

ATTENTION:

**D&D *GAMMA WORLD* GAME DAY
REQUIRES THE FOLLOWING
PURCHASE TO PLAY:**

- 1 *GAMMA WORLD* BOXED SET PER TABLE**
- 2 *GAMMA WORLD* BOOSTER PACKS PER PLAYER**

**ORGANIZERS SHOULD ENSURE
THAT ENOUGH PRODUCT IS
AVAILABLE FOR DMS AND PLAYERS
TO PURCHASE TO SUPPORT THE
EVENT**

D&D® GAMMA WORLD GAME DAY INSTRUCTIONS

A WHOLE NEW D&D EXPERIENCE!

Inside this kit, you'll find materials to celebrate the release of a classic roleplaying game updated to use the D&D 4th Edition rules engine! *GAMMA WORLD* is a hilarious romp through a future Earth, filled with killer robots, dangerous mutants, and weird alien technology. This instruction sheet will outline the contents of your kit and give you tips on setting up your event.

PRODUCTS REQUIRED TO PLAY

Each table participating in the D&D *GAMMA WORLD* Game Day will need the following products, in addition to the materials provided in this kit:

- One (1) D&D *GAMMA WORLD* roleplaying game boxed set - the DM uses the rulebook and tokens from the set during play.
- Two (2) D&D *GAMMA WORLD* booster packs for each player participating in the game. Players should purchase these booster packs at their local game store prior to sitting down to play.

KIT CONTENT DESCRIPTION

Each kit contains enough materials to run 2 tables. Each table can consist of 1 DM and up to 6 players (4 or 5 per table is OK). Your kit contains the following materials:

- A D&D *GAMMA WORLD* adventure entitled "Trouble in Freesboro" packaged with a double-sided poster map detailing all the combat encounter locations (2 copies). The focal point of the event, the adventure is designed to be played in about 4 hours, including character creation. Give this adventure to the Dungeon Masters (DMs) that will be running the adventure.
- 15 copies each of two different *GAMMA WORLD* promo cards - *Dehydrated Scientist* and *Power Mimic*. Give one *Dehydrated Scientist* card to each DM at the beginning of the game, and give out one card to everyone participating at the conclusion. Each player and DM should take home one of each card.
- Flyers promoting upcoming products and events. Hand these out to anyone at your location, whether they're playing the adventure or just showing up to hang out.
- A DM cheat sheet. This sheet covers important differences between D&D 4th Edition and the *GAMMA WORLD* game. Copy a few of these for each table.
- A *GAMMA WORLD* character sheet. Copy and hand out a character sheet to every player at the event. They need a character sheet to participate in the Game Day, as they will be creating characters at the table under the DM's guidance.
- *GAMMA WORLD* character origin cards. Print out (on cardstock, if you'd like) a set of these cards for each

table and hand them to the DM. They will help expedite the character creation process.

- A session tracking sheet. Hand out the tracking sheets to the DMs so they can fill in the player information for you to report. Reporting instructions are also included for you in this document. You may use Wizards Event Reporter to report instead of the online tool.
- This instruction sheet. What you're reading right now. Make sure to read through all the instructions in this document before the event.

RUNNING YOUR GAME DAY EVENT

Here are a few tips to help you get the most out of your event and give your participants a great day of gaming in *GAMMA WORLD*!

- Seat your tables and have the DM lead the players in character creation. Make sure that each player has a character sheet and 2 booster packs before beginning the character creation process. You will need approximately 1 hour to create characters.
- Make sure to let the players know that they can check their mobile devices during the session for an online surprise! A portion of the adventure uses a live web link to a page for an exciting enhancement to game play. If the players don't have mobile devices, they can still get the information from the handout.
- Make sure to give each player and DM the two promo cards (*Dehydrated Scientist* and *Power Mimic*). This is their reward for participating in the Game Day, so ensure that everyone (including DMs) receives them.
- Let the DMs keep the materials they use. A great way to say "thank you" to the DMs is to give them the cool materials they used to run the game.

D&D ENCOUNTERS: ADVENTURE EVERY WEEK!

