

Fallout species for Gamma World / Alternity



Ghoul

When the holocaust came and the mutated creatures arose from the ashes several new species emerged on Gamma Terra. Some was the sentient animals that now roam the world, others was the mutated humans whose genetic structure still is unstable. And yet others mutated and then achieved a stable genetic structure, creating new subspecies of humans, like the Ghouls.

The unfortunate victim of radiation the ghouls bodies was twisted and deformed, growing into forms that other beings find revolting. Bone clearly visible under patches of flesh and skin. With bony growths protruding from their limbs and joints that do not allow them to move with great speed.

Although they lost strength and the ability to move fast due to their deformities, the ghouls was granted a great resistance towards radiation and disease, and even a longer life span than most other organic creatures on Gamma Terra, some ghouls reaching an age of 200 years. The name ghouls they received from others who where disgusted by their appearance and a similarity to the mythological creatures of the ancients.

Due to their appearance and through that rejection by most other sentient beings, the ghouls gathered in their own communities far away from other inhabited areas. Their resistance to radiation allowing them to survive in areas where no other living beings could thrive without suffering from radiation sickness.

The ghouls knack for fixing things broken combined with their long life span soon lead to that they where able to repair some of the ancients equipment and use it to build a future for themselves. Through the time that has lapsed since the shadow age and the present the ghouls have established themselves as fixers and inventors who is renown for being able to fix most things broken. But few dare to seek them

out due to either the radiated areas that they inhabit or the fear that their appearance invokes.

Habitat/Society: Ghoul settlements are almost always in an area that has a higher level of radiation than the norm of Gamma Terra, or is in or close to remaining installations of the ancients. Their settlements are often built from the ruins of the ancients, and many times contain marvels of ancient technological devices, which is jury-rigged to work or just lying around waiting to be repaired or used to repair other devices. In ghoule society, the leader is the individual with the greatest technical aptitude and greatest skill at repairing old devices. They have mortal enemies in the Knights of Genetic purity, which sometimes dare to seek them out and attack them. They sometimes find allies in the Radioactivists who prefer to share their radioactive habitat rather than that of the habitat of the rest of Gamma Terra's population.

Encounter: Ghouls are most often encountered when they send scavenging patrols out in search of ancient technology, or when they are migrating from their settlement due to some of the few enemies that dare to seek them out in the radiation filled areas where they live. Ghouls rather flee than fight due to their lack of physical fitness that is required for combat. Although there are exceptions to this, especially when it comes to ghouls who have been able to retrieve enough of the Ancients weapons to shift the odds in their favour. The majority of ghouls encountered should be treated as being Tech ops, since they lack the fitness for other professions.

Ghoul Game Data

STR 6	(d4+4)	INT 13	(2d4+8)
DEX 6	(d4+4)	WIL 11	(2d4+6)
CON 13	(2d4+8)	PER 7	(d4+4)

Durability: 13/13/7/7

Action Check: 10+/9/4/2

Move: Sprint 12, Run 8, Walk 2

Actions: 2

Reaction score: Marginal/1

Mutations: Radiation Immunity (Immune to the effects of radiation that is of strength R3 or lower, -2 bonus to resist stronger radiation), Extreme Weak Metabolism (+3 Step penalty to the following skill checks: Athletics, Melee weapons, Unarmed attack, Acrobatics and Movement), Natural learner (Always INT), Highly Susceptible to damage (+3 points of damage from LI).

Attacks

Unarmed	3/1/1	LI/O	d4s/d4+1s/d4+2s
Pistol .38	9/4/2	HI/O	d4w/d4+1w/d4m

Defences

-1 Vs melee and -1 Vs ranged.

Leather armor d6-2/d6-4/d6-4

Skills: Ranged weapons [6] - Pistol [9], Knowledge [13] - Deduce [14] - Ancient language [14] - Ancient Lore [14], Technical Science [13] - Artifact knowledge [14] - Invention [14] - Juryrig [14] - Repair [15], Awareness [11] - Perception [12], Investigate [11] - Search [12], Teach [12], Interaction [7].



Super mutant

Once in a time long since in the past, no one knows for sure how long ago, there was a creature called "The Master". The Master had his mind set on conquering the world and bring a new order to the devastated world that had emerged from the holocaust. In his preparations for this crusade the Master created a new breed of mutants through genetic manipulation. These where to form his army of conquest, and they became known as super mutants. The master's plans was in the end thwarted by a brave hero known as "the vault dweller" and the super mutants scattered before the winds of war that followed the demise of the Master. Most died during this war, but some survived and procreated so that a new subspecies of mutant humans emerged on the surface of Gamma Terra.

Breed for war the super mutants stand about 3 meters tall and twice the width of a normal human. They possess great strength and endurance, but lack a strong will (a feature built into their genetic makeup by the Master to make them receptacle to obeying orders) and do not either have the full cunning intelligence of a pure strain human. Making them appearing a bit on the slow thinking side. Although they have a knack for learning skills related to the art of combat, yet another feature gifted from the Master. They are also mentally engineered for battle and feel an urge seek these out and join one side, moving over the battlefield annihilating any resistance with a ferocity and skill most other species can not match.

