

# GAMMA WORLD GAME MASTER REFERENCE

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*FXX references are to Famine in Far-Go*

Rolls	Ancient Junk
1, 1	15-inch computer monitor
1, 2	20-lb. dumbbell
1, 3	8 GB RAM stick
1, 4	Air compressor
1, 5	Ammo
1, 6	Ashtray
1, 7	Aviator's goggles
1, 8	Baby car seat
1, 9	Backpack
1, 10	Bag of chips
2, 1	Bag of hard candy
2, 2	Bedroll
2, 3	Beer, 6-pack
2, 4	Bike helmet
2, 5	Bike lock
2, 6	Binoculars
2, 7	Blue jeans
2, 8	Board game
2, 9	Bolt cutter
2, 10	Bottle of hand lotion
3, 1	Bottle of nail polish
3, 2	Bottle of pinot noir
3, 3	Box of cake mix
3, 4	Box of cigars
3, 5	Box of diapers
3, 6	Boxing gloves
3, 7	Butane lighter
3, 8	Camcorder

Rolls	Ancient Junk
3, 9	Camera flash cube
3, 10	Camera lens
4, 1	Camera, digital
4, 2	Can of compressed air
4, 3	Canoe
4, 4	Canteen
4, 5	Car stereo
4, 6	Carpet steamer
4, 7	Catcher's mitt
4, 8	Ceiling fan
4, 9	Cell phone
4, 10	Cell-phone earpiece
5, 1	Cellophane tape
5, 2	Chem-stick (4)
5, 3	Climber's kit
5, 4	Clock radio
5, 5	Cologne
5, 6	Coloring book
5, 7	Compass
5, 8	Construction hazard light
5, 9	Cordless drill
5, 10	Cordless mouse
6, 1	Corporate logo T-shirt
6, 2	Croquet set
6, 3	Crowbar
6, 4	Day-glow vest
6, 5	Deck of cards
6, 6	Desktop computer tower

Rolls	Ancient Junk
6, 7	Digital camera
6, 8	Digital photo frame
6, 9	Digital thermometer
6, 10	Duct tape
7, 1	DVD player
7, 2	Earphones
7, 3	Electric blanket
7, 4	Electric blender
7, 5	Electric extension cord
7, 6	Electric fan
7, 7	Electric razor
7, 8	Electric toothbrush
7, 9	Eraser
7, 10	Exercise bike
8, 1	Exercise treadmill
8, 2	Explorer's kit
8, 3	Eyeglasses
8, 4	First aid kit
8, 5	Flint and steel
8, 6	Flower vase
8, 7	Fly fishing pole
8, 8	Foosball table
8, 9	Fuel (8 gallons)
8, 10	Fur-lined slippers
9, 1	Garage-door opener
9, 2	Gas grill
9, 3	Gas mask
9, 4	Generator

Rolls	Ancient Junk
9, 5	Glue (white)
9, 6	Gold balls (4)
9, 7	Golf club
9, 8	Grappling hook
9, 9	Green plastic soldiers
9, 10	Hammer
10, 1	Handcuffs, steel
10, 2	Hearing aid
10, 3	Heavy flashlight
10, 4	High-heeled shoes
10, 5	Hockey stick
10, 6	Individually wrapped creme-filled yellow sponge cake
10, 7	Inflatable kiddie pool
10, 8	Inflatable life vest
10, 9	Interface cable
10, 10	Jug of maple syrup
11, 1	Jumper cables
11, 2	Kaleidoscope
11, 3	Lamp shade
11, 4	Lantern
11, 5	Laptop computer
11, 6	Leather football
11, 7	LED light bulb
11, 8	Lighter
11, 9	Map, local
11, 10	Matches
12, 1	Metal lunch box
12, 2	Mini fridge
12, 3	Model airplane
12, 4	Nail clippers
12, 5	Night-vision goggles
12, 6	Nose-hair clipper
12, 7	Pack of antacid tablets
12, 8	Pack of crayons
12, 9	Package of fruity gum
12, 10	Pajamas
13, 1	Paper clips (20)
13, 2	Perfume
13, 3	Physician's coat
13, 4	Pipe wrench
13, 5	Pitons (10)

