

AM7

THE METAMORPHOSIS

ENGINE™

System

Rules &
Adventures
In One!



METAMORPHOSIS
ALPHA to OMEGA
GAME

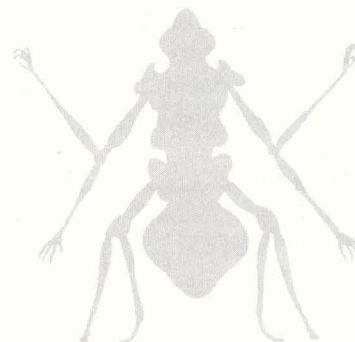
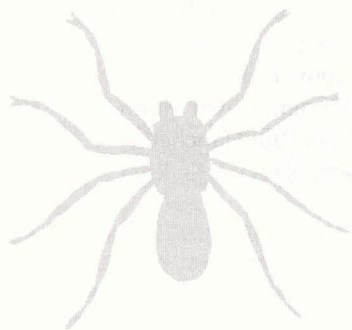


Metamorphosis

Alpha

to

Omega



by
Slade Henson

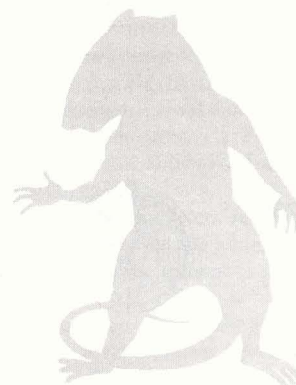
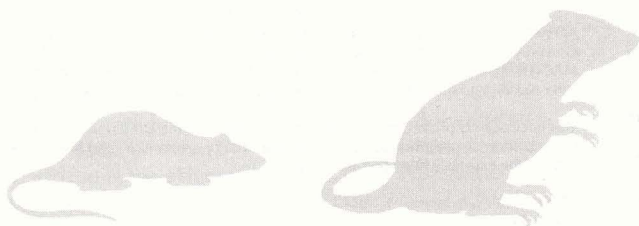




Table of Contents

The AMAZING ENGINE® Role-Playing System	3
Preface	19
The History of the Starship Warden	20
The Role of the Player Character	23
The Role of the Gamemaster	23
Starting a <i>Metamorphosis Alpha</i> to <i>Omega</i> Campaign	24
Player Character Generation	27
Mutations	32
Skills	50
Awards and Experience	57
Tech Levels	58
Artifacts	60
Combat	77
Creatures	81
The Robotic Opponent	91
Deck Overview of the Starship Warden	102
Deck Nine	104
Deck Eight	110
Deck Seven	116
Deck Six	122
Deck Five	128
Deck Four	131
Deck Three	133
Deck Two	134
Deck One	136
Character Sheet	144
Map	bound in back

TSR, Inc.
P. O. Box 756
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
United Kingdom

Credits

Based upon the original work by James M. Ward

Design: Slade Henson

System Guide: David "Zeb" Cook,
with development by K. S. Boomgarden

Additional MA Design: Shane Hensley
(Artifacts) and John Rateliff IV (Creatures)

Editing and Development: John Rateliff IV

Ship Design/Modeling: Dennis Kauth
Dome Interiors: Susan & Heather Sutherland

Cover Photography: Charles Kohl

Internal Art: Newton Ewell

Additional Art: Jeff Easley, Larry Elmore,
Mark Nelson, David C. Sutherland III,
and David A. Trampier

Cartography: Dennis Kauth

Graphic Design: Dawn Murin

Production: Paul Hanchette

Typography: Nancy J. Kerkstra

Copyright © 1994 TSR, Inc.

All Rights Reserved. Printed in U.S.A.

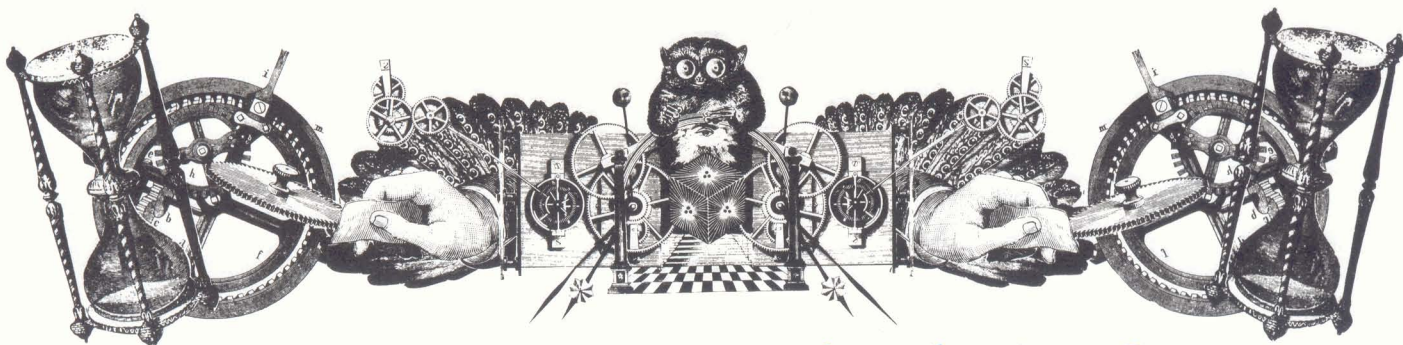
Random House and its affiliate companies have worldwide distribution rights in the book and hobby trade for English language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors.

ADVANCED DUNGEONS & DRAGONS, AD&D, AMAZING ENGINE, BUGHUNTERS, GAMMA WORLD, and SPELLJAMMER are registered trademarks owned by TSR, Inc. MAGITECH, and the TSR logo are trademarks owned by TSR, Inc. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc.

This accessory is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork printed herein is prohibited without the express written permission of TSR, Inc.

2708
ISBN 1-56076-851-7
2708XXX1501





The AMAZING ENGINE® Role-Playing System

Note: If you are already familiar with the basic rules for this game system, feel free to turn directly to the Universe Book portion of this product. Any rules modifications specific to this setting are included there.

The AMAZING ENGINE® role-playing system is more than just a single role-playing game, be it fantasy world or science fiction universe. Instead, the AMAZING ENGINE system provides the basics for creating a wide variety of role-playing settings—anything from consulting detectives investigating fairy realms to deadly aliens stalking hi-tech space marines—and as much as can be imagined in between.

System Guide and Universe Books

To do this, the AMAZING ENGINE system consists of two parts. The first part comprises the basic rules for creating player characters and having those characters use skills, fight, and move: the System Guide, which you are reading right now. These rules are found in all AMAZING ENGINE products. This section also details how players and Gamemasters (GMs) can change settings while transferring benefits player characters have gained from previous play.

The second part of the system comprises the Universe Book. Each Universe Book is a complete role-playing game. It is not necessary to buy every Universe Book to play in the AMAZING ENGINE system. Gamemasters can run campaigns in just a single universe, choose only science fiction or only fantasy, or play in both according to their personal whims.

The AMAZING ENGINE system is more than a mere collection of universes. In this system, the advances a player character (PC) gains in one universe can be used to help PCs in other universes. Starting in a new setting does not call for starting over from the beginning; this means players and GMs can experiment with the wide range of universes.

The Player Core and the Player Character

The heart of the AMAZING ENGINE system is the combination of the *player core* and the *player character*. The player core is the framework around which PCs are built. The same player core is used from universe to universe.

The PC is the actual collection of numbers, skills, and other abilities used to role-play in a given universe. A player will have a different character in each universe, but these characters may all be generated from the same core.

When creating player cores, the players must make certain decisions about the kind of characters they want. They can choose different emphases for the four different pools (see next page) that define a character: Physique, Intellect, Spirit, and Influence. These choices, made while creating the player core, reflect in all PCs created from that core. Each pool offers a pair of choices. Does a player want characters that are generally strong and influential, or ones who are intellectually superior and athletic? Physical characters can be either

muscular or quick; spiritual characters can possess great psychic potential or strong wills.

Of course, the same ability is not always the best in every universe. A muscular but psychically weak character who does quite well in the BUGHUNTERS® game may be at quite a disadvantage in the MAGITECH™ game, where wizards needing strong psyches to manipulate magic are a common sight. Therefore, the same player character is not used in every universe. Instead, the player core allows each character to be tailored to the needs of each universe—within the limits of the player's original choices. Players who emphasized Physique will still have characters who are either faster or stronger than most others. Those who chose Intellect will have smarter characters, either in learned skills or intuitive understanding. The player core forms the archetype around which a single player's characters are all set.

The Ability Pools

The player core consists of four different ability pools: Physique, Intellect, Spirit, and Influence. Each pool has two attributes that define the player character. When creating the player core, only the ability pools are used. When creating a PC, or playing that PC in a single universe, only the attributes are used. Once the first character is generated, ability pools never affect the actions of a PC and attributes never affect ability pools. The ability pools' corresponding attributes are:

Fitness and Reflexes. These attributes of Physique measure all things physical about the character.

Learning and Intuition. These attributes of Intellect define the character's mental power for learning useful skills.

Psyche and Willpower. These attributes of Spirit are the sources of the PC's mystical potential and strength of will.

Charm and Position. These attributes of Influence generate the values affecting the character's social interactions.

The Attributes

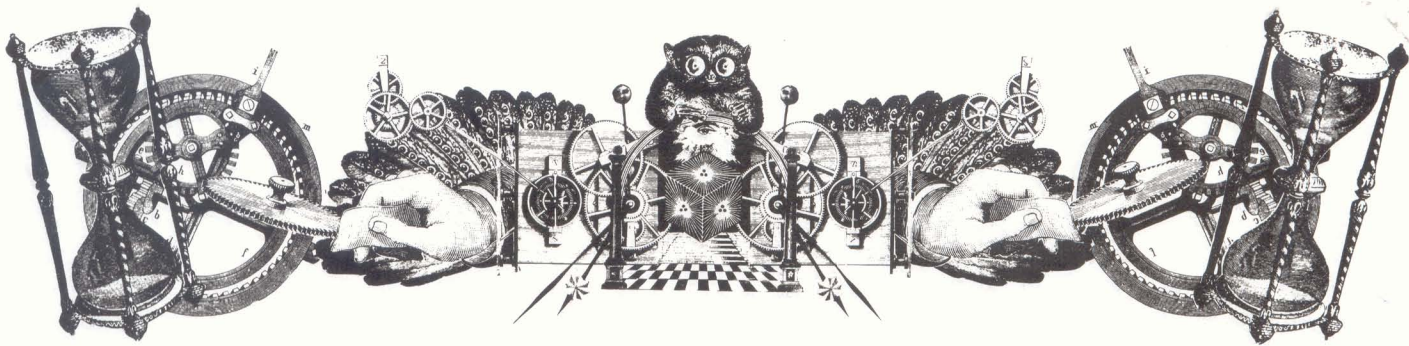
As noted, the eight attributes are more precise breakdowns of the corresponding ability pools, and they define a specific character in a specific universe. Beginning characters' attributes have values from 3 to 50, with 25 being the approximate average score. (Characters generated from the core later in a campaign may have higher scores.)

Fitness. A measure of bodily strength, Fitness reflects the characters' muscles and their ability to use them effectively. Fitness affects the amount of damage characters can cause in hand-to-hand combat, and the amount of body damage they can take.

Reflexes. This attribute measures characters' reaction speed and hand-eye coordination. It is used for scoring a hit in combat, and (along with Willpower) determines the amount of stamina damage characters can take.

Learning. This measures characters' knowledge in areas requiring long training or study. In some universes, it may represent a degree or period of schooling. Learning affects the number and kind of, and chance of success at, skills characters can have.





Intuition. This encompasses the characters' ability to remember random trivia, innate wit, street smarts, comprehension, and worldliness. Intuition is applied to skills picked up through observation and practice, without long periods of study. Like Learning, Intuition affects the number and kind of, and chance of success at, skills characters can have.

Psyche. The universe is filled with more things than can be measured or imagined by physical science—or at least an AMAZING ENGINE™ universe may be. Psyche represents the characters' potential to perceive and manipulate the spiritual and metaphysical world. In a given universe, this may determine the characters' magical ability, psychic powers, or plain old luck.

Willpower. As a measure of mental fortitude, this ability indicates how well the characters can endure pain (along with Reflexes, in the form of stamina points), block mental attacks, or resist psychic possession.

Charm. In role-playing games (RPGs), characters must interact. This attribute rates the characters' personalities and the way others are disposed toward them. Charm is used to influence reactions of NPCs and can affect the success of some magical and psychic skills.

Position. This attribute provides a rough rank for characters on the ladder of social advancement, whatever form the rungs take in a particular universe. Depending on the setting, Position may translate into military rank, fame (or infamy), wealth, title, class, or even occupation. Position is used to deal with officials, finance large purchases, and secure special resources, and also at special social functions.

Generating the Player Core and Player Character

The process of creating the player core is woven into the steps of creating the first player character. As you create this character, you will have to make a number of choices for the core that will affect the character. In later steps, numbers rolled for the PC's attributes will affect the final results of the player core. Thus, the procedure for creating your first PC (and player core) is slightly different from that used when creating subsequent PCs from the same core.

The first task in creating a character is to decide what kind of character you like. You can do this even before knowing what kind of universe your GM is going to use. Do you prefer strong characters, able and ready to fight; charmers who can talk their way out of any situation; intellectuals good at solving problems; or magically-charged wonderworkers? Think about your ideal character.

The next step is to translate your ideal into game form by ranking the four ability pools of the core from best to worst. Using a sheet of paper (or the Player Core Sheet on page 18), write the numeral 1 (best) next to the pool for which you want the best chance for high scores. Then rank the remaining pools (2, 3, and 4), remembering that the one ranked lowest will usually have the lowest scores. Later die rolls do not guarantee anything.

In the third step, begin creating your first actual PC by choosing four of the eight attributes and rolling four 10-sided dice (4d10) for each

one. Add the four results, and note the total in the space next to the attribute name. (Do this in pencil, since the attributes may be modified in a later step.) The attributes chosen need not correspond to the ranking of attribute pools done previously. You can choose one, both, or no attributes of any given pool in this step.

Now, generate scores for the four remaining attributes by rolling 3d10 and adding the results. Note the totals in their appropriate places.

Once the basic numbers have been generated, modify the attributes based on the rankings you gave the ability pools (1–4). The rankings determine the number of points available to divide between the two attributes of that pool (15, 10, 5, or 0). You can divide these points however you wish, but no attribute can have more than 50 total points.

Rank 1: 15 points

Rank 2: 10 points

Rank 3: 5 points

Rank 4: 0 points

The modified numbers are your PC's attribute scores.

With the PC attributes determined, you can now finish creating the player core by figuring your ability pools' dice ratings. Do this by adding the two attribute scores of each pool and dividing the total by 10. Fractions are rounded up to the next whole number. Write these numbers next to "Dice." Although this total has no effect on a PC during play, it is needed for creating other characters in other universes.

Creating Characters from the Player Core

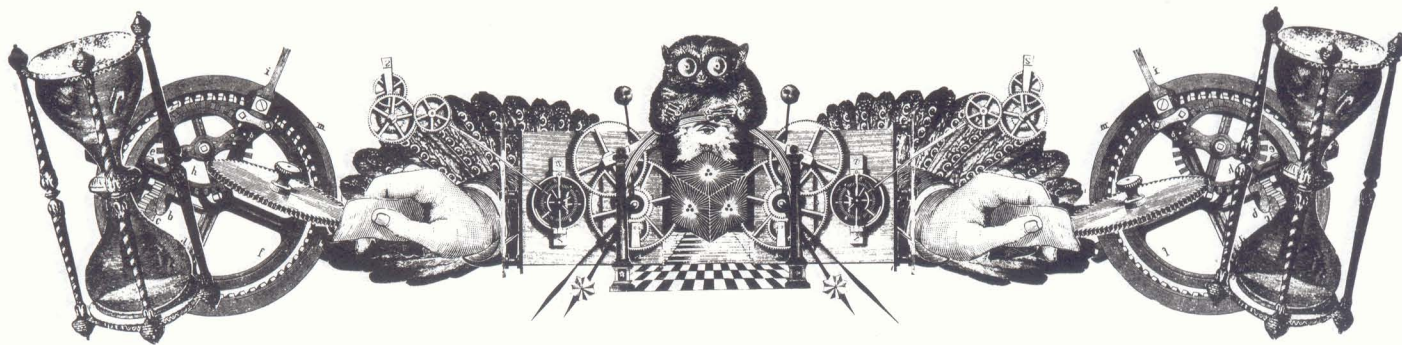
Once you have created a player core, you are ready to create new characters for other AMAZING ENGINE settings. These characters are made using the player core, and follow different steps from those you used for your first (or "prime") character.

You build PCs from the core by assigning dice to the different attributes. Each ability pool has a dice rating (this was the last step you performed in creating your prime character). These dice are divided in whole numbers between each pool's attribute pair. In addition to these dice, all new PCs have 7 "free" dice the players can assign as they see fit. However, unless stated otherwise by the universe-specific rules, no attribute can have more than 5 dice assigned to it. Once all dice have been assigned, the appropriate numbers are rolled and totalled, just as before.

After the dice are assigned, rolled, and totalled, the next step is the same as for your prime character from this core. Using the same rankings you assigned to your ability pools, use the points each rank gives (15, 10, 5, and 0) to modify your PC's attributes. As before, no PC can have an attribute rating higher than 50.

Once the attributes have been modified, the character creation process stops. Do not recalculate the dice ratings for the player core. The dice ratings can only be altered by spending experience points earned by the PCs created from that core.





Multiple characters can be created from the same player core. However, you should have only one character from the same core per universe. Multiple characters per core in the same universe would give you an unfair advantage over players with only a single PC per core. *You can create multiple cores, however, each with its own prime character;* use the rules for “Generating the Player Core and Player Character.”

A detailed, complete example of creating a player core and a prime character is given on pages 14–15.

Life and Death

A crucial part of any role-playing game is the risk of injury and death to the PCs. Every time a PC tries something dangerous or gets in a fight, she can suffer damage. This damage is measured in points, subtracted from a character's total. In the AMAZING ENGINE system, there are two types of damage: *stamina* and *body*.

Stamina damage is caused by the host of bruises, grazes, cuts, burns, jolts, and effort spent avoiding serious harm. A character who loses all her stamina points does not die—she falls unconscious. Unconsciousness comes from the combined effects of blood loss, concussion, shock, pain, and just plain exhaustion. If an attack causes 10 points of stamina damage and your character has only 4 remaining, the excess points are ignored. Your character falls unconscious. Attacks on unconscious characters automatically cause body damage.

Body damage represents wounds and injuries that seriously threaten the health of your PC. These include bullet holes, stab wounds, broken bones, serious burns, bites, and other unpleasantities. When your character loses all her body points, she's dead.

Just how many stamina and body points your PC has varies from universe to universe. In some, such as that of the BUGHUNTERS game, combat is one of the main activities. Here, your PC will need lots of stamina and body points. In others, like *For Faerie, Queen, and Country*, combat is a last resort when all others have failed. Characters in such a universe have lower stamina and body point totals to discourage players' desire to solve every problem with guns.

In all universes, however, stamina and body points are calculated from the same attribute scores. Fitness is used to figure body points. Characters with high Fitness scores will always have more body points than those with poor Fitness scores, no matter what the universe. Willpower and Reflexes combined are the base for stamina points, so that those with high scores in these attributes will have more stamina points than those with low ones.

Injuries and wounds do heal, allowing your PC to regain lost stamina and body points. Because the two types of damage reflect different causes, each heals at a different rate. Stamina is regained in two stages; 1 point in the first 10–60 minutes (1d6×10), then 1d10 points per eight hours of light activity (2d10 per eight hours of bed rest or sound sleep). Body points heal at the rate of 1 per week. Rest, nursing, and hospitalization can increase the rate of healing; to what extent depends on the universe. After all, the hospitals of a pseudo-Victorian London are nothing like the sickbay facilities of a 23rd-century starship!

Beyond the Player Core: Fine Tuning

In any AMAZING ENGINE universe, your PC is more than the sum of her attribute scores. There are many other choices to make; however, these depend on the universe in which your character is playing. While all the choices are defined for your character in the Universe Book section of this product, the range of options is explained here in general terms.

Base Adjustment

Every universe of the AMAZING ENGINE system is different, so a suitable starting character for one may not be right for another. Therefore, a given universe may apply a *base adjustment* to certain of your PC's ability pools. This adjustment increases every affected attribute by the same amount (for example, a base adjustment of +30 to the Physique pool means you add 30 to the base Fitness score and 30 to the base Reflexes score). The adjustment must be made *after* calculating your PC's base attribute scores.

Species

Up to now, nothing has been said of just what your PC is, and from the examples it's easy to assume everyone's human. However, this need not be the case. In some universes, you may have the opportunity to create characters that are members of some other species. Your character could be an intelligent being evolved from dinosaurs, belong to an alien race from another star, be a combination of human and machine, or (comparatively simply) have fairy blood. The universes of the AMAZING ENGINE system have all of science fiction and fantasy to draw upon, so the possibilities are nearly endless!

Gender

There is nothing in the player core that determines your PC's gender. In most universes, you can choose it freely. However, in some cases there may be special restrictions or different choices, particularly when playing an alien (nonhuman) PC. The Universe Book describes any such rules additions.

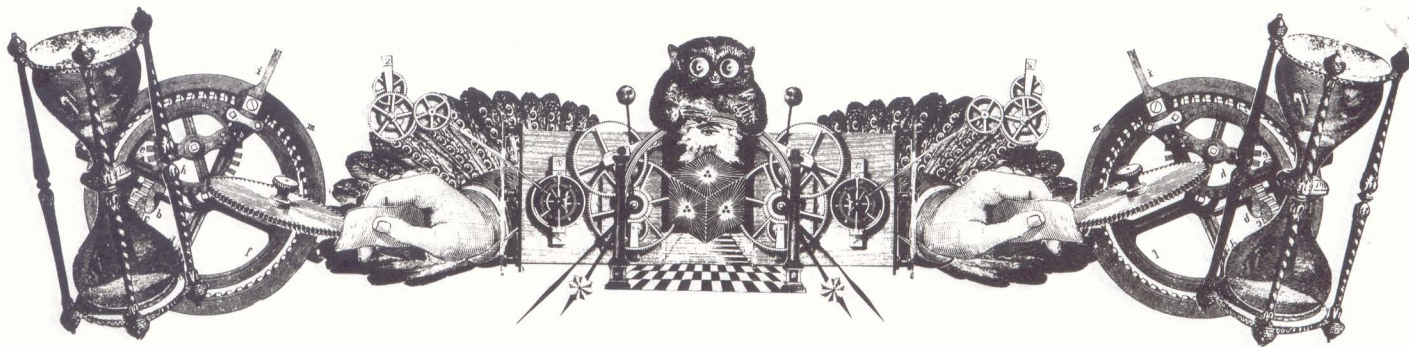
Handedness

For convenience, your character uses the same hand as you do in real life. Of course, if you're playing a four-armed g'rax, special rules may apply.

