

GAMMA WORLD[®]

MACHINES & MUTANTS

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Sample file

INTRODUCTION

Welcome to the menagerie of the future.

This is a guide to inhabitants of the Gamma World, including animals, plants, microscopic life and the creations of biotechnology and robotics. Some of them are common, widespread species; others very rare. Some are likely to be friendly to characters, others hostile or indifferent; some make good prey, and some regard humanoids as good prey for their own hunting.

The statistics presented here are designed for use with the *d20 Modern Roleplaying Game*. However, you can use them with *Dungeons & Dragons v.3.5* with some minor changes to those rules (see below). Creatures suitable for use as player characters (PCs) get additional rules and advice. If you're feeling tired of the usual range of two types of humanity and the vast array of typical synthetics and mutants found in the **Gamma World Player's Handbook**, you'll find some fresh challenges and opportunities here.

USING THIS BOOK

Machines & Mutants has four chapters.

- **Chapter One: Made Life** is about creatures that exist because of biotechnology and genetic engineering. Whatever natural element they have, they didn't come about through evolution or even straightforward mutation. Someone made them, put them together out of genetic bits and pieces. Here you'll find creatures as small as insects dedicated to stamping out genetically engineered crops and as large as modern Earth's biggest predators.

- **Chapter Two: Machines** covers entities that came out of a factory or laboratory, at least originally. Some can make copies of themselves in the mechanical environment of reproduction, while others are unique and irreplaceable. Entries include everything from tiny spy drones to the most formidable killing machines of the Final Wars era.

- **Chapter Three: Natural Life** covers the descendants of real-life species. Many have mutated, but in accordance with known principles of real biology. The first part of the chapter also lays out principles for adapting other species for your own campaign.

- **Chapter Four: Characters** supplements the main entries for playable species with new feats, and detailed rules and advice for translating "monsters" into suitable characters.

D20 DISTINCTIONS

The creatures and machines in this book were designed using the *d20 Modern Roleplaying Game* rules, but are compatible with any d20 System campaign. So that you can convert other d20 System creatures into *d20 Modern* terms, this section notes any lines that have similar functions but use different terminology. Any lines that you don't find on creature descriptions

KEEPING IT SAFE AND FUN

Not every entry is suitable for use in every campaign. Besides obvious considerations like power level, an important issue often goes unaddressed: people have phobias (and other fears). It's okay for *characters* to be nervous or fearful, but *players* should never have to be worried in the course of a game. Some gamers do have real phobias or past experiences they'd prefer not to be reminded of while gaming.

With that in mind, the Game Master (GM) should take a few minutes to learn what things might make players uncomfortable for reasons that have nothing to do with the game. Similarly, players should not hesitate to volunteer information for the GM to keep in mind. A **Gamma World** campaign is not a course of psychotherapy, and players are well within their rights to want a game that doesn't push their buttons all the time. Some GMs of the School of Macho seem to feel that it's their duty to goad players into overcoming their real-life limits. That's fine if they have players who actually like that, but it's not at all right for everyone else.

Whatever level of tolerance and accommodation you reach with your group, please discuss it rather than making assumptions.

in this book — such as alignment or treasure — are not used in *d20 Modern*.

Size/Type: *d20 Modern* rules have these as separate lines. To streamline the listings, **Gamma World** incorporates them into a single line. (*D&D v.3.5* rules refer to "Type" as "Creature Type.") A summary of the different types appears below. The *d20 Modern* system does not incorporate subtypes; GMs who prefer to use another d20 System resource might find their bookkeeping streamlined by considering "evolved" and "aware," among other qualities, to be creature subtypes.

Massive Damage Threshold (Mas): The massive damage threshold in *D&D v.3.5* rules is 50 points of damage in a single attack. This changes to an amount equal to or greater than the creature's current Constitution score for *d20 Modern*. Also, constructs, elementals, oozes, plants and undead ignore the effects of massive damage and vermin gain a +5 species bonus on their Fortitude saves to avoid the effects of massive damage.

Defense: *D&D v.3.5* rules refer to this as "Armor Class."

Base Attack Bonus/Grapple (BAB/Grap): *d20 Modern* rules have these as separate lines. To streamline the listings, **Gamma World** incorporates them into a single line.