D&D Encounters is a weekly Wednesday recurring D&D play experience available only to Wizards Play Network store locations. Each Wednesday, players play in one encounter in an ongoing mini-campaign "season" designed to play out over the course of a few months. During the season, players earn Renown Points for accomplishments made, which garner them D&D Encounters Cards, usable at current and future D&D Encounters seasons!

The current season, playing now, is called D&D Encounters: Keep on the Borderlands and runs until February 2. Players can create their own character using the *Heroes of the Fallen Lands* book or play a pre-generated one as they explore the dangers in the adventure "A Season of Serpents."

FOR MORE INFORMATION, VISIT:

WWW.DUNGEONSANDDRAGONS.COM

DM CHEAT SHEET

Your knowledge of the Dungeons & Dragons rules should cover you for most eventualities when you're running the game. Here are some of the important sections of the *GAMMA WORLD* rulebook.

Using Cards (page 15) describes how to use the Alpha Mutation and Omega Tech cards.

Rest and Recovery (page 23) lists the resources PCs regain during rests.

CREATING CHARACTERS

You'll need to help the players make their characters. Flip to the overview on page 30 of the rulebook and start from there.

Origins: When you have players roll origins for their characters, have all the players roll at once. That way, if they get duplicates between players, you only have to read the entry for that origin once. If two characters are too similar, you can let them reroll.

Gear: To make character creation go more quickly, give each PC one armor, one melee weapon, one ranged weapon, and an explorer's kit. Don't worry about Ancient Junk or other gear.

Drawing Cards: Have the players divide up their packs to create their own Alpha Mutation and Omega Tech decks.

RULES DIFFERENCES

Some of the significant rules changes in *GAMMA WORLD* can be hard to remember for Dungeons & Dragons veterans. Keep these in mind.

Second wind is a minor action and recovers hit points equal to the character's bloodied value.

PCs don't have **healing surges**. They regain all their hit points during a short rest.

Skill checks and attack rolls add the character's **full level**, not **half level**. Practically, this means their skills are 1 higher at 1st level. The skill list (shown on page 60) is also different.

Cover isn't as technical. You can eyeball it instead of drawing lines, and creatures never provide cover.

SKILLS

Skills are described more fully beginning on page 61. The uses of skills aren't as clearly defined as they are in D&D, so play fast and loose with them.

Skill	Key Ability
Acrobatics	Dexterity
Athletics	Strength
Conspiracy	Intelligence
Insight	Wisdom
Interaction	Charisma
Mechanics	Intelligence
Nature	Wisdom
Perception	Wisdom
Science	Intelligence
Stealth	Dexterity

SKILL DCS

The skill DCs by level appear on page 95. Since you'll probably only need the 1st level DCs, here they are:

DIFFICULTY CLASSES, 1ST LEVEL

Easy DC	Moderate DC	Hard DC
9	13	17

WEAPONS

The list of weapons for *GAMMA WORLD* is pretty simple. Here's a copy in case somebody needs the rules on short notice, along with rules for ammunition and basic attacks.

WEAPONS TABLE

Unarmed Attacks	Ability	Accuracy	[W]	
Quick attack	Dex/Int	+3	1d4	
Powerful attack	Str/Con	+2	1d8	
Light Melee	Ability	Accuracy	[W]	
One-handed weapon	Dex/Int	+3	1d8	
Two-handed weapon	Dex/Int	+3	1d12	
Heavy Melee	Ability	Accuracy	[W]	
One-handed weapon	Str/Con	+2	1d10	
Two-handed weapon	Str/Con	+2	2d8	
Light Ranged	Ability	Accuracy	[W]	Range
One-handed weapon	Dex/Int	+3	1d8	5
One-handed gun*	Dex/Int	+4	1d8	10
Two-handed weapon	Dex/Int	+3	1d12	10
Two-handed gun*	Dex/Int	+4	1d12	20
Heavy Ranged	Ability	Accuracy	[W]	Range
One-handed weapon	Str/Con	+2	1d10	5
One-handed gun*	Str/Con	+2	2d6	10
Two-handed weapon	Str/Con	+2	2d8	10
Two-handed gun*	Str/Con	+2	2d10	20

*This weapon requires ammunition.

Ammunition: You either have ammo, or you don't. If you do, you can use ammunition to fire any weapon you have that requires ammunition. If you don't, you can't.

If you use ammunition only once in an encounter: At the end of the encounter, you still have ammunition.

