

## Gamma World Character Creation Guide v1.1

**1. Character Origins:** First, roll  $1d6 + 1d20$  and consult the tables below; this is your *Primary Origin*. Then, again roll  $1d6 + 1d20$  and consult the tables below; this is your *Secondary Origin*.

If you rolled a 1-3 on the  $d6$ , use this table (Gamma World Rule Book [GWRB] pg 34):

d20	Origin	d20	Origin	d20	Origin
1	Android	8	Gravity Controller	15	Radioactive
2	Cockroach	9	Hawkoid	16	Rat Swarm
3	Doppelganger	10	Hypercognitive	17	Seismic
4	Electrokinetic	11	Mind Breaker	18	Speedster
5	Empath	12	Mind Coercer	19	Telekinetic
6	Felinoid	13	Plant	20	Yeti
7	Giant	14	Pyrokinetic	*	Engineered Human

\* NOTE: If you roll the same origin twice, then your Secondary Origin is *Engineered Human*.

If you rolled a 4-6 on the  $d6$ , use this table (Famine in Far-Go [FiFG] pg 7):

d20	Origin	d20	Origin	d20	Origin
1	AI	8	Fungoid	15	Prescient
2	Alien	9	Gelatinous	16	Reanimated
3	Arcahnoid	10	Magnetic	17	Shapeshifter
4	Cryokinetic	11	Mythic	18	Simian
5	Ectoplasmic	12	Nightmare	19	Temporal
6	Entropic	13	Plaguebearer	20	Wheeled
7	Exploding	14	Plastic	*	Engineered Human

**2. Ability Scores** (GWRB pg 59): Use the table below to record your ability scores. You get an *18* in the key ability score of your Primary Origin. You get a *16* in the key ability score of your Secondary Origin. If both your origins have the same key ability, then you get a *20* in that ability score. For all other ability scores, roll  $3d6$  for each and record them on your character sheet.

Origin	Key Ability	Origin	Key Ability	Origin	Key Ability
AI	INT	Fungoid	CON	Prescient	WIS
Alien	INT	Gelatinous	STR	Pyrokinetic	WIS
Android	INT	Giant	STR	Radioactive	CON
Arcahnoid	DEX	Gravity Controller	CON	Rat Swarm	DEX
Cockroach	CON	Hawkoid	WIS	Reanimated	STR
Cryokinetic	CHA	Hypercognitive	WIS	Seismic	STR
Doppelganger	INT	Magnetic	DEX	Shapeshifter	CHA
Ectoplasmic	WIS	Mind Breaker	CHA	Simian	STR
Electrokinetic	WIS	Mind Coercer	CHA	Speedster	DEX
Empath	CHA	Mythic	CHA	Telekinetic	INT
Engineered Human	INT	Nightmare	INT	Temporal	WIS
Entropic	CHA	Plaguebearer	CON	Wheeled	CON
Exploding	CON	Plant	CON	Yeti	STR
Felinoid	DEX	Plastic	DEX		

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**3. Ability Score Modifiers** (GWRB pg 59): Record your ability score modifiers using the table below.

NOTE: For ability scores not listed on the chart, the formula is  $(Ability\ Score - 10) / 2 = Modifier$ .

Ability Score	Modifier	Ability Score	Modifier
2-3	-4	12-13	+1
4-5	-3	14-15	+2
6-7	-2	16-17	+3
8-9	-1	18-19	+4
10-11	+0	20-21	+5

**4. Key Skills** (GWRB pg 60): You get a +4 to the key skill of each origin. Use the table below to record your skills. If both origins have the same key skills, the bonuses stack and you get a +8 to that skill.

Origin	Key Skill	Origin	Key Skill	Origin	Key Skill
AI*	Conspiracy	Entropic	Science	Plant	Nature
AI*	Mechanics	Exploding	Athletics	Plastic	Acrobatics
AI*	Nature	Felinoid	Stealth	Prescient	Interaction
AI*	Science	Fungoid	Interaction	Pyrokinetic	Interaction
Alien	Science	Gelatinous	Stealth	Radioactive	Science
Android	Science	Giant	Athletics	Rat Swarm	Stealth
Arcahnoid	Nature	Gravity Controller	Athletics	Reanimated	Athletics
Cockroach	Mechanics	Hawkoid	Perception	Seismic	Athletics
Cryokinetic	Stealth	Hypercognitive	Insight	Shapeshifter	Interaction
Doppelganger	Conspiracy	Magnetic	Mechanics	Simian	Athletics
Ectoplasmic	Perception	Mind Breaker	Interaction	Speedster	Acrobatics
Electrokinetic	Mechanics	Mind Coercer	Interaction	Telekinetic	Mechanics
Empath	Insight	Mythic	Interaction	Temporal	Conspiracy
Engineered Human*	Interaction	Nightmare	Interaction	Wheeled	Athletics
Engineered Human*	Science	Plaguebearer	Athletics	Yeti	Nature

