

# GAMMA WORLD

## ROLEPLAYING GAME

### NEW & ALTERED RULES

For those who would like to play the new iteration of Gamma World on a more permanent basis, these variant rules should offer a more balanced play experience.

Most rules outlined here are to help normalize damage across origins, fix abusable or overpowered traits, and eliminate the "random" nature of the game allowing for more character customization.

### ORIGIN TRAITS

Level 1 origin traits are added or amended as follows for each entry.

#### ANDROID (GWR P36)

**Machine Powered (Level 1):** You do not need to eat, drink, or breathe. This does not render you immune to any effects.

#### PLANT (GWR P48)

**Photosynthesis (Level 1):** You do not need to eat or drink provided you get an hour of light each extended rest; and you can breathe underwater. This does not render you immune to any effects.

#### ARACHNOID (FFG P10)

**Spider Climb (Level 1):** Gain a climb speed of 6. In addition, you can climb across overhanging horizontal surfaces such as ceilings without having to make an Athletics check. While climbing, you take a -2 penalty to attack rolls.

#### GELATINOUS (FFG P16)

**Translucent (Level 1):** You have partial concealment (GWR P19). When you make an attack, you lose this concealment until the end of your next turn.

### NOVICE POWERS

#### DAMAGE NORMALIZATION

All novice powers that in the Hit line add "twice your level" to the attacks damage, now only add "your level" to the damage.

#### GIANT (GWR P42)

**Brickbat** adds "your level" to the damage in the Hit line so it reads "**Hit:** 1[W] + Strength modifier + your level physical damage, and you knock the target prone."

#### PLANT (GWR P48)

**Lashing Creepers** is changed from an Encounter power to an At-Will power.

#### YETI (GWR P55)

**Big Claws** is changed from an Encounter power to an At-Will power, and requires a Standard Action instead of a Minor.

#### MAGNETIC (FFG P17)

**Lodestone Lure** requires a Standard Action instead of a Minor Action.

#### DEMON (LOG P11)

**Blackfire 'Port** requires a Move Action instead of a Minor Action, but is no longer limited to 1/round.

## EXPERT POWERS

### DOPPELGANGER (GWR P38)

**Multiplicity** add a +2 bonus to its attack so it reads "**Attack:** Intelligence + your level + 2 vs. AC".

### HAWKOID (GWR P44)

**Power Dive** add a +2 bonus to its attack so it reads "**Attack:** Wisdom + your level + 2 vs. AC".

### ALIEN (FFG P9)

**Nuke It From Orbit** is changed from a Daily power to an Encounter power, and now targets Reflex instead of Dexterity so it reads "**Attack:** Intelligence + your level vs. Reflex".

### SHAPESHIFTER (FFG P12)

**Big Scary Monster** adds a +2 bonus to its attack so it reads "**Attack:** Charisma + your level + 2 vs. AC".

## ALPHA MUTATIONS

Instead of random fluxes in ley-lines or environmental fallout, "mutations" in this variation represent augments a character has chosen to undergo or special training from their background. You no longer draw Mutations from any deck, discard mutations, and Alpha Flux no longer occurs.

At 1st-level, players pick 1 Alpha Mutation Card of their origins type (An Android Giant could pick any Dark or Bio mutation) and use that as their Readied Alpha Power at all times (it is never discarded).

At 5th, 9th, and 13th-level players pick an additional Alpha Mutation Card to have as a permanent Readied Alpha Power (at 1st-level you have 1 card, 5th-level 2 cards, and 3 cards at 9th-level).

Any Encounter or Daily power on a Readied Alpha power are used normally, and recharge whenever you would regain use of any Encounter or Daily power (a short or extended rest).

If you are a Doppelganger or Alien you pick 1 extra Alpha Mutation Card of your origins type at 1st-level. After an extended rest, you can pick which card is your Readied Alpha Power (so at 1st-level you have 2 Alpha Mutation Cards, and pick which one is your Readied Alpha Mutation until your next extended rest).

## OMEGA TECH

Players don't construct Omega Tech decks, instead the GM makes these items available in the same way as traditional gear, as treasure, purchase from NPCs, or through crafting (GMs should keep in mind ammunition can be on par with Omega Tech).

Any tech listed as a weapon is treated like any other weapon in terms of drawing or stowing a weapon.

Any tech that specifies an equipment slot (Optic Neurojack lists "Neck") must be equipped like any other gear, with a limit of 1 item of that type per equipment slot (characters can equip 2 rings).

Tech that has "**Power:** Consumable" are destroyed after being used, so when rewarded as loot the GM can offer multiple uses (An Unreliable Jet Pack with enough fuel for 2 uses before it's destroyed, or a belt of Photon Grenades allowing for 4 uses etc).

## MONSTERS

### ROBOT, ERADICATOR MK 3 (GWR P128)

**Alloy Tentacle** (At-Will) has its attack range changed to "Melee 4" instead of "Ranged 40".

**Gatling Laser** (At-Will) has its attack range changed to "Ranged 20" instead of "Ranged 40".

## CHARACTER ADVANCEMENT

The level progress of characters has been expanded, adding 5 levels and spreading out and increasing their level benefits accordingly. Also, the experience required to gain each new level has been increased.

### ALTERNATE CHARACTER ADVANCEMENT TABLE

Total XP	Level	Ability Score	Benefit	Alpha Mutation	Vocation
0	1st	-	Origin Traits, Novice Power (each origin)	1	0
1,000	2nd	-	Critical Hit Benefit 1	1	0
2,250	3rd	-	Origin Utility Power 1	1	0
3,750	4th	-		1	1
5,500	5th	+1 to two	+2 Skill Bonus (one skill)	2	1
7,500	6th	-	Origin Expert Power 1	2	1
10,000	7th	-		2	2
13,000	8th	-	Critical Hit Benefit 2	2	2
16,500	9th	-	Origin Utility Power 2	3	2
20,500	10th	+1 to two	+2 Skill Bonus (one skill)	3	3
26,000	11th	-	Uber Feature 1	3	3
32,000	12th	-	Origin Expert Power 2	3	3
39,000	13th	-		4	4
47,000	14th	-	Uber Feature 2	4	4
57,000	15th	+2 to all	Legendary, +5 Skill Bonus (one skill)	4	4

The Uber Feature that that allows you to keep a normally discarded Alpha Mutation is changed to the Uber Feature noted below:

- You learn an additional Alpha Mutation. This new Alpha Mutation isn't permanently readied, but during an extended rest you can choose to swap it with one of your readied Alpha Mutations until you take another extended rest.

### LEGENDARY

You are tasked with an important "Final Quest" relating to your Origin, Cryptic Alliance, or Vocation. Once completed, you gain one of the following traits:

- **Legendary Power:** Your Powers and Alpha Mutations that deal damage gain Brutal 3 (re-roll any damage die that rolls a 3 or lower).
- **Legendary Skill:** Choose one ability score. Any time you make a Skill Check that uses the chosen ability score, roll 2d20 instead of 1d20 and choose either result.
- **Legendary Speed:** Increase your speed by 2, you can't be Surprised, and whenever you roll Initiative roll 2d20 instead of 1d20 and use either result.
- **Legendary Stamina:** You can use Second Wind twice per encounter, and when you use you Second Wind you heal an additional number of hit points equal to your Constitution Modifier.
- **Legendary Tactician:** When you miss an attack with an Expert Power or Alpha Mutation, that Power or Mutation isn't expended. Additionally, when you score a critical hit, regain use of an expended Expert Power or Alpha Mutation.