

# GAMMA WORLD

## MUTANT ANIMALS

**Determining Attributes:** Roll 2d6 + Base Animal DX, PS and CN. Roll 4d6, drop lowest die for MS, IN and CH. Roll a 1d4 for physical and mental mutations. Mutant Animals must fill their mutation slots with starting mutations before they are allowed to roll randomly. Choose or roll for animal type.

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03	Ant	39	Fox	73 - 74	Rabbit
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07 - 08	Badger	44	Gorilla	78	Rhinoceros
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16 - 17	Bull	51	Iguana	83	Skunk
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19	Camel	53	Killer Whale	85	Snake
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21	Cheetah	55	Komodo Dragon	87	Squirrel, Flying
22	Cougar	56	Leopard	88	Termite
23	Crab	57	Lion	89	Tiger
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29 - 30	Dog	63	Moose	93	Walrus
31	Dolphin	64	Mosquito	94	Wasp
32	Dragonfly	65	Octopus	95 - 96	Weasel
33 - 34	Duck	66	Ostrich	97 - 98	Wolf
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37	Flea	70 - 71	Porcupine		

### Base Animal Stock

**Alligator/Crocodile** PS 14, DX 4, CN 12  
Tail slap for 1d8 damage with a -2 to hit penalty. Bite for 2d6 damage. Natural AC of 6 before DX modifiers. Base speed of 15 (10 bipedal), 8 in water

**Ant** PS 12, DX 6, CN 6  
Bite for 1d6 damage. Exoskeleton has a base AC of 6. Has the *multiple limbs (legs)* as its starting mutation. The base speed is 12 (even if walking upright), and they may burrow through earth at a speed of 3.

**Armadillo** PS 5, DX 7, CN 5  
Claws do 1d3 damage, bite for 1d2 damage. Has *total carapace* and *night vision* as starting mutations. Base speed of 12 (b bipedal).

**Baboon** PS 8, DX 12, CN 7  
Bite for 1d4 damage. Base speed of 14 (even if walking upright).

**Badger** PS 8, DX 7, CN 6  
Claws do 1d6 damage. Base speed of 8 (6 bipedal) Has *night vision* as a starting mutation. Can burrow at

a speed of 1m per minute.

**Bat** PS 2, DX 7, CN 4  
Bite for 1d4 damage. Flying base speed of 18, walking is a 4 (5 bipedal). Has *sonar*, *heightened hearing* and *diminished sight (D)* as its starting mutations.

**Bear** PS 16, DX 7, CN 13  
Claws do 1d8 damage. Bite for 1d6 damage. Base speed is 15 (10 bipedal). Has *heightened smell* at its starting mutation.

**Beaver** PS 8, DX 10, CN 6  
Tail smack does 1d6 damage and can bite for 1d4 damage. Base speed of 9 (6 bipedally), swims at 6. Immune to the chilling effects of cold water.

**Boar** PS 13, DX 5, CN 10  
Tusk attack for 1d6 damage; if charging, +2 bonus to hit and does 1d6+2 damage. Base speed 17 (11 bipedal).

**Bull** PS 16, DX 3, CN 14  
Horn gouge for 1d6 damage; if charging, +2 bonus to hit and does 1d6+2 damage. Base speed 16 (11 bipedal).

**Buzzard** PS 8, DX 10, CN 8  
Bite for 1d6 damage. Has *wings*, but flies at a speed of 18. Walks at a base speed of 6 (7 in bipedal humanoid form).

**Camel** PS 14, DX 3, CN 13  
Bite for 1d4 damage. Can survive in hot, dry conditions twice as long as normal using half as much water. Base speed of 16 (11 bipedal).

**Chameleon** PS 3, DX 10, CN 8  
No natural attack. Has *chameleon power* and *regeneration* as starting mutations. Base speed of 12 (8 bipedal).

**Cheetah** PS 13, DX 10, CN 8  
Claws do 1d4 damage. Bite for 1d6 damage. Base speed of 36 (24 bipedal) for 2 turns and thereafter a base speed of 24 (18 bipedal). Must rest for 10 minutes before regaining top speed. Has *night vision* as starting mutation.

**Cougar** PS 15, DX 13, CN 11  
Claws do 1d6 damage and can bite for 1d6 damage. Leap 3m. Base speed of 18 (12 bipedal). Has *heightened hearing*, *heightened smell* and *night vision* as starting mutations.

**Crab** PS 8, DX 4, CN 6  
Pincers that do 1d8 damage. Able to breathe water (pick salt or fresh). Base speed of 10 (6 in water). Has *total carapace* as its starting mutation. Has no walking upright position.

