## GAMMA WORLD PETER HART

Spring Good Osed Macipitation Temperature Wind Spring 1-5: Very Clear   Clear   -20: Sweltering leat   1-5: Dead Colom   Calm March 6-25: Badly Goody Hazy   21-50: Warm Mor 5-15: Hight wind   Strong	5	1 71150 0111	DT CO 1.1	5 . 1 ?	
Spring 1-5: Very Clear   Clear   1-20: Sweltering heat   1-5: Dead Calm   Calm   March   6-25: Partly Goody Hazy   June 26-30: Clear   Partly 5:-75: Hot ? Warm 16-75: Calm   Light   SI-70 Misty   Light cain 5 (loody 75-80: Cool 3 26-35: Strong wind wind 5 1-80   Meanth 16-75: Calm   Light   SI-80 Deep Clouds   Cloudy 86-100: Goot   Leo 1 36-50: Light wind 5 strong   81-95 Feet Heavy Rain   Rolling   Rolling   1-20: Very Clear   Rolling   Rolling   Rolling   Sommer 21-30: Partly Cloudy   Hazy   Rolling   1-20: Very Clear   Rolling   Rolling   I-20: Very Clear   Rolling   Rolling   I-20: Light wind   Rolling   I-20: Light wind   Rolling   I-20: Rolling   Rolling   Rolling   I-20:	MEATHER CHARI [For Listung Pennisula]				
March 6 - 25: Rady Goody Hazy 21-50: Sweltering heat 11-5: Dead Calm 1 Go - 25: Rady Goody Hazy 21-50: Warm 18-25: Shight wind 5 I wind 5 I warm 18-25: Shight wind 5 I wind 5 I warm 18-25: Shight wind 5 I wind 5 I warm 18-25: Shight wind 5 I wind 5 I wind 5 I wind 5 I warm 18-25: Shight wind 5 I wind 5 I warm 18-25: Shight wind 5 I wind 5 I warm 18-25: Sharp wind 5 I wind 5 I warm 18-25: Sharp wind 5 I wind		- Good Cover / Precipitation	l'emperature	Mina	
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June 26-30: Clear I Partly 51-75: Hot? Warm 16-25: Call me I light  81-50 Misty (light rain 5 cloudy 15-80: Cool 36-30: Stong wind wind 51-70 Partly Cloudy 2 cloudy 81-85: Cold 2 Cool 36-30: light wind 5 through an and 51-70: Gale 81-85: Cold 36-30: light wind 5 through an and 51-70: Gale 81-70: Storg wind 6 cale 81-70: Colm 81-70: Storg wind 81-70: Colm 81-70: Colm 81-70: Storg wind 81-70: Light wind 81-70: Colm 81-70: Storg wind 81-90: Light wind 81-90: Light wind 81-90: Storg wind 81-90: Cole 81-50: Calm 81-90: Calm 91-100: Hat 18 cam 91-100: Call 81-70: Calm 91-100: Hat 18 cam 91-100: Call 81-90: Storm 17: 80: S	Ap	1-5: Very Clear Clear	1-20: Sweltering heal	1-50 Dead Calm / Calm	
SI-50 Misty (light rain & cloudy 15-80: Cool & 26-35: Strong wind & Strong 151-70 Partly Cloudy & Cloudy 81-85: Cold 2 Cool 36-50: light wind & Strong 171-80 Peop Clouds & Cloudy 81-85: Cold 2 Cool 36-50: light wind & Strong 16-100 Monsoon-like			21-50: Warm 5/40+	5-15: Tight wind 5	
51-70 Partly Clouds   Cloudy   81-85: Cold   26-50: Right wind   Strong   31-90: Gade   36-100: Gat   Warm   Strong wind   Gale   31-90: Starm   31-10: Horricanel lyphomy   31-10: Horricanel lyphomy   31-10: Horricanel lyphomy   31-10: Lyphomy   1-20: Light wind   1-20: Cold   31-50: Colm   31-50: Colm   31-50: Colm   1-20: Light wind   1-75: Hot   12-30: Colm   1-75: Hot   12-30: Colm   1-75: Hot   12-30: Colm   1-70: Partly Cloudy   41-75: Hot   12-30: Colm   1-80: Partly Cloudy   41-75: Hot   12-30: Colm   1-80: Partly Cloudy   41-75: Hot   12-30: Colm   1-80: Partly Cloudy   41-90: Hot   61-70: Gale   17-80: Strong Wind   81-90: Gale   1-80: Cold   11-25: Partly Cloudy Hazy   6-25: Warm   6-20: Pijdtwind   6-25: Warm   6-20: Pijdtwind   1-5: Swelteing heat   1-5: Read Calm   81-90: Gale   17-80: Cold   31-50: Strong wind   18-90: Partly Cloudy Hazy   18-50: Hot   18-50: Cold   31-50: Strong wind   18-90: Partly Cloudy   18-90: Cold   18-90: Strong wind   18-90: Cold   18-90: Co					