Appearance

Again, unless your PC is an alien, you can describe your character's looks however they please you. He could be tall and willowy, or she could be short and blunt. It is recommended that you create a character





description that matches the attribute scores. For example, if your character has a miserable Fitness score, it doesn't pay to imagine him as strong and muscular.

Professions and Skills

At some point in her imaginary life, your PC probably went to school, learned a trade, or at least got an education on the street. In the AMAZING ENGINE system, what your PC knows is defined by her profession. No matter the universe, every character has a profession, varied though they are. In a Victorian fantasy setting your PC might be a consulting detective, consul of the Foreign Office, Oxford don, navy ensign, or medium. A completely different set of professions exist in a world of high space opera; space freighter captain, alien spy, smuggler, and psychic are only a few possibilities.

Likewise, the exact benefits of a profession can vary from universe to universe. The Victorian consulting detective might know material analysis, chemistry, fisticuffs, craniometry (measurement of people's skulls), heraldry, and fencing; his counterpart in a world of modern magic could well possess flying carpet driving, spell analysis, handguns, karate, and empathy.

When you create a PC for a campaign, your character must be given a profession from those offered in that particular universe. The Universe Book lists these. Choosing a profession does not determine what your PC is currently; it only tells what she was, and therefore what she knows at the start of the campaign. From this basis, you can make of your PC what you want.

Skill Groups

Note: Reference this Universe Book's skill listing as you read this section.

Every profession includes a listing of skill groups falling within that profession's purview. These skill groups form the basis of what a character can learn, given her profession. The skills categorized under each grouping are all related to that area of study or use, although the skills themselves may be quite different. For example, a scholarly character may have "Humanities" as a skill group. Checking the information in that Universe Book, you find the listing for Humanities. Under it are several different scholarly areas and skills that all have to do with the humanities (like Linguistics and Theology), though they are not always related to each other.

Certainly not every profession has the same skill groups. The scholar's studies in humanities would be ill-suited to the needs of a soldier in the 23rd century. Her skill groups would include things like Sidearms and Comm-gear. The skills of the Sidearms group are vastly different from those of the Humanities group.

In addition to organizing skills, the skill groups also show the skills' order and relevant attributes, both important to using skills in play.

Skill Order: In each list, skills are arranged in ever-smaller steps of

specialization. Before a skill can be learned, your PC must know all preceding steps. For example, look at the following list.

Sidearms (R)

- Coherent Beam (R)
 - Laser rifle (R)
 - Particle beam (R)
- Projectile (R)
 - Modern (R)
 - Antique (R)
 - Blunderbuss* (R)
 - Rifled musket*(R)
 - Assisted (R)
 - Energized (R)
 - Flechette (R)

General Medicine (L)

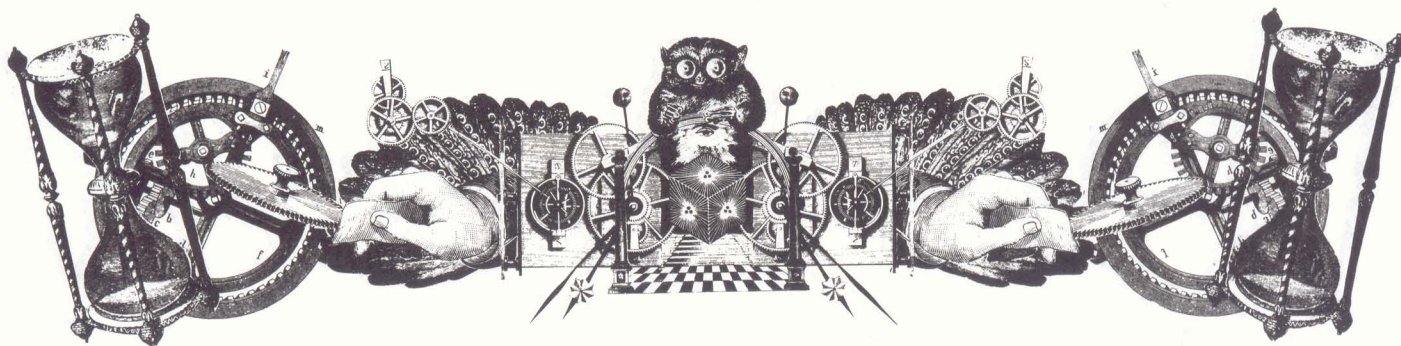
- Xeno-biology (L)
- Arcturean medicine (L)

Each level of specialization is indicated by indentation, just as in an outline. Once your PC has learned a skill (Sidearms or General Medicine, in the above listings), she has a basic familiarity with everything grouped below it, allowing her to attempt any of those specialties. However, your PC's chance of success decreases when attempting things of greater specialization than her training level. The degree of penalty depends on what the PC knows and what she's trying to do. She cannot know the Rifled musket enhancement unless she knows Antique weapons, which she cannot have until she has taken the Projectile specialization. (She need not know Coherent beam weapons before she can know Projectile; these two are at the same level, and thus are unrelated.) The precise penalty varies from universe to universe. A typical penalty is -10 to the PC's chance of success per each level of difference. (In the above example, a PC familiar with projectile weapons trying to use a rifled musket does so at a -20 penalty: -10 for not knowing the Antique specialization, and -10 for not having the Rifled musket enhancement.)

Enhancements: Some specialized skills do not require your PC to gain new areas of learning or technique, but only call for the refinement of existing knowledge. Your PC doesn't "learn" anything new; she only improves what she can already do. These specialties are called *enhancements*, and are noted by an asterisk (*) on the skill groups.

For example, under Antique Weapons, *Blunderbuss* and *Rifled musket* are enhancements. The basics of loading and firing each are essentially the same, and the same goes for any other antique weapon (the larger skill category). The differences are that a character skilled in *Blunderbuss* is more familiar with the particular quirks of that weapon. The same does not apply when comparing Antique Weapons to Modern Weapons, or General Medicine to its specialty Xeno-biology. In these cases, the skills involve new learning, new techniques, and new facts





that must be mastered in addition to the basic understanding of Sidearms or Medicine.

Knowing an enhancement gives a PC a bonus (typically +10) when using that particular skill—but only that skill. A PC who knows the Blunderbuss enhancement and uses that weapon gains a +10 bonus to her skill roll. She does not gain that bonus when using a rifled musket, however, even though both weapons require the Antique Weapons specialty.

The bonus for an enhancement does not accumulate across levels the way that penalties for lack of a specialty do. For instance, a character with the Blunderbuss enhancement gains only one bonus when rolling against the Sidearms skill, despite the fact that there are two levels between the skills.

Starting Skills: After you have chosen a profession for your character and noted down the skill groups, you can select skills for your PC. The number of skills your PC can have depends on her Learning and Intuition scores.

First, you must choose those skills dictated by your PC's profession: the things that allow her to operate effectively in whatever career she has chosen. You can choose any skills from the skill groups named by that profession. Your PC can have 1 skill for every 10 points of Learning (or fraction thereof, rounded up). Specialized and sub-specialized skills can only be chosen if the preceding skills are also learned.

After you have chosen those profession-based skills, you can pick other skills from any skill group regardless of the PC's profession. These skills represent your PC's general knowledge, interests, curiosity, and hobbies. Select one skill (from any skill group) for every 15 points of Intuition your PC has (ignore fractions in this case). Additional skills gained may be within the PC's profession or completely outside it. As before, your PC cannot learn specializations or sub-specializations unless all previous skills are known.

As you select skills, note the names and relevant attributes (noted in parentheses after each skill) on your character sheet.

Skill Checks

Although your PC may know how to apply a skill, this is still a long way from using the skill correctly and successfully. As a real person, you might "know" a foreign language, but could still make an error when talking to a native speaker. Furthermore, not everyone is equally adept; not every first-year French student speaks first-year French equally well. The same is true, of course, for your PCs.

Every time your PC attempts to use a skill, you must make a skill check to see if the effort succeeds. This entails rolling percentile dice, applying any bonuses or penalties as required, and comparing the result to one of your PC's attribute scores. The relevant attribute score is noted in parentheses after the listing in the skill group: **Fitness**, **Reflexes**, **Learning**, **Intuition**, **Psyche**, **Willpower**, **Charm**, and **Position**.

If the (modified) die result is less than the PC's attribute score, the attempt succeeds. If the (modified) die result is greater than the score,

the attempt fails. A skill check always fails on a roll of 95–00, but there is no corresponding chance for automatic success.

Easy and Difficult Tasks: Skills are applied to tasks of varying difficulty. For your PC with mechanical skill, fixing a stubborn lawnmower is just not the same as rebuilding the engine on a sub-orbital jet. The former is a task of basic simplicity, the latter a highly demanding and complicated job. Clearly, your PC's chance of success in each endeavor should not be the same.

A skill check is not required every time your PC does something skill-related. For example, driving to the supermarket does not require a skill check. A character trained as a spaceship pilot need not make a skill check every time he travels through space. It is assumed that every skill provides a level of basic understanding. Thus, skill checks can be ignored for simple and familiar tasks.

When the result is uncertain, a skill check must be made. Characters with Firearms skill can handle a gun without a skill check, but they may not hit the target—a skill check is required to find out. If the check succeeds, your PC performs the action successfully. If the check fails, the action fails, with appropriate consequences.

Your PC can also attempt actions of even greater risk and skill, so much that a normal skill check is still too easy. She may want to shoot an item from a person's hand, or calculate an obscure scientific formula. Based on the situation, the GM can reduce the chance of success to reflect the difficulty of the action. Guidelines for the modifiers are given as appropriate in the Universe Books.

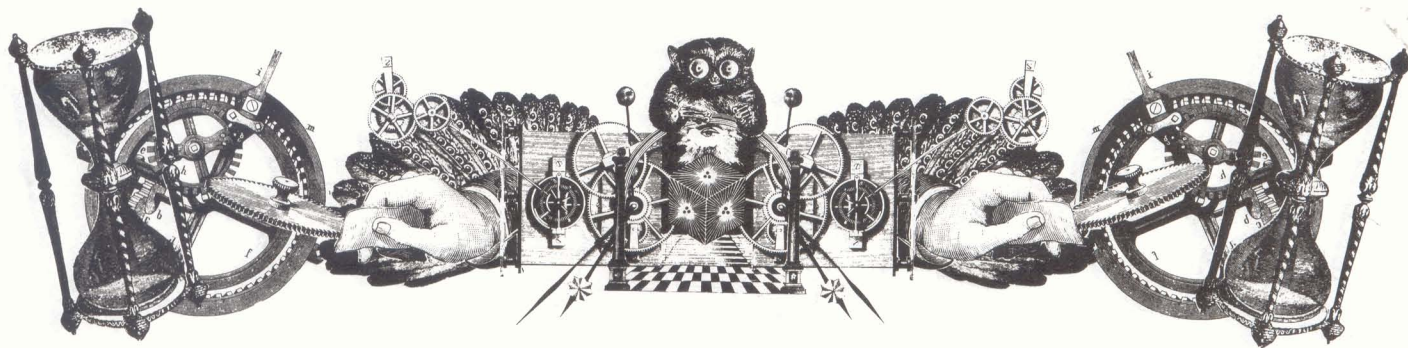
At other times, your PC may attempt something more specialized than she is trained for. In this case, even the simplest task requires a skill check (with the penalty for not knowing the specialty applied), since any specialized knowledge is assumed to be beyond your PC's basic understanding. Tasks that would require a normal skill check become extremely difficult for those without the proper background, while things difficult for a specialist become nearly impossible.

Unskilled Characters: No matter how well-rounded and prepared your PC is, there are always times when she is faced with a problem for which she is simply not trained. Faced with such a situation, your PC may have little choice but to try her best.

Whether your PC can even hope to succeed depends on the skill normally required to perform the task. If this is a Learned skill (one that uses the Learning attribute for skill checks), the task is impossible. Computer programming, biochemistry, and surgery are all examples of Learned skills. Without the proper training, your PC simply has no clue about what needs to be done. For example, she cannot repair a malfunctioning high-energy gas laser. The only thing she's likely to do, without the proper training, is increase the damage.

Actions based on nonLearning skills can be attempted by even those lacking the proper training. In this case, the PC has a default chance equal to half the appropriate attribute score. Even the most basic actions require a skill check (there is no automatic success), and the attribute score is halved for the attempt. The other penalties, for specialization and difficulty, still apply.





Margin Ratings

In most cases, the actual outcome of a skill check doesn't change, regardless of how well or poorly the PC did, so you can simply translate the skill check into story details. Roll well below the success number, and your PC did the task extremely well. Roll high—close to failing—and it was a struggle, but she succeeded. Roll drastically greater than the success number, and your PC botched things royally.

For example, your PC, Anya, and her companion, George, are trying to jump across a pit, with a villain in hot pursuit. You roll a 17 (needing a 54 or less), while George's player barely rolls below the necessary number (69 out of 71). Right behind your PCs, the villain attempts the leap. His roll is a 93, well over the 51 needed. In this case, the GM might say, "Anya, you clear the pit easily, then bend down and help George, who nearly failed and is clinging to the edge by his fingertips. The thug chasing you slips just as he starts the leap. There's a horrid scream as he falls out of sight." Both player characters succeeded and there was nothing gained by doing better, while the thug failed and would have fallen in any case. If Anya had not been there, George would have simply hoisted himself over the edge to safety.

At other times, you need to know not only if your PC succeeded or failed, but to what degree. These are known as critical successes or critical failures. Skills that require them are defined in the Universe Books. In *For Faerie, Queen, and Country*, Louis the forger is altering a will. A successful skill check results in a will that fools most people, but Louis needs a critical success to dupe the court's handwriting expert. In the *BUGHUNTERS* game, Harmon, the demolitions man, is faced with a complicated time bomb. Success obviously defuses the device, but there is the risk he pulls the wrong wire. This would be a critical failure, causing the bomb to detonate immediately.

Critical successes and failures are defined by *margin ratings*. Success margin ratings are noted as S#: S2, S5, etc. Failure margin ratings are noted as F#: F8, F7, etc.

In such instances, the success or failure margin is found by reading the 1s digit of the skill check roll. For a critical success, the skill check must be successful *and* the 1s digit must be equal to or less than the success margin. For a critical failure, the check must be failed *and* the 1s digit must be equal to or greater than the failure margin.

For example, Louis has a 45 on his attempt to forge a signature. The skill notes a success margin of 1 (S1) for a perfect forgery. Louis's player rolls the skill check, and the result is 40. Louis succeeds! Not only that, but it's a critical success, since 0 is less than 1 (the success margin rating). If Louis's player had rolled a 29, the forgery would have been successful but imperfect. On a roll greater than 45, the forgery would have failed completely.

Note that, statistically, margin ratings give characters with higher attribute scores a greater chance of amazing successes and a lower chance of horrible failures at any particular task than characters with lower attribute scores. In effect, success and failure margins serve as fractions of a character's skill, so as that skill increases, the margins become automatically more beneficial. Applying them to the 1s digit

of a skill check simply makes it very quick and easy to identify them during play.

Movement

Character movement is divided into three speeds: walking, running, and sprinting. Each is defined by a speed in meters/turn and a duration of minutes or turns.

Measurements

To ease the transition from one universe to another, this game system uses a consistent set of measures for figuring game time, movement, and weight.

In this game system, all distances, volumes, and weights are given metrically. Although unfamiliar to some, the metric system is best suited to meet the needs of universes ranging from high fantasy to hard s-f. Distances are given in meters and kilometers, weights in grams and kilograms, etc.

Game time—the imaginary time spent by PCs to do anything, as opposed to the real time you spend describing your PC's actions, rolling dice, thinking, etc. while playing—is organized into turns, minutes, hours, and days. A turn is roughly equal to 10 seconds of action and is used for combat and other time-important actions. Minutes, hours, and the rest are self-explanatory. A given universe may have weeks, months, and years equivalent to those of our Earth or may use a quite different system (especially in s-f settings).

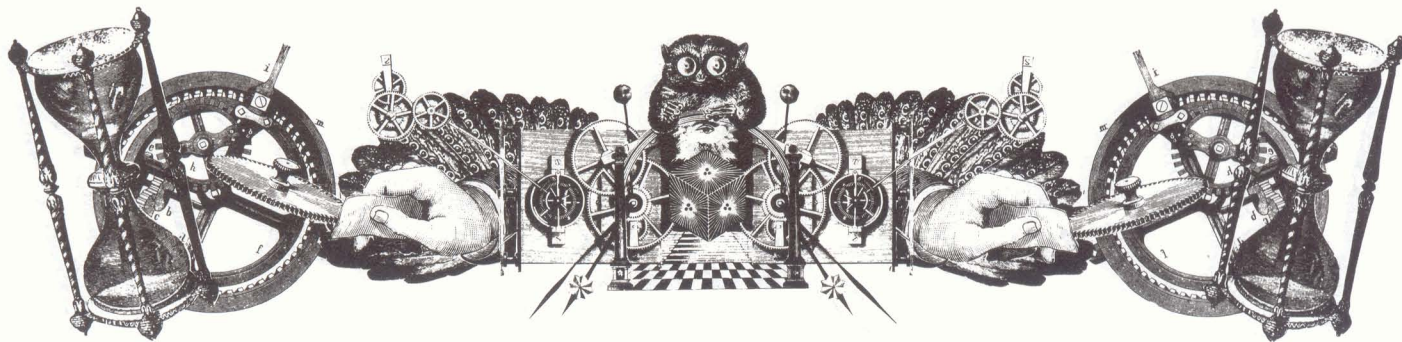
Speed

Walking is the slowest and most common movement. A person walking can cover up to 15 meters per turn. (In general, people unconsciously adjust their strides to those of their companions to walk at a uniform rate.) Characters can walk for an indefinite amount of time, although the hourly movement rate of 5,000 meters should be used if PCs travel for longer than 30 minutes at a time.

Running is a brisk jog or long, loping stride, good for covering considerable distances at a quick pace. It is not as flat-out fast as your PC can run, since your PC is trying to conserve some strength for the long haul. Most PCs run a distance equal to their Fitness in meters per turn. A character with a Fitness of 32 could run 32 meters in a single turn. Notably unfit characters (those with Fitness scores of 14 or less) run and walk at the same speed: 15 meters per turn. A character can run for a time in minutes equal to his or her Fitness rating.

Sprinting is a burst of speed, in which your PC tries to cover a short distance as quickly as she or he can. Each turn your PC can sprint a distance in meters equal to twice his or her Fitness score (a PC with a Fitness score of 32 can sprint 64 meters in 10 seconds). Sprinting can be maintained for turns equaling one-tenth the PC's Fitness score (Fit ÷ 10), rounded down. Amazingly unfit characters (those with Fitness scores of 7 or less) cannot sprint or run, although they still walk at normal speed.





Carrying Capacity

Another important modifier for your PC's speed in any situation is the weight she is carrying. The movement rates given assume the PC is not loaded down with excess goods that would slow her pace.

Your PC can carry goods equal to her Fitness score in kilograms without penalty. A PC with a Fitness of 21 can carry 21 kilos (about 46 lbs.) of gear and supplies without significant difficulty. When carrying up to twice this weight, the PC's running and sprinting speeds are halved. At three times the base weight, the PC cannot sprint or run and may only walk meters equal to her Fitness score before having to rest.

If a player tries to tax her PC's Fitness by spending experience points (so she can lift a greater-than-normal weight), the benefit lasts until the PC fails a Willpower check. Like an Olympic weightlifter, the PC puts her legs and back into a heroic effort to lift the great weight. Every muscle in her body strains until her Willpower finally gives out. When the PC fails this check, she suffers 1 point of stamina damage. Players can use experience points to tax their PCs' Willpower to improve their chances of passing this check, too.

Pushing the Limits

It is possible for PCs to run and sprint faster or farther than their normal allowances by taxing their Fitness scores and making attribute checks.

Any PC can sprint faster than is normally allowed in a given turn by taxing his ability. The player must spend experience points to increase the Fitness score. However, a PC can never increase his speed by more than 50% in this way (he cannot add more than half his Fitness score). This increase is only effective for a single turn. The player must continue to spend experience points to maintain the PC's pace on subsequent turns.

Any PC can also try to exceed his duration. At the start of each turn (when sprinting) or minute (when running) during which the PC wants to run longer than his normal duration, the player makes a Willpower check with percentile dice. If the result is lower than the PC's Willpower score, he keeps going for that turn or minute; otherwise, he must stop since he's exhausted. PCs who fail the check suffer 1-2 points of stamina damage. Note that players can spend experience points to increase their PC's Willpower for this check.

For more information on taxing attributes, see "Taxing Attributes" in the "Experience" section of these rules.

Resting

Flat-out sprinting and long-distance running make for exhausting business, and your PC must rest at the end of any dash. PCs must spend time resting in minutes equal to the minutes spent running or turns spent sprinting. Sprinting three turns requires resting three minutes. Characters resting cannot run or sprint but can walk up to 10 meters per turn.

Vehicles and Special Movement

Since the AMAZING ENGINE universes can encompass anything from lizard-drawn chariots to anti-grav sky-sleds, rules for vehicle movement are part of the Universe Books. In addition, a Universe Book may present unique movement rules to reflect any special conditions of that universe. Heavy gravity, magical terrains, other dimensions, and weightlessness are all possible complications unique to specific universes.

Combat

Sooner or later, fighting becomes part of every role-playing game. The AMAZING ENGINE system is no exception, although the emphasis on fighting (and just how dangerous it is) will suit the story needs of the universe. For example, combat in *For Faerie, Queen, and Country* is an infrequent thing, and dangerous when it occurs. A character can be killed with a single shot. At the other extreme, battles are frequent and heroic (and often magical in nature) in *The Galactos Barrier*, a swash-buckling universe of high space opera. The BUGHUNTERS game, where characters are the elite of the interstellar armed forces, is almost entirely combat-centered.

Because of the differences among universes, the things described herein are basic procedures that do not change from setting to setting, such as the differences between ranged combat and melee, and how to make an attack roll. Every Universe Book contains additional combat rules. At a minimum, these include weapons available in that universe; a maser rifle just won't be found in a world of armored knights and dragons. It could appear in a world of cybernetic knights and chrome steel dragon tanks, however.

