

# GAMMA WORLD PETER HART

## WEATHER CHART [For Liotung Peninsula]

	Cloud Cover/Precipitation	Temperature	Wind
	Roll D100	Roll D100	Roll D100
Spring			
Apr	1-5: Very Clear } Clear	1-20: Sweltering heat	1-5: Dead Calm } Calm
March-	6-25: Partly Cloudy/Hazy } Partly	21-50: Warm Hot	5-15: light wind S
June	26-30: Clear } Partly	51-75: Hot } Warm	16-25: Calm } light
	31-50 Misty/light rain } cloudy	75-80: Cool }	26-35: Strong wind } wind
	51-70 Partly Cloudy } cloudy	81-85: Cold } Cool	36-50: light wind } Strong
	71-80 Deep Clouds }	86-100: Cool Luke }	51-60: Gale } wind
	81-95 Fog/Heavy Rain }	Warm	61-70: Strong wind } Gale
* 96-100 Monsoon-like conditions			71-90: Storm } Storm
			91-100: Hurricane/Typhoon }
Summer			
July-	1-20: Very Clear	1-30: Sweltering heat	1-10: Dead Calm
	21-30: Partly Cloudy/Hazy	31-40: Warm	11-20: light wind
September	31-50: Clear	41-75: Hot	21-30: Calm
	51-70: Misty/light rain	75-80: Cool	31-50: Strong Wind
	71-80: Partly Cloudy	81-90: Luke warm	51-60: light wind
	81-90: Fog/Heavy Rain	91-100: Hot	61-70: Gale
	91-100: light rain		71-80: Strong Wind
			81-90: Storm
			91-100: Hurricane/Typhoon
Fall/			
Winter	1-10: Very Clear	1-5: Sweltering heat	1-5: Dead Calm
October-	11-25: Partly Cloudy/hazy	6-25: Warm	6-20: light wind
February	26-40: Clear	26-50: Hot	21-30: Calm
	41-50: Misty/light rain	51-70: Cool	31-50: Strong wind
	51-60: Partly Cloudy	71-80: Warm	51-70: Gale
	61-80: Deep Clouds	81-90: Luke warm	71-80: Strong wind
	81-95: Fog/Heavy Rain	91-100: Cold	81-90: Storm
	96-100: Hail/Rain		91-100: Hurricane/Typhoon
	Partly Cloudy - 20%	Sweltering heat - 100+°F	Dead Calm - 0 kph
	Deep Clouds - 80%	Warm - 60-70°F	lt. wind - up to 20 kph
	Monsoon-like conditions - Total Coverage	Hot - 70-90°F	Calm - 0-10 kph
		Cool - 50-60°F	Strong wind - 20-50 kph
		Or Luke warm - 50-65°	Gale - 50-70 kph
		Cold - 40-50°	Storm 70-80 kph
			Hurricane - 80-120 kph



## THE TEMPLE OF TONUTAH

### The Lizard-men:

A race of mutants who developed in the swamps after the apocalypse.

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

In places (around eyes, knees, elbows, chest & 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-existent in warriors, very developed in priests.

They have webbed feet and hands and can swim very well - being able to submerge for long periods.

They are generally docile in nature and will only fight if attacked first or extremely provoked.

They generally wear simple sandals and frocks, cloaks and loin-clothes of dull colours and plain make.

Hit dice of lizard-men is 5 (exception: warriors)

The priests are the same except for heightened molecular understanding and they wear cloaks, robes & loin-clothes of the appropriate colour of their god.

They always carry fishing knives in sheathes on their belts. These are made of bone & do 1-4 as per daggers.

These make their living by fishing and other associated activities.

Warriors: Are generally about 6 ft. tall and wear long scarves and sashes of brilliant colour in addition to the normal clothing.



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Warriors have 79 hit dice and the regular mutations. (save almost non-existent m. understanding)

They carry large curved, jagged bone swords which they carry in a sling around their torso.

These do 1-10 and the lizardmen use them w/ great diligence - +2 to hit.

They also carry 15 ft. 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 / 70% swords.

They also carry daggers.

Consider warriors as **ACT**

See encounter area to check reaction to PC's.

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## THE "GODS"

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

They are carefully programmed 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 arms, legs and a head. All are 9 ft. tall.

All wear robes of their specific colour. This is a tough, porous fibre designed not to interfere w/ the robot's doings.

These consist of loose robes w/ a voluminous hood



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(kept electrostatically in place), long sleeves to cover the hands, and robes to cover the feet. This is drip-dry and cannot rot. It has metal fibres running thro to help keep in place and to foil weapons. Thus, the robes are much heavier than they look.

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

Death - the most dangerous of the gods.