71-80 Deep Clouds " 86-100: Cool Like ) 51-60? Coale SI-95 Foog I Heavy Rain G-100 Horrison-like 1-10: Storm 1-10: Horrisane Typhoons of Horrison Like 1-10: Very Clear 1-30: Sweltering heat 1-10: Dead Colon 11-20: Very Clear H-75: Hot 21-30: Calon 11-20: Light wind 11-75: Hot 21-30: Calon 11-70: Partly Cloudy Hazy 31-40: Warm 11-70: Strong Wind 11-70: Partly Goldy 81-90: Luke warm 51-60: Light wind 11-80: Foog! Heavy Rain 91-100: Hot 51-70: Gale 71-80: Strong Wind 11-10: Wary Clear 11-5: Sweltering heat 1-5: Red Colon 11-5: Notice Typhoon 11-5: Sweltering heat 1-5: Red Colon 11-5: Notice Typhoon 11-5: Sweltering heat 1-5: Strong wind 11-80: Strong wind 11-80: Strong wind 11-80: Deep Cloudy 11-80: Warm 11-80: Strong wind 11-80: October 11-80: Strong wind 11-80: October 11-80: Strong wind 11-80: Warm 11-80: Strong wind 11-80: October 11-80: Strong wind 11-80: Warm 11-80: Strong wind 11-80: October 11-80: October 11-80: October 11-80: October 11-80: Strong wind 11-80: October 11-80		31-50 Misty lightrain 5 Clovay	75-80. (06) J		
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7-90: Storm  1-20: Very Clear  1-30: Swelteing heat  1-10: Dead Calun  1-20: Very Clear  1-30: Swelteing heat  1-10: Dead Calun  1-20: Very Clear  1-10: White High cain  1-20: Fog! Heavy Rain  1-10: Uery Clear  1-10: Uery Clear  1-5: Swelteing heat  1-5: Swelte		11-80 Deep Gouds	86-100: Good Luke)	51-60 ° Gale )	
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81-90: Post Heavy Rain 91-105: Hot 91-70: Cale 91-80: Fog Heavy Rain 91-105: Hot 91-70: Cale 91-80: Strong Wind 91-105: Heaving heat 1-5: Sweltering heat 1-5: Dead Calm Winter 11-25: Partly Cloudy thasy 6-25: Warm 6-20: Right wind 81-90: Calm S1-50: Partly Cloudy thasy 51-50: Hot 91-100: Strong wind 81-90: Warm 81-70: Calm 81-90: Warm 91-100: Cold 81-90: Strong wind 91-100: Cold 81-90: Strong wind 91-100: Cold 81-90: Strong wind 91-100: Cold 91-100: Hail Roin 91-100: Cold 91-100: Hot 91-100: H	September	51-70: Misty / light rain			
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91-88° Strong Wind  81-90° Storm  91-100° Hurricane Typhon  Winter 11-25° Partly Cloudy hasy  6-25° Warm  6-25° Warm  6-25° Strong wind  S1-50° Clear  51-50° Partly Cloudy  S1-90° Lokewarm  S1-90° Code  S1-90° Lokewarm  96-100° Hail Rain  Partly Cloudy = 20° 90  Partly Cloudy = 20° 90  Partly Cloudy = 20° 90  Warm = 60-70° F  Warm = 60-70° F  Warm = 60-70° F  Warm = 60-70° F  Colm = 0-10 leph  Conditiono = Total Coverage  Cod = 50-80° F  Cold = 40-50° Strong wind - 20-50 leph  Hurricane = 80-120 leph  Hurricane = 80-120 leph  Hurricane = 80-120 leph		81-90: Fog Heavy Rain	91-100: Hot		
1-10: Vexy Clear I-5: Suesteing heat I-5: Lead Calm Winter II-25: Partly Cloudy Thay G-25: Warm 6-20: Right wind 0-tolor 26-60: Clear 26-50: Hot 20-30: Calm 51-50: Clear 26-50: Hot 20-30: Strong wind 51-60: Partly Cloudy 71-80: Warm 51-70: Gale 81-90: When NI-80: Strong wind 81-90: Coll 81-90: Strong wind 81-90: Coll 81-90: Strong wind 91-100: Coll 81-90: Harrican Typhoon Partly Cloudy -20 % Som 91-100: Coll 81-90: Harrican Typhoon Deep Cloudo -80 do Warm - 60-70° F It wind-up to 20 teph Monsoon like Hot -70-90° F Calm - 0-10 kph Conditions - Total Coverage Cool - \$0-80° F Strong wind -20-50 kph Cold - 40-50° Strong wind -20-50 kph Cold - 40-50° Strong wind -20-50 kph Cold - 40-50° Strong wind -20-50 kph		91- Page: Tight rain		171-80: Strong Wind	
