

Gamma World Character Generation

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For Gamma World 3rd Ed. Master's of the Earth Campaign

Character Generation Process

1. **Step 1:** While rolling up your character decide before hand general personality, features, and how you would like your character to develop. Keep in mind what your fellow team mates are doing to their character and choose powers and skills that will compliment the group as a whole, thereby increasing the effectiveness and survivability of the team. This process is only good for 'non-stable', 'non-recurring', sterile mutated animals and humanoids of PSH stock. Players wishing to play one of the many NPC races must do so under strict GM guidance and final decision as to playability.

- a. Select Character Type: Player characters can potentially be any of the NPC races (Nomen) of Gamma World, (subject to GM approval, so as to undermine game balance).

If a Player REALLY wants to play a particular NPC race then the player rolls percentile dice and compares to the chart below.

%	Local/Any
=====	
1-70	= Must be one of the Local NPC Races
71-100	= Can be any of the NPC races in the game (subject to GM approval)

In addition, the following modifiers must be applied:

- Roll for one mutational defect, roll on Defects Tables.
- Receive a penalty of -1 when attempting to understand artifacts.
- Immune from the mutagenic effects of radiation, though they may suffer from temporary mutation from biogenetic agents.

Or any of three generated types of creatures. All but Humans and Nomen are unique creatures and are sterile. They cannot breed or otherwise procreate by any natural means, their are no like individuals for which to form a society, they are alone in form and mind among the established races of the world.

1. Pure Strain Humans(Humans): These are the descendants of men who have avoided the mutagenic elements of the new Gamma World's environment and in fact are resistant to it's effects. Their characteristics include the following:

- Mental Strength = -2, minimum of 6
- Intelligence, Charisma, and Constitution = +3, maximum of 19
- +1 / Hit Die roll in addition to CN modifiers
- Understand artifacts = +1
- Gain full benefits from medical devices
- Gain benefits when dealing with computers and robots
- Immune from the mutagenic effects of radiation, though they may suffer from temporary mutation from biogenetic agents.

2. **Humanoid Mutant:** These are mutated humans or creatures who have assumed humanoid forms, upright walking modes, and manipulative appendages. This group does not include the Nomen races. Their characteristics include the following:
 - Begin the game with 1D6+2 +Mental Strength modifiers in mutation points to purchase mutations with, or randomly roll per GM discretion. If the random method is used roll a 1D4+MS or PS modifier. This is the number of mutations to roll for.
 - Roll D20, if greater than the mutants MS Score, roll for a Defect on the Defect Table. A result of 20 on the die and (2) defects are acquired.
 - Ability to use tools and weapons
 - May be able to pass for Human(PSH) if mutations are not readily discernible.
 - May mutate further if exposed to radiation but are only burned by biogenetic agents.
 - Receive no bonuses or penalties when attempting to understand artifacts.
3. **Mutant Animal-Talkers:** These are intelligent mutated animals who have learned some form of communication but still have retained most of their animal ancestry. They are still able to use their natural attack forms of claws and teeth, etc. Their characteristics include the following:
 - Natural abilities and limitations of their original animal stock. Choose an animal stock.
 - Able to use weapons and artifacts only if they possess manipulative appendages
 - Begin the game with 1D6+2 + Mental Strength modifiers in Mutation points with which to purchase mutations with, or roll randomly per GM discretion. . If the random method is used roll a 1D4+1+MS or PS modifier. This is the number of mutations to roll for. In any case one communicative mutation is gained for free, roll on Communications Power Table.
 - Roll D20, if greater than the mutants MS Score, roll for a Defect on the Defect Table.
 - May in all probability be ignored by robots and computers unless being intrusive
 - May mutate if exposed to radiation, but is only burned by biogenetic agents
 - Receive a penalty of -2 when attempting to understand artifacts.
 - Gain +1 on all Surprise and Initiative checks.

2. **Step 2: Ability Scores:** Roll 4D6 dice and discard the lowest dice and add the rest, do this six times. Apply the resulting six numbers in any order to the six abilities.

■ **Physical Strength(PS):** This ability is a measure of a character's muscular might. It determines the following:

- How much weight in kilograms a character can carry and still be able to move.
- Any action requiring muscles, such as pushing, holding, breaking or bending, etc.
- Modifies the chance to hit in some types of combat, as well as the damage caused.
- Modifies other abilities that require physical strength.

- **Dexterity(DX):** This ability is a measure of a character's reflexes and agility. It determines the following:
 - Any action requiring careful movements or swift response.
 - Modifies the chance of a character striking first in combat.
 - Modifies the chance of surprise.
 - Modifies the chance to hit and damage in some forms of combat.
 - Modifies other abilities that require careful action or swift response.

- **Constitution(CN):** This ability is the measure of a character's health and stamina. This score determines the following:
 - The number of six sided die in Hit Points that the character begins the game with.
 - The modifier or bonus for each Hit Die roll.
 - The characters chance to resist certain inimical effects, such as radiation, poison, and disease, etc.
 - The character's endurance when attempting certain tasks such as, holding his breath, running, or other tiring tasks.
 - The modifier for an ability that requires endurance.