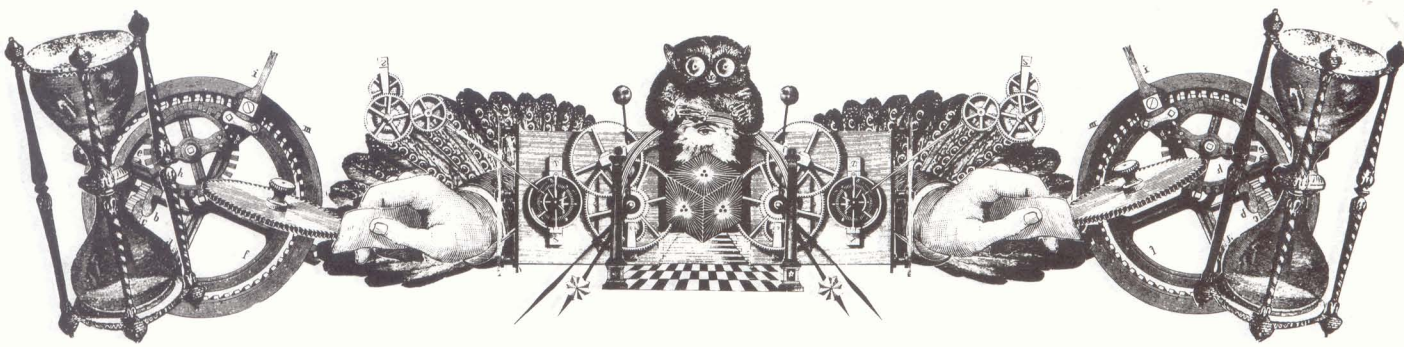
Some universes, such as that of the BUGHUNTERS game, place a greater emphasis on combat than others. Accordingly, the combat rules for these universes incorporate detailed rules for things like special combat maneuvers, penetration, knock-back, and recoil. Other universes may keep the combat rules to the barest minimum in favor of other role-playing aspects.

The Combat Sequence

Because combat can be a confusing event with six or seven characters to a side, each trying to do something different, the AMAZING ENGINE system (like most RPGs) organizes combat into a series of steps, each complete sequence taking one turn, each turn being roughly 10 seconds of time (allowing the GM flexibility in resolving combat actions). Each turn repeats the sequence of events until one side is defeated or manages to escape.

- I. Determine advantage (1st turn only)
- II. Players declare PC actions; GM decides NPC actions
- III. Determine initiative
- IV. Resolve actions





I. Determine Advantage: This is the “jump” one character or group might have on another when the encounter begins. It is used in situations such as two groups (friend and foe) stumbling onto each other unexpectedly, a group being betrayed by someone the members trusted, or the party walking into an ambush. The character or party who has the advantage automatically gets the first action and may have a bonus on chances to hit the targets.

Advantage is checked at the beginning of any encounter, before any actions are taken. After the first combat turn, advantage is normally no longer checked, since both sides are perfectly aware of what the other is up to—at least in general terms. In some instances, however, additional advantage checks may be called for: a new attacker appearing from an unexpected direction, or an event unanticipated by one or both sides.

The basic method for determining advantage is for both sides to roll percentile dice and compare the result to the highest Psyche score in each party. If the check passes, the group is forewarned, however slightly. If the check fails, the group is unprepared and the other side gains the advantage. If both sides succeed, no one is caught unprepared. If both sides fail, everyone is caught flat-footed. If either side rolls a 95–00, that group is *surprised*—caught completely off guard—and is particularly vulnerable. The “Advantage Outcomes” table appears on page 16. The properties, equipment, and situations of different universes can modify a PC’s check. Some possibilities include thermal sensors to spot what is normally unseen, or psionic powers to detect thoughts. Any such modifiers will be noted in the Universe Book.

The side with the advantage automatically goes first on the opening turn of combat. Its members gain a +5 modifier on any attack or action opposed by the other group. The side without advantage goes second, and suffers a –5 modifier on any like action.

If one party is surprised, they essentially do nothing for an entire turn during which their opponents have the freedom to move, attack, talk, run away, or whatever (with the +5 modifier) without a reaction from the surprised group. In the next turn, the surprised group is considered unprepared while their attackers have the advantage (they act first and gain the +5 modifier, while their opponents act second and suffer a –5 modifier).

II. Declare Actions: Except for situations of advantage and surprise, you must declare what action your PC will take *before* knowing in what order both sides will act (the same applies to the GM). Tell your GM what action your character will take in the coming turn. Try to be as specific as possible, given that you don’t know the intentions of the other side. For example, if your PC attacks, state her target in advance. The GM has many things to track, so the more you can help, the quicker and more exciting the game will be.

In general, it is best to keep actions short, ideally things that can be completed within 10 seconds. Not only does this help prevent confusion, it also means your PC is ready to react to new situations in the next turn. You should also be ready to say quickly what your PC will do, since the GM can penalize your PC for your hesitation. Combat requires snap judgments and you should be ready to play the part

accordingly. Reasonable questions are allowed, but delaying the game while you try to make a decision is apt to result in your PC losing her action that turn.

III. Determine Initiative: If neither side has an advantage or surprise in combat, you need to know in what order everything happens. This is done by determining initiative at the beginning of every combat turn, unless one side has advantage over the other (because of die rolls or GM’s ruling). A single initiative is normally determined for the entire group, although universes with detailed combat rules may require each individual to roll initiative.

Check initiative by rolling 1d10 and modifying the result. The modifier equals 10% (for simplicity, the 10s digit) of the best Reflexes score on each side. A character with a Reflexes score of 37 adds 3 to the die roll. Only those PCs present and active in the combat are considered in this initiative roll. The side with the higher modified die roll acts first.

In addition to PCs, any thing or event beyond the control of either group has its own unmodified initiative roll. If the enemy lobs a grenade at your PC’s feet, at the start of the next turn the GM secretly rolls 1d10 for the grenade’s initiative (to see when it explodes). Your PC may have a chance to throw it back, or dive for cover—or she may not.

Prepared actions, like holding a gun on someone and demanding surrender, are special initiative situations. Normally, the prepared PC (or NPC) automatically goes first (“Move and I shoot, you ugly bug.”). However, your PC can try to beat out the opponent if you roll a successful Reflexes check (the GM may apply modifiers to your chance of success). If you succeed, your PC can take an action before her challenger reacts. Fail, and she just wasn’t quick enough.

IV. Resolve Actions: Most often, this involves playing out some kind of combat. So, you’ll need to know how to decide the following.

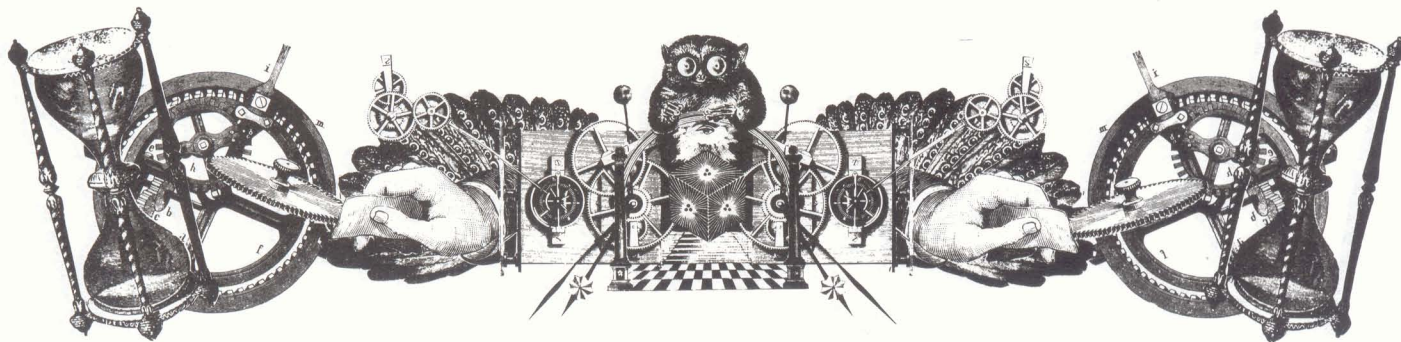
Hitting Your Target. Whenever your PC attacks (or is attacked), actually hitting what she aimed at is no guarantee. Virtually all attacks require a die roll to determine a hit or a miss. Only the inescapable are exempt from this rule.

In melee and ranged combat, your PC’s base chance to hit equals her Reflexes score. However, this chance is modified according to the target area and the mitigating circumstances. If the roll is equal to or less than your PC’s modified Reflexes score, the attack hits the target and damage is determined. If the roll exceeds the score, the attack misses.

Target Areas. Anytime your PC (or anything else) makes an attack, you must specify one of three target areas: general, nonvital, or vital. Different chances to hit apply to each area, and successful hits result in different damage effects.

General targets are anywhere on the opponent’s body; your PC is just trying to land a fist or make a shot without concern for pinpoint accuracy. General targeting allows your PC to use her full Reflexes score before other modifications and does not alter the damage done by the attack.





Nonvital targets are those areas of the opponent that if hit will stun, wound, or injure but are unlikely to result in a kill. Trying to knock someone out or wing him in the arm calls for a nonvital target. Your PC's Reflexes score is halved when making a nonvital attack, and the chance of body damage is reduced by 2.

Vital targets are just the opposite: vulnerable areas that could lead to sudden death if hit. On humans, for example, these include the area around the heart and the head. Attacks on vital areas are particularly difficult, and so the chance of hitting is only 10% of your PC's normal Reflexes score (rounded up). The chance for body damage, however, is increased by 3 on a vital attack.

The "Target Modifiers" table appears on page 16.

Ranged Combat. Ranged combat (attacking with a weapon that shoots, flies, or is thrown) has special rules. While many of these depend on the universe (and its technology), certain features are common to all.

In each Universe Book, missile weapons (if any) are listed with their ranges and damage. Ranges are divided into *short*, *medium*, and *long* categories (some universes may also have *extreme*), measured in meters. When shooting at targets beyond short range, your PC suffers a penalty on her chance to hit. The exact penalty depends on the universe, since weapon effectiveness changes with each technology.

Furthermore, every character has a sighting range, normally 50 yards. Characters can see beyond this distance, of course, but when firing at targets beyond the sighting range, only general targeting can be used.

Combat Modifiers

Few battles are straight-up matches where heroes and villains duke it out toe-to-toe. Most are moving affairs with unique situations: things to get in the way, things to hide behind, and armor to wear. These situations are handled by combat modifiers, which are given in the Universe Books. The following factors often modify combat:

Movement. Movement affects ranged combat, making targets harder to hit, but has no effect on hand-to-hand (melee) combat.

Armor. Depending on the universe, characters may have some kind of armor, be it the leather and metal of fantasy or the spun-fiber body armor of s-f. Most armor reduces the amount of damage caused by a hit. However, a few types—particularly things such as magnetic force fields or slippery suits—may make the PC physically harder to hit. These types of armor modify the attacker's chance to hit.

Cover. The most common kind of protection is something to hide behind—preferably something solid, so your PC can't be hurt. Cover is divided into *soft* and *hard* types. Soft cover is anything your PC can shoot through that still conceals the target: tall grass, bushes, curtains, leaves, even smoke are all types of soft cover. Soft cover reduces the attacker's chance to hit. Hard cover is anything solid that conceals the target: tree trunks, sandbags, rocks, and walls, for example. Hard cover

has modifiers like soft cover and may limit the target areas that can be chosen. What can't be seen, can't be shot.

Damage

Every weapon in a given universe, be it accelerated magnetic field rifle firing depleted uranium flechettes, enchanted saber, or fist, is rated for damage.

Damage is given as two numerals: a die range for the points of damage caused, and a *lethality rating*. For example, in *For Faerie, Queen, and Country*, the service revolver's damage is 2d6/5. It causes 2–12 points of damage per hit and has a lethality rating of 5. Whenever a hit is scored, the dice are rolled and that amount is subtracted from the target's stamina or body points.

Lethality Ratings: It is possible to seriously injure someone with anything, but it is a lot easier with some weapons than others. A hit from a club hurts, but most often only raises ugly bruises, while a shotgun blast tends to have far more fatal effects. The differences between weapons are reflected, in part, by their lethality ratings: the chance that any hit causes body damage instead of the usual stamina damage.

Each time you roll for a hit, you must note not only whether your PC hit or missed, but (if she did hit) what the 1s digit on the attack roll was. If this number is equal to or less than the lethality rating of the weapon (modified by the target area chosen), the damage caused by this hit is subtracted from the target's body points. Otherwise, all damage comes from the target's stamina points. Lethality ratings can never be less than 1 or greater than 10 (0 on the die).

Experience

Part of every RPG is improving your character: increasing attribute scores and adding skills. This is done by earning experience points (xps) to be used by the character. Experience points are a simple way to measure all the intangible things your PC gains from surviving dangerous adventures, risking heroic perils, and "living" an everyday life through your role-playing. After all, it stands to reason that when your PC talks her way past a spaceport customs inspector, survives a dangerous shootout, or uses her skills, she improves. Her hand-eye coordination might get a little better, her confidence might grow. Experience points are a way to measure these slow improvements.

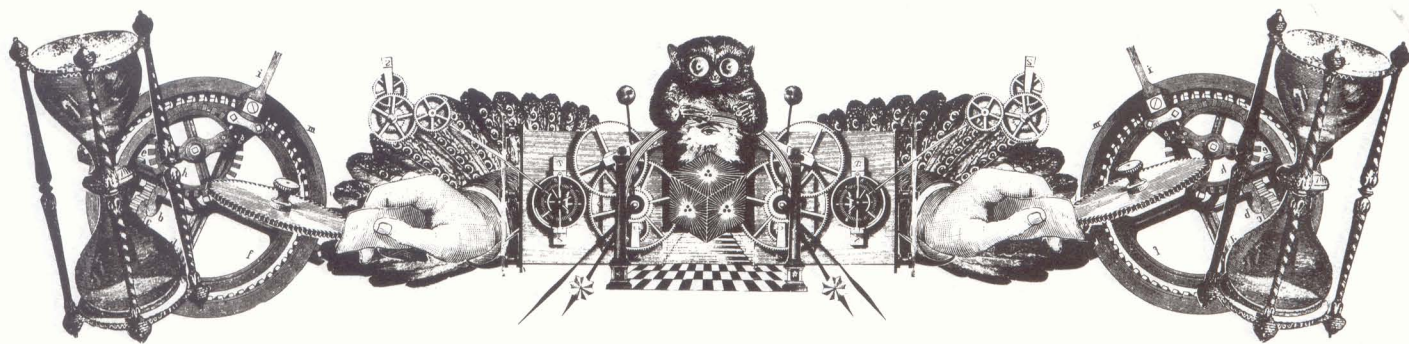
The Goals of the Game

Experience points are not the be-all and end-all of role-playing. If you hope to be a good player (or already are one), then your reasons for playing should go deeper than merely earning more experience points and making your PC more powerful.

A role-playing game is a *game*, first and foremost, and games are meant to be fun.

This should be obvious, but too often it is easy to lose sight of this fact in the pursuit of more experience points for your PC. Good players





don't focus on the powers and items their PCs possess, whom they have defeated, or what they might control. Naturally, they strive for these things, but they also act out their character's personality, get involved in the stories, and work with the GM and other players. For these players, it is perfectly possible to have an exciting, enjoyable game session without ever once earning a single experience point for their characters.

Place the following goals above the mere "earning" of experience points. If you do, rewards for you and your character will come automatically.

Have a good time playing.

Act the part of your character.

Don't let your good time ruin everyone else's fun.

Awarding and Earning Experience

It is not the place of this rules section to list everything a PC can do to earn experience points. In fact, because the AMAZING ENGINE game system has so many different universes, a single list is impossible. Your PC can't earn experience for fixing a computer when you're playing in a fantasy setting of faeries and boggarts.

Each universe has its own list of experience point awards, designed to suit the needs of that universe. In a setting where high-tech space marines battle hideous aliens, combat is important. Players can expect characters to be rewarded for showing tactical skill, surviving battles, and defeating enemies. At the other extreme, another universe casts the PCs as ambassadors and detectives in a fairy-filled England. Shooting an attendant of Queen Maeve's court or blowing up a fairy ring with a keg of gunpowder is not the goal of that universe. Instead, players are rewarded for talking their way through sticky situations, preventing wars, and solving problems. The experience awards for the former setting will not work for the latter. Nonetheless, all share some general features.

Successful adventures. In any universe, a successful adventure warrants some experience points. "Success" depends on the universe and the adventure. Sometimes, it's enough to survive; in other cases, a specific foe must be defeated or a problem solved.

Using skills. People learn by doing. In the AMAZING ENGINE system, this is noted by rewarding characters with xps for using their skills in ways relevant to the adventure. "Relevant" means your PC can't just spend the day shooting at bottles to increase his Combat skill; bottles don't shoot back, after all (if the skill were Target Shooting, it'd be a different story). Using the skill has to involve some real chance of failure or risk for the character.

Role-playing. This is the object of the AMAZING ENGINE system, so good role-playing is rewarded with xps. This is a highly subjective GM call. It depends on the personality you have established for your character, the GM, and the situation at the moment. Good role-playing also means keeping what you as a player know separate from what your character knows. As a player, you know that sticking your hand into a fire is a Bad Idea, but your PC, Oog the caveman, discoverer of fire, hasn't learned that lesson—yet.

Experience and Multiple Universes

In most RPGs, you play only a single character at a time, and so only have to track the xps earned by that character. In this system, however, situations are often different. The most common possibility is that you will play in one universe, where your PC earns some xps, and then change to a different universe. What happens to all the xps your PC has earned to date? Few players want to give up all their advantages and start over. In this system, you don't have to.

Whenever your PC earns experience in an AMAZING ENGINE universe, you must immediately assign the xps to either your current player character (the one who earned the xps) or to the player core from which that character was created. Points assigned to the core are forever beyond the reach of your current player character. These points can only benefit characters created from this core in future sessions. Points assigned to your PC are available for immediate use, but cannot be given later to another PC in a different universe.

Within these two areas—player core and player character—you have four options for assigning experience points. With points assigned to the player character, you can tax the character's attributes, spending xps during play to temporarily increase attribute scores, or you can use these xps to make permanent improvements to your existing character. With the points you give to the player core, you can buy extra dice for that core, thereby improving future characters created from it, or transfer xps to a new character in the same (or different) universe.

Taxing Attributes

The most immediate use of experience points is spending them during the course of play to temporarily increase an attribute score. This is called *taxing* your PC—forcing her to think a little more or strain a little harder. Taxing can increase her chance of success with a skill: pour on that extra burst of speed in a chase, or make a heroic effort to lift a great weight, for example.

When you want to tax your character, you must tell the GM *before rolling any dice*. Once the dice are rolled, your chance has passed, so be ready to decide quickly. At the same time, you should tell the GM how many xps you want to spend in the effort.

There are three limitations on how many xps you can use to modify the character's attribute score.

1. Your PC must have unused xps to spend on the attempt. (This applies to all uses of xps. There is no such thing as "negative experience.")
2. Experience points are spent in increments of 5: 5, 10, 15, etc.
3. Experience points spent in a taxing attempt cannot exceed 50% of the original attribute score. This means that the modified score cannot exceed 150% of the original. Numbers are rounded down, to the nearest multiple of 5. See "Pushing the Limits" under "Movement" and "Example: Taxing an Attribute," under "Tables, Charts, and Examples."

Experience points spent to improve an attribute check are subtracted from the PC's xp total, regardless of the check's success or failure.





Improving Your Character

A more permanent method of improving your PC is buying points to add to your character's attribute scores. Unlike modifying an attribute score (taxing), these purchases are permanent. They are also more costly. The cost of these improvements varies from universe to universe. In one, it may cost 3 xps to raise an attribute 1 point; in another, the same change might cost 10 xps.

There are two limitations on buying increased attribute scores.

1. No attribute score can be increased beyond 90.
2. Permanent improvements cannot be bought during the course of an adventure. They can only be purchased after your PC has had time to reflect on her accomplishments.

Increases bought in this way are permanent for your character. Erase the old attribute score and write down the new one, then subtract the xps spent from the character's total.

Players can also buy new skills for their characters, improving their PCs by increasing the range of their knowledge and ability. The xp costs for buying skills can vary widely from skill to skill and universe to universe. Costs and procedures are described in each Universe Book, as needed.

Improving the Player Core

For long-term planning, you can look beyond your immediate character and instead assign points to your player core. With these points, you can buy additional dice for your ability pools. The purchase of additional dice has no effect on current characters; it only helps those created from the improved core in future universes and game sessions.

Each die of improvement to an ability pool costs 100 xps. Since improvements to the player core have no effect on your current PC, this kind of purchase can be made at any time.

Although theoretically the number of dice you can buy for a single ability pool is limited to 10 (allowing you to assign 5 to both attributes, the maximum allowable), a specific AMAZING ENGINE universe may set different ability pool or attribute limits on characters in that universe. It is best to check with the GM before over-investing in an ability pool for your character.

Without special Universe Book modifications, it is possible (eventually) to purchase dice for each ability pool sufficient to negate the use of the 7 "free" dice. However, this requires many, many game sessions' worth of xps, which must be assigned to the player core and not the PC who earned the xps. In general, we suggest that player cores reaching this limit (and the PCs created from them) be retired permanently, and that players create new cores and new prime characters. This eventuality is not covered within these rules. GMs are free to design their own rules to deal with this situation, when and if it occurs within their campaigns.

Transfer to New Characters

One unique feature of this game system is the opportunity to role-play in a variety of universes. In other RPGs, this means giving up any experience your character has earned. In essence, all the time you spent playing comes to naught when you start in a new world.

That is not the case in the AMAZING ENGINE system.

Each time you create a new character from an existing core, you can transfer xps from the core to the new character, with the following limitations:

1. The new character must come from the same core as the previous character (the one that earned the experience).
2. The two characters cannot be active in the same universe. A new PC from an existing core can appear in the same universe as a previous PC from the same core *only if the previous character is dead or permanently retired*.

Thus, in the MAGITECH™ game universe, your new PC could profit from the adventures of that marine sergeant from that old BUGHUNTERS game. Treat the transfer like a withdrawal from a bank account. The points you assign to the new PC cannot be "redeposited" later on, but new xps can be earned by the new PC and assigned to the player core (or to the new player character, as you choose). See "Example: Assigning Experience Points," later in this section.