Vinter 11-25: Partly Cloudy Thay 9 6-25: Warm 6-20: Right wind  October 26-60: Clear 16-50: Hot 10-30: Calm  February H-50: Misty Hight rain 51-70: Cost 31-50: Strong wind  51-60: Partly Cloudy 71-80: Warm 51-70: Gale  61-80: Deep Cloudo 81-90: When 11-80: Strong wind  81-95: Food Heavy Rain 91-100: Cold 81-90: Strong wind  96-100: Hail Rain 91-100: Cold 81-90: Hurrican Typhoon  Partly Cloudy = 20 90  Deep Cloudo = 80 do Warm - 60-70° F Colm - 0-10 kph  Monsoon-like Hot - 70-90° F Colm - 0-10 kph  Cold - 40-50° Storm 10-80 kph  Cold - 40-50° Storm 10-80 kph  Hurricane - 80-120 kph		9			
Winter 11-25: Partly Cloudy Thay 6-25: Warm 6-20: Pight wind  October 26-to: Clear  February H-50: Misty Hight rain 51-70: Cool 31-50: Strong wind  S1-60: Partly Cloudy 71-80: Warm 51-70: Gale  S1-80: Deep Cloudo 81-90: Use warm 71-80: Strong wind  81-95: Foog Heavy Rain 91-100: Cold 81-90: Strong wind  96-100: Hail Rain 91-100: Cold 81-90: Strong wind  Partly Cloudy - 2000 Swelteing heat - 100+° F Dead Culm - 0 1cph  Deep Cloudo - 80 do Warm - 60-70° F It. wind - up to 20 kph  Monsoon-like Cold - 30-80° F Culm - 0-10 kph  Conditions - Total Coverage Cool - 350-80° F Strong wind - 20-50 kph  Cold - 40-50° Storm 70-80 kph  Harricane - 80-120 kph		*	. 0	191-100: Hurricane Typhon	
Winter 11-25: Partly Cloudy Thay 6-25: Warm 6-20: Pightwink  October 26-to: Clear  February H-50: Misty Hight rain 51-70: Cool 31-50: Strong wind  51-60: Partly Cloudy 71-80: Warm 51-70: Gale  61-80: Deep Cloudo 81-90: Usenam 71-80: Strong wind  81-95: Foog Heavy Rain 91-100: Cold 81-90: Strong wind  96-100: Hail Rain 91-100: Cold 81-90: Strong wind  Partly Cloudy - 2000 Swelteing heat - 100+° F Dead Culm - 0 Icph  Deep Cloudo - 80 do Warm - 60-70° F It. wind - up to 20 Eph  Monsoon-like Conditions - Total Coverage Cool - \$70-80° F Strong wind - 20-50 kph  Cold - 40-50° Storm 70-80 kph  Cold - 40-50° Storm 70-80 kph					
Octdoer- 26-to: Clear  February H-50: Mistyllight rain  51-70: Cool  31-50: Strong wind  51-60: Pathy Cloudy  61-80: Deep Cloudo  81-90: Lukewarn  96-100: Hail Rain  Pathy Cloudy - 20 %  Pathy Cloudy - 20 %  Monsoon-like  Conditions Total Coverage  Cool - \$10-80° F  Cold - \$10-80°	Fall	1-10: Very Clear		1-5: Lead Calm	
Octdoer 26-60: Clear  February  HI-50: Misty Hight rain  SI-70: Cool  SI-50: Strong wind  SI-60: Pattly Cloudy  SI-80: Warm  SI-70: Cold  SI-90: Strong wind  SI-90: Strong wind  SI-90: Strong wind  SI-90: Strong wind  SI-100: Hail Rain  Pattly Cloudy - 20 90  Suettering heat - 100+° F Dead Culm - 0 1cph  Deep Cloudo - 80 80  Warm - 50-70° F 1th wind - up to 20 kph  Monsoon-like  Conditions: Total Coverage  Cod - 50-80° F Strong wind - 20-50 kph  Cold - 40-50° Strong wind - 20-50 kph  Huricane - 80-120 kph	Winter	11-25: Partly Cloudy hazy			