- **Mental Strength(MS):** This ability measures a character's willpower, insight, wisdom, and determination. It determines the following:
 - The chance to resist mental domination.
 - The chance to continue in the face of fears, exhaustion, etc.
 - The chance to perform tasks requiring wisdom or insight.
 - The modifier to the mental attack chance (Mutation Score) and the amount of damage for some types of attacks.
 - The modifier to the chance to resist certain mental attacks and energies.
 - The modifier to any ability requiring determination or insight.

- **Intelligence(IN):** This ability measures a characters intellect, wit, and knowledge. It determines the following:
 - The chance to succeed when analyzing a situation.
 - The chance for a character to succeed when trying actions requiring knowledge and problem solving.
 - The modifier to the chance to analyze artifacts.
 - The modifier to some types of combat requiring intellect and the amount of damage caused.
 - The modifier for abilities requiring intellect.

- **Charisma(CH):** This ability is a measure of a character's persuasiveness, grace, and power to inspire. It determines the following:
 - The maximum number of NPC followers a character may have at one time.
 - The chance to convince another of something.
 - The modifier to the response of encountered creatures and the morale of controlled NPCs.
 - The modifier for abilities requiring grace, persuasion, or style.
 - The general physical beauty of the character (usually subjective anyway)

3. Step 3: Apply ability modifiers:	<u>Score</u>	<u>Modifier</u>
	A	-6
	B	-5
	C	-4
	1-3	-3
	4-6	-2
	7-9	-1
	10-12	0
	13-15	+1
	16-18	+2
	19-21	+3
	X	+4
	Y	+5
	Z	+6

The ability modifiers will be used throughout the game to modify the chances of success for both attacking and defending parties and other tasks and abilities. They are VERY important.

4. **Step 4:** Hit Points: A character's Hit Points represent the amount of luck or damage a character can loose before he is killed. Beginning Hit Points are determined by rolling a number of six sided die equal to the Constitution Ability Score and adding the racial bonus if PSH and/or any Constitution modifiers to each and every die roll. No die may be adjusted to less than one(1).
5. **Step 5:** Select Mutations: PSH's skip this step and go to Step 6: Determining Rank. A mutant selects or is assigned a number of mutations equal to 1D6+2 or 1D4 plus any Mental Strength or Physical Strength modifiers, if using the random method, that may apply. Any conflicts or imbalances due to mutations/powers selections will be resolved by GM. Each mutation has its own ability score which is determined by rolling 2D6+2 plus any Strength Modifiers for physical mutations or Mental Strength Modifiers for mental mutations that apply.
6. **Step 6:** Determine Rank Level: Each character begins the game at Rank 1. The character may increase his rank by expending his experience points from successfully completing tasks or overcoming opponents. If a campaign is in progress or a scenario calls for experienced characters to complete the GM may opt to assign Rank Levels according to need.
7. **Step 7:** Select Skills: PSH's gain a number of Skill points equal to IN+Tech Level. The tech level is the tech level of the community from which the character originates. Mutants gain a number of initial skill points equal to (½ X IN)+Tech Level. These points are used to select starting skills from the Skills menus. Skill points are then gained at a rate of 3 / Rank level for PSH's and 1 / Rank for mutants. Skill levels begin at level 1 and progress from that point.
 - All character's begin the game with the Culture, post skill at no cost.
 - All Human PC's start the game with Language, Trade Tongue at no cost.
8. **Step 8:** Determine Starting Equipment: This is where you determine the amount of money you have to spend on starting equipment. Each character rolls 1D10 and multiply the resulting number by 100. This is the amount of starting money. Select from the Shopping Lists. AC will be determined at this time according to the type of armor purchased. AC is modified by the DX modifier.

9. **Step 9: Describe Your Character:** This is the step where you determine what your character looks like, what his demeanor is and what his background may be. Always keep in mind any visible mutations or racial characteristics of original species stocks. The GM will make the determination whether or not your description is in keeping with the campaigns limits and story line.
10. **Step 10: Healing Rate:** Most characters heal at a rate of 3HP's/day of rest + his CN modifier, but will always heal at least 1HP/day unless specified by an effect. Some mutations or racial abilities will affect this score.
11. **Step 11: Determine Base Movement Rates:** First the base movement rate must be determined. Base Movement Rate(BMR) = 12 for most humanoids, this will be adjusted for species by the GM.
- Unburdened = PS or less in kilograms of weight = normal base movement rate
 - Burdened = less than 2XPS but more than PS in kilograms of weight = 2/3 normal base movement.
 - Heavily Burdened = more than 2XPS in kilograms of weight = 1/3 normal base movement rate.
 - Running = 2Xnormal base movement rate, as above for burdened movement.
 - Swimming = If skilled = 1/2 XPS if on surface or 1/3 XPS under surface. Characters are unable to swim if burdened and are only able to float and will drown or sink if heavily burdened.
 - Climbing = If skilled = Trees: 3m / movement phase + DX modifier, Ropes: 2m / movement phase + DX modifier, Cliffs: 1m / movement phase + DX modifier.
 - Leaping: PS X 1/2 + DX modifier for running leap, otherwise PS X 1/4 +DX modifier.
 - Jumping: PS + DX modifier
 - Vaulting: PS X 1/6 + DX modifier
 - Searching = 1/2 BMR
 - Examining = 1/3 BMR
12. **Step 12: Determine Handedness:** Roll D6
- 1-4 = Right Handed
 - 5-6 = Left Handed
 - * Ambidexterity is a 'Skill'

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