Gamma World (1st Edition) Proficiency System

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Inspirational and Substantive Sources for the Creation of This Document

Knowledge is Power! Dragon Magazine #110
Dungeoneers Survival Guide AD&D1e
Wilderness Survival Guide AD&D1e
Players Handbook AD&D2e
The Naturalist Class by Chris Van Deelen (Message #10669 at the yahoo GW list)

There are two types of proficiencies: weapon and non-weapon

Weapon Proficiencies

A weapon proficiency measures a character's knowledge and training with a specific weapon. All characters begin with four weapon proficiency slots. These initial slots must be filled immediately, before the character embarks on his first adventure. Any slots that aren't filled by then are lost.

Each weapon proficiency slot must be assigned to a particular weapon, not just a class of weapons. Each weapon listed in the weapons table requires its own proficiency; each has its own special tricks and quirks that must be mastered before the weapon can be handled properly and effectively.

As a character reaches higher experience levels, he also earns additional weapon proficiencies. All characters gain one weapon proficiency slot every three level breaks (i.e. at 3rd, 6th, 9th etc.).

Weapon Specialization
Weapon specialization enables the character to choose a single weapon and specialize in its use. Any weapon may be chosen. Specialization is normally announced (and paid for with weapon proficiency slots) when the character is created. But even after a character earns experience, he can still choose to specialize in other weapons, provided he has the weapon proficiency slots available.

Weapon specialization is obtained by devoting extra weapon proficiency slots to the chosen weapon. For each weapon proficiency slot spent on the chosen weapon; the character raises one skill level with that weapon.

Skill Level 0: No weapon proficiency. Character is unfamiliar with weapon and its proper use. -2 to hit in combat/ -2 per die of damage.

Skill Level 1: Weapon proficiency. Familiar with weapon and knows how to maintain and use properly. +0 to hit in combat/+0 per die of damage.

Skill Level 2: Weapon specialization. Character is very familiar with weapon and comfortable using it in most conditions. +1 to hit in combat/+1 per die of damage.

Skill Level 3: Weapon expertise. Character is extremely familiar with weapon and comfortable using it in any condition. +2 to hit in combat/ +2 per die of damage.

Skill Level 4: Weapon mastery. Character has completely mastered the use of the weapon. +3 to hit in combat/ +3 per die of damage.

Unarmed Combat

Characters wishing to effectively engage in unarmed combat must allocate one (or more) weapon proficiency slot(s) towards this proficiency. For each weapon proficiency slot spent on unarmed combat proficiency the character raises one skill level (c.f. WEAPON SPECIALIZATION).

Non-Weapon Proficiencies

Non-weapon proficiencies measure a characters knowledge and training in a specific area of expertise. All characters begin with four non-weapon proficiency slots. These initial slots must be filled immediately, before the character embarks on his first adventure. Any slots that aren't filled by then are lost.

High intelligence will modify the number of beginning non-weapon proficiency slots.

Intelligence Score	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
Additional Non-Weapon Pro Slots:	01	01	01	01	01	01	02	02	02	03	03	04	04	05	06	07	08	09	10

Each non-weapon proficiency slot must be assigned to a particular skill, not just a class of skills. Each skill listed in the skill table requires its own proficiency; each has its own special tricks and quirks that must be mastered before the skill can be used properly and effectively.

As a character reaches higher experience levels, he also earns additional non-weapon proficiencies. All characters gain one non-weapon proficiency slot every three levels (i.e. at 3rd, 6th, 9th etc.).

Each additional non-weapon proficiency slot allocated to any proficiency will increase the base proficiency rating by one.

Proficiency Checks

When a character uses a proficiency, either the attempt is automatically successful or the character must roll a proficiency check. If the task is simple or the proficiency has only limited game use, a proficiency check is generally not required. If the task the character is trying to perform is difficult or subject to failure, a proficiency check is required.

A character has a base proficiency rating in a proficiency equal to his related attribute. When two or more attributes are listed as a "related" attribute, they are averaged to determine the base proficiency rating. When ever a character attempts a proficiency check, this number or less must be rolled on d20 for the check to succeed. A roll of 1 on any given proficiency check automatically succeeds; a roll of 19 or 20 automatically fails. The following table lists modifiers to the proficiency check based on the difficulty of the task being attempted.