If you use ammunition more than once in an encounter: At the end of the encounter, you are out of ammo. You must acquire more before you can use a weapon that requires ammunition again (if you borrow some from an ally, then that ally is out of ammo.) Your Game Master determines when you find more ammo.

Basic Attack

Basic Attack

For you, this is the most natural thing in the world. For your target, it's a really bad day.

At-Will Physical, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Str/Con or Dex/Int + your level + weapon accuracy vs. AC

Hit: 1[W] + Str/Con or Dex/Int modifier + your level physical damage.

CHARACTER SHEET

Follow the instructions below while reading along in the rules to create your starting D&D® Gamma World character.

GAMMA WORLD™ ROLEPLAYING GAME

1 Name your character. What do others call you?

NAME

1a Roll character origins on the Character Origin Table:

ORIGIN 1 (FIRST) ORIGIN 2 (SECOND)

1b Record the traits for your two origins, and the critical of your choice if you're at least level 2:

TRAITS (ORIGIN 1 AND 2)

CRITICAL (LEVEL 2):

CRITICAL (LEVEL 6):

1c Record the novice power of your first origin, the novice power of your second origin, and if you are 3rd level or higher, the utility power of your choice:

POWERS

Novice Primary:

Novice Secondary:

Utility (Level 3):

Expert Primary (Level 5):

Utility (Level 7):

Expert Secondary (Level 9):

2 You get an 18 in the primary ability score of your first origin and a 16 for your second origin (20 if the primary ability scores for your origins match). Roll 3d6 for each remaining score. Next, see the ability modifier chart for each score; place that value + your level in the parentheses:

ABILITY SCORES (+MODIFIER)

STR: (+) DEX: (+) WIS: (+)

CON: (+) INT: (+) CHA: (+)

3 Each origin provides a skill bonus, and you gain a +4 bonus to one random skill; see the Skill Bonus Table:

SKILLS

Bonus Skill Name Ability modifier + your level + other mods

4 Choose your armor and weapon. At 1st Level, you have one explorer's kit (and everything in it). You also make 1d4 + 1 rolls on the Starting Gear Table:

GEAR (MUNDANE GEAR & OMEGA SALVAGE)

5a Determine your hit points. Also, fill in your speed:

HIT POINTS

Hit Points

Bloodied

12 + Con+
5/lvl after 1st

1/2 hp

SECOND WIND

1/encounter (minor action) regain hit points equal to bloodied value and gain +2 bonus to all defenses until the start of your next turn.

SPEED:

5b Determine your defenses. Your defenses are equal to 10 + your level + the better of two scores:

AC (DEX OR INT MODIFIER)

ALSO: For AC, add armor bonus + shield bonus, if any, and only add Dex or Int if wearing light or no armor.

FORTITUDE (STR OR CON MODIFIER)

REFLEX (DEX OR INT MODIFIER)

WILL (WIS OR CHA MODIFIER)

5c Your attack bonus is your ability modifier + your level + accuracy bonus for the weapon or power. Your damage bonus uses the same ability modifier as the attack bonus + either your level or twice your level. Also, fill in your initiative score:

INITIATIVE (DEX MOD + YOUR LEVEL + MODIFIERS):

ATTACKS

Attack Bonus	Power, weapon, or salvage item	Damage Dice	Damage Bonus

6 You begin with 1 Alpha Mutation (see Character Advancement Table) and 1 Omega Tech card.

ANDROID

Mutant Type: Intelligence; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Science checks.
Built to Last (Level 1): Gain a +2 bonus to Fortitude.
Machine Powered (Level 1): You do not need to eat, drink, or breathe.

MACHINE GRIP

ANDROID NOVICE

When you get a hand on an enemy, your grip tightens like a steel-jawed vise.

At-Will ⊗ Dark, Physical

Standard Action Melee 1

Target: One creature

Attack: Intelligence + your level vs. Reflex

Hit: 1d10 + Intelligence modifier + twice your level physical damage, and the target is immobilized until the start of your next turn. If you move to a square that isn't adjacent to the target, the immobilization ends.

COCKROACH

Mutant Type: Constitution; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.
Scurry and Skitter (Level 1): Gain a +2 bonus to Reflex.
Bug Legs (Level 1): You can climb your speed. You can even climb upside down across horizontal surfaces. You can't attack while climbing.