SI-60: Pathy Cloudy  81-90: Lukewarm 71-80: Strong wind  81-95: Foog Heavy Rain  96-100: Itail Rain  Pathy Cloudy - 20 90  Sweltoing heat - 100+° F Dead Culm - 0 1cph  Deep Cloudo - 80 do  Warm - 50-70° F (the wind - up to 20 kph  Monsoon-like  Conditions - Total Coverage  Cod - \$70-80° F (the wind - 20-50 kph  Cold - 40-50° Strong wind - 20-50 kph  Cold - 40-50° Strong wind - 80-70 kph  Cold - 40-50° Strong wind - 80-70 kph	October-	26-40: Clear			
SI-60: Patty Clouds  81-90: Warm SI-70: Vale  81-90: Lokewarm 71-80: Strong wind  81-95: Foog Heavy Rain  96-100: Hail Rain  Patty Cloudy = 20 % Sweltong heat - 100+° F Dead Culm - 0 1cph  Deep Clouds = 80 % Warm - 50-70° F Ht. wind - up to 20 kph  Monsoon-like  Conditions = Total Coverage  Cold = \$70-80° F Strong wind - 20-50 kph  Cold - \$0-50° Strong wind - 20-50 kph  Cold - \$0-50° Strong wind - 20-50 kph  Cold - \$0-50° Strong 20 120 kph	Februara	H-50: Mistyllight rain	S1-70: Cool	31-50: Strong wind	
81-95: Foo   Heavy Rain 91-100: Cold 81-95: Storm 96-100: Hail Rain 91-100: Cold 91-100: Hurricane [Typhoon Pathy Clordy = 28 do Swettering heat - 100+° F Dead Calm - O Icph Deep Clordo = 8 do Warm - 50-70° F It. wind - up to 20 kph Monsoon-like Hot - 70-90° F Calm - 0-10 kph Conditions = Total Coverage Cod - \$70-80° F Storm wind - 20-50 kph Coldenam - 50 65° (rate - 50-70 kph Cold - 40-50° Storm 70-80 kph	- )	SI-60: Patty Cloudy	71-80: Warm	S1-70: Vale	
81-95: Foo   Heavy Rain 91-100: Cold 81-95: Storm 96-100: Hail Rain 91-100: Cold 91-100: Hurricane [Typhoon Pathy Clordy = 28 do Swettering heat - 100+° F Dead Calm - O Icph Deep Clordo = 8 do Warm - 50-70° F It. wind - up to 20 kph Monsoon-like Hot - 70-90° F Calm - 0-10 kph Conditions = Total Coverage Cod - \$70-80° F Storm wind - 20-50 kph Coldenam - 50 65° (rate - 50-70 kph Cold - 40-50° Storm 70-80 kph		81-80: Deep Clouds		71-80: Stong wind	
Pathy Clordy = 28 do Sweltering heat - 100+° F Dead Culm - O Icph  Deep Clordo = 8 dolo Warm - 50-70° F It. wind - up to 20 kph  Monsoon-like Hot - 70-90° F Culm - 0-10 kph  conditions = Total Coverage Cost - \$70-80° F Strong wind - 20-50 kph  Coldenam - 50 65° Crube - 50-70 kph  Cold - 40-50° Starm 70-80 kph  Huricane - 80-120 kph			91-100: Call	81-90: Storm	
Deep Cloudo = 80 do  Warm - 50-70° F  Hot - 70-90° F  Calm - 0-10 kph  Conditions = Total Coverage  Cod - 50-80° F  Storm vind - 20-50 kph  Cold - 40-50°  Storm 70-80 kph  Lyvicane - 80-120 kph		96-100: Hail Rain		191-100: Hurricane / Typhoon	
Deep Cloudo = 80 do  Warm - 50-70° F  Hot - 70-90° F  Calm - 0-10 kph  Conditions = Total Coverage  Cod - 50-80° F  Storm vind - 20-50 kph  Cold - 40-50°  Storm 70-80 kph  Lyvicane - 80-120 kph		D + 1 1 2 1	C H . 1 + 14.	10c/ 10l 0 los	
Monsoon-like Hot - 10-48° F Calm - 0-10 kph  conditions = Total Coverage Cost - \$50-80° F Strong wind - 20-50 kph  Cold - 40-50° Storm 70-80 kph  Cold - 40-50° Storm 70-80 kph		Tally Cloudy = 1890	Juellenny hear 100	T F sead cum - O (cpre	
Conditions = Total Coverage (Cod - \$50-80°F) Strong wind + 20-50 kpl Cold-40-50° (rate - 50-70 kph Cold - 40-50° Storm 70-80 kph		1200 Clouds - 8000			
( cold - 40-50° Starm 10-80 1cph	1	Monsoon like		Star : 1 2x Sala	
( cold - 40-50° Starm 10-60 1cph	1	conditions I stal loverage		solowa wind = 20 - 30 icpl	
1 Huricane - 80-120 Kpl				5 (rate - 50-10 kph	
1 Hum came - 80 -100 leph	1		(019 - 40-29.		
				1 mm cane to the light	