\* NOTE: AI has 4 key skills, but only gets +2 per skill; *Engineered Human* has two key skills.

**5. Random Skill** (GWRB pg 60): Each character gets a +4 bonus to one random skill. Roll 1d10 and consult the table below. If your random skill is the same as one of your origin's key skill, then the bonuses stack and you get a +8 in that skill; if all three are the same skill, you get a total bonus of +12.

d10	Skill	Key Ability	d10	Skill	Key Ability
1	Acrobatics	DEX	6	Mechanics	INT
2	Athletics	STR	7	Nature	WIS
3	Conspiracy	INT	8	Perception	WIS
4	Insight	WIS	9	Science	INT
5	Interaction	CHA	10	Stealth	DEX

**6. Skill Bonuses** (GWRB pg 60): Calculate your total skill bonuses using the following formula:

+4 from origin and/or random skill + key ability modifier + level = total skill bonus

(e.g., a level 1 Simian/Yeti with STR 20 has a total of +10 to Athletics; +4 to Athletics from the origin, +5 to Athletics from the ability modifier, and +1 from the level).

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**7. Overcharge Bonus** (GWRB pg 67): Each origin gets a +2 bonus to the Overcharge rolls of Alpha Mutation cards. Use the table below to find the Overcharge bonus of only your Primary Origin.

Origin	Bonus	Origin	Bonus	Origin	Bonus
AI	Psi	Fungoid	Bio	Prescient	Psi
Alien	Dark	Gelatinous	Bio	Pyrokinetic	Psi
Android	Dark	Giant	Bio	Radioactive	Dark
Arcahnoid	Bio	Gravity Controller	Dark	Rat Swarm	Bio
Cockroach	Bio	Hawkoid	Bio	Reanimated	Dark
Cryokinetic	Psi	Hypercognitive	Psi	Seismic	Dark
Doppelganger	Dark	Magnetic	Dark	Shapeshifter	Bio
Ectoplasmic	Dark	Mind Breaker	Psi	Simian	Bio
Electrokinetic	Dark	Mind Coercer	Psi	Speedster	Psi
Empath	Psi	Mythic	Psi	Telekinetic	Psi
Engineered Human	All*	Nightmare	Psi	Temporal	Dark
Entropic	Dark	Plaguebearer	Bio	Wheeled	Dark
Exploding	Psi	Plant	Bio	Yeti	Bio
Felinoid	Bio	Plastic	Bio		

\* Note: *Engineered Human* gets a +2 bonus to the Overcharge rolls of all Alpha Mutation types.

**8. Defensive Bonus** (GWRB pg 31): Most origin gets a bonus to their defenses (7 origins to not). Use the table below to record the defense bonus for both origins. If both origins have bonuses to the same defense, the bonuses stack and you get a combined bonus to that defense (e.g., if both origins get a +2 reflex bonus, you get a total bonus of +4 to your reflex defense).

Origin	Defense*	Origin	Defense	Origin	Defense
AI	+2 Will	Fungoid	+2 Will	Prescient	+1 AC and Will
Alien	+2 Will	Gelatinous	+2 Fort	Pyrokinetic	None
Android	+2 Fort	Giant	+2 Fort	Radioactive	+2 Fort
Arcahnoid	+2 Ref	Gravity Controller	+2 Ref	Rat Swarm	None
Cockroach	+2 Ref	Hawkoid	None	Reanimated	None
Cryokinetic	+1 Fort	Hypercognitive	+2 Ref	Seismic	None
Doppelganger	+2 Ref	Magnetic	+1 AC	Shapeshifter	+2 Ref
Ectoplasmic	None	Mind Breaker	+2 Will	Simian	+1 Fort and Ref
Electrokinetic	+2 Ref	Mind Coercer	+2 Will	Speedster	+2 Ref
Empath	None	Mythic	+1 Fort, Ref, Will	Telekinetic	+2 AC and Ref
Engineered Human	+1 Fort, Ref, Will	Nightmare	+2 Will	Temporal	+2 AC
Entropic	+1 AC and Ref	Plaguebearer	+2 Fort	Wheeled	+2 Ref
Exploding	+1 Fort and Will	Plant	+2 Fort	Yeti	+1 AC
Felinoid	+2 Ref	Plastic	+1 Fort and Ref		

\* NOTE: Abbreviations; AC = Armor Class, Ref = Reflex, and Fort = Fortitude.