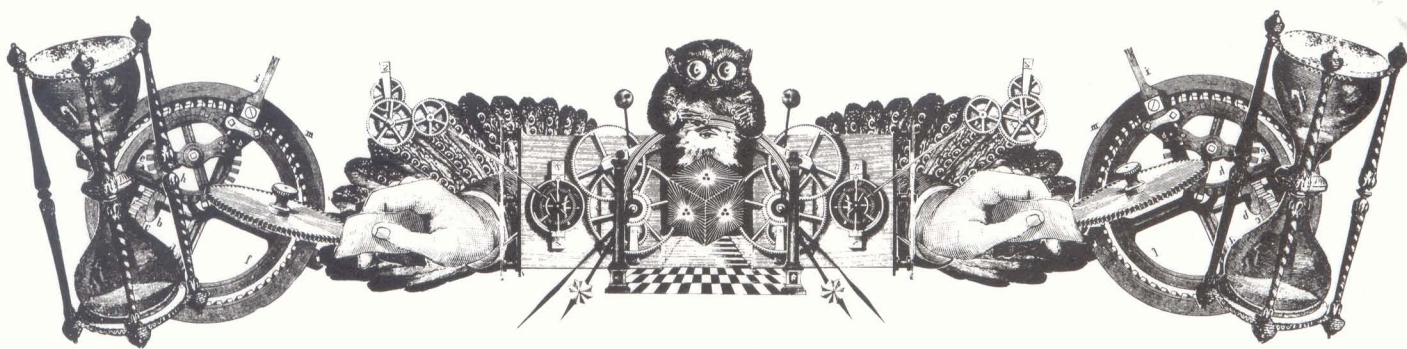
Experience and Character Death

Unpleasant as the thought is, your PCs can (and will) die. When this happens, any experience assigned to that player character is lost, assuming you haven't used it all trying to keep the PC alive. Experience points assigned to the player core are *not* lost. These can be used by future characters created from the same core.

Tables, Charts, and Examples

The remainder of the rules section contains a complete example of character generation; reference tables and charts for the player core, movement rates, and carrying capacity; and text examples of various game-play situations showing application of taxing, skill checks, and more. You can use this section in several ways: read it in its entirety now, before continuing with the rest of the book; read only the parts that interest you, saving the rest for when you really need them; or ignore it, and turn to it later when you've become hopelessly lost. Seriously, though, if you need clarification on any of the points covered in the previous pages, the answers are probably in this section.





Example: Character Generation

Wolfgang is ready to create his first character for an AMAZING ENGINE game, and so he spends a little time thinking about what he wants. Having just read an interesting story about thieves, Wolfgang decides he would like a confidence man, a smooth-talking, quick-fingered individual with a modest chance for magical skill.

Based on his ideal con man, Wolfgang must decide how to rank the four ability pools. Since he wants his PC to be a very smooth talker, somewhat light-fingered, with a smattering of mystical ability, he rates the pools like this:

Physique: 2 (+10 points)
 Intellect: 4 (+0 points)
 Spirit: 3 (+5 points)
 Influence: 1 (+15 points)

Remember, the pool rated 1 has the best chance for high scores; the pool rated 4 has the lowest chance.

Wolfgang now selects four attributes as his primary concerns. Since he really wants to have a personable character, he chooses Charm. To ensure his light-fingered abilities, his second choice is Reflexes. After pondering, Wolfgang realizes his character could end up short in street smarts, so he chooses Intuition, even though it is in his lowest-ranked ability pool (Intellect). For his fourth choice, he decides to take a chance and selects Position, so he can have a sophisticated con artist. He then rolls 4d10 for each attribute, with the following results:

Reflexes: 31
 Intuition: 28
 Charm: 17
 Position: 23

Wolfgang now fills out the remaining attribute scores by rolling 3d10 for each and noting the numbers. When he is finished, his sheet looks like this:

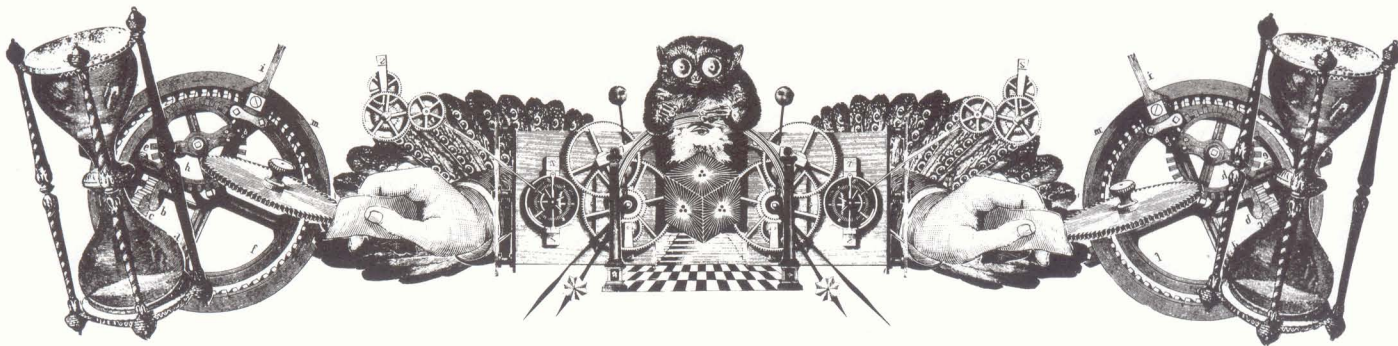
Physique	Intellect	Spirit	Influence
Rank: 2	Rank: 4	Rank: 3	Rank: 1
Dice:	Dice:	Dice:	Dice:
Fitness: 16	Learning: 23	Psyche: 21	Charm: 17
Reflexes: 31	Intuition: 28	Willpower: 7	Position: 23

Now, it's time to add the die modifiers according to the ability pools' ranking. Wolfgang starts with his first-ranked pool, Influence. He had bad luck rolling for Charm (and he really wants a personable character), so he adds all 15 points to Charm. In Physique, Fitness is a little low, so he splits the 10 available points between Fitness and Reflexes, 5 each. Under Spirit, the character's Willpower is dangerously low, so Wolfgang feels he has no choice but to add all 5 points to that score even though he would like a better Psyche. He rolled well for his Intellect attributes, which is fortunate since he cannot modify either score (it's the fourth-ranked pool, which gains no modifiers).

Physique	Intellect	Spirit	Influence
Rank: 2	Rank: 4	Rank: 3	Rank: 1
Dice:	Dice:	Dice:	Dice:
Fitness: 21	Learning: 23	Psyche: 21	Charm: 32
Reflexes: 36	Intuition: 28	Willpower: 12	Position: 23

Looking over his character's final attributes, Wolfgang decides the PC is nimble-fingered (high Reflexes) and smooth (good Charm), with a good sense for danger (from his good Intuition). His character is not the strongest or healthiest (only average Fitness), and he needs to work on his psychic abilities (only average Psyche). Finally, with a Willpower of 12, Wolfgang decides his con man is something of a craven fellow, who more often than not "runs away to live to fight another day."





Having created his PC's statistics, Wolfgang now finishes creating the player core by assigning the dice ratings to each ability pool.

Physique	Intellect	Spirit	Influence
Rank: 2	Rank: 4	Rank: 3	Rank: 1
Dice: 6	Dice: 6	Dice: 4	Dice: 6
Fitness: 21	Learning: 23	Psyche: 21	Charm: 32
Reflexes: 36	Intuition: 28	Willpower: 12	Position: 23
$(21+36)/10=5.7$	$(23+28)/10=5.1$	$(21+12)/10=3.3$	$(32+23)/10=5.5$

After running a fantasy campaign for some time, Wolfgang's GM decides to switch to a science-fiction universe. Since there is no magic in this s-f setting (and since he's getting tired of playing thieves and scoundrels), Wolf once more chooses a role he might like to play. Knowing from his player core that his PCs will tend to be strong in Physique and Influence, Wolf decides to try for a hard-bitten smuggler captain. Checking his player core's xp total, he sees that there are 150 points he can work with. Since his Spirit pool tends to be weak (just because of bad dice rolls), he decides to purchase 1 additional die for that pool. He crosses off 100 xps (the cost of 1 improvement die) from the player core's total, and adds 1 die to the dice rating for his core's Spirit pool. Then, he divides his pool dice according to the dice ratings, and then assigns his 7 "free" dice to Fitness (2), Willpower (3, because it was very low), and Position (2).

Physique	Intellect	Spirit	Influence
Rank: 2	Rank: 4	Rank: 3	Rank: 1
Dice: 6	Dice: 6	Dice: 5	Dice: 6
Fitness: 5 dice	Learning: 3 dice	Psyche: 3 dice	Charm: 4 dice
Reflexes: 3 dice	Intuition: 3 dice	Willpower: 5 dice	Position: 4 dice

After all the dice are assigned, this PC's Fitness and Willpower attributes have the maximum number of dice allowed (5). Wolf rolls and notes the totals for each attribute score, with the following results:

Fitness: 26	Learning: 18	Psyche: 23	Charm: 24
Reflexes: 13	Intuition: 29	Willpower: 17	Position: 25

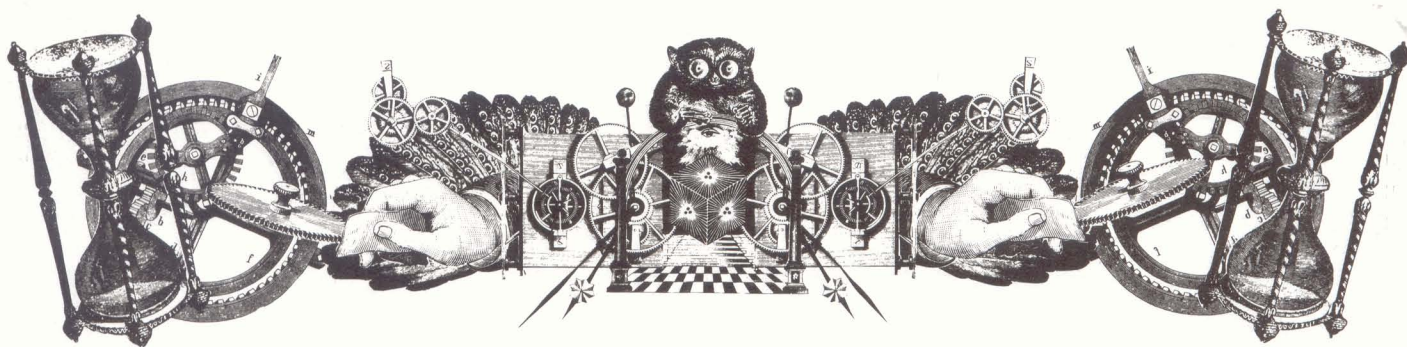
Once again, he rolled incredibly well for Intuition and not so hot for Willpower. Looking at his new character, he starts with the first-ranked ability pool, Influence. For this universe, he wants an important character and so puts all 15 points toward Position. In the second-ranked Physique pool, he puts 4 points to Fitness and 6 to Reflexes, while for the third-ranked Spirit, he gives all 5 points to Willpower.

Fitness: 30	Learning: 18	Psyche: 23	Charm: 24
Reflexes: 19	Intuition: 29	Willpower: 22	Position: 40

Wolf decides to transfer the remaining 50 xps from the player core to this new character, making those points immediately available during play (for taxing attributes, just in case). Wolf might also choose to use some of those xps to purchase some new skills for this PC, after his first adventure is completed. He notes the 50 xps on the new character's sheet, and subtracts them from the player core's total.

With these adjustments, Wolfgang's new character is ready for play.





Movement Rates

Movement Type	Distance per:		Duration	Fitness Check
	Turn	Minute		
Walk	15 m.	90 m.	Indefinite	None
Run	Fitness	Fitness × 6	Minutes = Fitness	Yes
Sprint	Fitness × 2	Fitness × 12*	Turns = Fitness/10	Yes

* If character has sufficient duration.

Carrying Capacity

Kilos Equal to:	Effect on Movement:
Fitness score	No effect
Fitness score × 2	Sprinting and running halved
Fitness score × 3	No sprinting or running allowed, must rest after walking meters = Fitness score

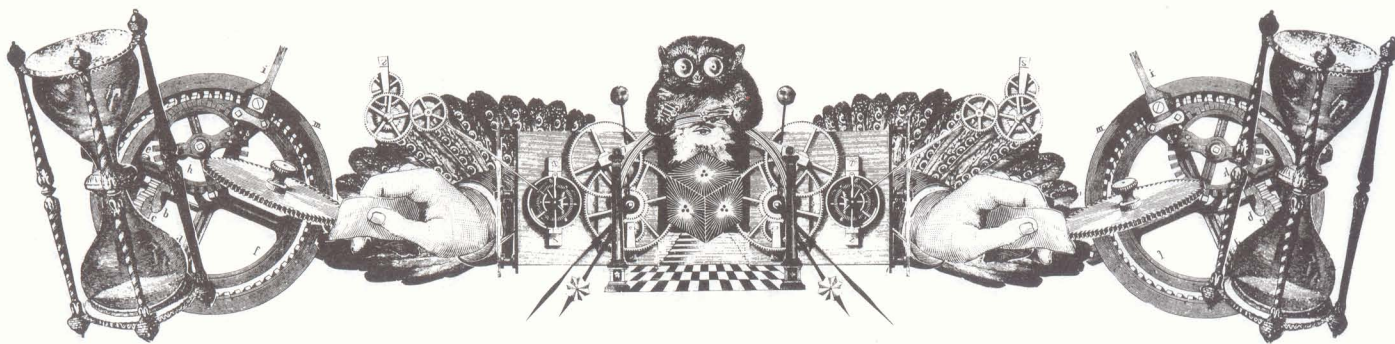
Target Modifiers

Target Area	Chance to Hit	Damage Effect
General	Reflexes	None
Non-vital	50% Reflexes	-2 to type
Vital	10% Reflexes	+3 to type

Advantage Outcomes

Condition		NPC		
		Successful Psyche Check	Failed Psyche Check	95-00
P L A Y E R	Successful Psyche Check	No advantage	Player has advantage	Player has surprise
	Failed Psyche Check	NPC has advantage	No advantage	No advantage
	95-00	NPC has surprise	No advantage	No advantage





Example: Skill Checks

Karen's character, Leonardo "Big Shark" Accardo, needs to make a hasty getaway from the law. Flying Carpet skill, which Leo has, is Reflex-based. Karen knows Leo's Reflexes score is 36.

Wasting no time, Leo jumps onto his Mach flying carpet, recites a quick incantation, and zips into traffic on Michigan Avenue.

No skill check required. *Starting and flying the carpet is a common enough action, one Leo does every day, hence no skill check is needed.*

As he weaves through the late rush hour traffic, Leo looks back. Chicago's finest are in hot pursuit. Leo's in trouble! He can't outrun a police special carpet, especially not in this traffic. His only hope is to lose them with some quick turns. A gap in the traffic appears just ahead, so the Big Shark commands his carpet to pour it on. He darts across the lanes and whips onto a side street faster than is safe.

Skill check required. *Karen is having her character take a chance, the equivalent of skidding around a corner during a high-speed car chase. She rolls percentile dice and gets a 21, which is less than Leo's Reflexes score. The move succeeds, and Leo doesn't crash his carpet.*

White-knuckled, Leo careens around the corner, narrowly missing an oncoming bus golem and the plate glass window of Bessom's Department Store. Unfortunately, the cops make the turn too, and are now gaining on him. Still speeding, Leo banks his carpet again, this time aiming for an alley. Just as he begins the turn, a giant steps from a service entrance, blocking the opening! It's too late to change course, so the only thing Leo can do is try to shoot between the fellow's legs.

Modified skill check required. *Taking the turn too fast already required a skill check, so the GM assigns a -10 penalty for the added trick of trying to steer between the giant's legs. This reduces Leo's Reflexes score to 26 for this skill check. Karen rolls 57 on percentile dice. The check fails; Leo doesn't make it.*

Oh no! Startled, the giant instinctively moves to protect himself, closing the gap Leo was aiming for. Too late to stop, the carpet hits the brute right at his knees and crumples like a limp rag. As Leo is flung from the crash, he hears the howls of the police as they, too, bank into the pileup.

Example: Skill Check with Penalty for Nonspecialization

Leo has a tip on a shipment of smuggled magical artifacts stored in a warehouse near the trainyards, just the evidence he needs to spring his client. All he has to do is break in and get a few pictures. That night at the back door, Leo figures he ought to check for burglar alarms before forcing his way in. Leo knows the basics of glyphs (Glyph Analysis skill), but is no expert in burglar alarms (Protection Glyph specialization). Checking the door for alarms is pretty basic for a specialist, but for Leo a skill check against his Learning score (which is only a 23,

with an additional -5 for nonspecialization) is required. The check is rolled, and the result is a 12: Success! Sure enough, the door is enchanted.

Now, Leo tries to deactivate the alarm. This requires a skill check for a specialist, and so is very difficult for Leo. The check is made with a -15 applied to the attribute score (-5 for nonspecialization, -10 for the action) for a total chance of success of 8 or less. Amazingly, Karen rolls a 04! Leo manages to temporarily dispel the alarm.

Example: Attempting an Unknown Skill

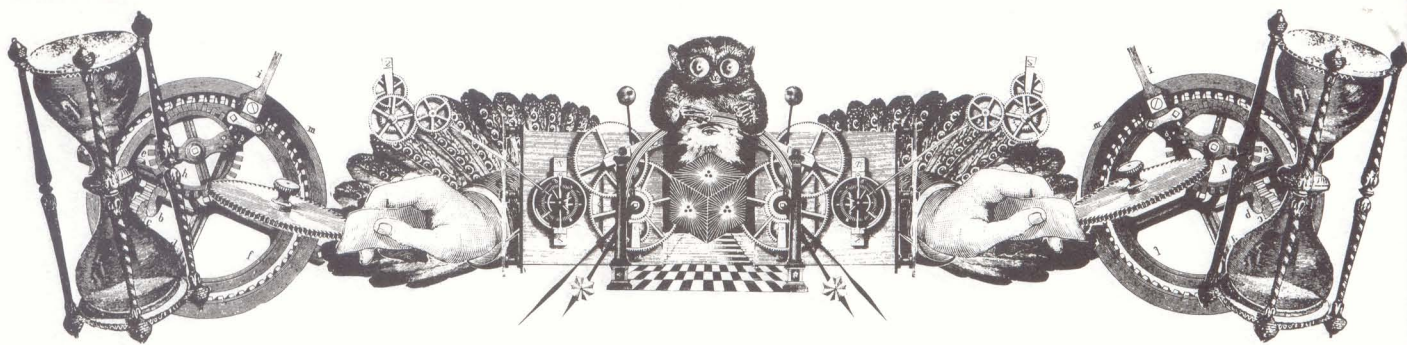
Once inside the warehouse, Leo begins searching through the crates. Suddenly, just as he finds a suspicious one labeled "Excalibur," a foot-step scrapes behind him. Leo spins, pulling his gun as he does, to find himself facing a centaur thug. A quick hoof kick sends Leo sprawling, his gun clattering across the floor. A second blow just misses, shattering the crate next to his head and spilling the contents—the sword—half out of the box. In desperation, Leo grabs the sword and pulls it from the box. "Ain't the same as bullets, but you'll have to do." As he clumsily swings the sword up over his head, it begins to glow.

Karen never thought her character would need a sword, so Leo doesn't have Fencing skill. However, since Fencing is a nonLearning-based skill (one that uses Reflexes), Leo can attempt swordfighting—but at an 18, half his normal Reflexes score.

Example: Taxing an Attribute

In a campaign of *For Faerie, Queen, and Country*, Karen's character, Colonel Sir Jameson Pickering, K.C.M.G., ret., suddenly senses a wave of magical power while attending an important diplomatic ball. Frantically looking about, he sees the villainous sorceress, Countess Angevin, standing in the shadows on the portico. Their eyes meet and before Sir Jameson can warn anyone, a magical paralysis creeps over his limbs as the countess imposes her seductive will. The situation is dire, so Karen decides it's time to tax Sir Jameson's Willpower to break the spell. The normal attribute check to resist possession is equal to the Willpower score halved. Sir Jameson's Willpower is 46, halved to 23 for the check. Karen looks at the available xps assigned to Sir Jameson, and decides to spend the maximum (50% of the original attribute score, or 20 points) to bring the relevant attribute score back to 43 for this check only. The dice roll is a 32; with strain, Sir Jameson breaks the countess's gaze and makes his way into the drawing room for a cigar.





Example: Assigning Experience Points

Michele's character, Plt. Sgt. Adrian 2 Selinko, United Terra Reconnaissance and Peacekeeping Force, has just returned to the "booze barge" (as UTRPFers refer to their HQ on Earth's L-5 station) from a bug-hunting mission on a mining outpost at Barnard's Star. The GM awards experience for that mission, and Sgt. Selinko receives 75 xps for repulsing a swarm of chitinous predators. Michele must assign the xps immediately, so she adds 50 points to Adrian's xp total (the player character) and the remaining 25 to the Player Core xp line on her character sheet.

The 50 points assigned directly to Adrian can be used for taxing attributes during the course of an adventure or for purchasing increased attribute scores after the adventure is completed. The 25 points assigned to the player core will never affect Adrian directly but will benefit future characters created from the same core.

Example: Damage and Lethality Rating

WO1 Selinko watches in horror as the xenofoms outmaneuver her squad, three of the creatures lunging in for the kill.

The GM rolls three attacks, one for each stalker, and decides that all attacks will be at general target areas, as this is easiest. The stalkers have Reflexes of 62. The die rolls are 83, 17, and 23, so two of the creatures hit and one misses. Each attack causes 3d6 points of damage and has a lethality rating of 4. The first hit (17) causes 6 points of stamina damage, subtracted from the trooper's total of 25. The second attack does 8 points of body damage (not the standard stamina damage, because the 1s digit—a 3—was less than the lethality rating of 4), but the trooper only has 7 body points. The extra damage is ignored.

One of the soldiers reels back, cut, but not seriously, by a xenofom's slashing claws. The other trooper isn't so lucky, as a stalker strikes him dead in front of platoon leader Selinko.

"Eat this," she snarls while unloading her flechette clip into the creature's gaping maw.

AMAZING ENGINE® Role-Playing System Player Core Sheet

Physique	Intellect	Spirit	Influence
Rank:	Rank:	Rank:	Rank:
Dice:	Dice:	Dice:	Dice:
Fitness:	Learning:	Psyche:	Charm:
Reflexes:	Intuition:	Willpower:	Position:

Player Core xps:





Preface

Metamorphosis Alpha to Omega. Now there's a title to wrap your tongue around. I and a few other good men put together the first 32-page *Metamorphosis Alpha* in 1975. For years after the product went out of print in the early '80s I was pleased to hear that this or that gamer cut their teeth on role-playing with the first MA book. The central concept of this game has interested science fiction writers for generations. Robert Heinlein, Brian Aldiss, and other giants in the industry have written wonderful books about lost starships and the effects on their crews. It's an idea with a solid backbone in history—the idea of people packing up their things and moving out into an unknown world has been told and retold since the dawn of mankind. Trade high-tech spaceships for conestoga wagons and you have the exact same idea.

