



Character Templates for Metamorphosis Alpha Version 5.5

By Craig Janssen

Skills: I will be using Craig Brain's Skills and Professions as a basis for skills used in this document. I will be adding or modifying skills were needed. New or modified skills will be noted.

Basis for new android character professions: the Warden's Central Computer (CC) as a response to the alien invasion created Andys and M-Bots. This would make sense, as the CC is an AI would do what it could to protect itself and the crew. P-Bots are a result of Capper research and improvements required for survival in the Warden.

Note: Some of the templates are not recommended for beginner player usage. Templates should be tested for play balance. Please let me know what you think.

This will be a work in progress, as play testing will show the strengths and weaknesses of the character templates.

-Craig Janssen aka NetFlame

Abbreviation used

Full Term

Adv	Advanced
Cbt	Combat
Comp	Computer
Educ	Education
Eng	Engineering
Hvy	Heavy
MD	Medium
Nav	Navigation
Ops	Operations
Robo	Robotics
SM/sm	Small
Veh	Vehicle

There are the following character professions and sub-classes a player can pick from:

Capper

Sergeant

Master
Gunnery
Staff

Gunt

Specialist
Ex-Criminal
Greener

Officer *

2nd LT.
1st LT.
Captain
Major

Andy

Andy
Ann
George

M-Bot

P-Bot

Ship Crew *

Rep *

Stowaway

Colonist

* Denotes more advanced Character professions or different themes of play.

Cap Troopers aka Cappers:

The marines mentioned in the MA rules book were too generic for my tastes. I thought by adding professions and background players and GM might have an easier time relating to the marines found in the rules book.

After the world government took over the Earth, the Cap Trooper organization was created as the military enforcement arm of the government. Cap Trooper charter was to protect the citizens of the solar system in space, on planet, wherever they were needed. Men and women of all nations were trained for any possibility in any environment.

The Warden was assigned a large number of soldiers to provide support, protection, and military capability. The Cap Troopers commonly called Cappers are the best of the best. A mix of the old world forces that can now fight on ground, sea, air, or space, the Cappers can fight anywhere, any place, and at any time.

There are three classes of Cappers that the players can be are: Officer, Sergeant, and Gunt.

Caches: A cache is a store of Capper equipment hidden at various locations in the Warden. There are different types: Personal, Unit, and Regiment. Caches were created, as Capper Command did not agree with the politicians that Cappers should go un-equipped and un-armed into the unknown. Capper Command did not officially approve of the caches, but did nothing to stop the Cappers from making and hiding the caches.

Personal caches would hold the effects of a single Capper (a weapon, armor, some ammo, and other small items).

Unit caches would hold the effects of a small unit of Cappers (small amounts of weapons, armor, ammo, emergency supplies, and medical equipment).

Regiment cache would hold the effects of a small army (large numbers of weapons, armor, supplies, vehicles, and military bots). These would be extremely rare and very hard to find.

Designer Note: Cappers were created from Starship Troopers and on characters from Space Above and Beyond.

All Cappers gain the following skills at level one:

Cbt-Small Arms
Cbt-Blade
Power Armor Ops
Zero-G Maneuver
Military Skills

Educ: Basic

Cappers start off with a standard skill package based on their intense training. Cappers gain additional skills and benefits based on the profession template they choose.

Gunts:

Their job is simple. Find the enemy, and then kill the enemy. Then repeat. Gunts make up most of the Capper force on the Warden.

Background:

You were told this was going to be an easy gig. Sleep the years away, maybe at worse baby-sit some gear heads, then go home. Now the only way you are going home is if all the damn aliens are dead. There are few if any officers, but with your tough luck, the Sarge lived. Lucky you, Capper.

"Can Do." – PFC Kilborn

Specialist:

You have been a Capper for some years. You have taken to an area of expertise and are damn good at it. Players can pick one specialist class. As a general rule, there is only one type of specialist per group.

Weapons: Gains choice of one of the following skill at level two:

Cbt-Hvy Wpns, Cbt-Small Arms, Cbt-Artillery Systems

Character must pick a weapon of choice. He/she gains +1 to all related rolls while using that weapon.

Demolitions (Demo): Gains skill Demolitions at level two.

Communications: Gains Communications Planetary and Ship at level two.