EAU DE ROACH

COCKROACH NOVICE

You spit at your foe. The spit is a combination of excrement, scent gland fluid, regurgitated food, and stomach acid. Yep, it's nasty, and it burns your foe and forces it away from you.

At-Will ⊗ Acid, Bio

Standard Action Melee 1

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d8 + Constitution modifier + twice your level acid damage, and you push the target 1 square.

DOPPELGANGER

Mutant Type: Intelligence; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Conspiracy checks.
Not Really There (Level 1): Gain a +2 bonus to Reflex.
Two Possibilities (Level 1): Whenever you draw an Alpha Mutation card, draw two cards from the same deck and choose which one to keep. Put the other on the bottom of the deck.

DOUBLE TROUBLE

DOPPELGANGER NOVICE

You create a duplicate of yourself for a short time.

At-Will ⊗ Dark

Standard Action Personal

Effect: You create a duplicate of yourself in an unoccupied square within 5 squares of you. The duplicate acts in the initiative order directly after you and can take all the actions that you can take, except that it can't use doppelganger powers, Alpha Mutations, or Omega Tech. Its statistics are the same as yours, except that it has only 1 hit point. Your duplicate disappears when it drops to 0 hit points or at the end of your next turn.

ELECTROKINETIC

Mutant Type: Wisdom; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.
Lightning Reflexes (Level 1): Gain a +2 bonus to Reflex.
Natural Battery (Level 1): Gain resist 10 electricity.

ELECTRIC BOOGALOO

ELECTROKINETIC NOVICE

You zap your enemy with an arc of electricity, making your foe jerk and dance around like a spaz.

At-Will ⊗ Dark, Electricity

Standard Action Melee 1

Target: One creature

Attack: Wisdom + your level vs. Fortitude

Hit: 1d10 + Wisdom modifier + twice your level electricity damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

EMPATH

Mutant Type: Charisma; Psi; +2 to psi overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Insight checks.
Pacifying Aura (Level 1): You and each ally adjacent to you never grant combat advantage.
Vital Presence (Level 1): Allies adjacent to you gain a +5 bonus to death saving throws.

VITALITY TRANSFER

EMPATH NOVICE

First, do no harm—not to anyone you like, anyway.

Encounter ⊗ Psi

Standard Action Ranged 3

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: The target is weakened until the end of your next turn. In addition, you or one ally within 5 squares of you gains temporary hit points equal to your Charisma modifier.

FELINOID

Mutant Type: Dexterity; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.
Catlike Reflexes (Level 1): Gain a +2 bonus to Reflex.
Feline Speed (Level 1): You gain a +1 bonus to speed while wearing light armor or no armor.
Catfall (Level 1): You take no damage from falls of 50 feet or less, and you always land on your feet when you fall.

SLASHING CLAWS

FELINOID NOVICE

You rake at your foe's face with a lightning-fast flurry of razor-sharp claws.

At-Will ⊗ Bio, Physical

Standard Action Melee 1

Target: One creature

Attack: Dexterity + your level vs. Reflex. Make the attack two times.

Hit (one attack): 1d6 + Dexterity modifier + twice your level physical damage.

Hit (both attacks): 2d6 + Dexterity modifier + twice your level physical damage, and the target is blinded until the start of your next turn.

GIANT

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Just Tough (Level 1): Gain a +2 bonus to Fortitude.

Encumbered Speed (Level 1): You move your speed, even while wearing heavy armor or carrying a heavy load.

BRICKBAT

GIANT NOVICE

You spin in a circle with your weapon, knocking down a wide swath of foes.

Encounter Ⓢ Bio, Physical, Weapon

Standard Action Close burst 1

Requirement: You must be wielding a melee weapon.

Target: Each enemy in burst you can see

Attack: Strength + your level + weapon accuracy vs. AC

Hit: 1[W] + Strength modifier physical damage, and you knock the target prone.

GRAVITY CONTROLLER

Mutant Type: Constitution; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

It Fell Sideways! (Level 1): Gain a +2 bonus to Reflex.

Gravity by Choice (Level 1): You take no damage from falling.