**Crow** PS 3, DX 8, CN 5  
Claws and bite does 1d4 damage. Has *wings*, but flies at a speed of 21. Walks at a base speed of 5 (6 in bipedal humanoid form).

**Deer** PS 12, DX 14, CN 9  
Antlers that do 1d4 damage. +2 to hit and does 1d6+1 damage in a charge. Has *heightened hearing* as its starting mutation.

**Dog** PS 9, DX 10, CN 7  
Dogs may bite for 1d6 damage. They have the *heightened smell* and *heightened hearing* starting mutations. Their base speed is 18 (12 bipedally).

**Dolphin** PS 7, DX 10, CN 9  
Mutated dolphins are assumed to be adapted for living on land. When swimming underwater, dolphins can ram an opponent for 1d8 damage. Their base land speed is 7 (walking upright), but they swim at a speed of 12. They have *sonar* (underwater only), *heightened hearing*, and *diminished smell (D)* as starting mutations. They also can hold their breath for 12 Turns.

**Dragonfly** PS 6, DX 10, CN 7  
A dragonfly may bite for 1d6 damage. They have *multiple limbs (legs)* and *heightened vision* as mutations. They also have wings, which allow them to fly at a speed of 26. Unfortunately, a dragonfly's legs are not made for walking, although they can be used for grasping objects.

**Duck** PS 2, DX 6, CN 4  
Can paddle in water at a speed of 3. Immune to the chilling effect of cold water. Has *wings*, but flies at a speed of 18. Walks at a base speed of 5 (6 in bipedal humanoid form).

**Elephant** PS 18, DX 4, CN 16  
Tusks do 2d6 damage.; if charging, 3d6 damage. Base speed of 18 (12 bipedal). Has a prehensile trunk at half the animal's PS. Has *heightened hearing* as its starting mutation.

**Emu** PS 12, DX 7, CN 9  
Kick for 1d4 damage. Base speed of 14, even if walking upright. Has vestigial wings, which are purely ornamental and do not allow for flight.

**Flea** PS 5, DX 5, CN 6  
Fleas may bite for 1d4 damage, draining one point of blood per turn automatically after a successful hit. These abilities are needed because a flea needs six points of blood in place of daily food and water. A flea's exoskeleton is AC 7. Fleas can also leap 100m forward and 10m high (70/7 meters bipedally), which, if used in attacking an opponent, causes an additional 1d6 damage to the normal bite damage. Not only this, but fleas also have *multiple limbs (legs)* also as a starting mutation. Their legs are stronger than the rest of their body and have a base PS of 9. Their base speed is 4 (6 bipedally).

**Fly** PS 5, DX 10, CN 5  
A fly has *multiple limbs (legs)* as a starting mutation. It also has wings (flight speed 27). Climbing attempts gain a +10% bonus to Attribute Check. Their base speed is 6 (even if walking upright).

**Fox** PS 7, DX 11, CN 5  
Bite for 1d6 damage. Base speed of 19 (12 bipedal). Has *heightened smell*, *heightened hearing* and *night vision* as starting mutations.

**Frog** PS 7, DX 4, CN 5  
Can leap 12m forward and 5m high. Can breathe water. Base speed of 15 (10 bipedal), swims at 12.

**Goat** PS 4, DX 10, CN 6  
Can bite for 1d4 damage. Can head butt for 1d6+1 damage. Has *heightened constitution* as a starting mutation.

**Gorilla** PS 16, DX 10, CN 11

Bite for 1d6 damage. Climbing attempts gain a +10% bonus to Attribute Check. Can swing from grip to grip at a speed of 6. Base speed of 13 (even if walking upright).

**Grasshopper** PS 7, DX 6, CN 6

Exoskeleton has a base AC of 6. Has *multiple limbs (legs)* as its starting mutation. Base walking speed of 6 (even if walking upright); jumps 15m (vertically). Wings assist in jumping.

**Hawk** PS 3, DX 13, CN 5

Claws do 1d6 damage. Bite for 1d4 damage. Has *wings*, but with a flying base speed of 30. Walking base speed is a 4 (even if walking upright). *Heightened vision* as its starting mutation.

**Horse** PS 14, DX 10, CN 11

Kick for 1d6 damage. Base speed of 24 (16 bipedal).

**Hippopotamus** PS 16, DX 7, CN 14

Bite for 1d10 damage. Base speed of 18 (12 bipedal).

**Iguana** PS 5, DX 11, CN 5

Tail whip for 1d4 damage and can bite for 1d3 damage. Have *regeneration* as a starting mutation. Their base speed is 12 (8 bipedally).

