



## Character Types for Metamorphosis Alpha Version 4.25 by Craig Janssen

**Role Playing Tips:** Playing a Gunt Capper would be a good choice for someone new to gaming or Metamorphosis Alpha. Andys and Officers are excellent choices for seasoned gamers that are looking for interesting role-playing opportunities. I am trying to present a framework for Metamorphosis Alpha GMs and players to expand beyond what is currently available for Metamorphosis Alpha.

**Cloning:** Metamorphosis Alpha would not be complete without cloning technology. It should be assumed that clones and cloning would be commonplace in the late 23<sup>rd</sup> and 24<sup>th</sup> centuries. Tissue samples would be taken from key personnel (This would include Cappers) and crew for emergencies. Clone banks would be secured and hidden. Clone banks would make excellent quests for the bots and Andys in earlier phases. Humans would seek the clone banks as well, in hopes of creating reinforcements and finding more equipment.

Basis for new character types: 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.

### There are the following character types a player can use:

#### Capper

##### Sergeant

- Master
- Gunnery
- Staff

##### Gunt

- Specialist
- Ex-Criminal
- Greener

##### Officer \*

- 2<sup>nd</sup> LT.
- 1<sup>st</sup> LT.
- Captain
- Major

**There are the following character types a player can use continued:**

Andy

Andy  
Ann  
George

M-Bot

P-Bot

Ship Crew \*

Rep \*

Stowaway

Colonist

\* denotes more advanced Character Types or different themes of play.

**Missions for Characters:**

AP – Alpha Patrol

*AP: "Alpha Patrol reporting in. Over."*

*Control: "Alpha Patrol, go ahead."*

*AP: "Code; Zebra Alpha One Five enable."*

*Control: "Roger. Go ahead."*

*AP: "Level Sixteen, Sector Four is now clear. Met with heavy resistance. Lost Jones, two Andys, and a bot. Over."*

*Control: "Understood. Was objective achieved? Over."*

*AP: "Roger. Request replacements and additional support. Over."*

*Control: "Can replace Andys and bot. Will provide additional Andys. Over."*

*AP: "Acknowledged. Have replacements met patrol at position Kappa Bravo at next scheduled pass. Over."*

*Control: "Roger that. Good hunting. Out."*

**What kind of missions can you send the PCs on? There are endless possibilities:**

Equipment acquisition

Removing equipment for found caches

Getting equipment from a factory or even the enemy

Intelligence acquisition

What are aliens?

Where are the aliens? How many are there?

Where are the aliens coming from? How can this stopped?

Where are the mutants? How many are there?

Where are the Killer Andys? How many are there?

What other dangers are out there? Numbers, locations?

Where is more equipment for us to use?

Where are more personnel for us to recruit or rescue?

Locate working AI and retrieve all information.

Where are the aliens coming from?

Look for critical places for us to secure?

### Personnel acquisition

- Find cryo-tubes and awake humans
- Find a clone bank then locate Command ASAP

### Securing locations

- Elevators
- Factories
- Supply depots
- Level Command Centers

### Raids

- Aliens
- Killer-Andys
- Mutants
- Other

### Repair

- Equipment
- Ship
- Bots/Andys

### Training

- First Run

### Patrols

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

-Craig Jansen aka NetFlame

## **Cap Troopers aka Cappers:**

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 types of Cappers that the players can be: Officer, Sergeant, and or 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 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 numbers 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.

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

## **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.

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. As a general rule, there is only one type of specialist per group.

Weapons: Gains +1 to all weapons skills and related rolls. Choose the type of weapon (hand, rifle, heavy, laser, etc.)

Demo: Gains +1 to Demo skills and related rolls.

Communications: Gains +1 to all Comm skills and related rolls.

Tech: Gains +1 all Computer/Bot/Android skills and related rolls.

### 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 +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.

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 5 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.

Gain +1 to all skills and rolls relating to hiding, tracking, and IC.

## 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.

Gain +1 to LP.

Gain +1 to skills and rolls relating to combat tactics.

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 LP.

Gain +1 to skills and rolls relating to combat tactics and traps.

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 LP.

Gain +1 to skills and 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*

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

You are a career officer. 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.

**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.

**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.

**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.

All officers gain +2 to LP.

## 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 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.

## 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 twelve 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!

### 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.

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.

Command: You are a 1<sup>st</sup> 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.

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

Engineering: 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.

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.

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

All ship crew gain +1 to all skills and rolls relating to their fields of expertise.

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

## 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 were 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)

## 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)

## 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 LP

Knowledge of location(s) of emergency equipment and equipment usage

+ 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)

Pick one area of expertise and gain +1 to all rolls relating to that area.

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:

Bribery  
Bluff/Fast Talk  
Forgery  
Luck  
Hide  
Connections

"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 LP  
+ 1 to Bribery/Fast Talk/Forgery/Hide (where appropriate for character)  
+ 2 to rolls relating to use of computer skills (Stowaways know how to manipulate computers to avoid detect and arrest)  
Pick one area of expertise and gain +1 to all rolls relating to that area.

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:

- + 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.

**Areas of Expertise:**

Security  
Administration  
    - Legal  
Technology  
Geology  
Terraforming  
Biology  
Chemistry  
Generalist  
Engineering  
Laborer/Builder  
Medical  
Weather  
Starship  
    - Pilot  
    - Navigation  
    - Fleet Tactics  
    - Weapons systems (Offensive)  
    - Weapons systems (Defensive)  
    - Engineering  
    - Sensor Ops  
    - Communications  
    - Vehicle Ops

Animal Handling  
Genetics  
Economics  
Agriculture  
Psychology  
Forensics  
Robotics  
Computers  
Mechanical/Electronics  
History  
Gravtics  
Habitat  
Languages or Linguistics  
Hunting  
Prospecting

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