Difficulty	Modifier
Nearly Impossible	-9
Very Hard	-6
Hard	-3
Average	+0
Easy	+3
Very Easy	+6

Critical Success

On a natural, unaltered roll of 1, the character has critically succeeded his proficiency check. The player may choose from one of two options:

1. Critical Success (effects to be determined by referee)
2. Gain Luck (referee rolls on 1d4) (c.f. Design Notes at the end of this document)

Critical Failure
On a natural, unaltered roll of 20, the character has critically failed his proficiency check. The player may choose from one of two options:

1. Critical Failure (effects to be determined by referee)
2. Lose Luck (referee rolls on 1d6) (c.f. Design Notes at the end of this document)

Tech Level
Many of the proficiencies listed below will be affected by the tech level (and background) of the character. Some may not be available to the character at the time of creation. The referee must determine how the tech level of the character will affect his use of a particular proficiency.

Proficiencies which appear to be of no use at lower tech levels can in fact be useful. Drive at tech I could be chariot handling, tech II wagon handling, tech III internal combustion engine vehicles and tech IV the futuristic cars of Gamma World.

Non-Weapon Proficiencies	Relevant Ability	Initial Cost
Agriculture	INT	1
Animal Lore	INT	1
Animal Training	MST	1
Area Lore	INT	1
Armorer	INT	2
Barter	CHA	1
Blacksmithing	PST	2
Calm Animal	MST	1
Computer Operation	INT	2
Computer Programming	INT	3
Cryptic Alliance Lore	INT	2
Culture and History (Ancient)	INT	3
Detect Ambush/Trap	INT	1
Drive	DEX	2
Extraction/Curing	INT	1
First Aid	MST/INT	1
Fishing	INT	1
Freefall	DEX	1
Gambling	INT	1
Healing	MST/INT	2
Herbalism	MST/INT	2
Hunting/Gathering	MST	1
Identify Animal	INT	1
Identify Mental Power	INT	2
Jury Rig	INT	2
Language, Ancient	INT	2
Language, Modern	INT	1
Move Silently	DEX	1
Musical Instrument	CHR	1
Navigate	INT	1
Pick Locks	DEX	1
Pilot	DEX	2
Read/Write	INT	1
Repair	INT	3

Ride	MST/DEX	1
Rope Use	DEX	1
Scrounge	MST/INT	2
Singing	CHR	1
Survival	MST/INT	2
Swim	PST/DEX	1
Tracking	MST/INT	2
Weaponsmithing	INT	3
Zero Gravity Fighting	INT	3

Proficiency Descriptions

Agriculture (INT)
The character has knowledge of the basics of farming. This includes planting, harvesting, storing crops, tending animals, butchering, and other typical farming chores.

Animal Lore (INT)
The character may observe the actions or habitat of a non-intelligent animal and determine the animal's reasons for following that behavior. Successful use of this proficiency allows the character to determine any abilities and/or mutations possessed by the animal.

Animal Training (MST)
Character is able to domesticate wild animals to be mounts, pets or work animals. Only certain animal species or mutants, as determined by the referee, are eligible for this training. This proficiency also includes animal husbandry. The character may attempt to breed domesticated animals and domesticate new ones from birth, making them much tamer and usually showing more loyalty to their masters.

Area Lore (INT)
Use of this proficiency allows the character detailed local knowledge of one geographical area. This includes knowledge of all races living in that area and/or their social/political/economic composition.

Armorer (INT)
The character can make and repair armor of his tech level. The character must also have the blacksmithing proficiency and/or the proper tools/machine shop. When making armor the proficiency check is made at the end of the normal construction time.

The time required to make armor is equal to two weeks per level of armor class below 10. For example, a shield would require two weeks, whereas a suit of plant fiber armor (armor class 5) would require 10 weeks of work.
If the proficiency check indicates failure but is within 4 of the amount needed for success, the armorer has created usable, but flawed armor. Such armor functions as 1 armor class worse then usual, although it looks like the armor it was intended to be. Only a character with armorer proficiency can detect the flaws, and this requires careful and detailed inspection.