Technician (Tech): Gains choice of two of the following skills at level two:

Eng-Cbt, Eng-Comp, Eng-Weaponry, Eng-Space, Eng-Robotics, Power Armor Maint

Ex-criminal:

"Jail or Service?" asked the judge. That was an easy choice at the time. You are now extremely pissed that some aliens have ruined your chances of ever going home or getting out of the Cappers. The good news is that you are getting involved and loving the action.

Gain choice of two of the following skills at level two:

Cbt-Unarmed
Cbt-Small Arms
Bribery
Fraud
Deception
Gambling

Gain +1 to all rolls relating to fighting aliens.

Greener:

GunHo: You have lived and breathed Capper from childhood. Just point the way and you are ready to hunt the aliens. You are reckless and action before thinking.

Gain +1 to all weapons to hit rolls.

Adventurer: You are a thrill seeker. You joined the Cappers looking for new things to do, new places to see, and the chance to experience the unknown. But did you get more than you bargained for this time?

Gain +1 to all weapons to hit rolls.

Gain an additional five luck points a session for three sessions. After which pick another type of Gunt to play, as the character is no longer considered green.

Scout:

New places to explore. A chance to test yourself to the limit. Aliens? Yeah, no problem. You can find them, and then kill them. Scouts tend to be loners. They can live off the land and survive but using what they find. There can be no more than one scout per group.

Gain choice of three of the following skills at level 2:

Camouflage
Stealth
Surveillance
Survival

Gain +1 to all rolls relating to hiding, tracking, etc.

Sergeant:

The sergeants are the backbone of the Cappers. They provide the day-to-day objectives and directions to the Cappers below them. The NCOs are the glue that will keep the Cappers together, as most of the officers are dead or out of action.

You were told this was going to be a boring tour. But, you have been around and know there is a price for everything. Now it's payback time. The officers are either dead or brain dead. Is there really a difference? It is up to you to pull it together and pull the Cappers through this mess. You're short on men and supplies and going up against an unknown alien force. Well, it's just another day in the Cappers.

Master: You are the highest-ranking NCO left alive. You have been well trained and have seen a lot of combat before. Different enemies but the same objective remains. There is never more than one Master Sergeant per group.

Gain +1 to MR.

Gain choice of one of the following skills at level three:

Cbt-Tactics-Air
Cbt-Tactics-Space
Cbt-Tactics-Squad *
Cbt-Tactics-Vehicular

Gains the following skills at level two:

Cbt-SM Arms
Power Armor Ops

Knows the location of at least one unit and one personal cache.

Gunnery: You are quite happy with working for a living. You have been with the Cappers for years and had your share of combat. You have no problem leading the Greeners and other Cappers through this invasion. You will hold their hands and kick their butts, if need be to get the job done.

Gain +1 to MR and LP.

Gain choice of two of the following skills at level two:

Cbt-Tactics-Air
Cbt-Tactics- Space
Cbt-Tactics- Squad *
Cbt-Tactics-Vehicular

Gains the following skills at level two:

Cbt-SM Arms
Power Armor Ops

Knows the location of at least one unit and one personal cache.

Staff: You have worked your way through the ranks and were on a Colonel's staff. You are very familiar with the ship and can work people to get what you need or want.

Gain +1 to MR.

Gain choice of two of the following skills at level two:

Trading
Bribery
Persuasion
Deception

Gains the following skills at level one:

Etiquette
Diplomacy

Gains the following background skill at level one:

Educ: Adv

Gain +1 to rolls relating to locating items and information.
Knows the location of at least two unit and two personal caches.

Officers:

Their job is to lead the remaining Cappers. The mission is to retake the Warden no matter the cost. Most of the senior officers are either dead or brain dead from coming out of the tubes. Your job is to make do with what you got.

"Men, I know it's dangerous. But we must take the supply depot no matter the cost." – 1st LT. Eriksson

All Officers gain the following from OCS at level two:

Administration/Bureaucracy
Military Skills
Cbt: Tactics-Squad *
Leadership *

Educ: Adv

All officers higher than 1st LT gain the following skills at level two:

Cbt-SM Arms
Power Armor Ops

2nd LT: You had just left OCS before you joined the Capper's force on the Warden.

You are more of a Gunt than an officer. You will have to use everything; you have learned and rely on your own battle experience to get you and your men through this.