Now, we're almost to the year 2,000 and *Metamorphosis Alpha* is out again, and I couldn't be prouder of the effort. Slade has taken an interesting but seriously outdated idea and molded it into a world's better product. What is it you hold in your hand? You hold a floating dungeon. It's very high-tech, filled with intelligent computers, gene-splicing vats, androids, and warbots waiting for a bit of light to power their weapon circuits, but it's still a finite place to explore and conquer or be conquered. For a lot of people the concept of adventuring on an entire planet gone crazy and filled with mutants and robots is too much to take in at the usual sitting of a role-playing campaign. Somehow, for these people the idea of adventuring in a kilometers-long spaceship that's gone crazy and is filled with mutants and robots is an easier leap of faith to make. I think the goal of a starship *Warden* was also easy to figure out. On a GAMMA WORLD® planet it's hard to determine what to do first. On a lost starship there isn't that problem. You want to take over the ship and learn how to control it.

So, you have your set of rules. You have the fun of detailing your starship. The only thing left is filling it with wide-eyed PCs who have come to believe their mutant powers or their blaster is all they need to survive. Boy, are they in for a surprise! Enjoy yourselves—and if you have time, Slade and I would love to read a letter about how you designed your ship and bumped off the last batch of over-confident player characters.

James M. Ward
Original Designer of MA

My first role-playing experience involved a humanoid with a list of mutations about the length of my list of driving infractions. Unfortunately, he survived only three gaming sessions. I learned a big lesson the day he died: never mess with neutron bombs. That was back in 1979 with the first edition GAMMA WORLD game. Later that same year, I got a copy of the game for Christmas from my brother, Dwayne.

Now, it's 1993, and I was given the privilege to bring back the classic science fiction dungeon, *Metamorphosis Alpha*, the precursor to the GAMMA WORLD Game. It was supposed to be designed for the new 4th Edition GAMMA WORLD Game rules as a boxed set with 192-pages, a couple billion cards, a few trillion maps, and a googolplex of creative tidbits for the Game Master. I sat down in front of the computer and set to work feverishly.

A month before the deadline, I was told, "Oh, by the way, *Metamorphosis Alpha* is being switched to the AMAZING ENGINE game line. It fits better there as a one-shot product. By the way, can you do it without expanding your deadline?" I think I sobbed that day. All (or at least most) of the rules were already finished, and I was working on the deck descriptions. I stopped work and read photocopies of the AMAZING ENGINE Rules and *BUGHUNTERS* supplement: the two products hadn't even shipped yet!

Since MA was now a stand-alone product, I had to put PC generation, mutations, skills, and mutants back into the game, as well as convert all the GAMMA WORLD rules to the AMAZING ENGINE rules. I whimpered for help, and I was given a freelance assistant, Shane Hensley. He reworked the Artifacts section and did an admirable job with the short deadline he was given. Meanwhile, my editor, John Rateliff, said he'd help take a bit of the load off as well by recasting the Creatures chapter. Without these two individuals' valuable help, I'm sure I would have suffered an imaginary breakdown.

In spite of the problems, I think we've produced a product with a lot of morsels for the creative Gamemaster. As you play in this wild and wonderful world created by the warped mind of James Ward, please remember your PCs are not the *only* things that can mutate.

I did get an extra two weeks tacked on my deadline. I was four days late.

slade
Sequential Designer of MA





The History of the Starship Warden

Humanity has always gauged itself in steps it calls ages: the Dark Ages, the Renaissance, the Era of Manufacturing, the Age of Wisdom, the Era of Expansiveness, the Shadow Years. Good or bad, all were major stages of human history.

In the Dark Ages, most folk lived in the shadows of overlords who kept their serfs ignorant and subservient. The Renaissance saw the wisdom and intelligence of humanity sharply rise. The arts flourished and creativity was applauded and encouraged; the greatest of inventors and sculptors were born.

The Era of Manufacturing became the next great age as machines were used to fabricate goods, taking over many menial jobs once handled by humans. This era also saw legislation and labor laws designed to produce more free time for the average person. Much of this newfound free time was devoted to learning, which led to the next great age.

The Age of Wisdom introduced the computer and other "high-tech" advances. Miniaturization of components, faster computers, self-repairing machinery, and breakthroughs in medicine provided the technology to greatly improve the quality of life. Perhaps the highlight of the era came with the first manned missions into space, automated survey probes to other planets, and the first orbital stations.

The Era of Expansiveness propelled humankind to the planets, the asteroids, and eventually to the stars. This age marked the height of human civilization, as Earth colonized a number of close solar systems. The first colony was founded on Spere, the second planet of Alpha Centauri. Barnard IV was planned as the second colony, but due to a series of unexpected delays Gaea, the fourth planet around Tau Ceti, was actually occupied slightly earlier. Xi Ursae Majoris would have been the fourth trans-stellar colony, but a disaster aboard the generation ship while in transit (further detailed below) intervened.

After they had become well-established, the three successful colonies demanded independence from Earth. The specter of war loomed as Earth refused to grant autonomy to the three fledgling worlds. The result was a stalemate: while Earth had the superior forces, it could not send them against any one of the rebels without leaving itself open to a combined attack by the other two.

To counter the insurgents and break the deadlock, Earth's scientists rushed to develop a supercomputer to

coordinate all Earth's defenses and protect the mother world from any attack.

The Global Network Computer, or GNC, was the ultimate computer, based upon the most advanced quantum theories. It should have been a perfect deterrent, had not its designers, in the haste of the crisis, failed to incorporate adequate safeguards should the computer malfunction. The unthinkable occurred when an operator entered a program that turned out to contain a virulent virus. The virus caused severe core memory damage and activated the computer's self-defense systems. Interpreting the badly-designed program as an attack, the malfunctioning GNC responded by declaring war on humanity itself.

Once the GNC launched its attacks, the people of Earth suddenly found their own weaponry turning against them. Whole cities dissolved into radioactive ashes, while warbots massacred soldier and civilian by the millions. When the programmers desperately tried to shut down or regain control of the supercomputer to stop the slaughter, they found that they had done their work too well; the GNC anticipated and aborted each attempt before it could have any effect. Nor could the Terrans call for assistance from the colonies, as the GNC shut down all interstellar communications. Thus began the grim era known as the Shadow Years.

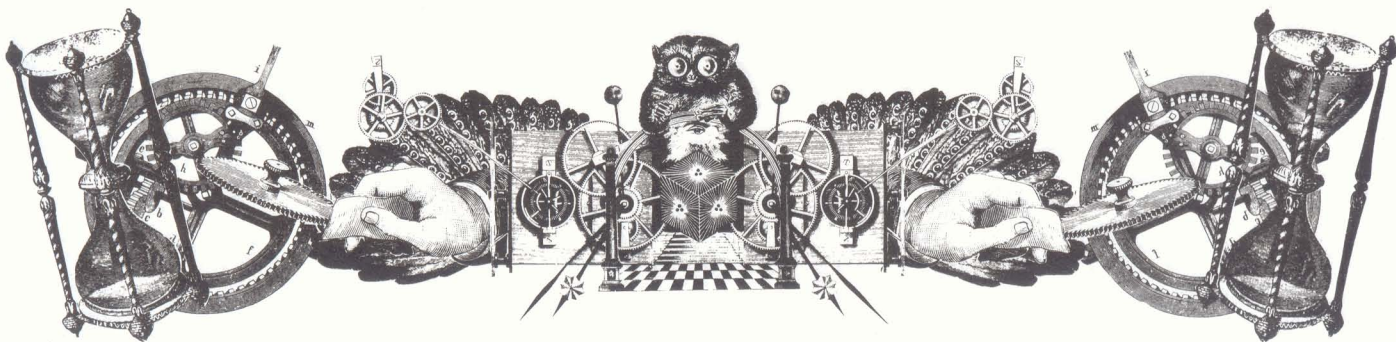
Life on Earth after the Shadow Years is detailed elsewhere, in the GAMMA WORLD® game. What concerns us here is the fate of the lone generation ship sent to Xi Ursae Majoris. The destiny of the *Starship Warden*, one of the great mysteries of the Ancients, is about to be revealed . . .

Little Ship Lost: The Starship Warden

The history of the great ship *Warden* begins in the year 2010. With Earth's fragile ecosystem strained to the breaking point, humanity began looking elsewhere for places to put the millions of people born every year.

Since the vast majority of the Earth's surface is covered with water, the logical first step was to establish a string of undersea domed cities. Despite initial successes, this project ultimately ended in failure. Too many people found the sight of angler fish staring down at them disconcerting and could not tolerate the fact that only a thin plastic dome, however strong, stood between them and instant death. Then came the Kerguelen Disaster, when one undersea colonist went mad from claustrophobia and





blew the airlock in a desperate attempt at escape. The resulting explosion collapsed the dome, killing 10,750 people; in the wake of this disaster, most of the undersea domes were abandoned.

Orbital colonies were the next step. These cities were large wheel-shaped habitats that spun on their axis to produce artificial gravity. The largest of these colonies were placed at LaGrange points (L-4 and L-5) for extra stability while others were placed in geosynchronous orbits so inhabitants could share the same entertainment transmissions as their groundling counterparts.

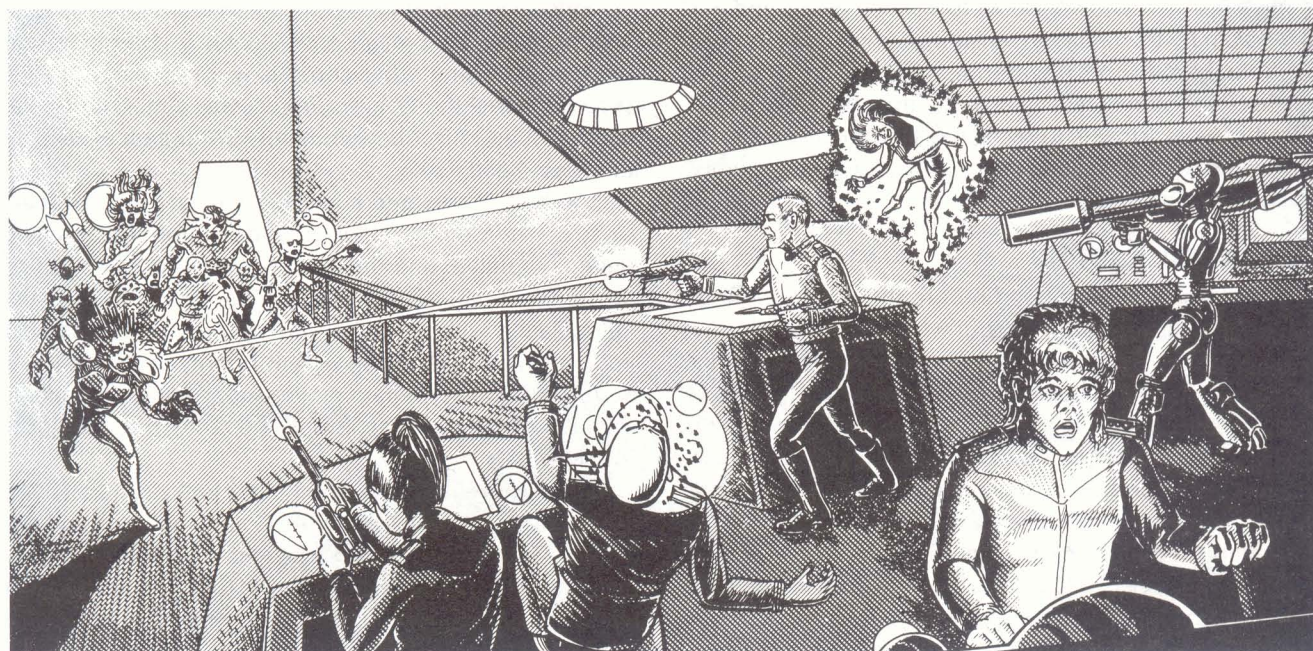
In 2047, expansion to the stars took its first step as sophisticated automated probes were sent to those star systems thought to have potentially habitable planets. The first probe, *Columbus*, was sent to Alpha and Proxima Centauri, while *Magellan* was directed toward Tau Ceti. Later that same year, *Marco Polo* was launched to Barnard's Star and *Pizarro* to Xi Ursae Majoris.

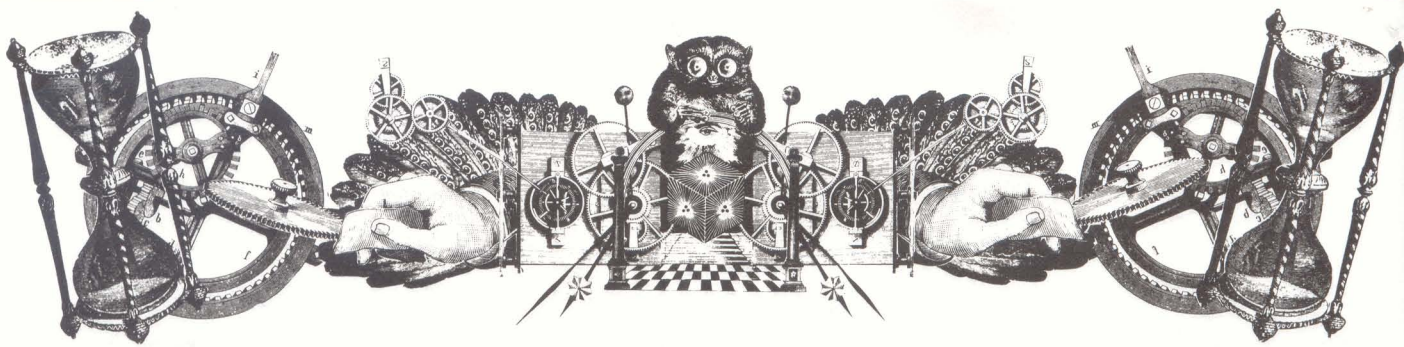
In 2108, after a journey of 61 years, the *Pizarro* probe reached the Xi Ursae Majoris double star system and found two planets that could be terraformed. Once the probe's transmission finally reached Earth, 19 years later,

the decision is made to terraform both planets, allowing the colonists a choice between a warm, slightly arid planet (Scion) or a colder, tundra-like planet (Essence).

With Earth's resources tied up in other projects nearer to home, the *Pizarro* project was put on hold for over a century. Once stability had been achieved in the Alpha Centauri, Barnard's Star, and Tau Ceti systems, the *Pizarro* project was revived. Construction of the generation ship *Warden* began in 2277 in geosynchronous Earth orbit. The starship required 11 years of work to completed, after which the lengthy business of loading supplies, habitats, and over 1.5 million colonists began. Finally, on Christmas Eve in 2290, the Starship *Warden* left Earth orbit. By the year's end, the ship passed the edge of the solar system as the starship's crew counted down to the New Year.

The *Warden* was well on its way when, 18 years into its voyage, all transmissions from Earth suddenly ceased. Unknown to the ship's crew, the Global Network Computer had launched its war on humanity by instituting a communications blackout, and the colony worlds had followed suit to avoid being sucked into the disaster. After long debate, the crew decided to continue with their mission, feeling that if the





unthinkable had occurred back on Earth then it might be up to them to ensure humanity's survival.

A decade later, however, the *Warden* ran into its own disaster when the ship strayed into the fringes of an undetected radiation cloud. The radiation passed through every protective system and defensive screen the ship had, and its effects on the inhabitants were catastrophic. The majority of the colonists and crew simply sickened and died, as did much of the ship's animal population. Amongst the survivors, many underwent severe mutation. Some of the ship's systems were affected as well, adding to the chaos.

In the panic that followed, all semblance of order vanished. Too late, people realized that forested areas seemed to offer some protection from the radiation, causing most survivors to retreat into the various "nature areas." So unpredictable and dangerous had the simplest machines become that many shunned them altogether, reverting to a simple semi-barbaric lifestyle.

Outside these isolated pockets, the few remaining members of the crew labored heroically to stabilize the situation, with maintenance of the ship's life support systems their top priority. That done, they barricaded themselves within the Command Nucleus and activated the gene replicators on the lower decks to replace plants and animals slain by the radiation, ensuring surviving colonists a continual food supply. Unfortunately, the radiation had changed the stored genetic material in bizarre and unpredictable ways. Unable to recognize the mutated cells, the replicators started creating new and strange animal combinations, adding to the anarchy.

Operation Exodus

Another thirty years passed before the *Warden* finally reached its destination—years in which a new generation had been born and grown up who had no memory of the way things had been before the Crisis. Many children born with mutations were cast out by their parents; these outcasts sometimes gathered together to form tribes of their own. Violence and carnage were common, except on the Command Deck, where the barricaded crew formed an island of civilization in an increasingly bloody sea.

Initiating the Genesis Xi Ursae program, the crew ordered the ship to begin the slow process of terraforming Scion and Essence, the two most hospitable planets in the Xi Ursae

Majoris system, hoping against hope that they could survive long enough for the terraforming to be completed. Heavily armed, they fought off wave after wave of mutants who lusted after the equipment they held. For nearly a century, the crew and their descendants held off the attackers with steadily-dwindling supplies.

Shortly before the Genesis Xi Ursae project's completion, a powerful mutant leader named Bromwint rose to power on the level just below the Command Deck. Using his unmatched mental powers, this military genius chose the most promising young warriors within his habitat and personally trained them to create a private army. Eventually he united the entire deck under his command, raiding every village and storehouse to amass every ancient tool or weapon they could find.

His plans complete, Bromwint then led his mutant army in a well-organized attack on the Command Nucleus. The descendants of the crew, outnumbered 10-to-1, fought desperately, but the outcome was never really in doubt. Within a week Bromwint's enforcers broke through the last blockade. The mutants poured through the breach, killing everyone they could find within. By the time Bromwint strode victoriously into the command room, all the defenders lay slain on the floor and his awed troops were bowing before the *Eye of Cartel*. Unable to determine what the computer and other controls were for and not even suspecting that the Genesis Project was almost complete, Bromwint and his tribe settled for carrying off everything that wasn't tied down.

Another century and a half has passed since the massacre on the Command Deck. The terraforming has long been completed, and the planets below lie idle, waiting for human inhabitants to land. Unable to complete the colonization without further orders, the ship now sits and patiently waits. In keeping with its priority programming, it concentrates on maintaining life support systems, adjusting nitrogen and oxygen levels, and correcting deteriorating orbits.

The player characters, if they are lucky, capable, and clever, may eventually reach the Command Deck and discover its purpose. Those who do can, if they choose, initiate Operation Exodus and finally complete the Starship *Warden's* long-delayed mission, opening up two whole new worlds for exploration and adventuring.





— The Role of the PC — The Role of the GM —

The world of *Metamorphosis Alpha to Omega* is a wondrous mix of technology and savagery, filled with danger and beauty. Aboard the *Starship Warden* human, mutant, and machine have lived for centuries in a fragile harmony sometimes shattered by brutal violence. It is a world of eat-or-be-eaten where cleverness, cooperation, the right mutations, and artifacts from the distant past are all necessary for survival.

In this world, the PC takes on the role of either an intelligent animal, a mutated human, a pure-strain human, or an intelligent plant. As the characters explore the decks of the ship, they will encounter many strange creatures—some friendly, some hostile. Just as in any other world, there are the defenseless to protect, foes to vanquish, secrets to discover, and priceless treasures to regain.

Eventually, after much campaigning, the characters may be lucky enough to become the first in over a century to reach the Command Nucleus. Herein they will find answers to all their questions regarding the ship's history. What is more, if they choose to initiate Operation Exodus, they will have the chance to do something many PCs only dream of: change their world forever.

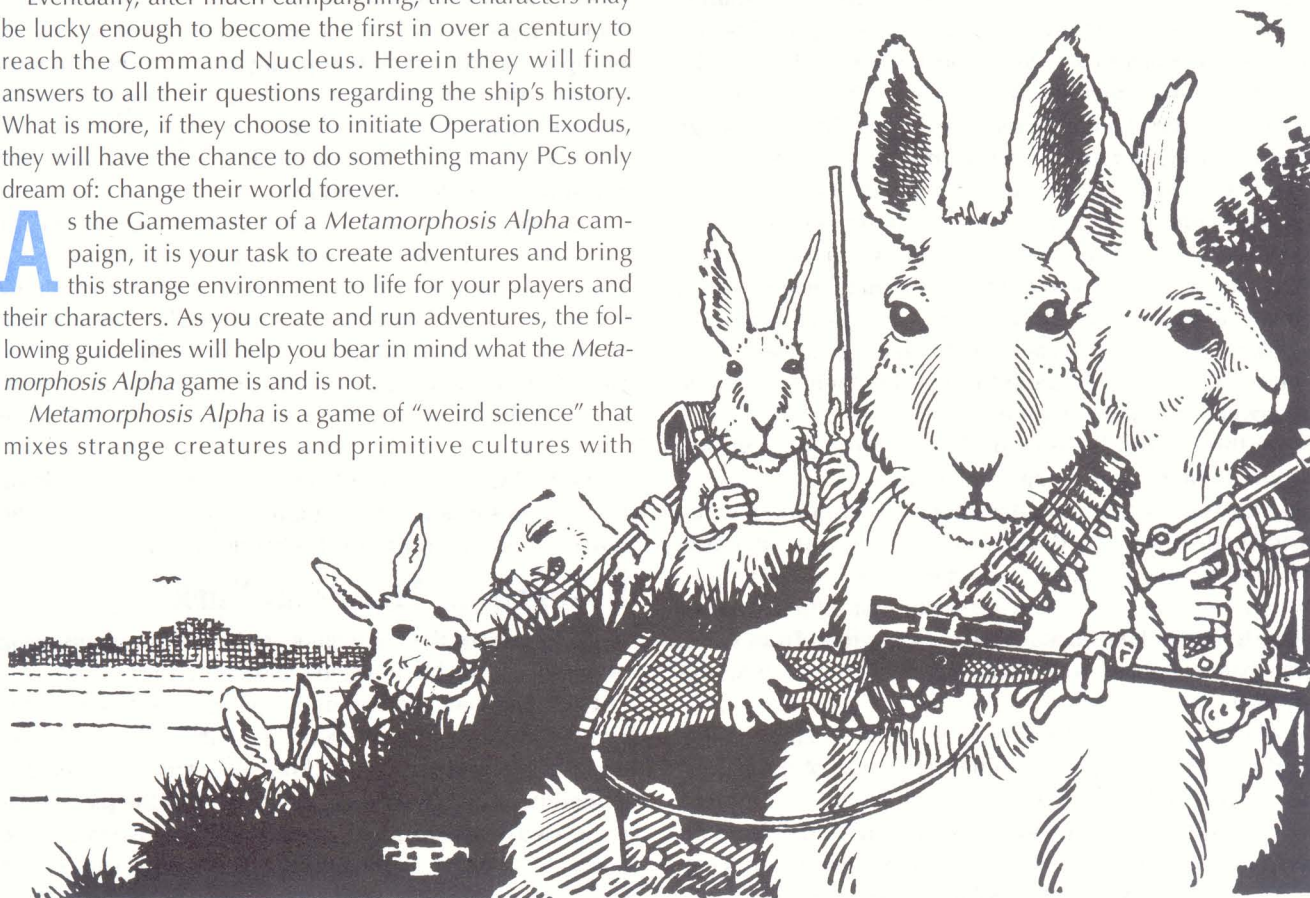
As the Gamemaster of a *Metamorphosis Alpha* campaign, it is your task to create adventures and bring this strange environment to life for your players and their characters. As you create and run adventures, the following guidelines will help you bear in mind what the *Metamorphosis Alpha* game is and is not.

