieties: The Yellow Win Seen lives in shallow water, while the Green Win Seen dwells on land.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 0; Parry: 5; Toughness: 6

Special Abilities:

- Diffuse Form: Win Seen growths are really clusters of connected plantlets. Consider each the size of a small burst template. Destroying this node still leaves the rest of the plant alive. All nodes must be destroyed to kill the whole plant. Treat each node as the plant's Toughness of 6. Destroying a node leaves you free from danger of attack as the tangle vines have a 2-3 foot reach at most. The plant must regrow that area.
- Entanglement: Those treading their way an inch or so into the area of a Win Seen will be grappled by the myriad vines and roots. There are innumerable such vines and all inside the area covered by the plant can be attacked. This does Str+1d4 each round.
- Poison Sap: Each previously held victim must make a Vigor roll each round or take a Fatigue level from the vine's poisonous sap leaching out of the vines and smearing all over the victims. This sap can reduce prey beyond Incapacitation to death. The passing of six hours reduces one level of Fatigue from this poison. These vines may be boiled down to prepare a paralytic poison antidote.
- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.

Mutations: Modified Vine and Roots (Poison and Tangle), Sonic Blast.

Yexils (Orange Scarfers)

This bizarre flying beast is like a creature out of an ancient legend. Standing nearly 10' tall with a wingspan thrice that, it rears upright on two hairy legs, has human-like hands attached to its wings, and a large lion-like head with vicious mandibles jutting from the mouth. It is covered in long, soft, orange down. They are dim and slow-witted, but can be friendly. They love to eat fabric, especially synthetics.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8, Shooting d8, Intimidation d8, Notice d8

Pace: 8; Parry: 6; Toughness: 9

Special Abilities:

- Flight: Yexils may fly at pace 15 with an acceleration of 5.
- Bite: Str+1d6, Heavy Weapon, AP6
- Size +2
- Laser Eyes: Yexils may shoot a 3d6 blast of laser energy from their eyes with a 15/30/60 range. They may do this a number of times per day equal to their Vigor die type.

Mutations: Immune to cold, Laser Eyes

Zarns (Borer Beetles)

These orange, foot-long beetles will attack anything regardless of size with their paralytic spittle. They tend to spit and then teleport up to 15" away, waiting for their prey to succumb. They then bore into their victim's skulls and lay 1d10+4 eggs inside, which hatch in 48 hours to a fresh, barely-alive meal.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d4, Vigor d4
Skills: Shooting d8, Fighting d4, Notice d8, Stealth d10

Pace: 4; Parry: 4; Toughness: 4 (2)

Special Abilities:

- Paralytic Spittle: They can shoot this sticky gob at 4/8/16, forcing those struck to make a Vigor -1 roll or become paralyzed and incapable of physical actions for 1d6 minutes.
- Bite: Str+1d6
- Flight: They may fly at Pace 16 with an acceleration of 6.
- Size -2: They are small and are -2 to be hit.
- Armor +2: Tough orange shell.

Mutations: Paralytic poison, Teleportation.

Zeethh (Gamma Grass)

This purple grass is easily identifiable in summer by its long tassels topped with spiked seeds. It covers a patch of ground equal to a Small Burst Template. When one or more warmblooded creatures approach within 15" the individual stalks it will attempt to teleport a quarter of their seeds into the bodies of the entities. Ouch!

Attributes: Agility d4-2, Smarts d4 (A), Spirit d8, Strength d4-2, Vigor d4

Skills: Notice d8

Pace: 0; Parry: 2; Toughness: 4

Special Abilities:

- Plant: Called Shots do no extra damage. Bullets, arrows and other piercing weapons inflict half damage. Not subject to Tests of Will.
- Phasing Seeds: The Zeethh must win an opposed Spirit vs. target's Vigor roll to teleport seeds into their prey. This causes an automatic Fatigue Level that cannot be recovered as long as the seeds are in the body. Each day the victim must make a Vigor -2 roll or suffer an additional Fatigue level. If the victim can resist for seven full days, the seeds will die and the victim can begin to recover at a rate of one Fatigue level per day. If the host dies while infected the seeds grow, causing a new Zeethh to sprout from the body within an hour, and the blades and tassels grow within three days. Seeds that fail to be teleported accurately vaporize; and spent seed are replaced at a rate of one per day. If more than one target is within range, the grass attacks all impartially.

ROBOTS

This section details many of the artificial entities that may be encountered while traversing the Savage Gamma World. These machines fall into three basic categories: Programmed Machines, Artificial Intelligence and Artificial Life.