Rolls	Ancient Junk
13, 6	Plastic purse
13, 7	Plastic trash can
13, 8	Plastic water bottle
13, 9	Pogo stick
13, 10	Portable stove
14, 1	Portable table saw
14, 2	Printer/scanner
14, 3	Programming manual
14, 4	Punching bag
14, 5	Radar detector
14, 6	Radio cell phone
14, 7	Rappelling harness
14, 8	Remote control
14, 9	Rope (100 ft.)
14, 10	Rubber hip waders
15, 1	Saxophone
15, 2	Sci-fi serial on DVD
15, 3	Silverware set
15, 4	Skateboard
15, 5	Slide projector
15, 6	Small hand mirror
15, 7	Smiley-face T-shirt
15, 8	Smoke detector
15, 9	Snow boots
15, 10	Socket wrench set
16, 1	Spade
16, 2	Spatula
16, 3	Stapler
16, 4	Steel mirror
16, 5	Stocking cap
16, 6	String of holiday lights
16, 7	Subwoofer
16, 8	Sunglasses
16, 9	Supercrazy glue
16, 10	Swim goggles
17, 1	Swimsuit
17, 2	Tablet computer
17, 3	Taxi mileage meter
17, 4	Tennis racket
17, 5	Tent
17, 6	Tin of sardines
17, 7	Tin of smoked almonds

Rolls	Ancient Junk
17, 8	Tire iron
17, 9	Tire-pressure gauge
17, 10	Toy dump truck
18, 1	Toy gun
18, 2	Toy water pistol
18, 3	Trail rations (10 days)
18, 4	Tweezers and nail file
18, 5	Umbrella
18, 6	Vacuum cleaner
18, 7	Violin
18, 8	Water purifier
18, 9	Water-bubble level
18, 10	Webcam
19, 1	Weed whacker
19, 2	Welder's gloves
19, 3	White board
19, 4	Wicked witch costume
19, 5	Windshield scraper
19, 6	Winter outfit
19, 7	Wireless keyboard
19, 8	Wireless router
19, 9	Wristwatch
19, 10	Roll twice on this table.
20, 1	Location-specific junk table.
20, 2	Location-specific junk table.
20, 3	Location-specific junk table.
20, 4	Location-specific junk table.
20, 5	Location-specific junk table.
20, 6	Location-specific junk table.
20, 7	Location-specific junk table.
20, 8	Location-specific junk table.
20, 9	Location-specific junk table.
20, 10	Location-specific junk table.

Level	Easy DC	Moderate DC	Hard DC	Level	Easy DC	Moderate DC	Hard DC
1	9	13	17	6	14	18	22
2	10	14	18	7	15	19	23
3	11	15	19	8	16	20	24
4	12	16	20	9	17	21	25
5	13	17	21	10	18	22	26

Encounter Difficulty	Relative to party average level
Easy encounter	Level -1, or Level -2
Standard encounter	Level +0, or Level +1
Hard encounter	Level +2, Level +3, or Level +4
Lethal encounter	Level +5 or higher

XP Budgets	2 players	3 players	4 players	5 players	6 players
1	200	300	400	500	600
2	250	375	500	625	750
3	300	450	600	750	900
4	350	525	700	875	1050
5	400	600	800	1000	1200
6	500	750	1000	1250	1500
7	600	900	1200	1500	1800
8	700	1050	1400	1750	2100
9	800	1200	1600	2000	2400
10	1000	1500	2000	2500	3000