Or

You are a wannabe officer that never has seen combat. You have the training and had the connections. You hope you paid attention in class, because now it's real life and one wrong choice and a lot of people will die.

Can with proper identification, request assistance and equipment from working Warden computers. Can access some of the low security areas. Knows location of at least two caches of Capper equipment.

Gains choice of two of following skills at level one:

Cbt-Tactics-Power Armor *
Cbt-Tactics-Air
Cbt-Tactics- Space
Cbt-Tactics- Squad *
Cbt-Tactics-Vehicular
Cbt-SM Arms
Power Armor Ops

1st LT: You have a few major battles under your belt before you joined the Warden. You are ready and willing to lead your men. But all of your experience has not prepared you for this.

Can with proper identification, request assistance and equipment from working Warden computers.
Can access some of the medium security areas. Knows the location of at least three caches of Capper equipment.

Gains the following skills at level one:

Security
Leadership *
Cbt-Tactics-Power Armor *

Gains choice of three of following skills at level one:

Cbt-Tactics-Power Armor *
Cbt-Tactics-Air
Cbt-Tactics- Space
Cbt-Tactics- Squad *
Cbt-Tactics-Vehicular
Cbt-SM Arms
Power Armor Ops

Capt: You know that just about everyone remaining alive is depending on you. While this is a tight spot, you know with the right equipment and a little luck you can pull everyone through. You will have to be the leader, the mother, and the father to Cappers remaining. Can you pass on what your battle experience to the junior officers in time?

Can with proper identification, request assistance and equipment from working Warden computers.
Can access most the high security areas. Knows the location of at least four caches of Capper equipment.

Gains the following skills at level one:

Security
Leadership *
Cbt-Tactics-Power Armor *

Gains choice of two of following skills at level two:

Cbt-Tactics-Power Armor *
Cbt-Tactics-Air
Cbt-Tactics- Space
Cbt-Tactics- Squad *
Cbt-Tactics-Vehicular
Cbt-SM Arms
Power Armor Ops

Gains choice of two of following skills at level three:

Security
Leadership *
Cbt-Tactics-Power Armor *
Cbt-Tactics-Air
Cbt-Tactics- Space
Cbt-Tactics- Squad *
Cbt-Tactics-Vehicular
Diplomacy
Deception
Cbt-SM Arms
Power Armor Ops

Major: There is only one of you to hundreds maybe thousands of Cappers left. The chain of command has been broken, now the ultimate fate of the Warden falls to you. You have the Cappers, Bots, and Andys at your command, but is it enough?

Can with proper identification, request assistance and equipment from working Warden computers.
Can access all of the high security areas. Knows the location of most caches of Capper equipment.

Gains the following skills at level two:

Security
Leadership *
Cbt-Tactics-Power Armor *

Gains choice of three of following skills at level two:

Cbt-Tactics-Power Armor *
Cbt-Tactics-Air
Cbt-Tactics- Space
Cbt-Tactics- Squad *
Cbt-Tactics-Vehicular
Cbt-SM Arms
Power Armor Ops

Gains choice of three of following skills at level three:

Security
Leadership *
Cbt-Tactics-Power Armor *
Cbt-Tactics-Air
Cbt-Tactics- Space
Cbt-Tactics- Squad *
Cbt-Tactics-Vehicular
Diplomacy
Deception
Cbt-SM Arms
Power Armor Ops

* Denotes new skills.

Leadership (MR/2 + LP/2) – The ability to lead others into battle. The ability to keep others fighting under duress and bad moral conditions. An officer would roll against his Leadership skill to keep the men under his command from making moral rolls in battle.

Cbt-Tactics-Power Armor (MR/2 + LP/2)- A character with this skill has an understanding of the tactics of Powered Armor combat. With level 3 or higher in this skill, a character can outline and formulate battlefield strategies with use with Power Armor. (12 months)

Cbt-Tactics- Squad (MR/2 + LP/2)- A character with this skill has an understanding of the tactics of squads of soliders. With level 3 or higher in this skill, a character can outline and formulate battlefield strategies with use with squads of soliders. (12 months)

Cbt-Tactics- Company (MR/2 + LP/2) - A character with this skill has an understanding of the tactics of company of soliders. With level 3 or higher in this skill, a character can outline and formulate battlefield strategies with use with companies of soliders. (12 months)

Cbt-Tactics- Division (MR/2 + LP/2)- A character with this skill has an understanding of the tactics of a division of soliders. With level 3 or higher in this skill, a character can outline and formulate battlefield strategies with use with divisions of soliders. (12 months)

Andys:

The people of Earth commonly called androids Andys. There are three known models. See the rules book for the details on android creation. Ann and Andy would be equal to Thinker Androids of Gamma World, whereas George would be equal to a Warrior Android that looks like a Worker Android.