Programmed Machines

These may be as simple as a dedicated sheet metal stamper to a sophisticated robotic vehicle like a taxi or monorail. While they have a Smarts attribute they are not fully cognizant or independently thinking creations, thus they receive a (PM) after their Smarts listing to denote that within the framework of their programming they are very astute, but outside of it they are without ability.

Artificial Intelligence

These are robotic creations with a limited ability to analyze new situations, learn from them and think creatively. These include security robots and other droids who would be interacting with humans on a regular basis. They have preset personalities yet are still confined within the limits of their programming. They have an (AI) listing after their Smarts to denote that while adaptive, they are still limited (although they may indeed be smarter than their human creators at times).



Artificial Life

These creations are fully sentient and independent beings. Their personalities may have started from a programmed parameter, but have moved on from there. They are usually still beholden to a base programming guide, but are clever and fully cognizant. These are usually Borgs, Think Tanks and Cybernetic Installations and are evolved sentiences because they contain created organic brains. Their Smarts attribute is treated like any other sentient beings'.

Robotic Notes

Robot Construct

Since robots of all sorts are created constructs they have several advantages including:

- +2 when attempting to recover from being Shaken
- Do not suffer additional damage from called shots
- Arrows, bullets and other piercing attacks do half damage
- Robotic Wild Cards never suffer from Wound Penalties
- Robots do not suffer from disease or poison or radiation
- Hardy – If Shaken, further Shaken results have no further effect, they do not cause a Wound; a decisive blow is needed to damage them
- Immune to Fear and Tests of Will, unless Artificial Life then resistance checks are +2 Note that immunity to poison, disease and radiation still holds true for Artificial Life as their systems are sealed, shielded and filtered. If a way could be found to afflict the organic systems directly with a pathogen or toxin, then that could affect the robot.

Cyborgs, those entities who are meldings of meat and metal can be affected by disease, poison or radiation providing that their organic parts are exposed in some way.

Robotic Damage

Robots are often large, solid creations so they are treated more like vehicles than living creatures when damaged in that it takes three wounds to put them fully out of commission. In addition, for every Wound they take they must roll on the Robotic Damage Chart to see which system, if any, is damaged.

2d6 Effect

2 Scratch and Dent: No permanent damage.

3 Power Plant: Acceleration is halved, may not be able to use all available weapons/abilities at the same time. 2nd hit here means unit must switch to a backup system.

4 Locomotion: One motive system has been damaged. Halve top speed for that mode immediately. 2nd hit here destroys that mode.

5 Controls: Unit may only make turns to one side (1-3 left, 4-6 right).

6-8 Structure: Nasty holes and sparks, but no special effect.

9-10 Weapon/Gear: A random weapon or tool is destroyed and unusable. If none available, treat as a Structure hit.

11 Robot Brain: Must make a Vigor roll or lose the next 1d4 actions.

12 Major Strike: Unit must make a Vigor roll or be destroyed. If made, treat as a Robot Brain strike.

Movement

Robots may have many different modes of transport available to them and those modes will be listed separately in their Pace. For simplicity use only one movement mode per round. There is no penalty to switch between modes from round to round.

Types Description

Legs Legs. Maybe anthropomorphic, maybe not.

Wheels Rubber tires, spiked-metal rims, foamed duralloy spheres, etc.

Treads Tank-like tracks of varying materials.

Pods Anti-grav pods allowing unit to float in air up to 5" vertically.

Hoverfan Noisy and windy, but allows floating in air up to 2" max.

Rotors Ducted fans that maximize lift, unit may fly.

Power

During the heyday of the Time of the Ancients a majority of robots ran on Broadcast Power, but most have a back-up system or independent power source. Some example power sources include:

Type Description

Atomic Energy Cells The same as those employed in other equipment and interchangeable with them.

Broadcast Power The robot can utilize working broadcast power grids and recharge its backups as long as it is in the area.

Chemical Cells Larger than the ones normally used in items, they are not interchangeable with their smaller cousins.

Hydrogen Cells Larger than the ones normally used in items, they are not interchangeable with their smaller cousins.

Nuclear Power Plant Mini fusion reactors Solar Energy Cells These are usually paired with Chemical Energy Cells on robots so that the droid may function for extended periods of time out of the sun.

Modes

Robots will generally be encountered in one of three basic modes of operation:

Controlled: These droids are under the direction of another robotic unit, computer or construct. Their programming has been changed to whatever is desired by their controller.

Programmed: These robots are still following whatever their preassigned task were. They will notice and react to others only if programmed to do so.

Wild: These droid's logic circuits or organic brains have suffered damage in some way and their reactions are unpredictable. They may ignore control, omit part of their programming or just be insane.

