

# Zirra's Spring 2005 GW Update

By zirra\_scrohunter@yahoo

## Thoughts on a few things

**Possible change to *Multiple Limbs*:** Instead of -2 to Robot Recognition for the whole mutation, -1 per additional limb.

**Update to my *Probability Shifting* mutation:** The following should be added to the mutation description: A probability cannot be adjusted to more than 99%, nor can it be adjusted to less than 1%. regardless of how many hit points are spent.

**Regarding the *Tempotation* mutation, from one of my earlier files:** There was one thing left off of the second paragraph of the mutation description. The following should be added: No hit points are lost on the "return trip" back to the mutant's home time.

**About Red Death Bio-Toxin:** It was not a typo that the Red Death Bio-Toxin is an intensity 40 attack. It was developed before the Apocalypse, when everyone had relatively easy access to Universal Vaccine (found in the same file as the bio-toxin), and so, the intended victims at that time would have had a higher resistance to the toxin.

## New Mutation

### **Sound Reduction**

Mental; Activated, MP 4d6-L

The mutant is able to affect sound waves, lowering their intensity. The area within one meter of the mutant, and of course the mutant itself, is the area of effect. This mutation creates a "bubble" around the mutant, and the surface of this bubble is where the sound is modified. Sound passing into or out of this bubble is diminished.

The mutant can reduce sound by a maximum of  $1/(5 + \text{MP modifier})$  times its normal volume. (i.e., A creature with *Sound Reduction* with an MP modifier of +1 can decrease the sound to one-sixth its original volume.) When the mutant uses this mutation to decrease sound, its Stealth score is increased by 5+ MP modifier points.

This mutation can also be used to affect sound based attacks, such as from *Screamers* or *Drove Weavers*. If the sound-based attack has an intensity score for the attack, the intensity can be reduced by  $(5 + \text{MP modifier})$ . If the attack does straight (hit point) damage, the damage suffered by the mutant is reduced to  $1/(5+ \text{MP modifier})$  of what it would normally inflict, with a minimum of one point of damage suffered.

## New Items

**Electronic Muscle Toner** (From Gamma World 2nd edition adventure GW4: *The Mind Masters*, page 12)

**Tech Level:** VI

**Complexity:** 10

**Duration:** Special

**Average Cost:** Priceless

**Weight:** 150kg

This device looks like a bed with a lid over it. If a human (pure strain or altered human), or even an animal with a sufficiently humanoid shape (GM's discretion) lies on the bed part, the lid will automatically slide over the bed and automatic clamps will hold the character in place. The machine will tone the character's muscles over a period of  $1d20+10$  minutes, at which point the lid will open and the clamps will release the character. The character will have muscle soreness for 2d4 hours after being released from the machine, during which time, the character will be at minus 4 to PS and DX. Upon recovering, the character will feel stronger than he/she did before. If the character has never used an Electronic Muscle Toner before, he/she will permanently gain

one point of PS and CN. (This of course, assumes the character was not prematurely removed from the machine by well meaning friends who interpreted the character's writhing in pain as him/her being tortured by the muscle toner. The process of removing a person from the muscle toner early involves activating an override switch, which isn't easy to find if you don't know what to look for, or as would be most likely for inhabitants of Gamma Terra, destroying the machine.)

If the character has used an Electronic Muscle Toner before, the results are different. Using this device at least once each month can prevent muscle atrophy due to laziness. If the character has used the Electronic Muscle Toner before, is actively involved in a fitness program of some kind, and uses the device on a monthly basis, then once per year the character can attempt to gain another point in PS and CN. The character rolls a d20 against PS, and one against CN. If the roll is equal to or greater than the character's current score in PS or CN, the character gains one point in the relevant attribute score. If the character's PS or CN is already 20 or higher, then a point can be gained in the attribute only on a result of 20 on the die roll. (GM's discretion as to what qualifies as "actively involved in a fitness program".)

The Electronic Muscle Toner is usually powered by the internal power plant of the building in which it is installed, or by broadcast power, but it can be adapted to run off an atomic power cell, which will power the unit for up to 8 hours.

**Healing Accelerator** (From Gamma World 2nd edition adventure GW4: *The Mind Masters*, page 12)

**Tech Level:** VI

**Complexity:** 10

**Duration:** Special

**Average Cost:** Priceless

**Weight:** 300kg

This device is a large box, which will hold one seated human sized creature. If a character sits in the box, the front panel will close automatically. Lights on the front panel will come on as the machine activates itself. The machine takes 2d20+10 minutes to calibrate itself to the specific needs of the body seated within it. Then it can begin healing the creature inside, at a rate of one hit point healed every ten minutes. When the creature is fully healed, the front panel of the box will swing open. The device can also be opened earlier by an override switch on the front panel, if necessary, but naturally the creature will lose out on the healing benefits he would have gotten if he'd stayed inside.

If the creature is using the Healing Accelerator for the first time, and remains in the box for the full duration (meaning it was not opened early by means of the override switch), the creature will have the added benefit of a permanent gain of one point each in PS and CN. (Note that this can only happen the first time a creature uses a Healing Accelerator.)

