

Skills Rules and Tables

By: Paul S. Williams(GammaHammer) for Gamma World 3rd Ed.

gammahammer@yahoo.com

<http://www.geocities.com/paforge/>

1. Initial Skill Points

- PSHumans = Intelligence + Tech Level
 - Mutants = 1/2X Intelligence(round down) + Tech level
2. Humans gain (3) skill points per level which can be used to gain new skills at learning centers or by finding someone with the skill of Instruction/Teaching and also having the skill wanted or increasing current skill levels of skills already learned. You can also allow the use of manuals or reference books to learn skills at your discretion. The PC must have the appropriate tech level in reading, of course. Mutants gain (1) skill points per level.
 3. All Human PC's start the game with the 'Trade Tongue' skill at no cost.
 4. All PC's start the game with the 'Culture, Post' at no cost. Good for the local area only.
 5. No PC may purchase any skill that requires 'Tech Use' or 'High Tech Use' until the 2rd level and has learned the 'Language, Read&Write Tech II' or language Read&Write III respectively.
 6. Skill Levels begin at (1) and progress to infinity. Level (1) is the beginning level. Additional skill levels may be purchased at listed costs. Each additional purchase of a skill results in a level increase of (1) point in that skill. (i.e. you spend (3) points to purchase the Brawling skill, this results in a level of (3) in that skill).
 7. *Attack Column using skills = Skill level (+ Skill Ability Modifiers) + Rank - combat modifiers.
 8. *Skill Use = Skill level (+ Skill Ability Modifiers)+Rank: For skills that require actual usage to perform a task. EX: Hiding or Track, anything requiring a roll against a Difficulty Factor.

*Note: Some skills only allow the use of special equipment or weapons or the ability to perform certain acts that anyone without the skills must use on column A or not at all. No specialized skills or knowledge's. Only physical non-technical skills.

*Note: In order to gain the 'Rank' bonus a PC must first be 'skilled' in the attempted action.

*Note: **Alternative Skill Bonus Method 1**

*Skill Level Bonus	Rank
+5	1-3
+4	4-5
+3	6-7
+2	8-9
+1	10
+0	11+

- a. + Ability Modifiers
6. Skill Advancement
- a. You may purchase additional skills or skill levels at any time you have the skill points to do so.
 - b. Rank advancement is another way of increasing your skill level in a particular skill, as Rank is always added to skill checks if a skill is possessed.

Current Skill Level	Difficulty Factor to Advance	Difficulty Translation
18+	Red	Extremely Hard
15-17	Orange	Hard
12-14	Yellow	Moderately Difficult
9-11	Green	Moderately Easy
6-8	Blue	Easy
3-5	White	Extremely Easy
0-2	Black	Automatic

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Gamma World 3rd Ed. Skill System Skill Directory

Combat Skills

#	Skill	Cost	Ability M	Notes
1	Ambidexterity	2	DX	No penalties for off arm use -2CS otherwise
2	Brawling	1	PS or DX	+1 RF to base damage
3	Defend	1	DX	1st segment,-CS/RF attack,-1RS/RF damage
4	Distracting	1	WT or DX	If successful opponent looses next attack & current if after segment
5	Fencing	1	DX	
6	Flexible Weapon	1	PS or DX	(Entrap)Whips, Flails, Chains, Ropes, etc (Ropes base Range=PSX1/2)
7	Knife	1	DX	
8	Nunchaku	1	DX	
9	Sai	1	PS or DX	
10	Duo-Sword	1	PS	2 hands to use
11	PoleArm	1	PS	Halbard, Glaive & variants
12	Tonfa/Club	1	PS	Sap, Staff
13	Axe	1	PS	Includes hand, battle, and variants
14	Hammer	1	PS	Includes mace, morning star, and variants
15	Spear	1	DX	boar, trident, etc...
16	Long Sword	1	PS	
17	Short Sword	1	PS	
18	Scimitar	1	PS	Sabre
19	Broad Sword	1	PS	Machete
20	2-Handed Sword	1	PS	
21	Wrestling	1	PS or DX	If successful opponent is 'Pinned' and cannot do ANY physical actions
22	Unarmed Combat (Martial Arts)	1	PS or DX	PQ: Brawling - (Knockout- CN as save) -1RF damage f/ opponent & +1RF damage to opponent, Dam=1/2xPS
23	Weapon & Shield	1	PS	No penalties for wpn & shld use (-2CS otherwise)

Primitive Missile Weapons

#	Skill	Cost	Ability M	Notes
1	Blow Gun	2	CN or WT	
2	Bola	2	DX or WT	
3	Bow	2	DX or WT	
4	Crossbow	2	DX or WT	
5	Crossbow, Hand	2	DX or WT	
6	Sling	1	DX or WT	
7	Sling Shot	1	PS or DX	
8	Throwing Misc. Melee	1	PS or DX	Knives,darts,shuriken,spear,hand axe,hammer,spikes,rocks, etc... Range = PS