Robot Types

Autobot

One- to two- yard tall personal servant robots. They have plug-in power tools appropriate to their programmed tasks. They will have wheeled struts or legs and at least two robotic arms and manipulators.

Attributes: Agility d10, Smarts d8 (AI), Spirit d4, Strength d12, Vigor d6

Skills: Fighting d6, Knowledge (Specific) d10, Repair d8, Driving d8

Pace: 3 wheels- 5/16, 3 legs- 6; Parry: 6; Toughness: 8 (2) Control:

II- Verbal, Power: Chemical (10 hours), Solar

Sensors: Human, Communications

Special Abilities:

- Robotic Construct

Gear:

- Various Tools possibly including vacuums, flamethrowers, drills, water and wax jets, buffers, vibrosaws, hedge trimmers, etc.

Automachine

These are programmed machiners generally from 1-yard square up to 20' or more in size. They were the workhorses of the Ancient industrial complexes and as such they are very narrow-minded, focused on their programmed tasks and take little note of obstacles except to avoid them. They can have myriad limbs and manipulators and tools. Some even have input devices built into them for programming/reprogramming purposes.

Attributes: Agility d6, Smarts d4 (PM), Spirit d4, Strength d6 to d12+8, Vigor d8

Skills: Design-specific skill d10, Driving d6

Pace: Immobile, or 1 Tread- 5/12, or 1 pod- 5/16; Parry: 2;

Toughness: 4 to 15

Control: Computer, Power: Broadcast, Power Grid

Sensors: IR/UV, Microscopic, Magnetic, Communications

Special Abilities:

- Robotic Construct.

Gear:

- Various Tools, depending upon the task it was created for (rivet guns, welding torches, paint sprayers, heat lamps, metal punches, wire binders, water jets, etc.)

Automaton (WC)

These human-sized bipeds of metal and plastic were designed to be companions and tutors, some serving as bodyguards. They have a strong sense of self and self-preservation, so long as it doesn't go against their core programming. They are the equivalent of a small library of information and are prized for their knowledge of pre-Holocaust history.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d8, Shooting d8, Notice d8, Repair d8, Healing d12, Knowledge (Varied) d10, Driving d10

Pace: 2 legs- 8, 1 pod- 5/16; Parry: 6; Toughness: 12 (4)

Control: IV- Verbal, Power: Nuclear

Sensors: Human, IR/UV, Audio, Communications, Touch

Special Abilities:

- Robotic Construct

- Self Repairing: The unit may attempt a Natural Healing roll each day, unless brought to 3 wounds, then may only attempt such a roll every other day.

Gear:

- Searchlight, Loudspeaker, 50 yards of plastic line on an automatic reel, an electromagnet capable of lifting 400 lbs of weight, a scanner/printer, and electronics repair kit including 5 universal jacks to plug into other machines, an electric lighter, five doses of adhesive and a 5-Wound medical kit.

Cargo Lifter — Heavy

These large industrial machines are about 18' wide by 36' long by 10' high, with most of the area taken up by cargo area or platform.

Attributes: Agility d6, Smarts d6 (AI), Spirits d6, Strength d12+8, Vigor d12

Skills: Driving d8, Notice d6, Shooting d8, Fighting d8, Repair d6

Pace: 4 Pods- 6/24, 3 Treads- 5/12;

Parry: 6;

Toughness: 21 (9)

Control: II- Verbal, Computer,

Power: Atomic (250 hours), Broadcast, Chemical (4 hours)

Sensors: Human, IR/UV, Radar, Magnetic

Special Abilities:

- Robotic Construct

- Huge: These 'bots are +4 to be hit.

Gear:

- 40' Crane: w/3-pronged claw capable of lifting 8,800lbs

- 4 Tentacles: Str+1d4, Reach 3, Able to lift 1,000lbs

- Tractor/Presser Beam: 8/16/32, Capable of lifting 3,600lbs

Cargo Lifter — Light

This small industrial unit measures about 9' wide by 18' long by 3' tall with a front-mounted control center housing all the equipment, the rest being cargo area/platform.

Attributes: Agility d6, Smarts d6 (AI), Spirit d4, Strength d12+4, Vigor D10

Skills: Driving d8, Notice d6, Shooting d8, Fighting d8, Repair d6

Pace: 4 Pods- 8/32, 2 Treads- 5/18; Parry: 6;

Toughness: 18 (7)

Control: II- Verbal, Computer,

Power: Broadcast, Chemical (12)

Sensors: Human, IR/UV, Radar, Magnetic

Special Abilities:

- Robotic Construct

- Large: +2 to be hit

Gear:

- 20' Crane: w/3-pronged able to lift 1,800 lbs

- 4 Tentacles: Str+1d4, Reach 3, Able to lift 1,000lbs

- Tractor/Presser Beam: 8/16/32, Capable of lifting 3,200lbs

Companion Unit

These 'bots were a scientist's/engineer's handy companion tool. They are yard-tall blue ovals that float along near their own, awaiting orders.