If the flawed armor is struck in melee combat with a natural die roll of 19 or 20, it breaks. The characters armor class immediately worsens by 4 additional classes (although never above 10), and the broken armor hampers the characters movement. Until the character can remove the broken armor (a process requiring 1d4 rnds), the character moves at half of his normal rate and suffers a -4 penalty to all of his attack rolls.

Barter (CHA)
Successful use of this proficiency allows the character to get a "good deal" when bargaining with merchants. This "good deal" will lower the price of the goods in question by 1d6x10% (10-60%) of the original cost. Possession of this proficiency by the merchant, however, allows for a saving throw against the merchants proficiency level.

Blacksmithing (PST)
Character has a working knowledge of reshaping, forging, and casting hard metals. The character may make simple, heavy metal non-weapon or non-armor items of the characters tech level. The character may also repair simple non-electrical or non-mechanical items.

Calm Animal (MST)
As the skill says, this allows the character to calm down potentially dangerous animals through the use of hand gestures, sound mimicry and even body posture. This proficiency may be used when an encounter reaction turns hostile. Difficulty is based on the intelligence of the creature encountered (Easy for Animal, Hard for Semi, Very Hard for low, and Nearly Impossible for non, and average or better). If the roll succeeds, it allows a re-roll of the reaction. If it fails a second time, the creature encountered attacks, and the skill cannot be used again.

Computer Operation (INT)
The character can operate a computer of his tech level.

When attempting to operate a computer of a tech level other then the characters; there is an additional modifier of -5 for every tech level above or below the character's.

Computer Programming (INT)
The character can program a computer of his tech level.

When attempting to program a computer of a tech level other then the characters; there is an additional modifier of -5 for every tech level above or below the character's.

Cryptic Alliance Lore (INT)
The character knows and can make use of the information in the rulebook concerning *one* Cryptic Alliance. This information is generally secret and jealously guarded by the respective Cryptic Alliances, so there is no way that characters could have learned any of it prior to the beginning of the campaign, although they might know the names and the general aims of some of the Cryptic Alliances. Possession of this proficiency assumes that the character was once recruited or captured by the Cryptic Alliance in question (which one could be determined by excluding one --- say, the Created --- and rolling a d12). The character, therefore, has been inside a Cryptic Alliance base (which may or may not be near where the character is currently adventuring) and may know something about their forces and resources, including the signs, signals and passwords of the organization. The referee may reasonably assume that the character left some enemies behind at that base.

Culture and History (Ancient) (INT)
The character has knowledge concerning United America during the Shadow years and before the *Apocalypse*. This knowledge involves knowledge of technology, lifestyles, and important events. The character will understand what vehicles, guns, robots, etc, were, what they were used for, and (in very general terms) how they worked. The character may never have seen an artifact up close, and must still roll dice to figure out any artifact (except for batteries and ID cards); but (with a successful proficiency check) he may subtract 5 from his roll due to knowing in general what the artifact is supposed to do in the first place. It is a great help in figuring out a vehicle, for example, to know that it must be operated from inside and that it is supposed to go from place to place with controls to start it, stop it, steer it, etc. The referee may, of course, modify this bonus for some artifacts.

Characters with this proficiency understand concepts that seem self obvious to us but that would never occur to other characters, such as the fact that guns, vehicles, etc., are powered by batteries or other fuel sources that can be replenished or replaced --- they do not work by magic, and they are not necessarily used up (and worthless) when they stop working. Characters with this proficiency understand most kinds of installations as well --- what they were and how they worked. They recognize elevators, light switches, security cameras, etc, after at least a moment's thought, and should be able to should be able to figure out push button type systems like elevators with little difficulty.

Detect Ambush/Trap (INT)
This proficiency allows the character to identify traps and ambushes in the wilderness. If successful, he detects a potential ambush or trap situation. The referee should throw in a few "looks like an ambush to me" situations to keep characters on their toes. Remember that this skill does not detect the absence of an ambush or trap, only the presence of it.