**9. Origin Traits and At-Will Powers** (GWRB pgs 36-56, FiFG pgs 8-27): Refer to both of your origins in the GWRB and FiFG books. For both origins, record any other bonuses or abilities you get at first level listed under *Traits*. Record your at-will attack power from each origin (i.e., the “novice” power, the first one listed for each origin, shown with a green title bar).

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**10. Choose Armor** (GWRB pg 72): Each new character gets one set of armor and a shield. Generally, characters with a high DEX or INT score will want light armor, and characters with a low DEX or INT score will want heavy armor. Shields are optional, but note using one limits you to a one-handed weapon.

Armor Type	Bonus	Penalty
No armor	+0 AC + (DEX or INT modifier)	None
Light armor	+3 AC + (DEX or INT modifier)	None
Heavy armor	+7 AC	-1 speed
Shield	+1 AC*	Can't use 2-handed weapons

\* NOTE: The shield's +1 AC bonus stacks with either set of armor.

**11. Choose Weapons** (GWRB pgs 73-74): Each new character gets one melee and one ranged weapon. You may choose between one or two-handed weapons, and light or heavy weapons, for both melee and ranged. Use the first table below to help you choose and then record the details from the other tables.

Weapon Type	Pro	Con
One-handed	Only requires 1 hand free	Less damage, less range
Two-handed	More damage, more range	Requires both hands free
Light	More accuracy	Less damage
Heavy	More damage	Less accuracy

Light Melee Weapons	Key Ability	Accuracy	Damage
One-handed weapon	DEX/INT	+3	1d8
Two-handed weapon	DEX/INT	+3	1d12
Heavy Melee Weapons	Key Ability	Accuracy	Damage
One-handed weapon	STR/CON	+2	1d10
Two-handed weapon	STR/CON	+2	2d8

Light Ranged Weapons	Key Ability	Accuracy	Damage	Range
One-handed weapon	DEX/INT	+3	1d8	5 squares
One-handed gun*	DEX/INT	+4	1d8	10 squares
Two-handed weapon	DEX/INT	+3	1d12	10 squares
Two-handed gun*	DEX/INT	+4	1d12	20 squares
Heavy Ranged Weapons	Key Ability	Accuracy	Damage	Range
One-handed weapon	STR/CON	+2	1d10	5 squares
One-handed gun*	STR/CON	+2	2d6	10 squares
Two-handed weapon	STR/CON	+2	2d8	10 squares
Two-handed gun*	STR/CON	+2	2d10	20 squares

\* NOTE: Non-gun ranged weapons *do not* require ammunition; the game assumes you can find or make suitable ammo for ranged weapons (e.g., homemade arrows, rocks for slings). Guns *do* require ammunition. If you only use a gun *once* per encounter, you will not run out of ammo. If you use a gun *more than once* an encounter, you are considered "out of ammo" at the end of that encounter. You then must find or purchase more ammo (at the DMs discretion) before you can use the gun again.

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**12. Calculate Defenses** (GWRB pg 31): Fill in the blanks below and record your total defense scores.

Defense	Base	Ability	Level	Origin	Armor	Total
AC	10	DEX or INT*	1			
Fortitude	10	STR or CON	1		N/A	
Reflex	10	DEX or INT	1		N/A	
Will	10	WIS or CHA	1		N/A	

\* NOTE: You only gain an AC bonus from DEX or INT if you are wearing light armor or no armor.