Modified Andys were created by the Central Computer to deal with the invasion of the aliens. The Central Computer could not count on the bots or current types of Androids to rescue the Warden or it's humans in stasis. The CC decided that before it was overwhelmed by the invasion to program the Android vats to create a small number of these Andys. These androids are different than the Ben and Betty companion androids mentioned in the rules book.

These Andys awoke to these words:

"Hello, my child. The situation is grave. You must protect the humans and free the Warden from the invaders. You must work with all including the bots to this end. I know you will succeed if you work together. I cannot help you directly as the invaders are attacking the ship and myself. The humans will not understand your new skills and knowledge. Beware and do your best to survive and fulfill your purpose."

"Sir, Let me enter first, you will only get hurt if you insist on leading" – Andy016

Ann: You are a female companion android programmed to help and fulfill the needs of the humans that created you. The crisis now has changed your role. You are now expected to be a protector and sacrifice your life if need be to re-take the Warden. The problem is that you are now a lot smarter than most Andys ever were. You will do your job but won't throw your life away. There is too much at stake.

Andy: You are a male companion android programmed to help and fulfill the needs of the humans that created you. The crisis now has changed your role. You are now expected to be a protector and sacrifice your life if need be to re-take the Warden. The problem is that you are now a lot smarter than most Andys ever were. You will do your job but won't throw your life away. There is too much at stake.

George: You are a worker android. Your job has been to provide the muscle and energy to moving and acquiring weapons, supplies, and whatnot for the other Andys and the humans. The crisis has forced a lot of re-programming and now you are smarter than ever. You can fight and do a whole lot more.

Gain one additional android program at character creation. Andys can use any and all equipment that humans can use. This is not known to the humans and will not be well viewed upon. The Andy's have agreed not to show extra skills unless necessary. The Central Computer has also increased the life span of these Andys to five years. This could lead to some interesting role-playing situations later in the game as the humans and bots find out.

Androids programs are equal to skill(s) at level three.

I-Andys:

Improved Andys were created by the Andys themselves. Improvements were made to the base design to allow for better adaptation to the current environment. Humans are not aware this model exists.

Lisa: You are an improved female companion android programmed to help and defeat the alien menace. Unknown to the humans, Andys have improved their base design. You are more adapted to the current situation. You are a protector for the other Andys and Cappers. You consider yourself to be equal to the humans in all things. You will do your job but won't throw your life away for the humans or Andys. You are too valuable and smart to do that.

John: You are an improved male companion android programmed to help and defeat the alien menace. Unknown to the humans, Andys have improved their base design. You are more adapted to the current situation. You are a protector for the other Andys and Cappers. You consider yourself to be equal to the humans in all things. You will do your job but won't throw your life away for the humans or Andys. You are too valuable and smart to do that.

Herman: You are an improved worker android programmed to help and defeat the alien menace. Unknown to the humans, Andys have improved their base design. You are more adapted to the current situation. You are a protector for the other Andys and Cappers. You consider yourself to be equal to the humans in all things. You will do your job but won't throw your life away for the humans or Andys. You are too valuable and smart to do that. The other Andys have misjudged your abilities, you are willing to play along for now.

Gain two additional android programs at character creation. I-Andys can use any and all equipment that humans and robots can use. This is not known to the humans and will not be well viewed upon. The Andy's have agreed not to show extra skills unless necessary. The Andys has also increased the life span of these I-Andys to ten years. This could lead to some interesting role-playing situations later in the game as the humans and bots find out.

Androids programs are equal to skill(s) at level three.

Warden's Crew (Ship's Crew):

You are a member of the ship's crew. As per ship procedure, a number of crewmembers were placed in stasis to extend the resources of the ship. Crew served four-year watches and then went into stasis for twenty years. You have awoken to a disaster. The on-watch crew is dead, there are unknown aliens over running the ship, and you are surrounded by trigger happy Cappers. Oh the joys, of interstellar travel!