Metamorphosis Alpha is a game of "weird science" that mixes strange creatures and primitive cultures with

technologically advanced weapons and gear; the dichotomy between the two gives the game its distinctive flavor. Descriptions of the *Starship Warden's* decks and the beings who call them home are contained in the following chapters; feel free to add your own creations, using the material provided as a guideline.

Please note that scientific feasibility is not required for a good science fiction game; this is one case where entertainment value is more important than accuracy. All that is required are the *trappings* of scientific possibility, a milieu with the atmosphere of novels such as *Breed to Come*, *Orphans of the Sky*, *Starship*, *Starman's Son*, *The Long Afternoon of Earth*, and *Hiero's Journey*, and movies like *Wizards*, *A Boy and His Dog*, and *Mad Max Beyond Thunderdome*.

Above all, have fun.





Starting a Metamorphosis Alpha to Omega Campaign

This chapter is designed to give the Gamemaster a number of different ways to open a *Metamorphosis Alpha to Omega* campaign. Most of these options require the players to roll up new characters, but some allow the use of existing characters from other AMAZING ENGINE, GAMMA WORLD®, or even ADVANCED DUNGEONS & DRAGONS® campaigns. Since the world of *Metamorphosis Alpha* is a dangerous place, most tribes have taboos discouraging characters from exploring the areas of greatest danger (and greatest rewards).

Unless specified otherwise, it is generally best to start the campaign in one of the lower decks.

Scenario 1: The Wall at the End of the World

In this scenario, the player characters are descendants, either pure-strain or altered, of the original colonists and crew of the Starship *Warden* (collectively called "Crew" by the present-day inhabitants), with perhaps the occasional friendly mutated animal or sentient plant. The knowledge that they were born on a ship is long-lost, and they believe their world is no different from any other.

The Gamemaster should initially try to keep the wool over their eyes, saying nothing to indicate that the characters are not in a standard GAMMA WORLD® game setting. This is easier if only the GM owns the *Metamorphosis Alpha* book. If the players know the basic premise behind the setting, it is up to them to role-play their characters' discovery of their environment.

In this particular set-up, the characters are young would-be adventurers eager to explore the world around them. After many encounters, the PCs will finally reach The Wall Where the World Ends. If they can somehow climb the wall, they will touch the sky. If they find a passage to another level, they discover that there are other worlds above their heads or below their feet. From there, the characters must draw their own conclusions about this sudden turn of events.

Alternatively, the PCs may be pilgrims seeking the legendary *Eye of Cartel*, a coming-of-age rite of passage in some areas of the ship. Legend says that Cartel created the world (GM's note: this is a garbled memory of the engineering cartel that constructed the ship), and that you can see the whole universe by looking into one of his eyes, if

what you see doesn't drive you mad. Eventually the PCs will reach the shrine and find it a small, simple building set against one of the ship's walls. Inside, a curtain conceals the far wall. Drawing the curtain aside, the characters see a porthole showing deep space and a planet below them.

Scenario 2: The Sentinel is Dead

This scenario is designed for a party made up of mutant animals of all kinds living together in a loosely organized community. At one edge of the tribe's territory is a large chunk of live metal (i.e., a robot) known only as the Sentinel.

The Sentinel floats 1m above the ground, guarding the doorway to a strange building. Somehow the device knows the exact location of anyone or anything entering its jurisdiction, even if the interloper is invisible or hidden. Moving directly toward the intruder, the Sentinel delivers a biting electrical shock that paralyzes even the strongest mutant. The Sentinel then picks up the limp body with invisible hands and gently sets it down just outside of its realm where the unfortunate awakens one hour later, stiff and sore but essentially unhurt.

One day, there is a loud pop followed by several smaller explosions. A cloud of grey-black smoke billows into the air. The Sentinel crashes into a hill, igniting the nearby bushes and trees. Clouds gather in the sky and rain over the fire, quickly turning the blaze into cooling cinders. Now that the Sentinel is dead, the clan leader of the PCs' tribe ask the characters to find out what treasures of the ancients the Sentinel has been protecting all these years.

As the PCs investigate, they discover that the building the Sentinel was protecting contains a set of stairs. The stairs lead up (or down) to another deck.

Scenario 3: The Great Dark

In this scenario, the characters are intelligent plants living in one of the thickly-forested areas of the ship.

One day, the light from the sky begins to fail, until the whole forest is left in a dim twilight. The elders of the village believe this sudden darkness is a terrible omen that cannot be ignored—without light, most of the plants cannot photosynthesize energy and will slowly starve. The characters volunteer to venture out of the forest to try to find the cause of the darkness. If they cannot discover





what has happened and how to fix it, a mass migration will be the only way for the forest to survive.

As the characters will soon find, only the light in the immediate area of their forest has faded (due to a broadcast power grid failure). Eventually, the *Warden's* main computer notices the problem and sends a unit of engineering bots to make repairs, restoring the facility to normal working order within one to four weeks.

If the characters never return to the forest, the elders will believe the PC party did something that caused the light to return. They will be revered as heroes and cast into the unforgotten realms of legend.

Scenario 4: Cryogenic Storage I: Operation Exodus

The characters wake up to the pungent odor of ozone and liquid nitrogen. A severe chill in the air numbs their limbs and brain as they feebly crawl from the freezing white pods. As they look blankly at one another, they believe they should know each other, but do not. The characters cannot even remember their own names.

Unknown to themselves, the characters are part of the ship's original Crew. Since their talents were not needed during the journey but would be valuable once the ship arrived at Xi Ursae Majoris, the PCs were cryogenically frozen. The cryogenic tanks the characters were in suffered a minor malfunction over the years and did not thaw the characters quickly enough, damaging their memory in the process.

The characters are not suffering from brain damage, merely permanent memory loss; they can walk, talk, and fight, but they can't remember who they are, where they are, or what they are supposed to do. All they can remember is the name *Exodus*. The characters cannot remember who or what *Exodus* is, but they know it is important, that everyone's lives depend on it. A kindly GM may supply them with clothes and the minimum equipment they need to survive.

The characters wake up on Deck Eight or Nine or in the infirmary section of the Administration and Securities Station on Deck One. While traveling through the ship's decks, looking for "*Exodus*," their missing memories cannot be jogged by seeing familiar sights; they must learn about their world (including how artifacts work) the way everyone else does—the hard way.

This scenario can be used with altered human charac-

ters if the players wish, the mutation having occurred when the *Warden* passed through the radiation cloud. Alternatively, the PCs could be clones of original Crew members whose memory gaps are due to a flaw in the experimental cloning process. A GM who wants to run a truly unusual campaign could even have the PCs be androids, each of whom was downloaded with the personality of a Crew member. The characters believe themselves to be human and will no doubt be quite distraught if they discover otherwise.

Scenario 5: Cryogenic Storage II: Endgame

As in Scenario 4, the characters wake up to the pungent odor of ozone and nitrogen. Instead of suffering from a severe chill that numbs their brains, the characters awaken comfortably with clear minds, though their limbs and muscles are a bit stiff—a normal reaction to extended cryogenics.

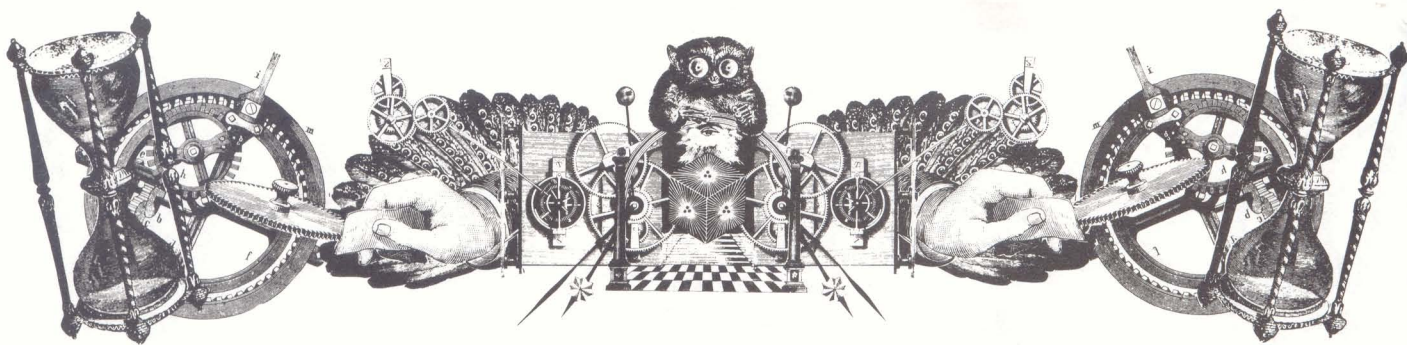
They crawl out of their cryogenic chambers to see their companions (the other player characters) waking up as well. The characters are in one of the cryogenic storage stations on Deck Nine. The characters remember everything about their lives prior to entering the cryogenic chambers, and they remember the layout of the ship as well.

In this scenario, each PC was a member of the Crew belonging to a different department, and each carries an access card of the appropriate color (see p. 63), enabling them to move throughout the ship with ease. When the Crisis came, these characters volunteered for hibernation in the cryogenic pods, so that if (as seemed likely) the Command Crew did not survive to complete *Operation Exodus* then the PCs would be revived by the computer once the terraforming process was completed. A fault in the computer monitoring the pods delayed their scheduled awakening by over a century.

Now that the characters have awakened at last, they must get to the Command Deck and initiate *Operation Exodus*. All the PCs are pure-strain humans, and each has a full set of Tech VI equipment appropriate to his or her individual expertise. Throughout the ship the PCs are revered as Crew.

The Gamemaster should not run this scenario until the players have had a chance to discover the Starship *Warden* through the use of other player characters.





Scenario 6: Transmat Surprise

This scenario is tailored for players bringing characters from an existing GAMMA WORLD® or any science fiction AMAZING ENGINE campaign into the *Metamorphosis Alpha* setting. In doing this, the Gamemaster must set up a transmat station which the characters inadvertently activate. These locations can be found aboard derelict spaceships, active military bases, experimental research laboratories, etc.

Once the characters find themselves aboard the *Warden*, they are initially without a clue as to where they are. Furthermore, the transmat cubical on this end is malfunctioning, forcing the characters to investigate other decks on the ship if they want to find a way home again. As a note to the Gamemaster, the only functional transmat on the ship is aboard the *Tick Shallop* (Deck Five), although the GM may, of course, add others as fits his or her campaign.

Scenario 7: "Ship Ahoy! What Ship Is That?"

One of the simplest ways to get characters from a pre-existing science fiction AMAZING ENGINE campaign into the world of *Metamorphosis Alpha* is simply to have their spaceship encounter the *Warden* during one of their missions. Once the PCs have boarded the derelict, they are cut off from their own vessel by security robots and forced to flee deeper into the strange ship. After many adventures, the characters should be allowed to find a way of escape back to their own ship.

This scenario can also be used as a particularly deadly SPELLJAMMER® game encounter for a DM who is willing to convert AMAZING ENGINE game stats into their nearest AD&D® game equivalents.

Scenario 8: "What Kind of a Dungeon Is This?"

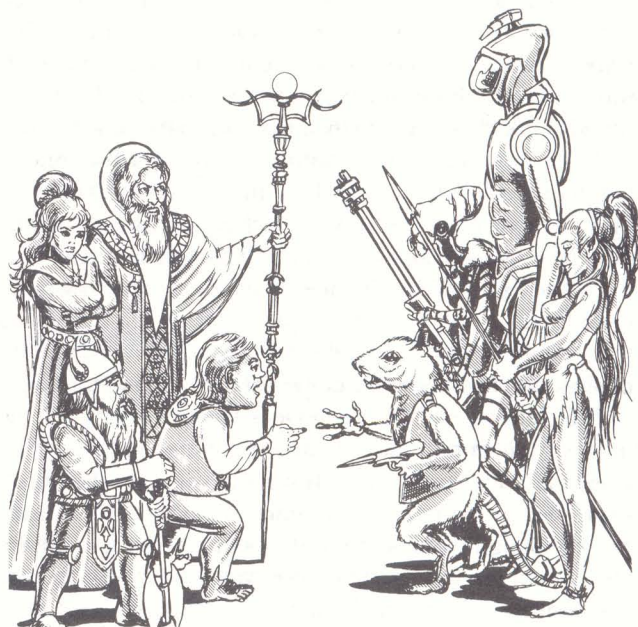
This scenario is designed to transfer a group of very surprised AD&D game player characters to the *Metamorphosis Alpha* campaign world; DMs wishing to use this option will need to convert game statistics from one system to the other.

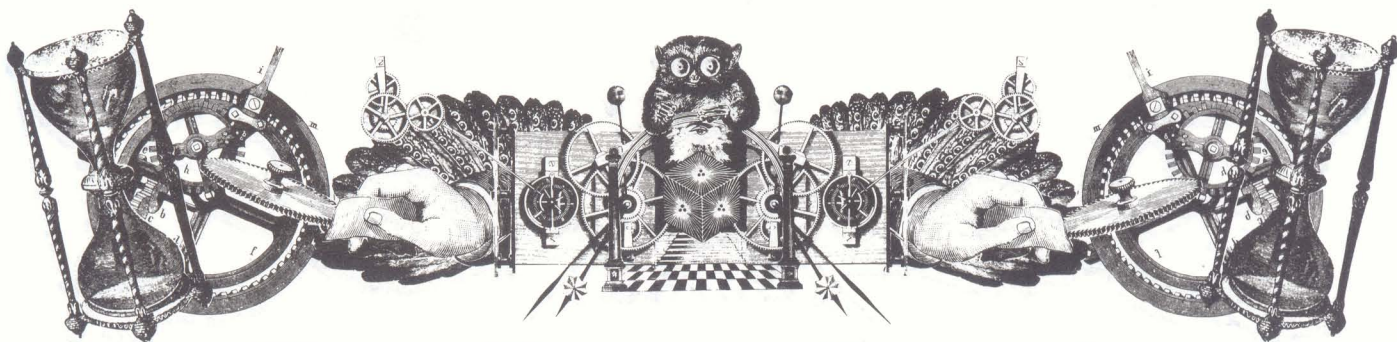
In this set-up, the characters suddenly find themselves aboard the *Warden* due to a major mishap in their current campaign. This can be something as simple as accidentally activating a very powerful *curse* off a scroll or as com-

plex as deliberately insulting a powerful deity.

One of the most effective, and dramatic, ways to make the shift is to have it grow out of the climax of the preceding adventure. Imagine that the PCs have finally cornered the villain in his lair. He knows the characters have foiled all his plans and that defeat is inevitable. He decides he'd rather die than surrender, taking his foes with him if at all possible. Just as the heroes confront the villain for the final battle, he deliberately breaks a fully-charged *staff of the magi* over his knee, releasing all the magical energy within in one blinding flash of power.

The villain is annihilated by the blast as the explosion cleaves a hole in time and space itself. The characters are sent careening through the vortex, to land unscathed on one of the *Starship Warden's* decks. Since many of the decks look like areas of their home world, the characters should not realize how far from home they are for a long time. The PCs are trapped aboard the ship until they can find a way home—either through discovering the teleporter aboard the *Tick Shallop* or by reaching the Command Deck and convincing the ship's computer to do the complicated calculations required to plot the return journey.





Player Character Generation

A PC in a *Metamorphosis Alpha to Omega* campaign is a wild and wondrous thing. In most role-playing games, one character tends to be much like another. Not in *Metamorphosis Alpha*. With so many possibilities open to PCs, rarely are two characters alike. Furthermore, each PC starts with powers and abilities that make him or her a force to be reckoned with, even in the deadly environment of the starship Warden, and even before he or she earns a single experience point. Creating a PC involves seven easy steps:

PC Generation Process

1. Pick a genotype.
2. Generate attributes.
3. Calculate stamina and body points.
4. Roll for mutations.
5. Pick skills.
6. Determine tech level.
7. Determine starting equipment.

There is a small chance that the PC a player gets is completely unplayable. The PC generation system works hard to avoid this result, but if it does happen due to a series of bad rolls the Gamemaster may allow the player to start again from scratch *provided* he or she agrees that the PC is hopeless. If the GM can see any redeeming feature to the character at all, he or she should try to convince the player to keep it. After all, role-playing is not about having the most powerful PC; sometimes characters with weaknesses as well as strengths are the most fun to role-play.

1. Pick a Genotype

The first thing a player must decide about his or her PC is the genotype. There are four basic genotypes in the *Metamorphosis Alpha* game: pure-strain human, altered human, mutated animal, and sentient plant. Each has its own special advantages and disadvantages.

Pure Strain Humans

- +15 bonus to be split among Fitness, Learning, and Charm as the player sees fit
- Start with double the normal number of skills

Pure-strain humans are descendants of the Warden's

colonists and crew. True humans, as they call themselves, are a hardy race. Physical defects are rare; even simple things like nearsightedness and crooked teeth have been nearly eliminated from their genetic pool. Some true humans are intolerant of the new races who share their world; others welcome them as equals.

True humans have a high resistance to disease, poison, radiation, and other bodily ills. Their genetic structure is very stable and cannot be mutated by radiation. Among their societies, intelligence is usually a most valued trait. Through natural selection and education, true humans tend to have more intellectual capacity than other genotypes.

Altered Humans

- Physical and mental mutations

Altered humans are an offshoot of true humans. Each carries extraordinary mutations, such as the power of *telekinesis* or *multiple arms*, that distinguish them from the original human stock. The first generation born after the Crisis carried a high percentage of defective mutations, but generations of living in this violent world quickly reduced their numbers, as only those with enough advantageous mutations survived. Most mutations in adults now are advantageous, but not all. Fully half the children of altered humans do not survive past infancy.

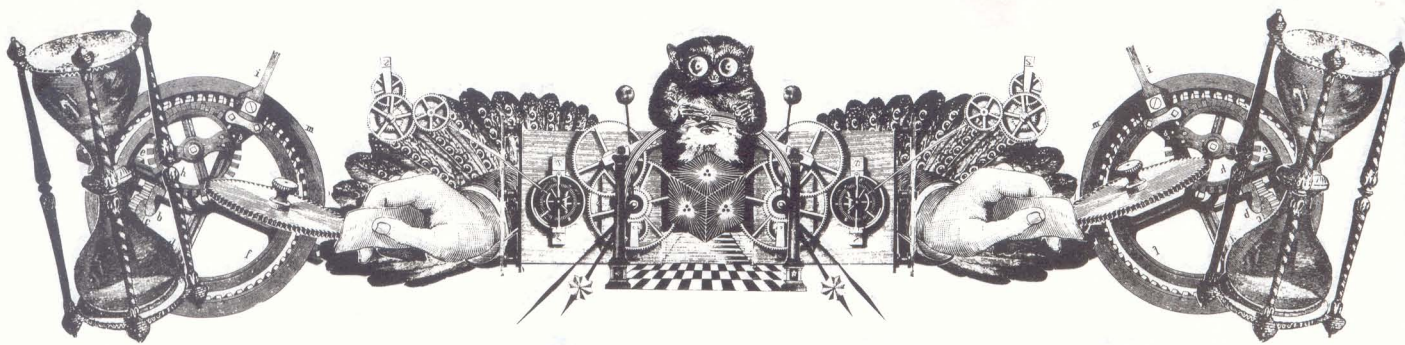
In time, human mutants may stabilize their genetic structure and become the new dominant race, replacing true humans. To do that, they must make peace with the new species of animals and plants that would claim a share of this world for themselves. Several distinct stable subraces of altered humans have already emerged—e.g., the flynn, the gren, and the orlen—and the GM should feel free to add more.

Mutated Animals

- Physical and mental mutations
- +15 bonus divided between Fitness and Reflexes
- Retain some natural abilities from animal heritage
- Bonus physical mutation if no humanoid traits are taken

Homo sapiens were not the only ones whose genetic structures were tampered with by the Crisis. Many new animal species have appeared since then. Animals common in the age of the ancients still survive alongside





others who have mutated into sentient creatures, capable of reasoning and communication. Like altered humans, they are blessed and cursed with extraordinary mutations. Some animals mutated into new, stable species like the attercops, katkins, and squeekers. Most members of these races have similar genetic traits, but occasionally an individual differs significantly.

The rest of the thinking animals are unique creatures carrying the basic genes of their animal ancestors but with mutations that vary from individual to individual. They belong to no particular race or stable species and have no people, tribe, or clan they can claim as their own, unless they belong to a community of mutated animals drawn together by their common dilemma.

Base Animal Stock: If this genotype is chosen by the player, he or she must first pick a base animal stock for the PC (snake, squirrel, starfish, etc.). The Gamemaster must then determine any game effects from the animal's natural abilities (flight, superior sight, speed, camouflage, etc.). The PC then gets 15 points to divide in whatever way the player and GM agree is most appropriate between the character's Fitness and Reflexes. This reflects the fact that a bear or

cougar might have greater strength and endurance (Fitness) than the average human, while a hummingbird or mouse is much more nimble (Reflexes). As an optional rule, the GM may allow this bonus to be applied to other attributes to suit a particular animal type (for example, a mutant fox might add the bonus to Intuition to reflect the legendary cunning of that animal).