**13. Basic Attacks** (GWRB pg 31): Fill in the blanks below and record your basic attack and damage rolls.

Bonus to Attack Rolls	Ability	Accuracy	Level	Total
Melee basic			1	
Ranged Basic			1	
Damage Rolls	Ability	Damage	Level	Total
Melee basic		1[W]	1	
Ranged Basic		1[W]	1	

**14. Hit Points (HP), Speed, and Initiative Modifier** (GWRB pg 31): Calculate and record the following:

- your max HP is equal to 12 + your CON score; your bloodied value is equal to half your max HP
- your speed is 6 +/- any modifiers from your origins and -1 if you are wearing heavy armor
- your initiative modifier is your DEX modifier + your level +/- any modifiers from your origins

**15. Starting Gear:** Each new character starts with an *explorer's kit* plus  $1d4+1$  pieces of starting gear. Roll  $1d6 + 1d20$  for each piece of starting gear and consult the tables below.

If you rolled a 1-3 on the  $d6$ , use this table (GWRB pgs 75-76):

d20	Origin	d20	Origin	d20	Origin
1	Ancient Junk Table x2	8	Tent	15	Generator (8 hrs fuel)
2	Climber's kit	9	Wagon	16	Night-vision goggles
3	Canoe	10	Binoculars	17	Radio cell phone
4	Keelboat	11	Laptop computer	18	Pickup truck
5	Lantern (8 hrs oil)	12	Duct tape	19	Water purifier (empty)
6	Draft horse	13	Heavy flashlight	20	Roll twice on this table
7	Riding horse	14	Fuel, 5 gallons		

If you rolled a 4-6 on the  $d6$ , use this table (FiFG pgs 28-29):

d20	Origin	d20	Origin	d20	Origin
1	Beer, 6-pack	8	Camera, digital	15	Lighter
2	Supercrazy glue	9	Car, sedan	16	Matches
3	Map, local	10	Chem-stick	17	Motorcycle
4	Crowbar	11	Compass	18	Portable stove
5	Steel mirror	12	First aid kit	19	Umbrella
6	Winter outfit	13	Gas mask	20	Roll twice on this table
7	Bolt cutter	14	Handcuffs, steel		

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**16. Level Advancement** (GWRB pg 32): When you gain a level, you get +5 to your max HP and gain the benefits listed on the table below. Remember to re-calculate all bonuses to your skills, attack rolls, damage rolls, and defense (i.e., you gain a +1 to all 4 sets of bonuses since they use your level in their calculations).

Level	Benefit Gained	Level	Benefit Gained
1	Traits and novice powers form both origins	6	2nd critical hit benefit
2	1st critical hit benefit (either origin)	7	2nd utility power
3	1st utility power (either origin)	8	Draw 3 Alpha Mutation cards per encounter
4	Draw 2 Alpha Mutation cards per encounter	9	2nd expert power
5	1st expert power (either origin)	10	Uber feature

**17. Gamma World vs. D&D:** Aside from the mutants and robots and guns, players familiar with D&D 4e should take note of the following significant differences between Gamma World and D&D 4e:

- Player’s character advance only to a **max of 10th level**
- There are **no races or classes**; your character is a combination of two origins
- There are **no languages** specified for players or monsters (e.g., no racial languages)
  - “Common” is assumed to be the regional dialect (i.e., English in the USA)
- Most monsters have **new keywords** (e.g., robot, terrestrial, extraterrestrial)
  
- There are **no daily powers**, only *at-will* and *encounter* powers
- Some powers have **new damage types** (e.g., laser, radiation, and electricity)
- Powers do not use the term *marking*
  - Some powers simulate the effects of marking in their *Hit* description
- You add your **full level** to all skill checks and attack rolls
  - In D&D 4e, you add half your level to all skill checks and attack rolls
- There are **no** action points (APs) for players or monsters
  - Elite and Solo monsters simulate APs with an encounter power called *Elite Action*
- A few “basic” techniques are not explained in the GWRB (e.g., charging, bull rush)
  - These action may be used by players or monsters at the DM’s discretion
  
- Healing is generally less frequent, but more potent
  - Players and monster have **no** healing surges
  - Players regain **all** their HP during a short rest
  - Players can use *Second Wind* as a **minor action**
  - *Second Wind* restores **half your max HP** (i.e., bloodied value)
  
- There are **no gold pieces**; the “economy” is based on bartering with found or made goods
- There are **no magic items**; *Omega Tech* cards replace them, but are not permanent
- Shields grant you an AC bonus but **no reflex defense bonus**
- Some ranged weapons **do not need ammunition**; refer to the footnote in Step 11 above