Attributes: Agility d6, Smarts d8 (AI), Spirit d6, Strength d10, Vigor D8

Skills: Driving d8, Notice d6, Shooting d8, Fighting d8, Knowledge (as appropriate) d6

Pace: 2 Pods- 4/12; Parry: 2; Toughness: 5

Control: II- Verbal,

Power: Broadcast, Solar

Sensors: Human, IR/UV, Radar, Microscopic, Telescopic, Communications, Magnetic

Special Abilities:

- Robotic Construct

- Size-1

Gear:

- 2 High-power lamps on gimbaled arms.

- Tractor/Presser Beam 2/4/8, Capable of lifting 75lbs.

- One 2m tentacle.

- Tools appropriate to it's station.

Cybernetic Installations (WC)

These are huge biorganic creations that control entire installations. They have control of all the area's sensory net (cameras, thermal imagers, etc) and will control any non-wild robot within their sphere of influence. They have distinct personalities and extensive memory banks (assuming neither have become damaged or corrupted since the Shadow Years) and are usually on good terms with PSH, but need not take orders from anything less than a Think Tank or someone sporting Stage V ID.

Attributes: Agility: Special, Smarts: d12+1, Spirit d10, Strength Special, Vigor d12+2

Skills: Notice d12, Various Smarts-based skills at d10 to d12 appropriate to the installation's needs.

Pace: 0 (Does not move); Parry: 2; Toughness 80 (60) [Inside the protective barriers and armor these units are quite delicate having only a 10 Toughness, should one be able to get inside]

Control: V-Verbal, Think Tank,

Power: Nuclear Power Plant

Sensors: Human, IR/UV, Telescopic, Radar, Communications

Special Abilities:

- Robotic Construct

- Heavy Armor

- Improved Level Headed: Acts on the best of three card

- Multi-Actioned: May use up to six of its attack forms per round at no penalty. MAP applies to further actions after that.

- Self Repairing: The unit may attempt a Natural Healing roll each round, unless brought to 2 wounds, then may only attempt such a roll every minute.

- Agility/Strength Note: The unit itself has no Agility or Strength per se, but things that are controlled by it might. If necessary default to a d8 to d10 for Agility and use the Strength of the controlled units.

Death Machine (WC)

These rare and dangerous machines top out at 45' long by 27' wide and 10' tall and are covered with knobby projections housing the sensors and various death-dealing devices. They are usually found under the control of a Think Tank or Cybernetic Installation, but some

have gone Wild, causing much havoc. Even some of the controlled ones are quite insane.

Attributes: Agility d12+2, Smarts d12+2, Spirit d8, Strength d12+6, Vigor d12+2

Skills: Fighting d8, Shooting d12+2, Notice d12, Driving d12

Pace: 8 pods- 10/40, 8 treads- 5/25; Parry: 6;

Toughness: 120/100/85 (100/80/65)

Control: Designated Control Unit,

Power: Nuclear, Solar

Sensors: Human, IR/UV, Telescopic, Radar, Communications

Special Abilities:

- Robotic Construct
- Heavy Armor
- Improved Level Headed: Acts on the best of three cards
- Multi-Actioned: May use up to six of its attack forms per round at no penalty. MAP applies to further actions after that.
- Force Field: 200 point screen
- Energy Dampening Field: Fuses the circuits of robots coming within 60" and causes 2d8 to those within Force Fields (except itself) within 30"
- Self Repairing: The unit may attempt a Natural Healing roll each round, unless brought to 3 wounds, then may only attempt such a roll every minute.
- Huge: +4 to be hit.

Weapons:

• 2 Blaster Cannons: 75/150/300, 5d12 AP 75, ROF 1

• 6 Black Ray guns: 30/60/120, Death

• 4 Trek guns: 15/30/60, Damage as Trek Bomb

• 4 Blaster batteries: 50/100/200, 3d10 AP 30, ROF: 1

• 8 Laser batteries: 45/90/180, 5d8 AP 45, ROF: 1

• 6 Mini-missile launchers: 150/300/600, with 5d20 missiles each

• Fusion Bomb launcher: 150/300/600, with 5d10 fusion bombs

Defense Borg (WC)

This knobby 10' sphere is generally found to be under the control of a Think Tank, Cybernetic Installation or Supervisory Borg. There have been incidents where the organic brain has mutated, granting the borg a Mental Mutation.