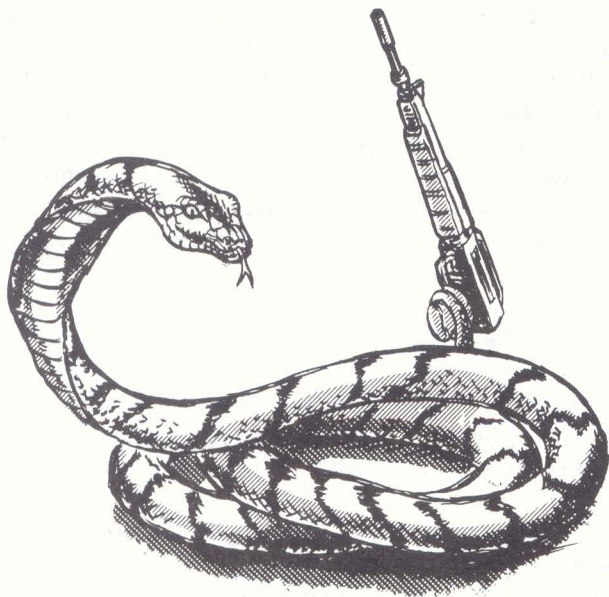
If the player opts to be a member of an existing species of mutated animals—for example, a hoop or a houyhnhnm—he or she does *not* use the statistics for that species listed in the Creatures chapter, nor does he or she automatically gain all the special abilities of that creature type. Instead, attributes for the PC are generated normally, as described in the next section of this chapter. In addition, there is only a 50% chance that the PC will have the standard mutations listed for that creature (roll separately for each mutation). If the PC winds up with less than five mutations, the player should receive enough random rolls on the mutation tables on page 33 to bring the tally up to five.

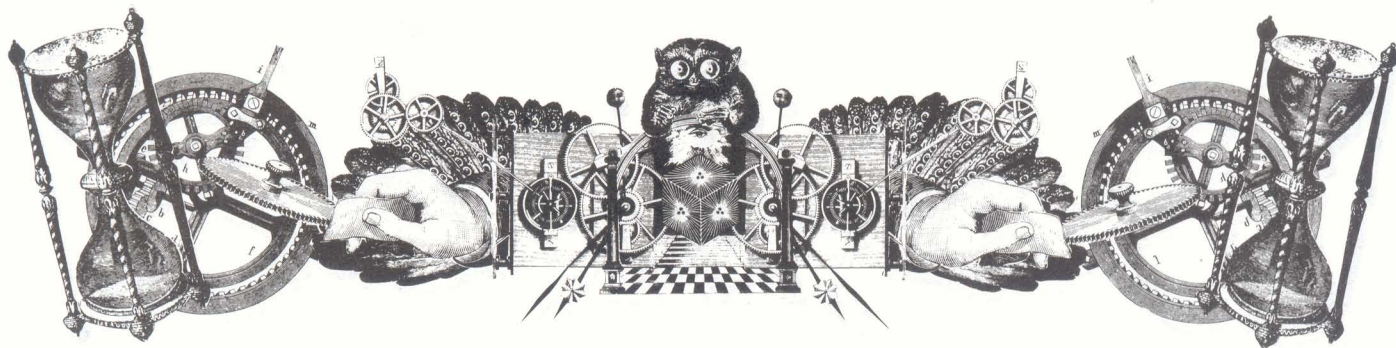
Adjusting Mutated Animals: Before mutations are taken into account, the PC is assumed to be intelligent, but his or her form is exactly like any other normal animal of that species. If the player chooses and the GM agrees, a four-legged mutant animal can become bipedal without expending a "mutation" slot. Such a character will thereafter stand and walk upright on two legs rather than on all four. Creatures with more than four legs (insects, spiders, etc.) whose players chose this option gain the ability to rear up comfortably and walk with their first two limbs off the ground, if they cannot already.

The base animal will not normally be able to talk or use tools. Before rolling for mutations, the player may choose to take either or both of these humanoid traits for his or her character, subtracting them from the total number of mutations to which the PC is entitled (5).

If the player chooses for his or her character to be able to talk, the voice will resemble the sounds that animal usually makes. Thus a mutant wolf PC has a tendency to howl while speaking, a bear PC growls a lot, a snake PC hisses and uses lots of sibilants, and so forth.

Mutated animals can also gain the ability to manipulate tools and objects as well as a typical human. In many cases this means paws become like hands, although the claws and fur on them would still remain. For some ani-





mals it might be the tail, mouth, or trunk that gains the ability to use tools. Note that the animal does **not** grow new limbs to gain this ability.

If no humanoid traits are taken, the PC receives a bonus of one extra (nondefect) physical mutation. If the PC takes even a single humanoid trait, he or she does not get the bonus physical mutation. If the character gains one or more of the humanoid characteristics through normal random mutation rolls, the bonus still applies.

Sentient Plants

- Plant mutations with fewer defects
- +15 bonus split among Fitness, Charm, and Psyche
- Able to photosynthesize food
- Bonus mutation if no humanoid traits taken

Of all the new life forms created by the Crisis, the sentient plants are surely among the most wondrous. The ancients' common estimate of the lowly plant did not include the new mobility or potential ferocity of these new species. Add their ability to think and reason, and they become fearsome opponents and valued allies. Like the mutated animals, sentient plants carry extraordinary mutations that enhance their power to affect and control their environment.

A sentient plant is not just a bush, tree, flower, or vine: it is an intelligent, mobile form of life that just happens to be plant-based rather than animal-based. A sentient plant is able to move, see, hear, and feel. Most sentient plants strongly resemble their non-mutated ancestors, so much so that the unwary may not be able to tell the difference until it is too late. Other sentient plants have mutated into vaguely animal-like or humanoid form (the kai lin, or "lizard-bush," is a prime example). Still others have taken on bizarre shapes of their own, like the obb. The player gets to decide what shape the PC's body takes, subject of course to Gamemaster approval.

A sentient plant does not need to eat, as do animals or humans. Complete nourishment for the day can be achieved by "taking root" in the soil for an hour, during which time it cannot move. In addition, a plant needs three hours of bright light, or six hours of moderate light; the plant can move around normally during this period (GM's note: the lights aboard the *Warden* were specially designed to imitate sunlight so the human, animal, and



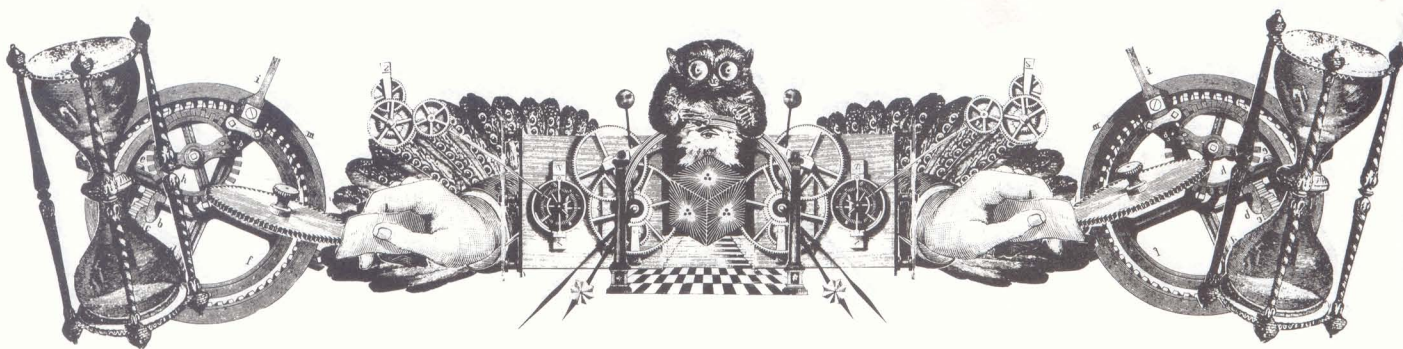
plant life aboard would stay healthy during the long interstellar voyage). A sentient plant has the same water needs as humans and animals, although it can absorb water through either its leaves or its roots. A sentient plant forced to go without light, soil, and water for more than a day suffers just as would an animal or human.

The Fitness of a plant decides its size. The plant has roughly .5m of height per 10 Fitness points. Since the size of a plant is related to its Fitness value, the plant actually grows larger as it gains Fitness points.

Base Plant Stock: Like an animal PC, a sentient plant PC must be derived from a basic stock—bush, grass, tree, vine, fungus, flower, etc. Although fungi are not really plants (they are in fact more closely related to animals), for purposes of simplicity sentient fungi are treated as plants in these rules, with the exception that fungi can survive in total darkness so long as they can spend 3 hours a day in contact with moist soil.

Once the player has picked the basic stock, he or she must decide how many appendages the plant has (typically 1–10) and where all its vital organs, equivalent to an animal's brain, mouth, sensory organs, and heart, are located.





Adjusting Sentient Plants: A player with a sentient plant faces the same decisions as one with a mutated animal. He or she can choose to allow the plant PC to gain the ability to smell and taste; this does not cost a mutation slot. If the player wants a sentient plant that can talk, he or she must sacrifice a mutation for the ability. Likewise, a mutation slot can be exchanged for the ability to manipulate tools; taking this option gains the plant two manipulative appendages. If the player chooses not to take either of these traits, his or her plant gets a bonus roll on the Plant Mutations table, ignoring any defects.

2. Generate Attributes

All characters, regardless of their genotype, must roll for their attributes as described in the "System Guide" portion of this book. Each PC in the *Metamorphosis Alpha* game gains a +10 to the number rolled in each attribute. If the Gamemaster foresees an extremely lethal series of adventures forthcoming, he or she may want to let the players start play with more experienced characters and increase this bonus to +20 or even +30. As a rule, however, it is best to start with relatively low numbers in order to leave room for the characters to grow and improve their attributes through experience. No attribute can ever rise above 90.

3. Calculate Stamina and Body Points

Stamina points for player characters, no matter what their genotype, are figured by adding the PC's Willpower to his or her Reflexes and dividing the total by three, rounding up the result. Body points for the PC equal one-third the Fitness attribute (round up).

Stamina Points = (Willpower + Reflexes) ÷ 3

Body Points = Fitness ÷ 3

4. Roll for Mutations

All player characters who are not pure-strain humans will have some mutations. These should be determined randomly by rolling on the tables on page 33 (alternatively, the GM can allow each player to pick one mutation and roll randomly for the rest). Some mutations are considered defects; these are designated with a (D) on the mutation tables. No player character should have more than one physical and one mental defect; any roll that would result in an additional defect should be rerolled until a beneficial

mutation is found.

Each PC gets at least five mutations. A player can choose to take fewer than five for his or her character but must announce that decision before making any rolls. To determine how many of the mutations are physical and how many are mental, the player should take any die and roll once for each mutation slot: an even number indicates a physical mutation, an odd number a mental one. In the case of plant characters, an even result means a roll on the plant mutations table, an odd number a roll on the mental mutations table. The player should then turn to the mutation tables on page 33, find the appropriate table, and roll percentage dice for each slot to determine the actual mutation.

Example: Polydus the Worm, a mutated snake, begins with five mutation slots. His player exercises her option (described in Step 1, above) to exchange two slots to give Polydus the ability to speak and to manipulate tools with his tail. This leaves him three random mutations. His player rolls 1d10 three times and gets a 2, a 0, and a 7. Thus, Polydus will have two physical mutations and one mental mutation. His player rolls an 88, a 22, and a 43. Checking the appropriate tables, she learns that her character has the powers of *universal digestion*, *electrical generation*, and *mental invisibility*.

Rolling the Same Mutation Again: It is possible to roll the same mutation more than once when creating a PC. When this happens, simply ignore the duplication and roll again.

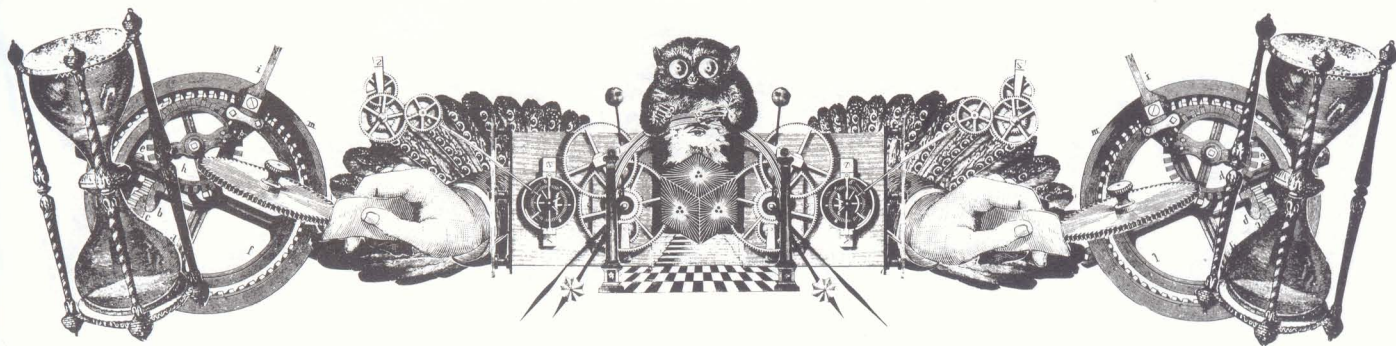
For full descriptions of each mutation, see the Mutations chapter (pages 32–49).

5. Pick Skills

After determining the character's class, it is time to choose starting skills. As described in the System Guide, a character gains one skill for each ten points of Learning (rounded up) and one additional skill for every 15 points of Intuition (rounded down). Thus, a PC with a Learning attribute of 41 and an Intuition attribute of 23 begins the game with 6 skills (41÷10=4.1, which is rounded up to 5; 23÷15=1.53, which is rounded down to 1; 5+1=6). Note that as a PC's attributes increase through experience (see page 57), he or she can gain new skills.

Skill Specialists and Enhancements: In the *Metamorphosis Alpha* universe, specialty skills generally apply to





particular types of equipment or to a specific area within a larger field. The purpose of the enhancement rule is to allow players to give their characters true expertise when using a particular weapon or attempting a tricky task. **Each specialty or enhancement a character takes expends one skill slot.** Thus a typical PC might take the skill General Sciences with a specialization in Psychology and an enhancement in the Psychology of sentient plants: this would cost a total of three skill slots.

Rather than extend the skill list needlessly with reams of examples, we list samples where appropriate in the skill descriptions in the Skills chapter (pages 50–56), leaving it to the individual players to suggest appropriate enhancements for their characters and to individual Gamemasters to approve or deny those requests as seems fit.

6. Determine Tech Level

The Gamemaster must determine where on the ship the campaign begins. This involves choosing a village or other starting locale. From this decision comes the limitations on a PC's initial tech level. Most pure-strain humans and altered humans in the *Metamorphosis Alpha to Omega* game live as hunter-gatherers or as subsistence farmers of Tech Level I or II, while many mutated animals are Tech Level I and most sentient plants are Tech Level 0. As a result, most player characters come from very primitive societies. This has the advantage, for purposes of the game, of highlighting the dichotomy between the regressive cultures of the present-day *Warden* and the wonders of the high-tech starship that contains them.

If the Gamemaster chooses, he or she can have the player characters belong to one of the few cultures scattered among the decks that have worked their way back up to Tech Level III (e.g., the attercops). Few, if any, PCs should belong to Tech IV–VI cultures—much of the fun of the game comes from trying to puzzle out the mysteries of the ancients and their artifacts; prior knowledge of sophisticated technology can spoil much of the fun. However, once the campaign is well-established, the GM may want to add the occasional adventurer from Citydome 1 on Deck One, a recently thawed member of the original Crew (see Start-up Scenario #5), or even a rogue free-willed android for variety.

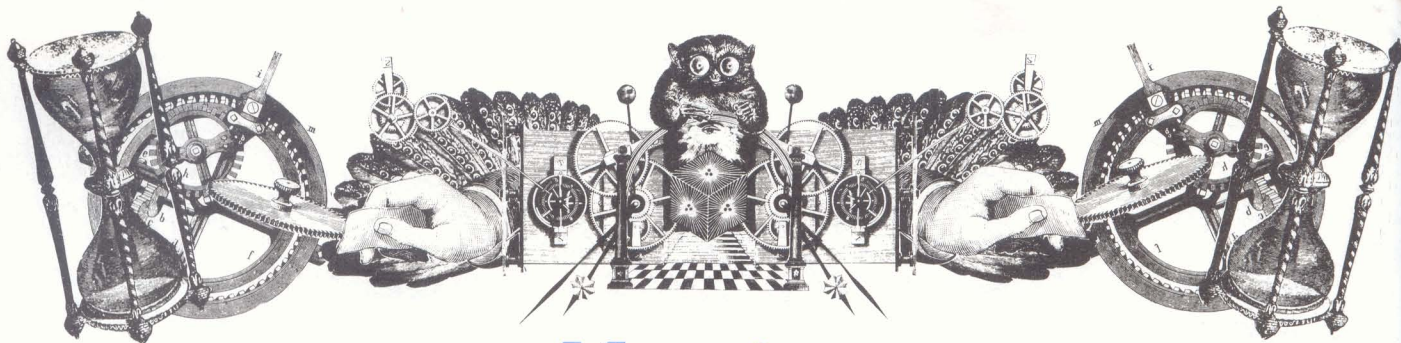
7. Determine Starting Equipment

The Gamemaster determines what equipment the characters have at the start of the game, although player input is encouraged; a table of available items can be found in the Artifacts chapter (pages 60–76). Starting equipment depends greatly upon the economy of the town or region where the campaign is placed. Few PCs will begin with more than the clothes they wear, one or two simple weapons (typically a spear and a club), and a few other necessities (waterskin, food pouch, &c.). Each PC has a 20% chance of possessing a single artifact as well (an heirloom of his or her family); these will generally be low-power miscellaneous items (i.e., Mark-V blasters are *not* recommended).

In cases where the PCs are being sent on a mission on behalf of a tribe or village, they may (GM's choice) be loaned communal artifacts, especially if the community's well-being and continued survival depend upon the mission's success (cf. Start-up Scenario #3). The GM will have to select these artifacts carefully to give the group a reasonable chance of survival without removing all the challenge from the upcoming adventure. If game inflation sets in because the GM in a weak moment has let the PCs find too many powerful artifacts, this is easily remedied by letting the items run out of charges as their batteries are exhausted; a successful run through the Use Artifact chart on page 61 would be required to find, remove, and replace the batteries (assuming fresh power cells were available, of course).

Starting Money: Before the Crisis, the *Warden* operated on a modified capitalist economy, with the basic unit of exchange being a nearly-indestructible plastic coin known as the *domar*. With the collapse of civilization, domars passed out of use almost everywhere except among the Ranchers of Deck Five and inhabitants of the two Citydomes. A barter economy now prevails: people trade things instead of buying and selling them. The GM should encourage players to role-play any exchange as they bargain with NPCs or each other to gain items they want.





Mutations

Many mutations are available to humans, animals, and plants in the *Metamorphosis Alpha to Omega* game. Each mutation description below begins with the name of the mutation, followed by a (D) if it is a defect. Many mutations alter the physical appearance of the mutant, forever marking the character as an Altered One. However, not all physical mutations alter a PC's shape; PCs with such mutations, or with only mental mutations, might conceivably pass for pure-strain humans or normal animals and plants.

Achilles Heel (D)

The mutant has a weakness in a particular body location. If struck there, the PC takes double damage and is in such pain that he or she cannot attack or perform other actions for the following turn. An attack roll of 01-05, if it hits, is assumed to have hit this spot. A called shot can be used to target the weakness **if** (and only if) the attacker knows it exists. When this mutation is rolled, the player should pick the vulnerable spot, which will be a roughly fist-sized area on any part of his or her character's body—head, stomach, groin, ankle, etc. Players of plant PCs should similarly choose an appropriate weak spot on root, branch, flower, trunk, etc.

Adaptation

A sentient plant with this mutation can adapt (become immune) to any physical attack form directed against it. On the turn it is attacked, it must decide whether or not to begin the process of adaptation; it takes five days to complete the *adaptation* process. For example, a plant attacked by a flamethrower can, over the next few days, grow a flame-resistant bark, while one attacked by a laser may develop a reflective exterior. For the purposes of *adaptation*, physical attacks are divided into cutting, piercing, and bludgeoning attacks, and an *adaptation* must be made individually to each.

The plant can have one adapted immunity for every 25 points of Fitness. It can drop a previous immunity to adapt to a new attack.

Aggressive Immune System

The PC can accelerate the healing rate of a companion at will. The recipient recovers one body point or three stamina points for every five points of Psyche the healer possesses. The healer can only use this power once a day and cannot perform any

other activity while using this mutation. The recovered points are in addition to normal healing. This power can be used to overcome the effects of poison or disease.

Allergy (D)

The mutant suffers a reaction to an ordinary substance. So long as the PC is in contact with the substance (breathing, touching, etc.), he or she must make a successful Fitness check each turn. Failure means the mutant takes 1d3 points of stamina damage and loses one action for the turn. This usually means the PC moves at half normal rate and cannot attack. Roll 2d10 on the table below to determine the specific *allergy*.

2d10	Allergy	2d10	Allergy
2	Animal fur	11	Plastic
3	Bone	12	Pollen
4	Clay	13	Salt
5	Cotton or Wool	14	Silver or gold
6	Feathers	15	Soap
7	Iron	16	Specific animal
8	Leather	17	Specific plant
9	Oil	18	Wood & paper
10	Paint	19-20	GM's choice

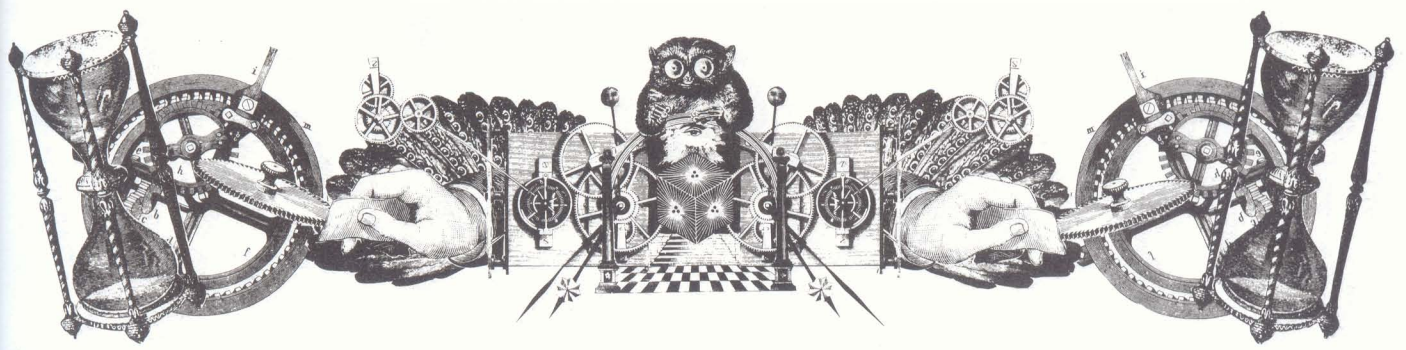
Allurement

Humanoids, animals, or plants with this mutation give off a light, pleasant fragrance that has a hypnotic effect on others. The fragrance is treated as a Charm-based mental attack with a range of 15m; if successful, it insinuates a soothing and friendly attitude in the victim, who will feel compelled to stay near the mutant. Any target who resists this "attack" rejects the *allurement* and can react normally. The effects of *allurement* are broken if the victim suffers damage from an attack by the mutant.