GRAVITATIONAL PULSE

GRAVITY NOVICE

You unleash a flood of gravitons that swarm your foe, dragging down its every step.

At-Will Ⓢ Dark, Physical

Standard Action Ranged 10

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 1d10 + Constitution modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

HAWKOID

Mutant Type: Wisdom; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Perception checks.

Flight (Level 1): You have a fly speed equal to your speed (see "Speed" on page 104 for rules on flying). While flying, you take a -2 penalty to attack rolls.

TERRIFYING SHRIEK

HAWKOID NOVICE

You make piercing shriek that sends nearby creatures reeling in terror.

Encounter Ⓢ Bio, Psychic

Standard Action Close burst 2

Target: Each creature in burst

Attack: Wisdom + your level vs. Will

Hit: 1d6 + Wisdom modifier + your level psychic damage, and you slide the target 1 square.

HYPERCOGNITIVE

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): You gain a +4 bonus to Insight checks.

Forseen Consequences (Level 1): Gain a +2 bonus to Reflex.

Unsurprisable (Level 1): Gain a +8 bonus to initiative checks.

UNCANNY STRIKE

HYPERCOGNITIVE NOVICE

With a glance, you assess your foe's weaknesses and strike to enhance that disadvantage.

Encounter Ⓢ Psi, Physical, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target grants combat advantage until the end of your next turn.

MIND BREAKER

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Unbreakable Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

PSYCHIC ASSAULT

MIND BREAKER NOVICE

You project a bolt of mental energy that slams into your foe's psyche like a sucker punch.

At-Will Ⓢ Psi, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Charisma + your level vs. Will

Hit: 1d10 + Charisma modifier + twice your level psychic damage.

MIND COERCER

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Labyrinthine Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

MENTAL PUSH

MIND COERCER NOVICE

You give your foe a mental push. Before it knows what's happening, it attacks its ally.

At-Will Ⓢ Psi, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma + your level vs. Will

Hit: Charisma modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice.

PLANT

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Hardened Bark (Level 1): Gain a +2 bonus to Fortitude.

Vulnerable to Fire (Level 1): Whenever you take fire damage, you take 5 extra fire damage.

LASHING CREEPERS

PLANT NOVICE

You flail at nearby foes with thorn-covered limbs.

Encounter Ⓢ Bio, Physical

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Constitution + your level vs. Reflex

Hit: 1d6 + Constitution modifier + your level physical damage, and the target is slowed until the end of your next turn.

PYROKINETIC

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Fire Resistance (Level 1): Gain resist 10 fire.

Fiery Aura (Level 1): Whenever a creature ends its turn adjacent to you, it takes 5 fire damage.

FIERY FLARE

PYROKINETIC NOVICE

You fan the flames of your fiery aura.

At-Will Ⓢ Fire, Psi

Standard Action Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 2d8 + Wisdom modifier + twice your level fire damage.

RADIOACTIVE

Mutant Type: Constitution; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Science checks.
You've had Worse (Level 1): Gain a +2 bonus to Fortitude.
Gamma Tolerance (Level 1): Gain resist 15 radiation.

RADIATION EYES RADIOACTIVE NOVICE

Your eyes glow cherry red as you loose a jagged bolt of ionizing radiation at your foe.

At-Will ☼ Dark, Radiation

Standard Action Ranged 5

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 1d10 + Constitution modifier + twice your level radiation damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

RAT SWARM

Mutant Type: Dexterity; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.
Swarm Defense (Level 1): Gain resist 5 to all damage against melee and ranged attacks, and vulnerable 5 to damage from area and close attacks.
Crawling Mass (Level 1): You can't be knocked prone.

SWARM! RAT SWARM NOVICE

You swarm across your foe, biting it dozens of times as you tangle its limbs.

Encounter ☼ Bio, Physical

Standard Action Melee 1

Target: One creature

Attack: Dexterity + your level vs. Reflex

Hit: 1d8 + Dexterity modifier + twice your level physical damage, and the target is immobilized until the end of your next turn.

SEISMIC

Mutant Type: Strength; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.
Armored Skin (Level 1): Gain resist 5 physical.
Ponderous (Level 1): Take a -1 penalty to speed.