Drive (DEX)
This proficiency allows the character to operate a ground vehicle of his tech level. No proficiency check is required while driving under normal conditions. If the character attempts to operate a vehicle not of his tech level a proficiency check is always required. The check is made at -5. When attempting to operate a ground vehicle not of the character's tech level, a critical success roll indicates that the character has made great progress in understanding the inner workings of the vehicle and may now operate that particular type of vehicle as if it were of his tech level. A critical failure indicates that the character has crashed the vehicle (c. f. VEHICLE COMBAT).

Extraction/Curing (INT)
This proficiency allows the character to remove harmful chemicals (such as poisons, radioactive material, acids and the like) or fragile organs for use by the character. Easy tasks would be removal of poisoned feathers or sharp teeth. A very hard task would be the removal of highly toxic poisons, delicate organs or the like. All the way up too nearly impossible for things like the radiation emitting organ of the Blaash. This skill also allows the character to preserve the removed item so it can be used as a weapon or what have you. The character will know how to store, prepare, and purify the item. Most chemicals can be stored almost indefinitely this way.

First Aid (MST/INT)
A character with this proficiency and a little medical equipment (clean rags, grease, certain herbs, etc.) can immediately heal 1d8 points of damage taken from any given hit. However, some kinds of damage, such as that from *sonic blast* and *radiation eyes*, will not yield to such treatment. Characters with this proficiency can also remove five intensity levels from poison inflicted by bite or sting (not contact poison or gas) by cutting open the wound and sucking out the poison.

Fishing (INT)
Character knows about locating fish, using the right lures and baits and the right craft. To land crafty or really big fish half proficiency score is used. On a natural roll of 20 (critical failure) the character has landed a monster (c.f. ENCOUNTERS)

Freefall (DEX)
This proficiency allows a character to function in a weightless environment.

A successful proficiency check allows the character to function normally. An unsuccessful check indicates that the character can do nothing except concentrate on not spinning out of control.

Gambling (INT)
Possession of this proficiency allows the character to win more easily at games of chance. A successful proficiency check means that the character has won the game. Critical failure means that the character will be accused of cheating.

Healing (MST/INT)

The character may help patients double their natural healing rates by making a successful roll. May also attempt to revive an unconscious character with a successful proficiency check; revived characters are considered incapacitated. The character is skilled at rescuing and transporting incapacitated or unconscious creatures. Transporting incapacitated creatures without the assistance of the healing proficiency will require them to make a constitution check every minute (assuming they have been bandaged, every melee turn, if not) or fall unconscious, while unconscious they must make a constitution check every 5 minutes or die.

Characters with healing proficiency will automatically recognize the following artifact medicines: Accelera Tab, Anti-Radiation Serum, Cur-in Dose, Pain Reducer and the standard symbols which appear on other medical artifacts (red or white cross, caduceus, etc.). With a successful proficiency check the character may subtract 5 from all medical artifact die rolls, due to knowing in general what the artifact is supposed to do in the first place.

Characters who also have herbalism proficiency gain a +2 to all healing proficiency checks (that do not involve medical artifact recognition).

Herbalism (MST/INT)

Those with this proficiency can identify plants and fungus and prepare potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical use. They can also prepare natural plant poisons and purgatives. The referee must decide the exact strength of such poisons.

Hunting/Gathering (MST)

This skill is strictly related to finding food and water. If successful, the character has found enough food to feed five people for a day. Hunting usually takes 1-4 hours. It is also the skill used for identifying edible plants and animals. On a natural roll of 20 (critical failure) the character has found a monster (c.f. ENCOUNTERS)

Identify Animal (INT)

This skill allows the character to identify creatures that he encounters but has not necessarily seen before. On a successful skill check the character can correctly identify the creature encountered, including strength, weaknesses, and mutations. Failures will incorrectly identify the creature's mutations and/or strengths and weaknesses. The extent of the failure determines the misinformation provided by the referee.

Identify Mental Power (INT)

By concentrating and putting together small clues, the character can identify the exact mutational power that caused a particular result. Unsuccessful mental attacks cannot be identified, since there isn't enough information. The mental attack can have affected another creature; it does not have to have affected the character himself.

Jury Rig (INT)

Jury rig is the ability to get something working with limited tools/parts. The character may only jury rig items from his tech level without difficulty.

