

Gamma World Lives!

More Hero Species

In addition to the hero species detailed in the new Gamma World campaign setting, the following species can be played as heroes with your Gamemaster's permission.

Ark Heroes

This species of carnivorous humanoid wolves maintain their ancestors' hunting skills and pack mentality. They stand nearly three meters tall and have heavy, coarse fur of gray or brown with white spots or stripes.

Ark heroes tend to be outcasts from their packs, as most arks wouldn't cooperate with individuals of other species (particularly humans).

Ark Special Abilities

- **Species Mutations:** Life Leech, Telekinesis; Severe Phobia (flying creatures)
- **Increased Movement:** An ark character may add +6 meters to his normal Sprint movement rate, +4 meters to his Run movement, and +2 meters to his Walk movement.
- **Large Weapons:** The ark can ignore the Accuracy penalty of large or heavy melee weapons because of his great size. This includes the great ax, polearm, and chainsaw.
- **Natural Attack:** Instead of attacking with a weapon, an ark can attack with its bite for $d4+1w/d4+2w/d4+3w$ (LI/O).
- **Natural Armor:** The ark's coarse, heavy fur provides natural armor of $d6-3$ (LI), $d4-3$ (HI), $d6-4$ (En). It grants a -2 step bonus to any Stamina-*endurance* checks made to resist exposure to cold, but inflicts a +2 step penalty to any checks made to resist exposure to heat.

Badder Heroes

These mutated badger humanoids have evil dispositions and tend toward chaos and violence. They stand about 1.5 meters tall and generally wield nasty weapons.

Badder heroes have left their feudal society behind in an attempt to coexist with other species. They may be escaped prisoners or deserting soldiers.

Badder Special Abilities

- **Species Mutations:** Night Vision, Empathic Blast (fear)

Hawkoid Heroes

These mutated sparrow hawks are basically humanoid, standing about 1.5 meters tall. They have large feathered wings and

clawlike hands on their wings and feet. Hawkoids are fearless and aggressive hunters.

Hawkoid heroes are not uncommon, as the species has a strong sense of individuality.

Hawkoid Special Abilities

- **Species Mutations:** Duality, Instill Phobia, Kinetic Shield
- **Wings:** Hawkoids can glide or fly at the listed rates.

However, they cannot run or sprint.

• **Natural Attacks:** Instead of attacking with a weapon, a hawkoid can attack with two claws for $d4w/d4+1w/d4+2w$ (LI/O) each or with its beak for $d4+1s/d4+3s/d6w$ (LI/O).

• **Prehensile Feet:** Hawkoids can use their feet to manipulate objects or wield weapons.

Hoop Heroes

The rabbitlike hoops live in quasi-medieval militaristic societies. They stand about 2.5 meters tall and are covered in white fur. They are extremely vicious and brutal.

Hoop heroes are considered to be "deserters" from their military society, and thus should count other hoops as enemies.

Hoop Special Abilities

- **Species Mutations:** Contact, Improved Mental Enhancement, Telepathic Scan
- **Unique Species Mutation:** Soften Metal (Amazing, Activated, WIL). A hoop can alter the molecular bonds in any metal object touched, rendering it soft and stretchy like rubber. To touch an item carried by an opponent requires an Unarmed Attack-*brawl* check with a -1 step bonus. While in this rubbery state the object is useless. The effect lasts d4 hours.



Menarl Heroes

The menarl is a huge 10-armed mutated water snake. Despite its hunting prowess, the menarl is relatively friendly toward humanoids.

Menarl heroes are quite common, as the species has no true culture of civilization. They frequently seek employment as bodyguards or mercenaries.

Menarl Special Abilities

- **Unique Mutation:** The menarl has a special version of the Duality mutation that allows it to attack with two arms (and even against two targets) at no penalty, in addition to making its constriction attack (see below).

- **Constriction Attack:** A successful hit with this attack traps the victim in the menarl's coils. This constriction inflicts 1d4+1s per round. A trapped individual can free himself with a Strength feat check (at a +3 step penalty).

- **Reduced Movement:** The menarl's Run movement rate is reduced by 6 meters (to a minimum of 4), and its Walk movement rate is reduced by 2m (to a minimum of 2). The menarl cannot sprint.

- **Increased Swim Movement:** The menarl's Swim and Easy Swim movement rates are increased by 2m and 1m, respectively.

Orlen Heroes

These two-headed, four-armed humanoids are generally peaceful, but their technological savvy and physical and mental prowess combine to make them formidable opponents.

Orlen heroes are typically wanderers without a colony. Other orlens have no particular antipathy toward such loners, and orlen heroes are welcome in any orlen settlement.

Orlen Special Abilities

- **Species Mutations:** Extra Body Parts (limbs, head); Left head: Contact, Telepathic Scan; Right head: Mental Enhancement, Telekinesis

- **Bonus Mutations:** Each head of the orlen has 2 additional mutation points worth of mental mutations (either two Ordinary mutations or one Good mutation). These can be rolled randomly or selected at the GM's option.

Ability Score Limits

Species	Ability Score					
	STR	DEX	CON	INT	WIL	PER
Ark	7-17	4-10	9-15	4-14	7-13	5-12
Badder	4-14	10-16	7-15	7-13	8-14	2-12
Hawkoid	4-14	10-16	4-14	6-12	8-14	3-9
Hoop	5-15	6-16	5-15	4-14	8-14	4-14
Menarl	13-16	7-13	9-12	5-10	9-12	2-7
Orlen	5-15	6-12	5-15	5-15	6-16	5-15

Free Broad Skills for Heroes

Species	Related Ability Score					
	STR	DEX	CON	INT	WIL	PER
Ark	Athletics Unarmed Attack	—	Stamina	Knowledge	Awareness	Interaction
Badder	Athletics Melee Weapons	—	Stamina	Knowledge	Awareness	Interaction
Hawkoid	Unarmed Attack	Acrobatics	Stamina	Knowledge	Awareness Resolve	Interaction
Hoop	Athletics	—	Stamina	Knowledge Tactics	Awareness	Interaction
Menarl	Athletics Unarmed Attack	Stealth	Movement Stamina	—	—	Interaction
Orlen	Athletics	—	Stamina	Knowledge Tech. Science	Awareness	Interaction