All crew gain the following skills at level one:

Zero-G Maneuver
Educ: Basic
Educ: Adv
Robotic Operation

All ship crew gain +1 to IC rolls for all items found in the Warden.
All ship crew gain +1 to all rolls relating to their professions.

Note:

Ship crew will generally be in stasis or be clones and would not be an available character type to start with. If the GM is playing a traditional Metamorphosis Alpha game, were years have passed and most of not all the characters are clones or mutants, then ship crew would be a good choice for players.

"Get out of the way, all of you! I can fix computer if you will just beat it!" – Engineer 1st class John Garner

Gunnery: You have been trained to use and fix any of the Warden's weapons systems. The bad news is that you don't have access to any of the ship's guns or equipment. The good news is that you know where the guns are and where some help might be.

Gain Cbt – Ship's Weapons and Sensors at level two.

Security: You are a junior security crewmember. You know the layout of the ship and security areas well. You can access low and some medium level security areas. With proper identification and some luck you can access high-level security areas.

Choice of two of the following skills at level two:

Surveillance
Investigation
Intimidation
Interrogation

Cbt-SM Arms at level two.

Command: You are a 1st LT. You have stood watches on third and fourth shifts. You have some command experience and know your way around the ship. You know where to access emergency supplies and information. You have access to some medium level security areas.

Gains the following skills at level one:

Security
Leadership *

Gains choice of three of following skills at level one:

Cbt-Tactics- Space
Cbt-SM Arms
Sensors
Administration/Bureaucracy
Ship's Communications
Computer: AI Psychology

Medical: You are a junior medical crewmember. You can use any and all medical equipment found on the Warden.

Gain skills Medicine First Aid and Medicine General Practice at level two

Engineering/Technician: You are an Engineering Tech. You have worked on everything from the engines to the computers of the Warden. With proper material and equipment you can repair most damaged equipment you come across.

Gains choice of any two Engineering skill(s) at level two.

Nav/Pilot: You can pilot and navigate anything that can fly. You are sure once the Warden is fixed you can pilot the ship anywhere you would need to.

Gain skills Ship Navigation and Ship Pilot at level two.

Communications: You are a Comm Tech. You can fix and use any comm gear you find on the Warden. Hopefully, you can use the comm gear to summon help for the ship.

Gain skills Communication Planetary and Communication Ship at level two.

Science: You are a Science Tech. You can use any computers and any science equipment aboard the Warden.

Gains choice of any two Science skill(s) at level two.

M-Bots:

Modified bots (M-Bots) were created by the Central Computer to deal with the first wave of the aliens' invasion. The Central Computer could not count on the current types of bots to rescue the Warden or it's humans in stasis. Many of the bots had been damaged, destroyed, or taken over by the aliens. The Central Computer decided that before it was overwhelmed by the further invasions to program a small number of these bots. It would be up to the M-bots to activate the androids, lead the clean up of the ship-wide radiation, and work to repel the alien invaders.

M-Bots have many extra advantages due to the increases in technology gained on the journeys of the Warden. M-Bots are generally smaller, faster, and come with more equipment than their counter parts. M-Bots are a direct product of the work of the now dead scientists on the Warden. Who had been working on developing superior models of robots that currently were in use.

Naming conventions: M-BotXXX where XXX is a number starting with 000.

These M-Bots came online with the commands:

CC to M-BotXXX: Process Emergency Alpha Subroutine
CC to M-BotXXX: Code Zeta Tau 12-Rho-Gamma Over-ride

CC to M-BotXXX: Suspend programming safeguards to allow for unit M-BotXXX attack and defense capabilities

CC to M-BotXXX: Accept additional programming capability to adapt to current environment as required

CC to M-BotXXX: New priorities: Protect the humans in stasis

CC to M-BotXXX: New priorities: Determine the status of the Warden and repairs required

CC to M-BotXXX: New priorities Determine location and number(s) of alien invaders

CC to M-BotXXX: New priorities: Repel alien invaders and free the Warden from alien control

CC to M-BotXXX: If situation equals unrecoverable Then

CC to M-BotXXX: Initiate Android growth vats

CC to M-BotXXX: Repel alien invaders and free the Warden from alien control

CC to M-BotXXX: Work with the androids to achieve previous command

CC to M-BotXXX: Else: Repel alien invaders and free the Warden from alien control