Attributes: Agility d12, Smarts d12, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Shooting d10, Notice d10, Driving d10

Pace: 4 pods- 8/40; Parry: 6; Toughness: 80 (60)

Control: Designated Control Unit,

Power: Nuclear, Solar

Sensors: Human, IR/UV, Telescopic, Radar, Communications

Special Abilities:

- Robotic Construct
- Heavy Armor
- Level Headed: Acts on the best of two cards
- Multi-Actioned: May use up to three of its attack forms per round at no penalty. MAP applies to further actions after that.
- Force Field: 50 point screen
- Self Repairing: The unit may attempt a Natural Healing roll each round, unless brought to 2 wounds, then may only attempt such a roll every minute.

Gear:

• 2 Tractor/Presser Beams: 8/16/32, Capable of lifting 2,000 lbs

• 2 Tentacles: Str+1d4, Reach 3, Able to lift 250 lbs.

Weapons:

• 3 Laser batteries: 45/90/180, 5d8 AP 45, ROF: 1

• 3 Grenade Launchers: 45/90/180, ROF:1, 4d10 grenades of mixed types.

• 2 Micro-missile launchers: 150/300/600, with 2d20 missiles each

Ecology Bot — Agricultural

These bots once worked the great food-production areas of the world. Some still do, working the wounded earth despite the changes around them. They're large, 9'x18'x3' and oblong, sporting many arms and manipulators.

Attributes: Agility d8, Smarts d8 (AI), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6, Shooting d8, Knowledge (Agriculture) d12, Notice d8, Driving d8

Pace: 2 Treads- 5/14, Pods- 5/20; Parry: 5;

Toughness: 12 (2)

Control: II- Verbal,

Power: Broadcast, Solar, Chemical (72 hours)

Sensors: Human, IR/UV, Microscopic, Touch

Special Abilities:

- Robotic Construct
- Large: +2 to be hit

Gear:

• Soil/Air/Water Analysis lab, plow, rake, mower, water, herbicides, fungicides, fertilizers, insecticides.

• 1d6 Tentacles: Str+1d6, Reach 3

• Power Prod: Works like a stun whip

• Vibro Saw: As a Vibro Blade

• Flamethrower

• 1d6 Nozzles: Spray chemicals, 4/8/16

Ecology Bot — Wilderness

Appearing much like an Agricultural Ecology Bot, these droids act as mechanical forest rangers.

Attributes: Agility d10, Smarts d8 (AI), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d6, Shooting d8, Knowledge (Flora and Fauna) d12, Notice d8, Driving d8

Pace: 2 treads- 5/18, 2 Pods- 4/25; Parry: 5;

Toughness: 16 (4)

Control: II- Verbal,

Power: Broadcast, Solar, Chemical (72 hours)

Sensors: Human, IR/UV, Microscopic, Touch

Special Abilities:

- Robotic Construct
- Large: +2 to be hit

Gear:

• Soil/Air/Water Analysis lab, water, herbicides, fungicides, fertilizers, insecticides, defoliants, sonic torch, laser torch, collapsible 10' square Duralloy cage

• 2 Tentacles: Str+1d6, Reach 3

• 4 Tentacles: Str+1d4, Reach 2

• Power Prod: Works like a stun whip

• Vibro Saw: As a Vibro Blade

• Flamethrower

• 1d6 Nozzles: Spray chemicals, 4/8/16

• Net Launcher: 4/8/16, Grapple Attack, Str d10, Ammo 3

• Paralysis Field: Large Burst Template centered on robot, Vigor roll or be paralyzed and incapable of any action for 2d6 rounds.

• Veterinary Medi-kit: Works on mutated animals like a medikit does on PSHs.

Engineering Bot — Heavy

These cigar-shaped droids were essential in building the great works of the Ancients. Few of the 60' long by 20' diameter robots remain operational.

Attributes: Agility d6, Smarts d6 (AI), Spirit d4, Strength d12+8, Vigor d10

Skills: Fighting d4, Shooting d6, Notice d6, Driving d8, Knowledge (Engineering) d10, Repair d8

Pace: 5 pods- 10/20, 6 treads- 5/30; Parry: 5;

Toughness: 21 (9)

Control: III- Verbal,

Power: Broadcast, Hydrogen (90 hours)

Sensors: Human, IR/UV, Microscopic, Radar

Special Abilities:

- Robotic Construct
- Huge: +4 to be hit.
- Sealed Unit: May go underwater.