Primary Attack (Atk): *D&D v.3.5* rules refer to this as “Attack.”

Fighting Space/Reach (FS/R): *d20 Modern* rules have these as separate lines. Since they are often used in concert, and to streamline the listings, **Gamma World** incorporates them into a single line. (*D&D v.3.5* rules refer to this as “Space/Reach.”)

Special Qualities (SQ): This category lists any unusual abilities the creature may have, whether special attack forms or unique defenses. *D&D v.3.5* rules split these listings into “Special Attacks” for offensive capabilities and “Special Qualities” for anything else. They do not function any differently, however.

Action Points (AP): A character can spend 1 action point to alter a single attack, skill check, ability check, level check or saving throw. A character can also spend 1 action point to use a class talent or class feature. Creatures have no action points, but may gain action points by taking levels in a heroic character class. See *d20 Modern* (Chapter One: Characters, “Vital Statistics,” *Action Points*) for a full explanation.

Reputation (Rep): Reputation is used to determine whether another character recognizes a PC. A creature has a Reputation bonus of +0 but may increase the bonus by taking levels in a character class. See *d20 Modern* (Chapter One: Characters, “Vital Statistics,” *Reputation*) for a full explanation.

Allegiances (AL) This optional system indicates what a character or creature values in life. A creature may have allegiances to a master, an owner, a creator, an organization or even to a moral or ethical philosophy. See *d20 Modern* (Chapter One: Characters, “Vital Statistics,” *Allegiances*) for a full explanation.

GAMMA WORLD SPECIFICS

OPTIONAL LINES

Creature descriptions for **Gamma World** include two new optional lines to help the GM design encounters:

Environment: This line gives a type the type of climate and terrain where a creature is typically found.

Organization: This line describes the kinds of groups that the creature might form. GMs can combine this with Allegiance to design a variety of encounters.

CR MODIFIERS

As a general guideline, if a creature inflicts the radiation type of energy damage with its resulting risk of radiation poisoning and mutation, its Challenge Rating is increased by +1–2. Any creature that uses other mutagens as attacks also has its Challenge Rating

increased by +1. GMs should keep this in mind when designing new creatures and encounters.

TYPES

The following types of creatures inhabit the **Gamma World**. A creature benefits from its type’s traits (even if not specifically listed in the creature’s statistics) unless the creature’s listing contradicts this specifically. (For example, animals have low-light vision; this trait is not listed specifically in each animal’s special qualities.)

Abberation: As presented in *d20 Modern*.

Animal: As presented in *d20 Modern*.

Aware Construct: Aware constructs are a modified form of construct that has an Intelligence score (and a personality to go with it). Aware constructs often have far more and varied skills than constructs, but they are no longer immune to mind-influencing effects. They are the same as constructs in all other ways. (Note that non-aware constructs converted from other *d20 System* settings may have a different total of extra hit points by size.)

Construct: As presented in *d20 Modern*.

Dragon: As presented in *d20 Modern*.

Evolved Animal: Evolved animals are animals that have achieved sentience (or at least heightened Intelligence) through the evolutionary process (as opposed to mutation or genetic engineering). These animals may have an Intelligence score higher than 2. They are otherwise treated identical to animals as presented in *d20 Modern*.

Mutant Beast: Mutant beasts are the **Gamma World** equivalent of magical beasts as presented in *d20 Modern*.

Mutant Humanoid: Mutant humanoids are the **Gamma World** equivalent of monstrous humanoids as presented in *d20 Modern*.

Mutant Plant: Mutant plants have developed sentience or are capable of movement through mutation or genetic engineering. In all other ways they are the same as plants as presented in *d20 Modern*.

Mutant Vermin: Mutant vermin have developed sentience through mutation or genetic engineering. They are no longer immune to mind-influencing effects. In all other ways they are the same as vermin as presented in *d20 Modern*.

Ooze Construct: Ooze constructs have some features of oozes and others of constructs. They have neither an Intelligence score nor a Constitution score, but they do receive extra hit points as a construct, and typically have natural armor. They benefit from the traits of both oozes and constructs as presented in *d20 Modern*.

Plant: As presented in *d20 Modern*.

Vermin: As presented in *d20 Modern*.