He wears a black robe and underneath has a shiny black exterior of duralloy making it (inc. cloak) **AC 1**. It has no face, only a metal ridged plate w/ 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 man w/ glaring red eyes w/ face hidden by wisps of smoke & steam drawn upwards from around the below the chin. These cannot be blown away.

The smoke is caused by small units under the chin (and cloak) which constantly ~~put out~~ <sup>are constantly</sup>.

The feet ride about 2" off the ground on repulsor plates. The robot is magnetically 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 hp. This is invisible and can break for weapons being fired.

The robot uses optical sensors ~~wear eyes~~ where face would be (except eyes). The rest is an optical plate.

This can be focused and magnified so that it can see microscopically and up to 1 km clearly.



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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 propel him at up to 800 kph. It's isn't very manoeuvrable and allows for an hour's flight 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 2 fingertips.

On the top is an invisible hatch where a micro-missile launcher can be flipped up and fired. There are 5 in each hand.

In each fingertip is mounted a hand (haw-haw) laser doing 5d6 dam. ea. (amounting to 4 altogether)

In the palm is another invisible hatch which opens up to reveal 3 needles. These can inject paralysis, sleep and poison. All these are poison intensity 10.

~~Each~~ These hit as a needler. There are 5 doses for ea. needle.

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

Ea rd. this hits somebody it does 6d6.

It does a cone ending 5 ft. wide, 25 ft. long.

This robot can also send out waves extremely distressing to the brain & central nervous system - if saving throw is not made against mental attack (Int. 12) (roll for intensity) the PC gets nauseous, weak and get cramps. This means - 2 dam. & to hit



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It also reduces strength, dext., and const. by 2 for 1-10 rounds. Also -2 on mental attacks.

This affects everyone in a 10m radius.

The right ~~arm~~<sup>hand</sup> also can form a vibro-sword.

The robot has 72 hit points.

It has 20 strength and if it wants can grab & crush for 1-8 dam. or punch, hack etc. for 1-6 dam. ea. hand.

In the chest is also a chest launcher for grenades - 2 smoke, 2 tear gas & 2 exp fragmentation.

This robot is also completely water-proof & can travel underwater but rarely does so.

It is unaffected by radiation, chemical & biological warfare.

Also, the flamethrower can be adjusted to cover the whole body in flames. This adds +2 dam. to any hand attacks.

grenade



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"Life" has 72 hit points, is AC1 and has a glossy white exterior. He wears white robes of the same make as 'Deaths'.

His fingers are lasers as Death's but these he will use only in defence.

In his palm he has 3 needles - one contains anti-radiation serum, one has accelera dose, one has a Cur-in dose.

In the other palm he has; Sustenance dose, Pain reducer & Stim.

He also has a life ray built 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 whole head. Underneath is just a set of interlocking plates.

He has 20 strengths like Death & a sensor system & jet pack like Death.

Where Death's flamethrower is, he has a device which throws a sticky, web-like substance which quickly hardens, incapacitating anybody. This dries up & disintegrates in an hour. He uses this as a non-violent means of subduing people.

He has a forcefield of 50 pts. like Death, & any time this can turn to a golden colour from its normal, invisible state.



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"Water" has a 50 ft. forefield, is physically the same as the others, is A.C.I., <sup>big</sup> has 78 hts. pts.

He wears green robes which shimmer constantly - of the same make as the others. His face is a set of ridged plates. ~~course~~ White people see is a shimmering green light like being underwater.

His fingers are lasers like other peoples.

One hand (the right) can form a water hose which shoots a jet of water - 1-6 diam., stunned for 1-4 rds.

He has the usual jet pack (usable underwater) & sensory array. He also has Sonar.

Underwater he can go up to 50 kph by sucking in water & forcing it back thru vents - forcing him forward.

his left hand can fire (no Death) micro-missiles w/ fins for underwater.

He can emit a cloud of ink for underwater from the top of his right hand.

He has needles as Death.



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"Fire" - AC1

- 72 h.p.

- 50 h.p. forefield

The usual sensory array &amp; jet-pack (extra flame-powered)

- Usual physical structure.

- Wears Red obs &amp; face &amp; a red mist w/ licks of flame coming at here &amp; there.

- Has usual finger lasers &amp; repuka plates.

- Has micro-missiles for incendi-incendiarys doing 4d6 &amp; burning everything.

- Has belly-flamethrower as Death &amp; in battle, Fire always busts into flame.

- Has 20 strength.

- Has no needles, but special heat plates on palms which can heat up to a gross heat. If he strikes someone, they do 4d6 dam.

Over 10 rds. they can melt any metal - burns wood automatically.

These can be ejected 10 ft. - Do Burn like hell for 3 minutes, then subside.

They have to be ejected after 1 minute's use.