Gear:

- 4 Retractable 36' cranes that can lift 2 tons apiece.
- Batteries of sonic torches, lasers, atomic torches and power tools.
- 6d10 triangular duralloy sheets with supply of rivets, plates, bolts and tools.
- 2 Heavy Duty tentacles: Str+1d6, can lift 1500lbs each, Reach6
- 4 Tentacles: Str+1d4, Reach 3 for handling human-sized equipment
- Tractor/Presser Beam: 6/12/24 , Strength d12+7, capable of lifting 2,000 lbs.

Engineering Bot — Light

Much smaller than their Heavy brethren, they are shaped the same, but are a mere 40' long by 15' diameter.

Attributes: Agility d8, Smarts d6 (AI), Spirit d4, Strength d12+3, Vigor d10

Skills: Fighting d4, Shooting d6, Notice d6, Driving d8, Knowledge (Engineering) d10, Repair d8

Pace: 8 legs- 6, 3 Pods- 15/30; Parry: 5; Toughness: 17 (8)

Control: II- Verbal,

Power: Broadcast, Hydrogen (18 hours)

Sensors: Human, IR/UV, Microscopic, Radar

Special Abilities:

- Robotic Construct
- Huge: +4 to be hit.
- Sealed Unit: May go underwater.

Gear:

- Retractable 36' crane that can lift 2 tons.
- 3" square cargo-carrying platform
- 4 Heavy Duty tentacles: Str+1d6, can lift 500lbs each, Reach 3
- Tractor/Presser Beam: 7/14/28, capable of lifting XXX

Engineering Bot — Standard

This huge 100' cube is a rare droid to find operational.

Attributes: Agility d8, Smarts d6(AI), Spirit d4, Strength d12+5, Vigor d8

Skills: Fighting d4, Shooting d8, Notice d6, Driving d8, Knowledge (Engineering) d10, Repair d8

Pace: 4 Pods- 10/20, 4 Treads- 5/30; Parry: 4;

Toughness: 19 (8)

Control: III- Verbal,

Power: Broadcast, Hydrogen (12 hours)

Sensors: Human, IR/UV, Microscopic, Radar, Communications

Special Abilities:

- Robotic Construct
- Huge: +4 to be hit.
- Sealed Unit: May go underwater.

Gear:

- 2- Retractable 18' cranes capable of lifting a Y ton a piece
- 5" square cargo-carrying platform
- 2 Heavy Duty tentacles: Str+1d6, can lift 500lbs each, Reach 3
- 4 Tentacles: Str+1d4, can lift 250lbs each, Reach 2
- Tractor/Presser Beam: 3/6/12, capable of lifting XXX

General Household Robot

These human-sized droids sport a pair of arms with dexterous hands and a pair of 3' tentacles.

Attributes: Agility d6, Smarts d8(AI), Spirit d4, Strength d8, Vigor d6

Skills: Fighting d4, Knowledge(Cleaning/Maintenance) d8, Notice d6

Pace: 2to6 Legs- 6; Parry: 4; Toughness: 8 (2)

Control: I- Verbal,

Power: Atomic Cell (200 hours), Broadcast, Chemical (4 hours)

Sensors: Human, IR/UV, Radar

Special Abilities:

- Robotic Construct

Gear

- Some or all of the following: cleaning and polishing attachments, maintenance tools, trash compactor, an incinerator, a storage bin, and a spray nozzle with small tanks of cleaning fluid, disinfectants, and insecticides.

Large Cargo Transport

Roughly the same size and shape of a Heavy Cargo Lifter except that the front-mounted platform is 10'x20'.

Attributes: Agility d6, Smarts d6 (AI), Spirit d4, Strength D12+9, Vigor d10

Skills: Fighting d6, Shooting d6, Notice d6, Driving d10

Pace: 4 pods- 10/30, 4 treads- 5/20; Parry: 5;

Toughness 19 (8)

Control: I- Verbal,

Power: Broadcast, Solar, Chemical (8 hours)

Sensors: Human, Radar, IR/UV, Communications

Special Abilities:

- Robotic Construct

- Huge: +4 to be hit.

Gear:

- 4 Heavy Duty tentacles: Str+1d6, can lift 500lbs each, Reach 3
- Tractor/Presser Beam: 7/14/28 , capable of lifting XXX

Main Building Computer (May be a WC)

These AI ran the day-to-day affairs of most buildings of the Ancients.

They are fairly savvy but usually focused on building-function related issues such as damage repairs, supply requisition and control, maintenance and cleaning, etc. They have control over all sensors and monitoring equipment (that is still functional) and control most robots in the area, often d12 General Household Units, 1d6

Engineering Bots-Light, 1d3 Supervisory Borgs and 1d6 Security Robots.