Small Arms Skills

#	Skill	Cost	Ability M	Notes
1	Pistol, Primitive	2	DX or WT	Flintlocks, Cap & Ball, Muzzle Loaders, etc..
2	Pistol, Revolver	3	DX or WT	
3	Pistol, Clip	3	DX or WT	Autopistols
4	Rifle, Primitive	2	DX or WT	Flintlocks, Cap & Ball, Muzzle Loaders, etc..
5	Rifle, Modern	3	DX or WT	Sporting and Sniper rifles
6	Sub-Machine Gun	4	DX or WT	Full auto pistols
7	Assault Rifle	4	DX or WT	
8	ShotGuns	3	DX or WT	
9	Machine Gun	4	DX or WT	Light MG's only
10	Auto Rifle	4	DX or WT	
11	Tech IV Handguns	4	DX or WT	
12	Tech IV Rifles	4	DX or WT	
13	Sniper	3	WT	+1RF for sniper ambushes and +2X range Modifier

Support Weapons Skills

#	Skill	Cost	Ability M	Notes
1	Breech Loading artillery	4	DX	Large Caliber Guns and Recoiless Rifles
2	Grenade Launchers	4	WT	
3	Missile Launcher	4	WT	PQ: Tech Use - Missles
4	Mortar	4	WT	
5	Muzzle Loaded Artillery	3	PS	
6	Heavy Machine Gun	4	DX	
7	Primitive Siege Engines	3	PS	Catapult, ballista, etc...
8	Rocket Launcher	4	WT	Bazooka, anti-Armor etc...

Non-Technical Physical Skills

#	Skill	Cost	Ability M	Notes
1	Balance	1	DX	Walk on uncertain surfaces, -1RS to DF
2	Beast Riding	1	DX or WT	
3	Bicycle Riding	1	DX	
4	Bird Calls	1	WT	
5	Boating	1	PS	
6	Catching	1	DX or WT	-1RS to DF
7	Climbing, Rock, Walls	1	DX or PS	-1RS to DF
8	Climbing, Rope, Poles	1	DX or PS	-1RS to DF
9	Climbing, Trees	1	DX	-1RS to DF
10	Contortionist	1	DX	-1RS to DF
11	Dancing	1	DX	
12	Diving	1	DX or WT	Meters = Rank + IN + Skill
13	Dodging	1	DX	If successful following attack suffers -2CS (WT to save)
14	Drawing	1	WT or DX	
15	Endurance	1	CN	Holding Breath, Running, Etc..., +Skill level
16	Fire Building	1	DX	Anywhere, anytime, if it's possible
17	Fishing, Hook	1	WT	
18	Fishing, Net	1	DX	
19	Fishing, Trap	1	WT	

20	Handicraft	1	WT	Rope making, basket weaving, pottery making, etc Specify exact skill
21	Hiding	1	WT	-1RS to DF of seeker
22	Hunting, Net	1	DX	
23	Hunting, Stalking/Ambush	1	WT	Enough for one day for entire party
24	Hunting, Trap	1	WT	
25	Jumping & Leaping	1	DX or PS	Add skill level +1m to distance
26	Knot tying & untying	1	DX	+2RS DF to escape bonds or to binding actions
27	Listening	1	WT	-1RS to DF + skill level for distance
28	Nimbleness	1	DX	+/-1RS from any dexterous action at players discretion
29	Pick Pockets	1	DX	PQ: Slight of Hand or Nimbleness
30	Search, Rural/Urban	1(2)	WT	PQ: WaterFind/Specify Urban or Rural
31	Shelter Building	1	DX	Can find, build enough shelter for entire party for the day
32	Sighting	1	WT	Add skill level+ Rank to encounter distance
33	Singing	1	WT	
34	Sixth Sense	1	MS	Can occasionally detect danger or proper path to take, etc.....
35	Skin Diving/Snorkling	1	CN	PQ: Swimming
36	Sleight of Hand	1	DX	-1RS to DF
37	Sound Mimicry	1	WT	PQ: Bird Calls
38	Stealth/Scouting	1	WT	PQ: Tracking, Hiding/Specify Urban or Rural
39	Survival, Rural/Urban	1(2)	WT	PQ:Fishing or Hunting, Shelter Build or Woodcraft and Waterfind; allows survival in any environment, enough food water and shelter for one day for entire party
40	Swimming	1	CN	
41	Tracking, Rural/Urban	1	WT	If trail is lost you may continue to attempt to pick up trail = Skill lvl+Rank
42	Ventriloquism	1	WT	PQ: Sound Mimicry
43	WaterFind	1	WT	Enough for one day for entire party