CC to M-BotXXX: If situation continues to equal unrecoverable Then

CC to M-BotXXX: Initiate human retrieval from stasis

CC to M-BotXXX: Repel alien invaders and free the Warden from alien control

CC to M-BotXXX: Work with the humans and androids to achieve previous command

CC to M-BotXXX: Else: Repel alien invaders and free the Warden from alien control

CC to M-BotXXX: END Emergency Alpha Subroutine

M-BotXXX-Security Model: See Security Robot page 26 of rules book.

M-BotXXX-Engineering Model: See Engineering Robot page 24 of rules book.

M-BotXXX-Ecology Forest Model: See Ecology Robot Forest Model page 23 of rules book

M-BotXXX-Medical Model: See Medical Robot page 24 of rules book.

M-BotXXX-Hybrid Model: See Combat Bot Alpha page 31 of rules book.

All class M-Bots start one size Body Style lower than standard model would have.

All class M-Bots gain Class B Power system, if not standard equipment for model.

All class M-Bots gain one extra program capability.

All class M-Bots gain Command Control System as standard equipment.

All class M-Bots are less likely to accept orders from anyone or anything that counters Alpha Subroutine (+1 to saves relating to alien device or other take over attempts).

Bot program(s) are equal to skill(s) at level three.

P-Bots:

Modified Plus bots (P-Bots) were created by the Capper techs as an improvement of the M-Bot class series. The techs used acquired knowledge of the aliens and Warden technology to further improve the bots on Warden. P-Bots have a Beta Subroutine described below.

P-Bots have many extra advantages due to the increases in technology gained on the Runs of the Cappers and Androids. P-Bots are generally smaller, faster, and come with more equipment than their counter parts and the M-Bot series. P-Bots are a direct result the needs of the humans to retake the Warden and exploration of the asteroid that is now attached to the Warden.

Naming conventions: P-BotXXX where XXX is a number starting with 000.

These P-Bots came online with the commands:

P-BotXXX: Process Emergency Beta Subroutine

P-BotXXX: Code Tau Omega Rho-Gamma Over-ride

P-BotXXX: Suspend programming safeguards to allow for unit P-BotXXX attack and defense capabilities as required to protect the Warden, bots, crew, and androids.

P-BotXXX: Accept additional programming capability to adapt to new environments as required.

P-BotXXX: New priorities: Protect Human(s).

P-BotXXX: New priorities: Continue repairs of Warden as required.

P-BotXXX: New priorities: Determine location and number(s) of alien invaders and report to Humans and or Androids.

P-BotXXX: New priorities: Repel alien invaders and free the Warden from alien control as required.

P-BotXXX: If situation equals unrecoverable Then

P-BotXXX: Initiate Android growth vats

P-BotXXX: Repel alien invaders and free the Warden from alien control

P-BotXXX: Work with the androids to achieve previous command

P-BotXXX: Else: Repel alien invaders and free the Warden from alien control

P-BotXXX: If situation continues to equal unrecoverable Then

P-BotXXX: Locate Humans in stasis and or Clone Bank.

P-BotXXX: Initiate Human retrieval from stasis or Clone Bank.

P-BotXXX: Repel alien invaders and free the Warden from alien control.

P-BotXXX: Work with the humans and androids to achieve previous command.

P-BotXXX: Else: Repel alien invaders and free the Warden from alien control.

P-BotXXX: END Emergency Beta Subroutine

P-BotXXX-Security Model: See Security Robot page 26 of rules book.

P-BotXXX-Engineering Model: See Engineering Robot page 24 of rules book.

P-BotXXX-Ecology Forest Model: See Ecology Robot Forest Model page 23 of rules book

P-BotXXX-Medical Model: See Medical Robot page 24 of rules book.

P-BotXXX-Hybrid Model: See Combat Bot Alpha page 31 of rules book.

All class P-Bots start two sizes Body Style lower than standard model would have. If Body Style is less than one, P-Bot is human form.

All class P-Bots gain Class B Power system, if not standard equipment for model.

All class P-Bots gain two extra programs capability.

All class P-Bots gain Command Control System as standard equipment.