**Kangaroo** PS 7, DX 11, CN 6

Can jump 13m forward and 3m up. Base speed of 15 (even if walking upright).

**Killer Whale** PS 8, DX 8, CN 10

Mutated killer whales are assumed to be adapted for dwelling on land. Killer whales may bite for 1d12 damage. Their base speed is 7 (walking upright), although they swim at a speed of 10. Killer whales also can hold their breath for 12 turns.

**Koala** PS 6, DX 9, CN 9

Bite for 1d4 damage. Base speed of 9 (6 bipedally). *Heightened constitution* as a starting mutation.

**Komodo Dragon** PS 14, DX 9, CN 11

Komodo dragons bite for 1d6 damage plus poison (intensity 1d8+4). *Heightened smell* as a starting mutation. Their base speed is 14 (10 bipedally).

**Leopard** PS 16, DX 12, CN 11

Claws do 1d6 damage and can bite for 1d8 damage. Leopards have *heightened smell* and *night vision* as starting mutations. Their base speed is 17 (11 bipedally).

**Lion** PS 17, DX 10, CN 13

Claws do 1d6 damage and can bite for 1d10 damage. They have *heightened smell* and *night vision* as their mutations. Their base speed is 15 (10

bipedally).

**Lizard** PS 3, DX 11, CN 5

Lizards have no natural attack, although they do have *regeneration* as a starting mutation. Their base speed is 12 (8 bipedally).

**Marten/Mink** PS 6, DX 12, CN 4

Bite for 1d4 damage. Base speed of 16 (9 bipedal). Has *heightened smell*, *heightened hearing* and *night vision* as starting mutations.

**Monkey** PS 9, DX 14, CN 6

Bite for 1d3 damage. Climbing attempts gain a +20% bonus to Attribute Check. Has *new body parts (prehensile tail)* as a starting mutation. Can swing from grip to grip at a speed of 6. Base speed of 12 (even if walking upright).

**Moose** PS 12, DX 9, CN 7

Bite for 1d4 damage. Antlers do 1d6 damage; with a +2 to hit and 2d6+2 damage on a charge.

**Mosquito** PS 5, DX 7, CN 5

Bite for 1d4 damage, drain 1 point of damage per turn automatically. Anesthetics on proboscis doesn't disturb sleeping victims. Needs 6 pints of blood for food and water per day. Has *multiple limbs (legs)* and *wings* as its starting mutations (flight speed of 12). Base speed of 6 (even if walking upright).

**Octopus** PS 7, DX 10, CN 7

Assumed to be a land dwelling, air-breathing creature, has *gills*, *chameleon power* and *multiple limbs (tentacles)* as its starting mutations. Base speed is 8 (even if walking upright), swims at a speed of 6. Climbing attempts gain a +10% bonus to Attribute Check (suction cups).

**Opossum** PS 8, DX 12, CN 6

Claws do 1d4 damage. Climbing attempts gain a +20% bonus to Attribute Check. *New body parts (prehensile tail)* is a starting mutation. Base speed of 10 (7 bipedally).

**Ostrich** PS 12, DX 6, CN 10

Kick for 1d6 damage. Base speed of 16, even if walking upright. Has vestigial wings, which are purely ornamental and do not allow for flight.

**Otter** PS 9, DX 12, CN 5

Bite for 1d6 damage. Base speed of 9 (6 bipedally), swims at 6. Immune to the chilling effects of cold water.

**Owl** PS 3, DX 10, CN 5

Claws do 1d4 damage and can bite for 1d2 damage. They have *Wings*, but with a flying base speed of 28.

Their base land speed is 4 (even if walking upright). They have Night Vision and Nocturnal (D) as starting mutations.

**Porcupine** PS 5, DX 6, CN 4

Bite for 1d3 damage. Has *quills* (can't be thrown) that do 1d6 damage if grabbed. Base speed of 9 (6 bipedally).

**Praying Mantis** PS 9, DX 7, CN 8

Claws do 1d8 damage. +2 AC bonus among green vegetation (blends in with surroundings). Has *multiple legs (legs)* as its starting mutation. Exoskeleton has a base AC of 7. Base speed of 12 (even if walking upright).

**Rabbit** PS 5, DX 13, CN 4

Rabbits can jump 5m forward and 1m up. They also have *heightened hearing* and *heightened smell* as starting mutations. Their base speed is 21 (14 bipedally).

**Raccoon** PS 6, DX 10, CN 6

Bite does 1d4 damage. His *night vision* as a starting mutation. Paws are able to manipulate tools naturally. Climbing attempts gain a +10% bonus to Attribute Checks. Base speed of 10 (7 bipedally).