Technical Physical Skills

#	Skill	Cost	ility Modi	Notes
1	Armorer, Metal or Plastics	2(2)	WT	PQ: Blacksmith for Metal or Plastics Forming for Plastic
2	Auto Driving	2	DX	PQ: Tech Use
3	Auto Mechanic	1	WT or DX	
4	Basic Research	1	WT	to learn something, find knowledge
5	Blacksmithing	1	DX or PS	PQ: Tech Use
6	Canoeing	1	PS	
7	Defusing Explosives, Simple/Comp	2(2)	IN or DX	specify Simple or Complex
8	Derigible Pilot	2	WT	PQ: Tech Use
9	Escape Artist	2	DX	PQ: Knot Untying, Lockpick, Contortionist
10	Firearms Repair, Primitive	1	IN or DX	PQ: blacksmith or machining
11	Hand Loading	1	DX	
12	Heavy Equipment Driving	2	WT	PQ: Tech Use
13	Lab Technique	1	WT	PQ: Tech Use, to apply knowledge or make something
14	Lock Picking	2	DX or WT	
15	Machining	2	IN or DX	
16	Magnalock Penetration	2	WT	PQ: Tech Use
17	Marine Boat Mechanic	1	IN or DX	
18	Motorcycle Riding	2	DX	PQ: Tech Use
19	Plumbing	1	DX or PS	
20	Power Boat Pilot	2	DX	PQ: Tech Use
21	Sailing	2	DX	Seamanship = 1/2 price
22	Technology Use	1	WT	PQ: Language, Read&Write Tech II
23	Weaponsmithing	2	DX or PS	PQ: Blacksmithing, Machining

Physical High Tech Use

#	Skill	Cost	Ability Mod	Notes
1	High Tech Use	1	WT	PQ: Tech Use, Lague, Read&Write Tech III
2	Fixed Wing Pilot	3	DX or WT	PQ: Tech Use
3	Submersable Pilot	3	WT	PQ: Tech Use
4	Rotary Wing Pilot	3	DX or WT	PQ: Tech Use
5	Spacecraft Pilot	4	WT	PQ: High Tech Use, Zero G Training
6	Variable Wing Pilot	4	DX or WT	PQ: Tech Use
7	SafeCracking	2	DX	PQ: Tech Use
8	Scuba Diving	2	WT or CN	PQ: Tech Use, Skin Diving
9	Zero G Training	3	CN	PQ: Tech Use
10	Modern Vehicle Repair	1	IN or DX	PQ: High Tech Use, Plastics Forming, Computer Repair
11	Plastics Forming	2	IN	PQ: High Tech Use
12	Aviation Mechanic	3	WT	PQ: High Tech Use
13	AeroSpace Mechanic	3	WT	PQ: High Tech Use
14	Ship Engineerman	2	WT	PQ: High Tech Use

Knowledge's

#	Skill	Cost	Ability M	Notes
1	Administration	2	IN or CH	Allows the mechanics of governing a state or city
2	Advanced Farming	1	WT	PQ: Dirt Farming
3	Animal Identify	1	WT	
4	Animal Use	1	DX	May recover, preserve and use animal parts
5	Barter	1	CH	-2RS on Barter Results
6	Bowyer	2	DX	
7	Carpentry	2	WT or DX	
8	Commerce	2	CH or WT	Know how to run a business/Find best deals on items, Barter results -1RS
9	Culture, Pre/Post	2(0)	CH or WT	Culture, Post is free to PC's. Determines some of what the PC gets told within the game
10	Dirt Farming	1	PS	
11	Disguise	1	CH or MS	PQ: Actor
12	Distillation	1	WT	PQ: Fermentation, hard liquor and alcohol fuel
13	Fermentation	2	WT	Beer, wines
14	First Aid	1	IN	+1 Heal when using first aid kits or medical devices that heal
15	Gambling	1	WT or DX	
16	Instruction, Simple/Modern	1(2)	IN or CH	PQ: Modern = Tech Use (allows use of dreammachines/instruction)
17	Interrogation	3	WL or CH	
18	Language, Flag Signaling	1	WT	
19	Language, Light Signaling	1	WT	
20	Language, New Species/Local Dial.	1	IN or MS	
21	Language, Read&Write Tech I	1	WT or WL	
22	Language, Read&Write Tech II	1	WT or WL	PQ: Language R&W Tech I
23	Language, Read&Write Tech III	1	WT or WL	PQ: Language R&W Tech II
24	Language, Read&Write Tech IV	1	WT or WL	PQ: Language R&W Tech III
25	Language, Silent Tongue	1	DX	
26	Language, Smoke Signaling	1	WT	
27	Language, Sound Signaling	1	WT	