When attempting to jury rig an item of a tech level other then the characters; there is an additional modifier of -5 for every tech level above or below the character's.

This skill calls for a lot of control by the referee. The referee will have to determine if the attempt is even possible given the materials at hand and how long it takes. For example, it is not possible to build a car in the desert. To build a primitive car in an abandoned factory full of appropriate parts would be possible, but might take months.

Language, Ancient (INT)
The character may speak one of the languages spoken before the *Apocalypse*.

Language, Modern (INT)
The character may speak one of the languages spoken in modern Gamma Terra.

Move Silently (DEX)
A character with this proficiency may try to move silently at any time simply by announcing that he intends to do so. While moving silently, the characters movement rate is reduced to 1/3 normal. The referee makes the proficiency check to determine whether the character is moving silently; the character always *thinks* he is being quiet. Successful silent movement improves the characters chance to surprise a victim, avoid discovery, or move into position to stab an enemy in the back. Obviously, a character moving silently but in plain view of his enemies is wasting his time.

Musical Instrument (CHR)
The character can play a specific musical instrument. An additional instrument can be added for every extra slot devoted to this proficiency. The character plays quite well, and no proficiency check is normally required. The referee may direct the character to make a proficiency check in what he feels are extraordinary circumstances.

Navigate (INT)
The character is able to tell which way is north and identify the direction and distance to major landmarks with this skill. The stars are only one method of determining position. There are a host of other signs and tricks that can also be used. Even without some of these, the character will tend to have a good feeling for how far he has come and where he may be. A Navigation proficiency check needs to be made whenever the character loses sight of an important landmark (building, mountain, etc.) or has a clear choice of directions. The check is never made more than once in three hours and usually only once a day.

This skill is broken down into three sub skills: land, sea, and space. The player should decide what type of navigation he knows.

Note: Navigation, Space can't be taught while on a world, so PC's that start in a non-space environment may not begin play with this proficiency.

Pick Locks (DEX)
The character may try to pick locks (of his tech level or lower). Picking locks requires tools. Using lock picking tools grants normal chances for success. Using improvised tools (a bit of wire, a thin dirk, a stick, etc.) imposes a penalty on the characters chance for success. The referee sets the penalty based on the situation; penalties range from -1 for an improvised but suitable tool, to -12 for an awkward and unsuitable item (like a stick). The amount of time required to pick a lock is 1d10 rounds. A character may try to pick a particular lock only once per experience level. If the attempt fails, the lock is simply too difficult for the character until he learns more about picking locks (i.e. goes up a level).

When to pick a lock of a tech level other then the characters; there is an additional modifier of -5 for every tech level above or below the characters.

Pilot (DEX)
This proficiency allows the character to operate a flying machine of his tech level. No proficiency check is required under normal circumstances. If the character attempts to operate a vehicle not of his tech level a proficiency check is always required. The check is made at -5. When attempting to operate a flying machine not of the character's tech level, a critical success roll indicates that the character has made great progress in understanding the inner workings of the machine and may now operate that particular type of flying machine as if it were of his tech level. A critical failure indicates that the character has crashed the machine (c. f. VEHICLE COMBAT).

Read/Write (INT)
The character may read and write a language known to the character.

Repair (INT)
This proficiency allows the character to attempt proper repair of non-weapon artifacts. The character may repair items of his tech level. The referee must determine whether or not the appropriate tools and spare parts are available to the character.

The difficulty of success for this proficiency is determined by the condition of the artifact (see below). Even then, the referee may decide that it takes a long time to accomplish the repairs. How long it takes will depend on how badly damaged the device is.

Artifact Condition	Difficulty	Modifier
Obviously Broken	Nearly Impossible	-9
Poor	Very Hard	-6
Fair	Hard	-3
Good	Average	+0
Excellent	Easy	+3
Perfect	Very Easy	+6

When attempting to repair an item of a tech level other then the characters there is an additional modifier of -5 for every tech level above or below the character's. A critical success roll when attempting to repair an item not of the characters tech level, indicates that the character has made great progress in understanding the inner workings of the item and may now repair that particular item as if it were of his tech level. A critical failure when attempting to repair an item of his tech level or otherwise indicates that the character has permanently broken the item.