**Rat** PS 7, DX 12, CN 5

Rats can bite for 1d6 damage. They also have the *night vision* as a starting mutation. Climbing attempts gain a +10% bonus to Attribute Check. Their base speed is 14 (9 bipedally).

**Rhinoceros** PS 16, DX 4, CN 14

Horn that does 1d6+1 damage; with a +2 to hit and 2d6+2 damage on a charge. Have *heightened smell* and *diminished sight (D)* as starting mutations. Base speed of 18 (12 bipedally). Natural AC of 8 before DX modifiers.

**Sea Lion (Seal)** PS 6, DX 11, CN 8

Bite for 1d4 damage. Base speed of 5 (7 bipedally); swims at 10. Can hold breath for 12 Turns. Has *heightened smell (underwater only)* as a starting mutation.

**Scorpion** PS 7, DX 7, CN 7

Claws do 1d6 damage and can sting for 1d4 damage, plus any damage caused by its 1d4 +2 Intensity poison. A scorpion's exoskeleton is AC 6. A scorpion also has Multiple Limbs (legs) as a starting mutation. Its base speed is 10 (even if walking upright).

**Shark** PS 8, DX 7, CN 10

Assumed to be adapted for land dwelling. Bite for 1d12 damage. Sharks have a natural AC of 8. Have *gills* and *heightened smell (underwater only)* as starting

mutations. Base speed of 7 (walking upright); swims at 10. 5% chance each turn of combat of entering bloodlust; when in bloodlust must attack with bite until end of battle.

**Sheep, Bighorn** PS 11, DX 14, CN 9

Head butt for 1d6+1 damage, +2 to hit and 1d6+3 damage if in a charge. Can survive in cold, dry conditions twice as long as normal. Base speed of 14 (9 bipedally).

**Skunk** PS 5, DX 4, CN 4

Bite for 1d3 damage. Has *gas generation (bad-smelling musk)* and *night vision* as starting mutations. Base speed of 10 (7 bipedally).

**Snail** PS 1, DX 2, CN 3

Snails have *total carapace* and *regeneration* as their starting mutations. They are vegetarians and receive all their required nourishment from vegetation. Their base speed is 4. Because of their shells, they have no 'walking upright' position.

**Snake** PS 13, DX 11, CN 4

Bite for 1d6+1 damage plus poison (intensity 1d6). Has *infravision* as a starting mutation. Base speed is 12. Has no 'walking upright' position.

**Spider** PS 7, DX 8, CN 7

Bite for 1d4 damage, plus poison (intensity is 1d6+1). Climbing attempts gain a +10% bonus to Attribute Check. Base speed of 12 (even if walking upright).

**Squirrel, Flying** PS 6, DX 15, CN 4

Bite for 1d3 damage. Has *air sail* as a starting mutation, but glides at a speed of 12. Base speed of 9 (6 bipedally).

**Termite** PS 6, DX 6, CN 6

Bite for 1d6 damage. Exoskeleton has a base AC of 7. Has *multiple limbs (legs)* as a starting mutation. Base speed of 10 (even if walking upright). Burrows at speed of 3 through earth and wood.

**Tiger** PS 16, DX 11, CN 12

Claws do 1d8 damage and can bite for 1d10 damage. Has *heightened smell* and *night vision* as starting mutations. Base speed of 16 (11 bipedally). Swims at a speed of 4.

**Turtle** PS 1, DX 2, CN 6

Has *total carapace* as a starting mutation. Can swim at a speed of 6. Can hold its breath for five minutes. Base speed of 6 (4 bipedally).

**Turtle, Snapping** PS 5, DX 2, CN 8

Bite for 1d6 damage. Has *total carapace* as a starting mutation. Can swim at a speed of 6. Can hold its breath for five minutes. Base speed of 6 (4 bipedally).

**Walrus** PS 10, DX 7, CN 9  
Tusks do 1d8 damage. Base speed of 6 (8 bipedally); swims at 12. Can hold breath for 6 Turns. Immune to the chilling effect of cold water.

**Wasp** PS 6, DX 9, CN 7  
Sting for 1d6 damage, plus poison (intensity is 1d4+1). Exoskeleton has an AC of 8. Has *multiple limbs (legs)* and *wings* (with a flying base speed of 21) as starting mutations. Base speed of 8 (even if walking upright). Climbing attempts gain a +10% bonus to Attribute Check.