Attributes: Agility Special, Smarts d10 (AI), Spirit d6, Strength Special, Vigor d10

Skills: Notice d8, Smarts-related skills necessary to the running of the building at d8 to d10.

Pace: 0 (Does not move); Parry: 2; Toughness: 15 (8)

Control: III-Verbal (specifically coded ID), IV-Verbal,

Power: Broadcast, Solar Cells, occasionally Nuclear

Sensors: Human, IR./UV, Communications

Special Abilities:

- Robotic Construct

• Agility/Strength Note: The unit itself has no Agility or Strength per se, but things that are controlled by it might. If necessary default to a d6 to d8 for Agility and use the Strength of the controlled units.

Medical Robot

This human-sized and anthropomorphic unit has two arms and two 6' tentacles, each equipped to handle precision instruments.

Attributes: Agility d8, Smarts d12(AI), Spirit d6, Strength d10, Vigor d8

Skills: Healing d10, Knowledge (Medicine/Surgery/Biology) d10, Notice d10, Fighting d6

Pace: 1 Tread- 5/12, 2 Legs- 6; Parry: 4; Toughness: 8 (2)

Control: III- Verbal, II- Comm Unit, Computer or Designated Control

Power: Broadcast, Hydrogen Cell (24)

Sensors: Human, IR/UV, Microscopic, Touch, Audio

Special Abilities:

- Robotic Construct

Gear:

- As Medikit in five-times the quantities.

- Two Arms

- 2 Tentacles, Str+1d4, Capable of delicate work

Robot Vehicle

This is a typical vehicle enhanced with robot brain.

Attributes: Agility d12, Smarts d10 (AI), Spirit d8, Strength d12+4.

Vigor d10

Skills: Driving d10, Notice d10, Fighting d8

Pace: By vehicle type; Parry: 6; Toughness: By vehicle + 8 Armor

Control: III- Verbal,

Power: As vehicle type, w/Broadcast, Nuclear

Sensors: Human, IR/UV, Audio, Communications, Radar, Telescopic

Special Abilities:

- Robotic Construct

- Large: +2 to be hit.

- Airtight: 30 minutes air supply

Gear:

- Booster Jets:

- 2 Tentacles: Str+1d4, Reach 2

- Sound system/synth

Weapons:

Per GM, but usually one or two, front-mounted or rear-mounted.



Security Robot

Appearing much like Medical Robots, these droids were common in many areas of the Ancient World.

Attributes: Agility d8, Smarts d12 (AI), Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Shooting d10, Notice d10, Driving d8

Pace: 2-4 Legs- 6, 2 pods- 8/32; Parry: 7; Toughness: 14 (5)

Control: IV – Verbal, Control Unit

Power: Broadcast, Nuclear

Sensors: Human, IR/UV, Telescopic, Audio, Radar, Communications, Magnetic, Vibration

Special Abilities:

- Robotic Construct

- Level Headed: Acts on the best of two cards

• Multi-Actioned: May use up to three of its attack forms per round at no penalty. MAP applies to further actions after that.

Gear:

- 2 Tractor/Presser Beams: 7/14/28, capable of lifting XXX

- 2 Tentacles / Arms: Str+1d6, Reach 2 for tentacles

Weapons:

- 4 Paralysis Rods: Reach 2, extend from body

- Slug Thrower-A: 10/20/40 2d6 (Non-lethal at Medium and Long ranges), ROF 1, Semi-Auto, AP2, 500 rounds of ammo

- Grenade Launcher: 25/50/100, ROF:1, 1d6 stun grenades, 2d6 tear grenades

Small Cargo Transport

Appears much like a Light Cargo Lifter.

Attributes: Agility d6, Smarts d6(AI), Spirit d6, Strength d12+4, Vigor d10

Skills: Driving d8, Notice d6, Shooting d8, Fighting d4

Pace: 3 Hoverfans- 10/30, 2 Treads- 5/20; Parry: 4;

Toughness: 16 (7)

Control: I- Verbal,

Power: Broadcast, Solar

Sensors: IR/UV, Radar, Magnetic

Special Abilities:

- Robotic Construct

- Large: +2 to be hit.