## THE TEMPLE OF TONUTAH

The Lizard-men:

after the aporalypse.

They are of an average 5 ft. high with green skins and short, thin non-preheusile tails.

In places (around eyes, kness, elbous, thest or shoulder blades) they have scales. These are soft and do not really give much protection.

Mutations: Amphibious

18 radiation resistance

Molecular understanding: low in normals, almost non-existant in warriors, very developed in priests.

They have welched feet and hands and can suring the well-being able to submerge for long periods. They are generally docide in nature and will only fight if attacked first or extremely provoked. They senerally wear simple sandals and fracks, alsoks and loin clothes of dull chous and plain make.

Hit dice of ligard-men is 5 (exception: warriors)
The priests are the same except for heightened
understanding and they were cloaks,
robes o loin-althes of the appropriate colour of their

They always carry fishing knives in sheather on their belts. These are made of bone of do 14

as per daggers. These make their living by fishing and other associated activities.

Warriors: are openerally about 6ft, tall and wear long scarres and sashes of brightant colors in addition to the normal clothing.

Warriors have If hit dice and the regular mutations, save almost non-existant mundertanding)
They carry large curved, jagged bone suords which they carry in a sling around their torso.
These do 140 and the lizardness use them all great diligence - +2 to hit.

They also carry is It long thorny vines used as whips and coated w/ a virulent poison/acid.
These do 3-24.

Warriors will use these 30 % of the time 170 %

Swords.

They also carry daggers, Consider warriors as ACT

See encouter area to check reaction to PCO.

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THE "GODS"

There are extremely complex robots who are almost intelligent on their own.

They are carefully programed and generally follow this but they are constantly watched by controllers who can and occasionally do, interfere with what's going on.

General design: All are designed to look human - 2 arams leop and a head. All are aft. tall.

All wear rober of their specific colour. This is a tough pourous libre designed not to interfere up the robots doings.

These consist d'horse robre u/a volumina hord

( tept electrostaticly in place), long sleeves to cover the hands, and robes to cover the feet. This is drip-dry and cannot rot. It has notal fibres running that to help keep in place and to foil usopons. Thus, the robes are much heavier than they look.

In all cases, no faces hands or feet can be seen, This it always a mystery wither they have aface or not. Secrecy is vital or any attempt to uncover hands, feet or face will meet up great resistance.

Death - the most dangerous of the gods.

He wears a black robe and underneath has a shirty black exterior of durallay making it (inc. cloak) ACI. It has no face only a metal ridoxd plate of red sockets where eyes would be Inside are red lights to look like eyes.

The general aspect of death is one of a tall, dark wan w/ glowing red eyes w/ face hidden by wisps of Smoke o steam draw upwouds from around the below the chin, These cannot be blown

The smoke is caused by small units under the chin (and cloak) which constantly puttout.

The feet ride about 2" of the ground on repulsor

The feet ide about 2" of the opround on repulsor plates. The robot is magneticly stabilized so that great force will be needed to move it if it doesn't want to be moved.