**Weasel** PS 9, DX 12, CN 5  
Bite for 1d6 damage. Has *night vision* as starting mutation. Base speed of 14 (9 bipedally).

**Wolf** PS 9, DX 12, CN 8  
Bite for 1d6 damage. Has *heightened smell* and

*heightened hearing* as starting mutations. Base speed of 17 (11 bipedally).

**Wolverine** PS 12, DX 12, CN 8  
Claws do 1d6 damage and can bite for 1d8 damage. Every wolverine has *heightened smell* as a starting mutation. Their base speed is 10 (7 bipedally). There is also a 5% chance each round of battle that a wolverine will go berserk. When berserk, a wolverine must attack with its claws or bite until all opponents are defeated. During this time, the wolverine has an additional +5 HPs added temporarily to its HP total and a temporary +3 added to its MS, but since it is too maddened to feel pain, the GM secretly keeps track of the character's HP total. To calm down, a wolverine character must make a successful MSx4 check.

## MUTANT PLANTS

### Creating NPC Mutant Plants:

1. Choose a basic plant type.
2. The creature will mutate for 1-10 generations.
3. For each generation that a plant mutates, roll one mutation on the Plant/Vegetable Mutations Table.

Mutant Plants have the following abilities.

- +2 CN
- No ability to command or control robots.
- Need sun and soil instead of food.
- Bonus physical mutation if no humanoid traits taken.
- Base walking speed is 9. Base swimming speed is 3.

## BASE PLANT STOCK

Unlike animals, plants are described by general class rather than by a specific species. The evolutionary trip from plant to sentient creature is so much farther, that the character only retains a raw resemblance to a general type of plant. Characters cannot pick specific plant species as their genetic background. Any special abilities not listed in the categories below must be generated through mutation rolls.

**Brush**  
Most nondescript bushes, weeds, grasses and other common plants fall into this category. Because these plants tend to look so ordinary, they surprise on a 1 – 3 on d6. This plant stock has proven very hardy and has adapted to the rigors of Gamma Terra very well. Brush plants get one extra mutation.

**Flower**  
All flowering plants get a +3 CH bonus. The beauty of their flowers and the delicacy of their build often leads others into believing that the flowering plant is a gentle

and harmless creature. The course of evolution for flowering plants has developed a tendency toward mental powers. They get one extra mental mutation.

**Fungi**  
Although not truly a plant, fungi are included here. They do not need sunlight to grow, but do need soil. The minds of fungi are so alien, even to other plants, that they get a +3 MS bonus.

**Succulent**  
This class of plant includes all cacti and most desert plants. They only need water half as often as other plants. They automatically get the *thorns/spikes* mutation.

**Tree**  
Trees get a +3 PS bonus and the *total carapace* mutation. Evergreens have a -2 Health penalty versus fire. Any fire hazard or other flame attack requires this penalty to Health or AC. They take an extra point of damage for each die rolled (regardless of die size). All other types of trees have the same problem with cold and receive the same penalty.

## Vine

Vines get a +2 DX bonus. They can automatically manipulate tools without having to take a humanoid attribute. This leaves them eligible for extra mutations if they choose not to take humanoid traits.

## NEW MUTATIONS

**NAME:** Air Sail

**RANGE:** Body  
**DURATION:** Constant  
**NUMBER:** Self

**TYPE:** U P  
**USE:** Constant  
**DAMAGE:** None

The character's body incorporates a structure similar to a fixed wing or parachute that allows it to glide. A flying squirrel is an example of an animal with an air sail. The character glides 50% faster than he normally moves on foot. He must lose at least 1m of altitude for every 10m of forward movement. The GM may force a steeper decline in bad weather. Humanoids with this mutation get a -2 penalty for Robot Recognition.

**NAME:** Night Vision

**RANGE:** 60m  
**DURATION:** Constant  
**NUMBER:** Self

**TYPE:** U P  
**USE:** Constant  
**DAMAGE:** None

The character is able to see well in low light conditions. Many nocturnal animals have this ability naturally. With full moon shining, a character with night vision can see as well as other characters can see during the day. On a night with no moon, he can see as well as if it were a full moon. The character's daytime, or bright vision, is unaffected.

### **Sources:**

Plant Rules – Gamma World 1st Edition (1978).

Base Animal and Plant Stocks – Gamma World 4th Edition (1992).

Additional Base Animal Stocks – "You Want to be a What?!" by Kerry Jordan, Dragon 209 (Sept 1994)

Additional Base Animal Stocks – Tim Hartin (Mar 2010)

## HOUSE RULES

**DX:** For each point of Dexterity over 15, a character adds +1 bonus to their Armour Class.

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