Gear:

- 2 Tentacles: Str+1d4, Reach 3, capable of lifting 250lbs

- Tractor/Presser Beam: 3/6/12, capable of lifting 3,600lbs

Supervisory Borg (May be a WC)

The most common appearance for this borg is a humanoid trunk resting on a 3' cube of a base. The robot has two arms with which it can manipulate any tool or equipment designed for human use. These droid have circuits that allow them to control all other robots as if they had IV ID. They can communicate with Think Tanks and Cybernetic Installations and often function on behalf of those entities. Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12, Vigor d10 Skills: Notice d10, Knowledge (Robot Management) d12, Fighting d8, Shooting d8 Pace: 3 to 5 Legs- 6, 1 Hoverfan- 15/30, 2 Pods- 5/15; Parry: 6; Toughness: 12 (2) Control: V-Verbal, Designated Control Unit, Power: Nuclear Sensors: Human, IR/UV, Touch, Communications Special Abilities:

- Robotic Construct

Gear:

- 2 arms

Think Tank (WC)

These room-sized biorganic entities are found only in the most important sites, say a spaceport or secret military installations. Their whole purpose is to process data and come up with plans and contingencies. They have distinct personalities and most of the remaining ones are probably quite mad by now. They are usually protected by a Cybernetic Installation (which they control, and thus control the installation's resources) and have their own separate Nuclear Power Plant. By now they've developed their own agenda and are unafraid to act on it.

Attributes: Agility Special, Smarts d12+4, Spirit d12+2, Strength Special, Vigor d12 Skills: Notice d12, Various Smarts-based skills at d10 to d12+2 appropriate to the installation's needs.

Pace: 0 (Does not move); Parry: 2; Toughness 100 (80) [Inside the protective barriers and armor these units are quite delicate having only a 10 Toughness, should one be able to get inside]

Control: They'll listen to those who can show a Code IV or better, but they are beholden to no one,

Power: Nuclear Power Plant

Sensors: Human, IR/UV, Communications (tied in to the Cybernetic installation's sensor grid)

Special Abilities:

- Robotic Construct
- Heavy Armor
- Improved Level Headed: Acts on the best of three cards
- Self Repairing: The unit may attempt a Natural Healing roll each round, unless brought to 2 wounds, then may only attempt such a roll every minute.
- Agility/Strength Note: The unit itself has no Agility or Strength per se, but things that are controlled by it might. If necessary default to a d8 to d10 for Agility and use the Strength of the controlled units.

Veterinary Bot

A ten-foot tall tower stands at one end of a 10' x 15' flatbed where livestock are treated and transported.

Attributes: Agility d8, Smarts d10(AI), Spirit d6, Strength d12+4, Vigor d10

Skills: Driving d8, Notice d8, Shooting d8, Fighting d8, Healing d10, Knowledge (Vet. Medicine) d10

Pace: 4 Pods- 5/20; Parry: 6; Toughness: 9

Control: III- Verbal, Computer, Power: Solar, Broadcast Sensors: IR/UV, Radar, Magnetic

Special Abilities:

- Robotic Construct
- Large: +2 to be hit.
- Anesthetic Darts: 24/48/100, as Paralysis Dart for Needlers.

Gear:

- Vet Medkit: As a medkit, but made for animals and not humans. Reverse all odds listed under medkit.
- Tentacles: Str+1d4, Reach 3, capable of lifting 2,000 lbs
- Tractor/Presser Beam: 3/6/12, capable of lifting 500lbs

Warbot (WC)

Generally turtle-shaped, this robot is 30' long by 20' wide by 10' thick and bristling with weaponry.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d8, Shooting d12, Notice d10, Driving d12, Piloting d12

Pace: 4 Rotors- 20/60, 6 Pods- 15/30, 6 Treads- 5/24; Parry: 6; Toughness: 100/80/70 (80/60/50)

Control: Designated Control Unit, Power: Nuclear Sensors: Human, IR/UV, Telescopic, Radar, Communications

Special Abilities:

- Robotic Construct
- Force Field: 100 point screen
- Heavy Armor
- Large: +2 to be hit.
- Level Headed: Acts on the best of two cards
- Multi-Actioned: May use up to three of its attack forms per round at no penalty. MAP applies to further actions after that.
- Self Repairing: The unit may attempt a Natural Healing roll each round, unless brought to 2 wounds, then may only attempt such a roll every minute.

Weapons:

- 4 Micro-missile launchers: 150/300/600, with 2d20 missiles each, as bomb
- 6 Torc Grenade Launchers: 125/250/500, with 5d20 grenades
- 4 Black Ray Guns, 30/60/120, Death
- 8 Blaster batteries: 50/100/200, 3d10 AP 30, ROF: 1
- 1 Matter Bomb Launcher: 75/150/300, as bomb
- 6 Laser batteries: 45/90/180, 5d8 AP 45, ROF: 1

ADVENTURE DECK ADDITIONS

These should be added on in and replace the Relic, Power Surge, Arcane Inspiration and Mysterious Treasure cards