Complexity	Skill Challenges	Successes	Typical DCs	XP by Skill Challenge Level									
				1	2	3	4	5	6	7	8	9	10
1	4	4 moderate	100	125	150	175	200	250	300	350	400	500	
2	6	5 moderate, 1 hard	200	250	300	350	400	500	600	700	800	1000	
3	8	6 moderate, 2 hard	300	375	450	525	600	750	900	1050	1200	1500	
4	10	7 moderate, 3 hard	400	500	600	700	800	1000	1200	1400	1600	2000	
5	12	8 moderate, 4 hard	500	625	750	875	1000	1250	1500	1750	2000	2500	

End of Encounter Checklist	
<input type="checkbox"/> Players who used ammo 2+ times are out	<input type="checkbox"/> Draw Omega Tech card rewards (optional)
<input type="checkbox"/> Check charge for used Omega Tech	<input type="checkbox"/> Roll on Ancient Junk table (optional)
<input type="checkbox"/> Replace Alpha Mutation cards	<input type="checkbox"/> Short rest to regain all hit points
<input type="checkbox"/> Receive experience point rewards	<input type="checkbox"/> Long rest to go up a level

Rolls (d4, d10)	Starting Gear	Description
1, 1	Beer, 6-pack	A favorite of the brubbas.
1, 2	Binoculars	+5 to Perception checks to observe distant details.
1, 3	Bolt cutter	+5 to Strength checks to cut chains, ropes, and so on.
1, 4	Camera, digital	Includes pictures of famous Ancients.
1, 5	Canoe	Capacity 600 lb.; speed 3 mph.
1, 6	Car, sedan	Averages 55 mph overland; gets 20 mpg, seats six.
1, 7	Chem-stick (4)	Casts dim light in 6-square radius for 5 hours.
1, 8	Climber's kit	Grappling hook, hammer, pitons (10), rappelling harness, rope (100 ft.)
1, 9	Compass	+2 to Nature checks for navigation.
1, 10	Crowbar	+2 to Strength checks to force open doors and compartments.
2, 1	Draft horse	Can pull a wagon at 3 mph.
2, 2	Duct tape	You'll think of ways to use it.
2, 3	First aid kit	+1 to Science checks for healing, 5 uses.
2, 4	Fuel	5 gallons.
2, 5	Gas mask	Gain resist 5 poison against gas attacks.
2, 6	Generator	Provides power; runs 8 hours on 1 gallon of fuel.
2, 7	Handcuffs, steel	DC 25 Strength check to break.
2, 8	Heavy flashlight	Creates a zone of illumination in a close blast 20.
2, 9	Keelboat	Capacity 10 tons; speed 2 mph; requires a crew of at least 4.
2, 10	Lantern	8 hours of lamp fuel; illuminates a 10-square radius.
3, 1	Laptop computer	You'll think of ways to use it.
3, 2	Lighter	Nondisposable.
3, 3	Map, local	+1 to Nature checks for navigation in map area.
3, 4	Matches	Box of 50.
3, 5	Motorcycle	Average 40 mph overland; gets 35 mpg, seats two.
3, 6	Night-vision goggles	Gain darkvision 10 but take a -5 penalty to Perception checks.
3, 7	Pickup truck	Averages 45 mph overland, 60 mph in ideal conditions; 10 mpg; capacity 2,500 lbs; seats three in front, six in back.
3, 8	Portable stove	Burns for 8 hours.
3, 9	Radio cell phone	Range 1 mile.
3, 10	Riding horse	Averages 5 mph overland; includes riding gear.
4, 1	Steel mirror	Gotta stay pretty, right?
4, 2	Supercrazy glue	It's crazy strong!
4, 3	Tent	Big enough for two; three if you're friendly.

Rolls (d4, d10)	Starting Gear	Description
4, 4	Umbrella	The poor mutant's parachute.
4, 5	Wagon	Capacity 1 ton.
4, 6	Water purifier	Water not included; purifies ½ gallon of water in 10 minutes.
4, 7	Winter outfit	+1 to checks against cold.
4, 8	Roll twice on this table.	
4, 9	Roll twice on Ancient Junk table.	
4, 10	Player's choice.	Pick any one item from this list.
-, -	Explorer's kit	Backpack, bedroll, canteen (½ gallon of water), flint and steel, trail rations (10 days, not yummy), rope (100 ft.).