Ride (MST/DEX)
The ability to tame, ride, and control domesticated mounts. As there are many different mounts in *Gamma Terra* the character must choose one to be proficient with at the time of learning this proficiency. While the character may attempt to ride other mounts all proficiency checks are made at half of the characters ride score.

Characters with riding proficiency can fight with most weapons while riding a Brutorz or a well-trained Podog; all other mounts require the full attention of the rider.

Characters without the ride proficiency have no chance to tame or ride untamed mount beasts, and if they insist on trying they will be thrown for 1d6 damage and possibly trampled as well. Such characters may be able to hold on to a trained mount for some time, but have a 30% chance of falling off for 1d6 damage every two search turns; the chance is 40% for Hoppers, and it is doubled for any mount beast which the unskilled character is riding for the first time.

Unskilled characters can ride cooperative Brutorz and other intelligent mounts, but may require a *dexterity* check to stay on if the character moves rapidly through difficult terrain. Under no circumstances can a character without riding proficiency make a weapon attack while mounted, unless a character with riding proficiency is controlling the mount. Characters with riding proficiency also know the value and use of stirrups, reins, and similar gear, though they may not be able to manufacture them.

Rope Use (DEX)
This proficiency enables a character to accomplish amazing feats with rope. A character with rope use proficiency is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the characters hands are bound and held with a knot, he can roll a proficiency check (difficulty: very hard, -4) to escape the bonds.

This character gains a +2 to all attacks made with a lasso. The character also receives a +10% to all climbing checks made while he is using a rope, including attempts to belay (secure the end of a climbing rope) companions.

Scrounge (MST/INT)
Scrounge is the ability to find useful items in any locale (if, of course, there are any useful items to be found there).

Singing (CHR)
The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living. The character can also create choral works on a successful proficiency check.

Survival (MST/INT)
This proficiency allows the character to survive in a hostile environment (i.e. find adequate shelter; avoid environmental hazards such as floods, forest fires, avalanches, etc.).

This skill is broken down by terrain type (forest, jungle, desert, arctic, space etc.): The player should decide what type of wilderness survival his character knows.
Note: Survival, Space can't be taught while on a world, so PC's that start in a non-space environment may not begin play with this proficiency.

Swim (PST/DEX)
This is the ability to swim. No check required unless attempting to swim under adverse conditions.

Tracking (MST/INT)
Creatures can only be tracked in natural terrain. Tracking is no good in a town or village full of people; there are too many tracks and signs of other creatures around. However, it will work in an abandoned urban or man-made environment where the spoor and tracks remain fresh and undisturbed. The referee might determine that adverse conditions (rain, crossing trails, age of the spore, etc.) make it more difficult to track. Tracking over stone or down a waterway is also more difficult. Roll once an hour to see if the trail is lost.

Weaponsmithing (INT)
The character can make and repair weapons of his tech level. The character must also have the blacksmithing proficiency and/or the proper tools/machine shop. The referee must roll for the character when using this proficiency. A failed check indicates the weapon will break in the first d10 rounds of combat. A proficiency check roll of 1 (critical success) indicates a high quality weapon (+2 damage, 2x value) has been made.

Characters with *genius capability (scientific)* who make a successful proficiency check have made a weapon that does an additional 4 points of damage, but this still takes triple the usual time (as per the mutation). A critical success would indicate that the *scientific genius* has created a weapon that does an additional 6 points of damage and is 3x its normal value.

The referee must decide how long each weapon will take; a rule of thumb would be one hour per gold piece cost, variable by circumstances (exception: a sling can be cut out of leather in fifteen minutes, and sling bullets can be forged in ten minutes --- sling stones, of course, are simply gathered).

Zero-Gravity Combat (INT)
A character with zero-gravity combat proficiency is skilled at fighting in the absence of gravity. The character suffers a +3 penalty on initiative rolls and a -1 penalty on all attack rolls, as apposed to the normal penalties of +6 and -3 respectively. Furthermore, the character retains the ability to use special combat abilities, such as martial arts, while drifting in space. Finally, the character can roughly steer his course in space by throwing objects away from him and by shifting toward large objects. He cannot control his speed, however, and can only slightly affect his course.