The robot is surrounded by a force-field of 50 hip.
This is invisible and can break for vecepans being fired.
The robot uses optical sensors wear eyes o me where
face would be (except eyes). the rest is an optical plate.
This can be tocused and magnified so that it
can see microscopicly and up to I km clearly.

There are also body sensors surrounding substituting for a sense of touch. This extends for a metre in all directions. Thus the robot can sense anything within a metre.

In the back is mounted a jet-pack for high-speed flight. It can proped him at up to 800 kph. It a sent very wanovalue and allows for an hours

Might before being charged.
Otherwise the repulsor plates can be given extra
Charge so that he can fly up to 15 kph at up to 100 m

height. Silently.

The hands look relatively normal-covered in rubber gloves except for a space on the palm and on the back and & fingertips.

On the top is an missible hatch where a micromissle launcher can be flipped up and fired. There

cure 5 in earhand,

In ear fingertip is mounted a hand (haw haw) laser doing 5d6 dam, ear Carnouting to 4 alt egether)

In the palm is another invisible hatch which opens up to reveal 3 needles. There can inject paralysis, sleep and poison. All there are poison intensity 10.
There hit as a needler. There are 8 doses for ear needle.

Where the belly-button(?) would be there is another invisible hatch where a flame-thrower is concealed. This can do 5 do, of dam.

Ea rd. this hits bondoody it does 626.
It does a cone ending 5 ft, hide, 25 ft, long.
This robot can also send out waves extremely distressing to the brain a central nervous system—
if souring throw is not made against mental altack
(Latara) (roll for intensity) the PC gets names weak and

get cramps. This means = 2 dam. o to hit

It also reduces strength, dext, and court, by 2 for 1-10 rounds. also -2 on mental attacks. This affects everyone in a 10m radius. The right along also can form a vibro-sword. The robot has 72 hit points. It has 20 strength and if it wants can grab or crush for 1-8 dam, or pundy back etc. for 1-6 dam. ear hand In the chest is also a chest founder for grenades - 28 mole, 2 tear gas & 2 ext fragmentation. This robot is also completely water - proof & can travel underwater but tarely does so. It is imaffected by radiation, Themical o biological warfare also the planethrower can be adjusted to cover the whole body in flames. This adds + 2 dam, to any hand attacks. georgie

"Life" has 72 hit points, is ACI and had a glossy white exterior. He wears white whose of the same make as Deaths. His fingers are losers as Death's put there he will use only in defence. In tis palm he has 3 needles - one contains anti-radiation serum, one has accolera lose, one has a Cuc-in dose, in the other palm be has ; Sustanence dose, Pain reducer & Stime He also has a lite ray ben't into his forehead. His body is the same as Death's but his face where his face would be there is a golden light suffusing his while head. Underneath is just a set & interlocking plates. He has 20 strength like beath o a sensor system r jet pack like Death. Where Death furthrower he has a device which through a sticky, web-like substance which griddy hunders. incupaciting anyloody. This dries up a disentergrates in an har be uses this as a non-vident means of subduring people. He has a forefield of So pto, like Death or any time this can turn to a odden chow from it's state obierani lamon

"Water" has a So st. forcefeld, is physially the same as the others, is ACI to has it let gets. He wears green tobes which shinner constantly - of the same make as the others. Has face is a set of ridogal plates. like being underwater His pringers are lasers like other peoples. One hand (the right) can form a water hose which shoots a jet of water- 1-6 plann, stunned for 1-4 rds. He has the usual jet pack (usualde underwater) & sensory array. He also has Sonar. Undervater he can go up to 50 Kph by suching in water o forcing it back throwents - forcing him forwards his left hand can fire (as Death) micro-missles w/ fino la undervater, He can emit a cloud of lak for underwater from the top of his right hand. He has reedles as Death,

"Fire" - ACI - 72 h.p. forefeild The usual sensory array & jet-pact (extra flame-power) Usual physical structure. Wears Red obes & face & a red mist w licks of flame coming at here of there. - Has usual finger lasers & repulsa plates. - Has micro-missles for incendi - incendiaryo doing the o burning everything - Has belly-flamethrower as Death o in battle, Fire always busto into lame. - Has 20 strength - Has no needles, but special heat plates on palmo which can heat up to a gross heat. If he strikes someone they do 4d6 dam. over to rds. they can melt any metal - burns wood automaticly. These can be ejected to pto - Do Bun like hell for 3 minutes, then subside. They have to be ejected after I minutes use.