Due to their massive physique they have problems using equipment designed for humans, and even entering buildings built for humans and other shorter species. They prefer instead using

heavy weapons in combat, two handed melee weapons which their physique allows to use as if they where one handed weapons, and larger and heavier ranged weapons who they adapt to be able to be used by them. In most cases they are unable to use any small pistols, revolvers and laser weapons since these weapons are smaller than the flat of their hand and is totally impossible to adjust for use. The super mutants is a dying race with their numbers dwindling since they where not many from the beginning with, and finding a mate is increasingly rare. Only occasionally do they find a mutated human, not of their kind, that has a physique big and strong enough to allow crossbreeding. The result of such a crossbreeding is always a pure super mutant due to their stable genetic structure. Super mutants have a high resistance to disease and injury, and their natural life span is about 150 years.

Habitat/Society: Super mutants do not have any society of their own, wandering the wastelands in search of people who can afford to hire their combat skills, or they settle in societies that accept them and have a strong military order, like that of the Hoops.

Encounter: Super mutants are mostly encountered as lone wanderers or in a military society where they immediately fall into the ranks. Following a leader not of their kind as readily as they once followed the Master. Most of them hires their combat skills to the highest bidder and can thus be found in the heart of any major battle. It is perhaps luckily for the world that they are few in numbers.

Special: Due to their great strength and size, super mutants do not suffer any penalty for using a two-handed melee weapon as a one handed weapon, ignore the Accuracy penalty for large melee weapons. Only very lucky super mutants have ranged weapons.

Super mutant Game Data

STR 15	(2d4+8)	INT 8	(1d8+4)
DEX 10	(2d4+6)	WIL 8	(1d8+4)
CON 13	(2d4+8)	PER 8	(2d4+3)
Durability: 19/19/9/9		Action Check: 13+/12/6/3	
Move: Sprint 36, Run 24, Walk 9		# Actions: 2	

Reaction score: Ordinary/2

Mutations: Size Change (Increased 80%, Movement +50%, STR +1, DEX -1), Durability Increase (unique, a Super Mutant calculates his durability by using his CON x 1,5 with fractions rounded down), Improved Physical Ability (always STR +1), Slow Reflexes (+1 step penalty to action checks).

Attacks

Unarmed	16/8/4	LI/O	d4+3s/d4+4s/d4+5s
Great axe*	16/8/4	LI/O	d6+4w/d6+5w/d4+4m

* -1 step bonus with Melee weapons.

Defences

Leather armor d6-2/d6-4/d6-4
+3 Vs melee.

Skills: Armor Operation [15] - Combat [16], Athletics [15] - Throw [16], Heavy weapons [15] - Direct [16], Melee weapons [15] - Bludgeon [16] - Blade [16], Unarmed Attack [15] - Brawl [16], Ranged Weapons [10] - Rifle [11] - Bow [11] - Crossbow [11], Stealth [10] - Sneak [11], Stamina [13] - Endurance [14], Survival [13], Knowledge [8], Resolve [8] - Physical resolve [10], Interaction [8] - Bargain [9] - Intimidate [10].

Ghoul heroes

Ghoul heroes are unusual that they, despite their repulsive looks, try to seek the company of others while out in the world searching for ancient technology. Most of them are still rather young and are inexperienced in the way other sentient creatures view them. Most of them return home after a year when they long to once again live amongst their kind and have grown weary of the insults and reactions other races for them. Most ghouls are Tech Ops. The GM should also allow a player who plays a ghoul to select one item from the Ancients that his character owns (must be with GM's approval though).

STR	DEX	CON	INT	WIL	PER
5-8	5-8	10-16	10-16	8-14	5-8

Free broad skills

DEX: Ranged weapons.

INT: Knowledge, Technical Science.

WILL: Awareness, Investigation.

They may choose one free broad skill of the players liking, or if the player instead wants receive 3 extra skill points from the beginning.

Mutations: Radiation Immunity (Immune to the effects of radiation that is of strength R3 or lower, -2 bonus to resist stronger radiation), Extreme Weak Metabolism (+3 Step penalty to the following skill checks: Athletics, Melee weapons, Unarmed attack, Acrobatics and Movement), Natural learner (Always INT), Highly Susceptible to damage (+3 points of damage from LI).

Super mutant heroes

Super mutants make excellent heroes since they are often wanderers who hire their combat skills to the highest bidder. Most super mutants are Combat Specs.

STR	DEX	CON	INT	WIL	PER
10-16	8-14	10-16	5-12	5-12	5-11

Free broad skills

STR: Armor Operation, Melee weapons.

DEX: Ranged weapons, Stealth.

CON: Stamina.

WILL: Resolve.

Mutations: Size Change (Increased 80%, Movement +50%, STR +1, DEX -1), Durability Increase (unique, a Super Mutant calculates his durability by using his CON x 1,5 with fractions rounded down), Improved Physical Ability (always STR +1), Slow Reflexes (+1 step penalty to action checks).