Note: Zero-Gravity Combat can't be taught while on a world, so PC's that start in a non-space environment may not begin play with this proficiency.

Design Notes

I thought I would write down some of the reasons that I did things the way I did.

Since 1st/2nd edition Gamma World was designed to be compatible with 1st edition AD&D, I felt that I should look there when creating a skill system. Anything else (such as a percentile system) just wouldn't have felt right. John Maxstadt had already created a skill system for 2nd edition Gamma World based off of the secondary skills system in the DMG (Knowledge is Power!, Dragon #110), which was a good system but not quite what I wanted. This left me with the proficiency system as a base for my system.

As you have seen, I haven't translated it verbatim from the AD&D books. I am not fond of class systems (one of the reasons I don't like 4th edition Gamma World) and wanted all the proficiencies to be available to all characters. I also felt that the initial number of proficiencies should be the same for all characters; modified only by the intelligence of the character.

I must confess that I did mine the Knowledge is Power! article for a lot of information and will admit to shamelessly plagiarizing whole chunks of it, the AD&D Survival Guides and AD&D2e PHB. These works were invaluable resources.

I tried to keep the number of proficiencies to a minimum. I think that I have included all the proficiencies that would be necessary for the characters to use in the course of the game. I wholeheartedly agree with the 4th edition rulebook where it makes the point that the Gamma World game should not be concerned with who does the cooking and the sewing. If a player absolutely insists on having proficiency in cooking, sewing etc., it is easy enough to determine the initial slot cost and the relevant attribute.

Since the starting values of the various proficiencies are based off of character attributes, the proficiency system only works if the GM is relatively strict about how attributes are rolled.
I have a strict house rule for attribute generation. PSH characters roll 4d6 for intelligence, constitution and charisma and 4d6-L for physical strength, mental strength and dexterity. Humanoids and mutated animals roll 3d6 for all attributes. I feel that this encourages people to play PSH types. In addition to having higher average attributes, PSHs benefit in that they will (on average) have more proficiencies then humanoids and mutated animals (due to their higher average intelligence) and will (on average) have a greater chance of success at using their proficiencies.

In the critical success/failure section I mention that a character can gain/lose luck due to a critical success/failure. Luck is a house rule I use in my GW1e game. Luck is not an attribute; it is more of a pseudo-attribute. Luck is used when a character has gotten into a sticky situation that may not be easy to get out of. This is a very useful attribute when attempting to figure out the operation of ancient artifacts. Beginning luck is rolled on 1d4; it is taken away on 1d6. In any situation where the character wants to use his luck to avoid the effects of a bad die roll (such as a critical fumble in combat), he announces his intention to the referee who then rolls 1d6 and subtracts the amount rolled from the characters luck score. Additional luck may be earned by rolling a natural 20/1 in a combat/proficiency check situation. A character that has no luck left cannot use this rule and must accept the consequences of all his die rolls.

The Tech Levels that I use in my game are based on the GW3e tech levels. Since 1st edition GW doesn't have tech levels, I get to make up my own.

Tech Level I: This level is a primitive technology, featuring the technology similar to that of the ancient Egyptians, Goths, Greeks, and the American Indians. This technology includes stone and iron weapons, bows and blowguns, the wheel, levers and screws, etc.

Tech I societies are tribal or clan oriented. They tend to be hunters and gatherers, though they may grow some crops. Some Tech I tribes may be nomadic.

Tech Level II: This is medieval technology, featuring technology similar to medieval Europe and the civilized Orient. This technology includes such items as crossbows and siege weapons, wind and water mills, gears and simple scientific tools, metal armor, and steel items.

The wealth of these societies is rooted in land, slaves, and livestock. These are usually agricultural societies, though some automation and factories may exist.

Tech Level III: This level ranges from the age of cannons and muskets through the marvels of our present-day society. It features rifles, bombs, steam, fuel-and battery-powered machines, the use of plastics and electronics, and simple computers.

Tech Level IV: This level includes the classic image of a science fiction future. It features lasers, robots, super computers, hovercraft, and advances in transplants and medicine as well as all other sciences. This would have been the tech level of the world before the *Apocalypse*.