Light Weapons (use Dex or Int)	Accuracy	Damage	Range	Ammo?
Unarmed, quick attack	+3	1d4		
Melee, one-handed	+3	1d8		
Melee, two-handed	+3	1d12		
Ranged, one-handed	+3	1d8	5 squares	
Ranged, two-handed	+3	1d12	10 squares	
Gun, one-handed	+4	1d8	10 squares	Yes
Gun, two-handed	+4	1d12	20 squares	Yes

Heavy Weapons (use Str or Con)	Accuracy	Damage	Range	Ammo?
Unarmed, powerful attack	+2	1d8		
Melee, one-handed	+2	1d10		
Melee, two-handed	+2	2d8		
Ranged, one-handed	+2	1d10	5 squares	
Ranged, two-handed	+2	2d8	10 squares	
Gun, one-handed	+2	2d6	10 squares	Yes
Gun, two-handed	+2	2d10	20 squares	Yes

Armor Type	Benefit	Speed
Light armor	+3 armor bonus to AC (add Dex/Int modifier to AC)	
Heavy armor	+7 armor bonus to AC	-1 to speed
Shield	+1 shield bonus to AC	

Condition	Effect
<b>Blinded</b>	You can't see. Your targets have total concealment against you. You take a -10 penalty to Perception checks. You grant combat advantage. You can't flank.
<b>Dazed</b>	You grant combat advantage. You don't get all your actions on your turn: You can only take a standard action, a move action, or a minor action. You can still take any number of free actions, but you can't take immediate actions or opportunity actions.
<b>Deafened</b>	You can't hear anything. You take a -10 penalty to Perception checks.
<b>Dominated</b>	You can't take actions. Instead, the dominating creature chooses one action for you to take on your turn: standard, move, minor, or free. The only powers it can make you use are at-will powers. You grant combat advantage. You can't flank.
<b>Dying</b>	You're dying while at 0 hit points or fewer. The condition ends as soon as you gain hit points. You're unconscious (see below). You make a death saving throw every round.
<b>Helpless</b>	Usually, you're helpless because you're unconscious (see below). You grant combat advantage.
<b>Immobilized</b>	You can't move from your square, but you can teleport and can be forced to move by a pull, a push, or a slide.
<b>Prone</b>	You're lying down. (If you're climbing, you fall. If you're flying, you fall safely to the ground.) You grant combat advantage to enemies making melee attacks against you, but you get a +2 bonus to all defenses against ranged attacks from non-adjacent enemies. You take a -2 penalty to attack rolls. You can move only by crawling, by teleporting, or by a pull, a push, or a slide. You can drop prone as a minor action. (You can stand up as a move action.)
<b>Restrained</b>	You can't move from your square (not even by a push, a pull, or a slide), but you can teleport. You grant combat advantage. You take a -2 penalty to attack rolls.
<b>Slowed</b>	Your speed becomes 2 if it was higher. You can't increase your speed above 2. This speed applies to all your movement modes (walking, flying, and so on), but not to teleportation or to a pull, a push, or a slide. If you're slowed while moving, you must stop if you have already moved 2 or more squares.
<b>Stunned</b>	You can't take actions. (If you're flying, you fall safely to the ground unless you can hover.) You grant combat advantage. You can't flank.
<b>Surprised</b>	You can't take actions. You grant combat advantage. You can't flank.
<b>Unconscious</b>	You're helpless and unaware of your surroundings. You can't take actions. You take a -5 penalty to all defenses. You fall prone, if possible. You can't flank.
<b>Weakened</b>	Your attacks deal half damage. Ongoing damage you deal is not affected, and neither is damage that doesn't come from an attack roll.