SEISMIC STOMP SEISMIC NOVICE

You stomp on the ground, sending a shock wave of energy into foes around you.

At-Will ☼ Dark, Sonic

Standard Action Close burst 1

Target: Each creature in burst

Attack: Strength + your level vs. Fortitude

Hit: 1d6 + Strength modifier + your level sonic damage, and you knock the target prone.

SPEEDSTER

Mutant Type: Dexterity; Psi; +2 to psi overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Acrobatics checks.
Just a Blur (Level 1): Gain a +2 bonus to Reflex.
Blinding Speed (Level 1): Gain a +2 bonus to speed while wearing light armor or no armor.

QUICK ATTACK SPEEDSTER NOVICE

You move and strike and move before your foe even knows it's being attacked.

Encounter ☼ Psi, Physical, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Effect: You can shift 2 squares before the attack.

Attack: Dexterity + your level + weapon accuracy vs. AC

Hit: 1[W] + Dexterity modifier + your level physical damage, and you shift 2 squares.

TELEKINETIC

Mutant Type: Intelligence; Psi; +2 to psi overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.
Telekinetic Shield (Level 1): While you're conscious, you gain a +2 bonus to AC and Reflex.
Telekinetic Reach (Level 1): You can manipulate untended objects up to 5 squares away from you as if you were using them yourself. For example, you can open a door as a minor action or swing a club as a standard action. You take a -2 penalty to attack rolls of attacks you make using this trait.

TELEKINETIC WAVE TELEKINETIC NOVICE

You overwhelm your foes with a surge of telekinetic energy.

At-Will ☼ Force, Psi

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence + your level vs. Fortitude

Hit: 1d6 + Intelligence modifier + your level force damage, and you push the target 3 squares.

YETI

Mutant Type: Strength; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.
Hard to Hurt (Level 1): Gain a +1 bonus to AC.
Cold Resistance (Level 1): Gain resist 10 cold.

BIG CLAWS YETI NOVICE

You rake an enemy with your powerful claws.

Encounter ☼ Bio, Physical

Minor Action Melee 1

Target: One creature

Attack: Strength + your level +2 vs. AC

Hit: 1d10 + Strength modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

ENGINEERED HUMAN

Mutant Type: Intelligence; no power source; +2 to all overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks and Science checks.
Engineered Resilience (Level 1): Gain a +1 bonus to Fortitude, Reflex, and Will.
Tech Affinity (Level 1): Gain a +2 bonus to checks to see if your Omega Tech burns out.

BOLD ATTACK ENGINEERED HUMAN NOVICE

Your instinct for violence inspires your allies to follow your lead.

At-Will ☼ Physical, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 1[W] + your level physical damage, and you choose an ally within 5 squares of you. That ally makes a basic attack as a free action.

2010 D&D GAME DAY EVENT REPORTING

To report your D&D Game Day activity, please follow the instructions below:

- Go online to www.wizards.com/wpn
- Click on "My Account"
- Sign in using your **DCI/RPGA number**
- Make sure you are at the **DCI and RPGA Personal Information Center**
- On the next screen select **Event Reporting** on the right side of the page in the box headed **My Links**
- Now select your Game Day event to be reported
- Click **Report Event**
- Add the Dungeon Master
- Add each player
- Once you have added all the Dungeon Masters and players click **Add a Session (table)**
- Add the appropriate Dungeon Master and Players for each session (table) from those you added to the complete roster above
- Also add the Adventure to each session (table)
- Add the responses from the Adventure Questions on the tracking form for each session (table)
- Repeat the above for each new session (table) until all Dungeon Masters and players have been added to a session (table) and all sessions (tables) have been reported
- Once all this is complete click **Report Event**
- You should get a message that your event has been successfully reported

To check your event reporting status you can click on **My Events** on the right in the **My Links** box.

- On the next screen sort by **Coordinator** and **All**
- You should now see a full list of your coordinated events
- The status of your Game Day event should now read **Processed** confirming the report went through correctly
- You should also receive an email stating "Event upload notice"

Note:

- You can save the reporting at any time and can return at a later date by clicking **save**
- Once you click Report Event you **cannot** add any more players, Dungeon Masters or sessions (tables)

Thank you for reporting your D&D Game Day event!

- The Wizards of the Coast Organized Play Team