

Gamma World Rewards Table

Adapted from D&D Essentials

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The *D&D Gamma World* book doesn't give much advice on when to give out rewards to players, apart from experience points.

Non-experience rewards in Gamma World can be several things: a draw from an Omega Tech deck, one or more rolls on the Ancient Junk table, ammunition, or other useful items.

The *D&D Essentials Rules Compendium* provides a model for a reward system, and that forms the basis of the rewards table for Gamma World.

To use the table, after every encounter roll 1d20 for each reward type and check the result on the table.

For example, if you roll a 13 for Omega Tech, that is within the 6-18 range and the result is "Each player draws one Omega Tech card from his or her deck." If you roll a 4 for Ancient Junk, then there's no Ancient Junk. Continue down the list of reward types, rolling 1d20 for each.

Unlike the *Rules Compendium's* treasure table, the rewards found by Gamma World players aren't dependent upon their level or the number of players in the group – this is just how Gamma World works. Therefore, there's no need to adjust the table for smaller or larger groups of players, and there's only one table needed to cover all levels of play.

This table was developed by analyzing the rewards given out in the three adventures in the boxed sets – "Steading of the Iron King" in *D&D Gamma World*, *Famine in Far-Go*, and *Legion of Gold*. The random rolls are within 2.5 percent of the distribution in the official adventures.



Rewards Table

Reward Type	1d20	Result
Omega Tech	1-5	None found
	6-18	Each player draws one Omega Tech card from his or her deck.
	19-20	Each player draws two Omega Tech cards from his or her deck.
Ancient Junk	1-6	None found
	7-19	The group rolls 1d6 times on the Ancient Junk table.
	20	The group rolls 2d6 times on the Ancient Junk table.
Ammunition	1-16	None found
	17-20	The group finds enough ammo for 1d4 players.
Weapons	1-17	None found
	18-19	The group finds one weapon.
	20	The group finds 1d8 weapons.
Armor	1-19	None found
	20	The group finds 1 suit of armor.
Plot Device	1-17	None found
	18-20	The group finds one plot device. Roll 1d20: (odd) a key to a location further ahead; (even) a map to a location further ahead.

Download Link: <http://boldpueblo.com/downloads/gammaworld/GW-rewards-table.pdf>