Healing Accelerators are designed to run off of broadcast power or a building's internal power plant, but they also use nuclear fuel cells as an emergency backup. A panel on the side can be removed to insert two fuel cells. Each nuclear fuel cell will provide 12 hours of power to the machine.

**Vibrating "Massage Wand"**

**Tech Level:** V or VI

**Complexity:** 5

**Duration:** 10 hours or Infinite

**Average Cost:** 150/500+

**Weight:** 0.25 kg

This item is an oblong cylindrical object, tapered at one end. They are typically 15 to 30 centimeters long and 2 to 5 centimeters in diameter. When activated, the device will make a buzzing sound and the tapered end will vibrate. This vibration can be used to massage sore muscles. However, before the Apocalypse this device was most commonly used by women to massage "another area".

The Tech Level V version has an average cost of 150 domars and will last for 10 hours of continuous use on a chemical energy cell. A waterproofed version will cost 50% to 100% more. The Tech Level VI version has a power source similar to a Quantum Power Coupling, which gets its energy from body heat. These can operate virtually infinitely, and are completely sealed, so they are waterproof by design.

## **Infinity Trees (Part Two: Europe)**

In Europe, a species of oak has evolved and mutated to be very much like the *Infinity Trees* found in North America. These *Infinity Oaks* are believed to have originated in what was known to the Ancients as England, since the tallest (and therefore oldest) trees are found there. *Infinity Oaks* have also been found in the Black Forest region, and in parts of eastern Europe as far east as the Ukraine. The occasional *Infinity Oak* has also been reported in the regions once known as France, Italy, and southeastern Europe, but these are believed to have been deliberately transplanted to these locations.

One notable trait of *Infinity Oaks* is that almost all of them have the *Explosive Seeds* mutation. (Use the rule for gaining mutations for *Infinity Trees* that was described in part one of this series, but *Explosive Seeds* will automatically be the first mutation an *Infinity Oak* gains; roll second and subsequent mutations normally as per the rules given in the first article on *Infinity Trees*.) *Infinity Oaks* can sense when they are under attack, and the general location the attack is coming from, and they will drop their exploding acorns accordingly. (Of course, any trees with eyes as a mutation will be able to see exactly where an attack is coming from, and will react accordingly.)

## **New Creatures**

### **Taytermen**

**Number:** 2d8

**Percept:** 16

**Stealth/RU:** +12 in rocky terrain; +8 otherwise

**AC:** 15

**MD:** 18

**Health:** 18

**Speed:** 10

**Level:** 8

**Hit Dice:** 14 (49)

**THAC:** +8

**Attacks:** 6 hands (1d3 damage), or by weapon

**Int:** High (15 to 16)

**Morale:** 10 (18 when fighting humans)

**Size:** M (150 cm tall or larger)

**XP Value:** 5000

**Frequency:** Common (in their native territory)

**Organization:** Bushel

**Activity Cycle:** Day

**Diet:** Special (Carnivore)

**Tech Level:** III

**Artifacts:** H

**Climate/Terrain:** Temperate to subtropical mountains (Southern Idaho)

**Physical Mutations:** Multiple Limbs: 6 Arms; New Body Parts: Extra Eyes; Spore Cloud (17)

**Mental Mutations:** Duality; Heightened Mental Attribute: IN; Mental Invisibility (17); Pyrokinesis (15)

**Special Powers:** Concealment (See "Combat")

**Description:** Taytermen are the mutated descendants of potatoes. They appear as a giant potato with limbs and many eyes (both "seeing eyes" and "sprouting eyes") placed randomly around the body.

Taytermen could survive in almost any temperate to subtropical terrain, but fortunately they seem to have no interest in leaving their native habitat, which is located in the region known in pre-Apocalypse days as southern Idaho. Humans who have dealt with these creatures are thankful that the taytermen have shown little desire to leave their own territory, and they pray that never changes.

**Combat:** Taytermen ignore most animals, as long as the animal leaves them alone. However, they have a passionate hatred of humans, and will attack them mercilessly. Altered humans will be attacked just as any other humans, unless they **fail** a Robot Recognition check, but if there are pure strain humans in the group, or if any altered human fails the R.R. check, then all altered humans will be attacked, and any other allied creatures as well. (Plants traveling with humans are seen as traitors, and will be attacked just the same as anyone else.)

Taytermen usually spend their time in the soil, leaving only their tops and a few seeing eyes exposed. When buried in this manner, they gain an additional +6 to their Remain Unseen scores (meaning they have +18 in their preferred terrain). They conceal themselves in a circular pattern, waiting for humans to enter the area and be ambushed. If humans do enter a circle of taytermen, the taytermen spring into action. They can attack in the same round they spring from their holes.

Taytermen engage in combat using artifacts, if they have them, and by using their mutations. For ranged combat, they use *pyrokinesis* if they do not have artifacts available. If forced into melee combat, they will expel a *spore cloud* to attempt to disable the opponent with a minimum of force. They will try to capture humans alive (for reasons detailed in "Society", below). Other creatures they are forced to battle they will kill or drive away.