28	Language, Trade Tongue	1	WT	Universal Language 50%, Human PC's get this for free
29	Leather Working	2	DX	
30	Masonry	1	PS	PQ: Rock use
31	Negotiation	2	CH or WT	Barter result -1RS
32	Nutritionist	1	WT	
33	Pilfering	2	DX or WT	Bonuses to Other thieving skills +2 (ie lockpick, hiding, etc.)
34	Plant Identify	1	WT	Type and use of plants
35	Plant Use	1	WT	
36	Repair muscle powered vehicles	2	DX	
37	Rock Identify	1	WT	Type and use of rocks
38	Rock Use	1	WT	
39	Salvage Food	1	WT	
40	Seamanship	1	WT	
41	Tactics	2	WT	
42	Tailor	1	WT or DX	
43	Weaver/Spinner	1	WT or DX	
44	Woodcraft, Temp/Wetlands/Jungle	1(1)	WT	PQ: Hunting, Shelter build. Woodland Survival, basic needs met for PC
45	Cartography, pre/post	1	WT	Can read and draw maps
46	Make-up Artist	1	WT	
47	Painting	1	WT or DX	

*High Tech Skills/Knowledge's

#	Skill	Cost	ility Modi	Notes
1	Actor	2	WT or CH	skill lvl added when trying to deceive & assumption of alternate id's
3	Advanced Medical	2	WT	PQ: Lab Use, First Aid
4	Aerial Photography	2	WT or DX	PQ: Photography
5	Aerial Recon Interpretation	2	WT	PQ: Aerial Photography, Cartography
6	Aerial Surveyor	2	WT	PQ: High Tech Use
7	Agrologist	2	WT	PQ: Advanced Farming
8	Architecture	2	WT	PQ: Mathematics
9	Biologist	2	IN	PQ: Lab Use, Basic Research
10	BioMechanic	2	WT	PQ: Lab Use, HighTech Use. Allows the repair of Cyborgs and Androids.
11	Botany	2	WT	PQ: Basic Research. Specify pre or post holocaust
12	Chemistry	2	WT	PQ: Lab Use, Basic Research
13	Computer Design	2	WT	PQ: High Tech Use, Mathematics
14	Computer Repair	2	WT	PQ: High Tech Use, Computer Science/Prog/Oper
15	Computer Science/Program/Operation	2	WT	PQ: High Tech Use, Mathematics
16	Cryogenics Technologist	2	WT	PQ: High Tech Use, Advanced Medical
17	Decontamination, Biological	2	WT	PQ: Lab Use
18	Decontamination, Radiological	2	WT	PQ: Lab Use
19	Distillation	2	WT	PQ: Tech Use
20	ECM Operation	2	WT	PQ: High Tech Use
21	Electrician	2	WT	
22	Electronics Tech	2	WT	PQ: High Tech Use
23	Encryption	2	WT	PQ: High Tech Use
24	Explosives, Complex	1	WT	PQ: Simple Explosives
25	Explosives, Simple	1	WT	PQ: Chemistry
26	Fire Arms Repair, Modern	2	WT or DX	PQ: HighTech Use, Primitive Fire Arms Repair
27	Fire Arms Repair, Primitive	1	WT or DX	PQ: Blacksmithing or Machining
28	Genegeneer	2	WT	PQ: Advanced Medical

29	Geologist	2	WT	PQ: Rock Identify
30	Internal Combustion Engine Design	2	WT	PQ: Physics or Mathematics, High Tech Use
31	Laser Technology	2	WT	PQ: High Tech Use
32	Mathematics	1	WT	
33	Operational Command	2	WT or CH	PQ: Tactics - Tech Use
34	Pathology	2	WT	PQ: Advanced Medical, Basic Research
35	Pharmacy	2	WT	PQ: Chemistry
36	Photography	1	WT or DX	
37	Physics	2	WT	PQ: Mathematics
38	Plastic Synthesization	2	WT	PQ: Plastics Forming
39	Power Generation, Broadcast	2	WT	PQ: HighTech Use
40	Power Generation, Chemical	2	WT	PQ: Chemistry
41	Power Generation, Electromechanical:Hydro\Wind	2	WT	PQ: HighTech Use
42	Power Generation, Nuclear	2	WT	PQ: HighTech Use
43	Power Generation, Solar	2	WT	PQ: HighTech Use
44	Production of Fuel, Hydride	2	WT	PQ: High Tech Use, Chemistry
45	Production of Fuel, Petroleum	2	WT	PQ: Lab Use, Chemistry
46	Radio Communications	2	WT	PQ:High Tech Use
47	Robotics	2	WT	PQ: Computer Science, Electronics
48	Strategic Command	2	WT	PQ: Operational Command
49	Telegraphy	1	WT or DX	
50	Telephone Communications	1	WT	
51	Television Communications	1	WT	PQ: Electrician or Electronics Tech
52	Therapy	1	WT or PS	PQ: Advanced Medical
53	Zoology	2	WT	Specify pre or post Holocaust