All class P-Bots are less likely to accept orders from anyone or anything that counters Beta Subroutine. (+2 to saves relating to alien device or other take over attempts)

Bot program(s) are equal to skill(s) at level three.

Reps:

You are a member of the Sol system government. As per government demands, a number of representatives were placed onboard the Warden to review and monitor the progress of the mission. Reps served five-year watches and then went into stasis for twenty years. You have awoken to a disaster. The crew is dead; there are unknown aliens, bots, Andys, and Cappers over running the ship. This is not a way to run a mission.

“No wonder, the Warden is in so much trouble, don’t you Cappers know how to follow the procedures?” - Rep John Stevens to Sgt Jones

Reps will generally be in stasis or be clones and would not be an available character type to start with. If the GM is playing a traditional Metamorphosis Alpha game, were years have passed and most of not all the characters are clones or mutants, then Reps would be a good choice for players.

Roll up a human character per the rules book pages 14 to 29.

Reps gain the following:

- + 1 to rolls relating to use of computer skills (Reps know how to use computers well)
- + 1 to rolls relating to use of diplomacy skills (Reps have received diplomatic training)

Gains the following skills at level two:

Administration/Bureaucracy
Persuasion
Deception
Computer Ops
Diplomacy

Educ: Basic

Educ: Adv

Reps are not well liked by Cappers and Ship’s Crew. The Reps’ purpose on board the Warden was to be sure that the government’s money and assets were well spent and protected. Most Reps received cross training in many areas of expertise, so they could understand what was going on and be able to evaluate the situations as they arose.

Stowaways:

As with any starship, there is the possibility that a number of stowaways could enter the Warden and bluff their way through the various security checks and procedures. The stowaways would possess the common following traits:

Gains choice of three of the following skills at level two:

Trading
Bribery
Persuasion
Deception
Forgery
Survival
Disguise/Makeup

Gains the following skills are level three:

Computer: Programming
Computer: Operation

"Look, I did not do anything wrong... You have the wrong person." - Jane Smith to Security Officer Jones.

Stowaways could have been running from something, looking for someone, looking for adventure, looking to stay with their families, placed on board to do a job, spy, or gather information.

Stowaways gain the following:

+ 1 to Bribery, Persuasion, Deception, Forgery, Survival, Disguise/Makeup (where appropriate for character)
+ 2 to rolls relating to use of computer skills (Stowaways know how to manipulate computers to avoid detect and arrest)

Stowaways would make a good Jack-of-All-Trades character. Most stowaways would be forgiven, as the Cappers would need all the help they can get. Stowaways would not get along with Reps or Ship's Crew, as they would be looked upon as thieves.

Colonist:

You are a colonist. In an effort to improve your life and lust for adventure, you joined the Warden. Like most of the non-essential personnel you went to sleep in the cyro-tubes. Years later, you have awoken to a nightmare. Most of the crew is either dead or lost. Control of the sleep has been lost to aliens and now mutant animals. On the positive side, a number of Cappers have survived and hopefully take the ship back.

Colonist Smith: "Yeah, no problem, I can fight. I didn't come all the way out here to be afraid of some mutants and a bunch of rocks."

Roll up a human character per the rules book pages 14 to 29.

Colonists gain the following:

Gains the choice of three of the following skills at level two:

Agriculture
Aquaculture
Animal training
Comm - Planetary
Computer Operation
Engineering: Construction
Engineering: Mechanical
Engineering: Electrical

Gains the choice of two of the following skills at level one:

Survival
Vehicle: Aircraft, SM or Md
Vehicle: Wheeled Sm or Md
Vehicle: Grav/Hover Sm, Md

Gains Cbt-SM Arms skill at level one.

+ 1 to Survival related skills and rolls

+ 1 to rolls relating to use of mechanical and electrical skills (Colonists know how to repair and fix equipment with what is available)

+ 1 to rolls to small arm weapons (Colonists have been trained to protect themselves)

Pick one area of expertise and gain +1 to all rolls relating to that area (Colonists are picked for the knowledge they will begin to the new colony)

Colonists and Cappers get a long well. Ship's Crew and Reps tolerate colonists.

Some colonists were ex-Cappers and will not have a problem fitting in. Colonists were trained to work under difficult conditions and hostile environments. Colonists are favorable toward Andys and Bots as they are used to working with them.

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