**Society:** For the most part, taytermen want to simply live and preserve their society. The one aspect of their society that prevents them from peaceful coexistence with neighboring creatures is their practice of capturing humans to sacrifice in their religious ceremonies. In these ceremonies, the human is wrapped in thin sheets of metal and thrown into a large fire. Later, they pull the

cooked human and feast on the body. They consider this their “just retribution for the atrocities committed by humans” against their ancestors.

If a tayterman community has not had captured a humans to use in their ceremony in more than one month, they will begin to loosen their criteria. Add 1 to the Robot Recognition score of any altered humans they might encounter per full month that has passed since their last human cooking ceremony. Also, communities without access to metal foil will use alternate cooking methods for the ceremony. Any method of cooking potatoes used by humans before the apocalypse can be used by the taytermen to cook a human, but the “baked” method is always preferred.

With the exception of eating the humans they cook in their religious ceremonies, taytermen live off of nutrients from the soil.

## **Robot Conversion**

**Robot Stalker** (From GW4, *The Mind Masters*, by Phillip Taterczynski)

**Perception:** 30

**Stealth/RU:** Variable (See Description)

**AC:** 25 (D)

**Force Field:** 50

**Speed:** 36 (Pods: 60)

**Hit Points:** 150

**THAC:** +2 (+4)

**Attacks:** 2 (Pincer Jaws, Laser Rifles, Stun Rifles)

**PS, DX:** 15, 20

**Tech Level:** V, 22

**CPU:** Deductive (13-14)

**Size:** L (3 meters long)

**XP Value:** 4000

**Classification:** Military

**Territory:** Base or mission

**Mission Statement:** To track persons or animals. To patrol a designated area. To provide transport for one person.

**Description:** Robot Stalkers are a type of security robot used to track down fugitives. They track things by using many different sensors.

Robot Stalkers look like three meter long mechanical ants. They are one and a half meters tall. Two lenses in their heads, their primary optical sensors, glow red when they are active. Stalkers can be preprogrammed to track things, to patrol an area, or they can be used as a means of transportation.

As noted above, this robot's Stealth/RU score is variable. A Robot Stalker "fresh off of the line" is polished metal and has -4 to its RU. Civil models (used by some police forces before the Apocalypse) are painted with whatever colors were used by that organization for its vehicles, or often flat black; these have +0 to their RU scores. Military models were painted in a camouflage pattern appropriate for the primary terrain the robot would be operating in, and get +5 to RU in that terrain (GM's discretion as to the RU score in other types of terrain).

Before the Apocalypse, it was rumored that the military was working on a version that utilized holographic projectors to produce an effect similar to the *chameleon power* mutation. These "Chameleon Stalkers" would have +10 to their RU scores when the projectors were activated. Robot Stalkers have +5 to Stealth when using their feet, and are totally silent when using their anti-gravity pods.

Also, as noted above, Robot Stalkers can be ridden. One individual of size and shape similar to a full grown human can ride in the seat located near the rear end of the robot. A "pilot" of a Robot Stalker can control the robot manually and use any of its systems and weapons. The stalker pilot can also get tracking information from the robot through the heads-up display (HUD) which is part of the helmet that is attached to the pilot's seat.

**Equipment:** Robot Stalkers come with a large variety of sensor devices built in. In addition to standard sight and sound sensing, they have telescopic vision that is hindered only by solid objects that interfere with line of sight. It also has infrared (heat) sensing capabilities, allowing it to track a human up to 25 kilometers away by its heat signature. Naturally this range assumes ideal conditions; GM's discretion as to how much a particular heat source will affect the infrared tracking of a Robot Stalker. Their sound sensors can detect a human breathing up to 200 meters away. Furthermore, they have voiceprint recognition capabilities, and unerringly recognize the voice of anyone they have heard before. They can track by smell as if they possessed the *Heightened Sense, Smell* mutation.

Robot Stalkers are equipped with two laser rifles and two stun rifles, all of which are mounted on the head of the robot. Each gun has an independent power source that gives it 100 shots. There is also a set of pincer jaws attached to the head of the unit. These jaws can reach out to four meters to grab things. The jaws' pincers are one-half meter long and have retractable blades inside them. When extended, each blade inflicts 1d8 points of damage on a successful hit. (There is a blade in each mandible, so the damage is actually 2d8 total.)

**Reactions:** Robot Stalkers were often assigned a "pilot", and the card of that pilot can be used to give the stalker new orders. It can also be given orders from someone holding a card indicating a higher rank than the pilot of the stalker. Of course, the card must be valid for the particular base/region the robot is assigned to. Military cards can override the orders of Robot Stalkers programmed for civil duties, in the proper circumstances, but civil authority cards cannot override military Robot Stalkers. Robot Stalkers will acknowledge programmer's or maintenance ID cards only if the card is for the installation to which the Robot Stalker is assigned.

This concludes the 2005 Spring Update