Anti-Life Leech

The mutant is immune to *life leech* and other draining attacks. The PC is able to reverse the flow of another's *life leech*, draining 1d6 stamina points from the attacking creature. These points heal first stamina damage and then body damage. Excess points are added to the stamina total. The excess points fade away after the PC sleeps.





Physical Mutations

d100

Roll	Mutation
01	Achilles heel (D)
02-03	Aggressive immune system
04	Allergy (D)
05	Allurement
06-07	Anti-life leech
08	Attraction odor (D)
09	Bipedal/Quadruped
10-11	Bodily control
12	Body change (D)
13-14	Chameleon power
15-16	Density control, self
17	Diminished sense (D)
18	Doubled pain (D)
19-20	Dual brain
21-22	Electrical generation
23-24	Energy absorption
25-26	Energy metamorphosis
27-28	Energy reflection
29	Energy sensitivity (D)
30	Fadeout (D)
31-32	Gas generation
33-34	Hands of power
35-36	Heightened balance
37-39	Heightened Physique attribute
40-42	Heightened sense
43-44	Heightened speed
45-46	Immunity
47-48	Infravision
49-50	Kinetic absorption
51-52	Metamorphosis
53-54	Multiple limbs
55-58	New body parts
59-60	Night vision
61	Nocturnal (D)
62-63	Oversized limbs
64	Photodependent (D)
65-66	Photogeneration
67-68	Photosynthetic skin
69-70	Poison
71	Poor respiration (D)
72-73	Radiating eyes
74-75	Regeneration
76-77	Shapechange
78-79	Size change
80	Skin structure change (D)
81	Sonar
82-83	Sonic blast
84-85	Sound imitation
86-87	Ultravision
88-89	Universal digestion
90-91	Vocal imitation
92-93	Roll one plant mutation
94-96	Pick one physical mutation
97-00	Roll two physical mutations

Mental Mutations

d100

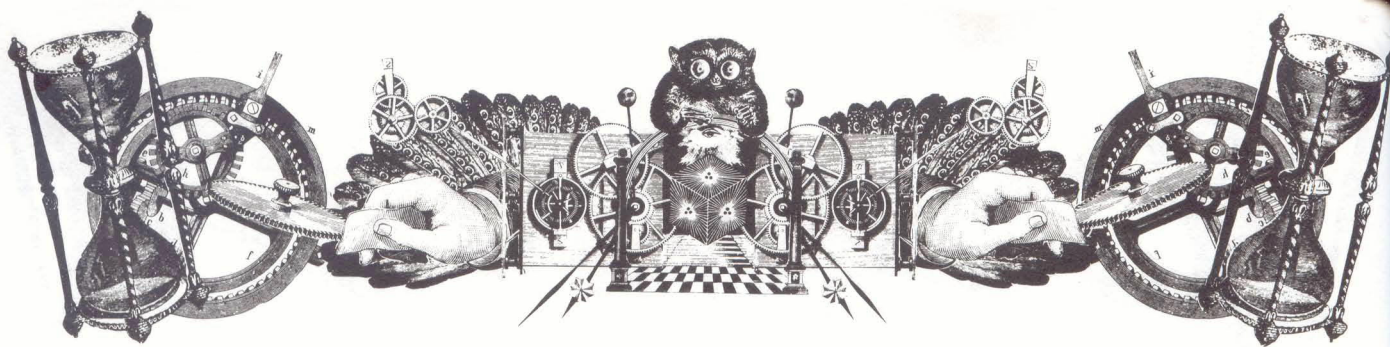
Roll	Mutation
01-02	Confusion
03-04	Death field generation
05-06	Density control, others
07-08	Devolution
09-11	Directional sense
12-13	Displacement
14-15	Duality
16-18	Empathy
19-20	Fear generation
21-23	Force field generation
24-26	Heightened Intellect attribute
27-28	Illusion generation
29-31	Intuition
32-33	Levitation
34-35	Life leech
36-37	Mass mind
38-39	Mental blast
40-41	Mental control
42-44	Mental invisibility
45-46	Mental paralysis
47-48	Mental reflection
49	Mentally defenseless (D)
50-51	Molecular disruption
52	Periodic amnesia (D)
53	Phobia (D)
54-55	Photokinesis
56-57	Pyro/cryokinesis
58-60	Repulsion field
61	Seizures (D)
62-63	Stunning force
64-65	Summoning
66-67	Symbiotic attachment
68-69	Telekinesis
70-71	Telekinetic claw
72-73	Telekinetic flight
74-76	Telekinetic hand
77-79	Telepathy
80-81	Teleport object
82-83	Teleportation
84-85	Thought imitation
86-89	Total healing
90-92	Will force
93-95	Pick one mental mutation
96-00	Roll two mental mutations

Plant Mutations

d100

Roll	Mutation
01	Achilles heel (D)
02-03	Adaptation
04-05	Aggressive immune system
06	Allergy (D)
07-08	Allurement
09	Anti-life leech
10	Attraction odor (D)
11-12	Bodily control
13-14	Carnivorous jaws
15	Chameleon power
16-17	Contact poison sap
18-19	Density control, self
20-21	Dissolving juices
22	Doubled pain (D)
23-24	Dual brain
25-26	Electrical generation
27-28	Energy absorption
29-30	Energy metamorphosis
31-32	Energy reflection
33	Energy sensitivity (D)
34-35	Explosive seeds
36-37	Finger vines
38-39	Fruit
40-41	Gas bags
42-43	Gas generation
44-46	Heightened Physique attribute
47-48	Heightened sense
49-50	Immunity
51	Infravision
52-53	Kinetic absorption
54-55	Metamorphosis
56-57	Multiple limbs
58-59	New body parts
60-61	Oversized limbs
62	Photodependent (D)
63-64	Photogeneration
65-66	Poison
67-68	Projectile seeds
69-70	Razor-edged leaves
71-72	Regeneration
73	Shapechange
74-75	Size change
76	Sonar
77-78	Sonic blast
79	Sound imitation
80-81	Spore cloud
82-83	Squeeze vines
84-85	Thorns or spikes
86-87	Total healing
88	Ultravision
89-90	Universal digestion
91	Vocal imitation
92-93	Roll one physical mutation
94-96	Pick one plant mutation
97-00	Roll two plant mutations





Attraction Odor (D)

Mutant humans or animals have a strong, musky scent; plants smell sweet and perfumed. The mutant can be tracked up to 10km away by mutants with *heightened senses—smell*. In the wilderness, the mutant is twice as likely to attract the attention of predators (plants with this defect attract insects and herbivores).

Bipedal/Quadruped

This mutation gives animals the ability to walk on their hind legs without a movement penalty. If a humanoid gains this mutation, the mutant can run on all fours (or sixes, etc.), gaining an additional 50% increase in movement.

Bodily Control

The mutant can temporarily enhance any one sense or Physique attribute. If a sense is chosen, it works like *heightened sense*. If the PC chooses to enhance one of the Physique attributes (Fitness or Reflexes), it works like *heightened physique attribute*. The effect lasts a number of turns equal to one-tenth the character's Willpower. The PC can only heighten a particular sense or attribute once a day.

Body Change (D)

A part of the body is altered in a cosmetic way. These alterations have no significant game effect upon the PC. None of these mutations should allow the PC an extra ability or disability of significance. Roll 2d10 to determine the changes.

2d10 Body Change

- 2 Antennae
- 3 Bony skull ridge
- 4 Completely hairless
- 5 Crest
- 6 Extra fingers/toes
- 7 Forked tongue
- 8 Hirsute
- 9 Misplaced facial features
- 10 Misshapen head
- 11 Nonprehensile tail

2d10 Body Change

- 12 Odd hair/skin color
- 13 Patches of fur/skin
- 14 Sagging folds of skin
- 15 Scales/feathers
- 16 Single eye
- 17 Transparent skin
- 18 Vestigial wings
- 19 Webbed/fused fingers/toes
- 20 GM's choice

Carnivorous Jaws

Most plants do not eat, living instead off of soil and sunlight. However, a plant with this mutation can eat meat or

other plants with its jaws. Its "teeth" are actually tightly spaced thorns in its maw. Its stomach is merely a body cavity filled with acids that digest food. The jaws do $\text{Fit} \div 10$ (round down) + 1d6/1 points of damage per bite. The plant can sustain itself with just soil and sunlight, but it's an uncomfortable existence.

Chameleon Power

This mutation allows the PC to automatically blend into any background. His or her body coloration automatically matches the colors of any background that is within 1m. Be aware that clothing and other belongings do not change color. The skin (or leaves) continuously change as the mutant moves. The mutant can decide to make the skin any single color not related to his or her background or can choose to look like his or her normal self. When *chameleon power* is activated, the PC's gain an Advantage bonus equal to one-tenth the character's Intuition attribute (round down).

Confusion

If the Psyche-based mental attack using this mutation is successful, the victim is confused. Roll 1d6 each turn on the table below for the actions taken by the affected creature. The effects last for 2d6 turns. *Confusion* has a range of 25m.

1d6 Action

- 1 Stands still.
- 2 Wanders about slowly.
- 3 Attacks nearest creature.
- 4 Attacks nearest inanimate object.
- 5 Attacks randomly chosen opponent.
- 6 Performs an incomprehensible, noncombat action, such as spinning circles while hopping up and down on one foot.

Contact Poison Sap

Anytime the plant is injured in combat, it exudes a thick, poisonous, sticky sap from the wound. If this plant is damaged by a hand-to-hand attack, the attacker suffers 1d8/6 points of poison damage. The *contact poison sap* is ideal for coating weapons but hardens to a nontoxic resin within an hour. The plant must suffer a wound of at least 5 points to fully coat a dagger or speartip. Obviously, the plant PC is not going to be thrilled about donating any significant amount of its sap.





Plants are immune to the effects of the sap.

Death Field Generation

When the PC activates this power, all living things within 20m, **including the PC**, suffer a Psyche-based mental attack that, if successful (roll separately for each potential victim) drains away half their total stamina and body points. Any victim who had previously lost half or more of his or her body points is killed instantly. All normal plants, small animals, or other simple life forms are assumed to have been attacked successfully and suffer the consequences; only microscopic organisms are unaffected.

Assuming the use of this power didn't reduce the PC to zero body points and kill him or her, the attacker recovers 1 stamina and 1 body point every hour until the damage caused by this power is healed. These lost points can also be cured normally with other mutations or artifacts. A character can only use this power once a week.

Density Control, Others

The PC is able to control the density of other living creatures. The effects of this power are identical to *density control, self* (given below). However, the mutant must successfully attack the victim with a Psyche-based mental attack to change his or her density. The mutant chooses how small or how large the target becomes, within the limits of the power. Parts of a target cannot be changed, only the whole target.

Density Control, Self

The mutant is able to control his or her body's density, becoming larger or smaller at will. How much larger or smaller depends on the character's Willpower: a PC with a Willpower of 20 can become up to 20% larger or smaller, one with a Willpower of 63 can become up to 63% larger or smaller, and so forth. The power affects the mutant's entire body equally. The mutant's weight does not change, but his or her speed increases or decreases by the same percentage that he or she grows or shrinks. A character with this mutation is immune to the effects of the *density control, others* mutation.

Devolution

With a successful Psyche-based mental attack, the PC is able to reverse the evolutionary process in a single crea-

ture. Mutated characters lose a mutation (chosen randomly) when attacked this way. A mutated animal or sentient plant who took humanoid traits (walking upright, speech ability, tool-manipulating appendages) in place of randomly rolled mutations will only begin to lose these characteristics after all other mutations have been eliminated. The devolved victim regains lost mutations at a rate of one per week.

Pure-strain humans lose 20 points from an Intellect attribute (Learning or Intuition, chosen randomly) when hit. Once both Intellect attributes are reduced to 10 or below, the process begins to work on their appearance (Charm). They grow body hair, start dragging their knuckles, etc. Repeated attacks turn them into cavemen, then ape-like primates. They also regain their attributes at a rate of 10 points a week, beginning with Charm and ending with the Intellect attributes.

Diminished Sense (D)

The mutant has a diminished sense. Roll 1d6 to determine which one is affected.

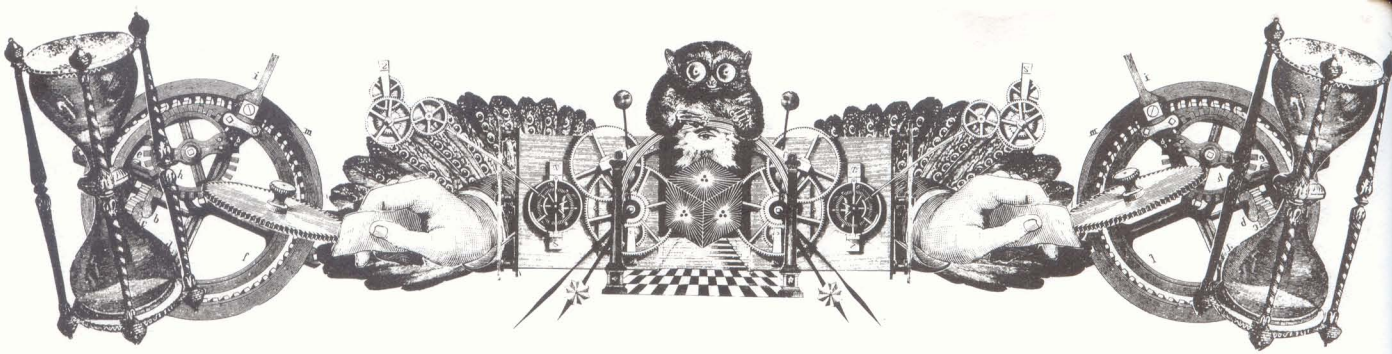
1d6 Diminished Sense

- 1 *Sight*. The mutant is nearsighted and is unable to distinguish anything other than colors and motion beyond 10m.
- 2 *Hearing*. The mutant is partially deaf and is unable to hear normal conversation beyond 3m, or loud noises beyond 10m.
- 3 *Touch*. The mutant suffers from a total lack of touch and is unable to feel heat or cold, wet or dry. He or she is unable to feel pain from wounds but does feel the jarring hit of the weapon, so this mutation does not affect stamina and body point losses from combat.
- 4 *Smell*. The mutant has no sense of smell and is unaware of invisible gas attacks.
- 5 *Taste*. The mutant has no sense of taste and is unaware of ingested poisons or chemicals.
- 6 Player may choose any one of the above.

Directional Sense

The mutant is incapable of getting lost. The PC always has a complete spatial sense of where he or she is and how he





or she got there. This ability does not function if the PC is moved while sleeping or unconscious.

Displacement

This mutation cannot be activated consciously. A character with *displacement* subconsciously reacts to life-threatening danger by teleporting away from it. The danger need not be real; so long as the character believes himself or herself to be in danger of being killed that turn, he or she is *displaced*. Any time the mutant is incapacitated while fighting, he or she is automatically *displaced*. *Displacement* moves the mutant as many meters away as he or she has points of Willpower, usually back in the direction from which he or she came. *Displacement* does not knowingly place a mutant into immediately life-threatening situations. This power will not work more than once an hour.

Dissolving Juices

The plant can secrete an acid that does 3d6/6 points of damage. This acid works something like a poison, but in reverse: rather than starting at maximum damage and losing one point of effectiveness each turn, it begins by inflicting a single point of damage the first turn, but each turn thereafter its damage increases by another point until the total rolled is reached. For example, if the 3d6 roll produces a result of 8, the victim will take 1 point of damage the first turn, 2 the second, 3 the third, and so on, up to a maximum of 8 points the eighth and final round (for a total of 36 points in all).

The plant can generate enough acid to dissolve one human-sized creature once every four hours. The acid is neutralized by contact with air; if removed from the plant, it loses all potency after only a single turn.

Doubled Pain (D)

The PC suffers twice the normal amount of pain from a wound. If reduced to less than half his or her stamina point total, the PC suffers a -20% penalty on all skills and actions; this is because the pain is so great that it interferes with the ability to think and act.

Dual Brain

The mutant has two brains. The second brain can be located anywhere the player chooses in the torso or head.

It does not mean the PC has two heads; the PC's single head might be enlarged slightly to hold two brains. This second brain has 1d3 extra mental mutations. Add 20 points to the PC's Intellect pool to account for the two brains working together. Any mental attack can only succeed in attacking one of the brains (the Gamemaster determines randomly which brain is affected). Both brains have the same Learning and Intuition scores. If the PC has more than one mental mutation, each brain is able to produce its own mental attack each turn, or the PC can make a mental attack with one brain and a physical attack controlled by the other.

A 5% chance exists for the mutant to possess a *poor dual brain* (D) with an alternate personality controlling it. This brain has one mental mutation, which may be a defect even if the other brain already has a defect. During times of stress such as combat, there is a 5% cumulative chance per turn that the second brain seizes control. This new personality hates the dominant one, but this does not mean it dislikes the other characters in the group. An hour after the stress has ended, the dominant brain regains control. Let the player determine the temperament of the alter ego and encourage the player to role-play the second personality.

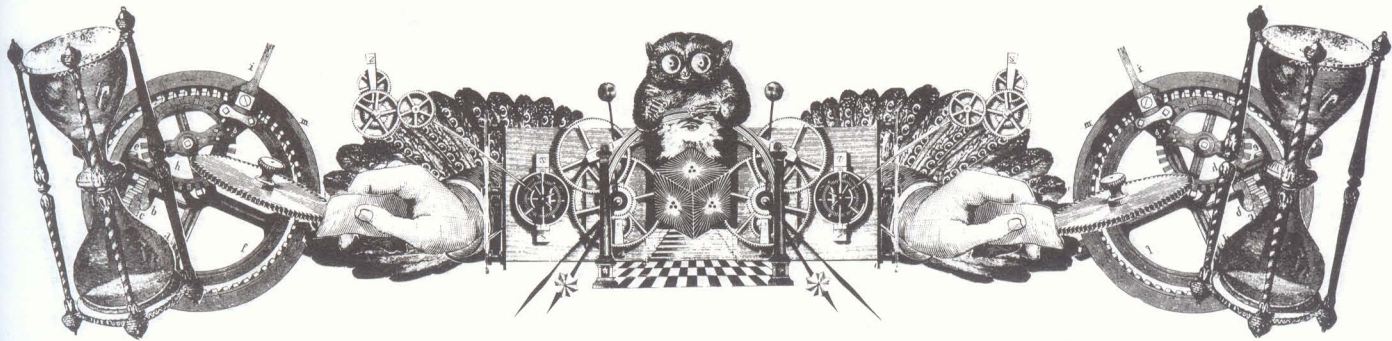
Duality

A character with this mutation is able to do two dissimilar actions at the same time—for example, firing a laser with one hand while working a combination lock with the other. The PC is automatically ambidextrous and can use a weapon in each hand. The PC can make one extra attack per turn, so long as he or she uses two different weapons and/or mutations. If used in combination with the *dual brain* mutation, the PC, in effect, gets an additional mental attack each turn on **top** of the *duality* benefit.

Electrical Generation

The mutant is able to build up an electrical charge in a specific part of his or her body (hands, tail, head, etc.) chosen by the player. If that part of the mutant's body touches anything, 3d6/2 points of electrical damage is released. It takes the mutant three turns to build up a full charge, at the rate of one die per turn; if released early, the charge does 1d6/0 or 2d6/1 points. Building up a charge does not take a combat action. The mutant can add this damage to a normal melee





attack if he or she is wielding a metal weapon. A PC with this mutation takes only half damage from electricity.

Empathy

The PC is able to read the emotions and emotional intensity of another creature. He or she can also try and force an emotion upon another. Both of these powers require a successful Psyche-based mental attack. The Gamemaster may apply modifiers to take into account how radically the PC tries to shift his or her opponent's emotions. Remember, an intelligent creature is influenced by his or her emotions but not totally ruled by them.

Energy Absorption

This mutation gives a character the ability to ignore some damage from a particular type of physical energy attack. For each ten points of his or her Willpower, the PC harmlessly absorbs a point of damage. To discover which energy form to PC can absorb, roll 1d6 and consult the following table.

1d6	Energy Absorbed	1d6	Energy Absorbed
1	Cold	4	Laser
2	Electricity	5	Radiation
3	Heat/fire	6	Player's choice

Energy Metamorphosis

This mutation is identical to *energy absorption* except that the PC can heal 1 point of damage for every point he or she absorbs. If the PC absorbs more points than he or she has taken in damage, the excess energy creates an overload. The mutant then takes damage equal to double the excess energy and cannot convert energy for the next 6 turns.

Energy Reflection

This mutation is identical to *energy absorption*, except that energy is reflected, not absorbed. The reflected beam automatically hits inanimate objects in its path, but a Willpower-based mental attack is required to hit a moving or living target with a reflected beam.

Energy Sensitivity (D)

The PC feels pain, and suffers a -20% penalty on all skills and actions whenever within 2m of a large energy source, such as a robot, artificial force field, etc. Small items, such

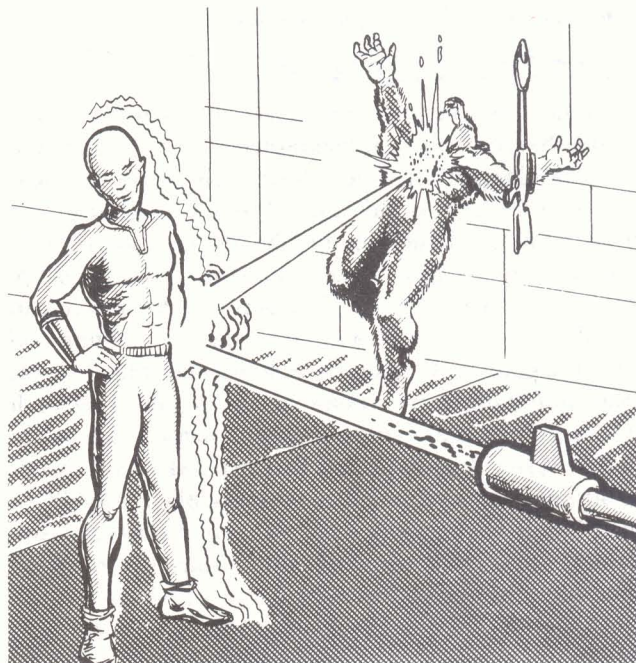
as a hand-held device that uses a power cell, only cause him or her a -10% penalty on actions. The Gamemaster might choose to have a mutant with *energy sensitivity* take damage in the presence of very powerful energy fields.

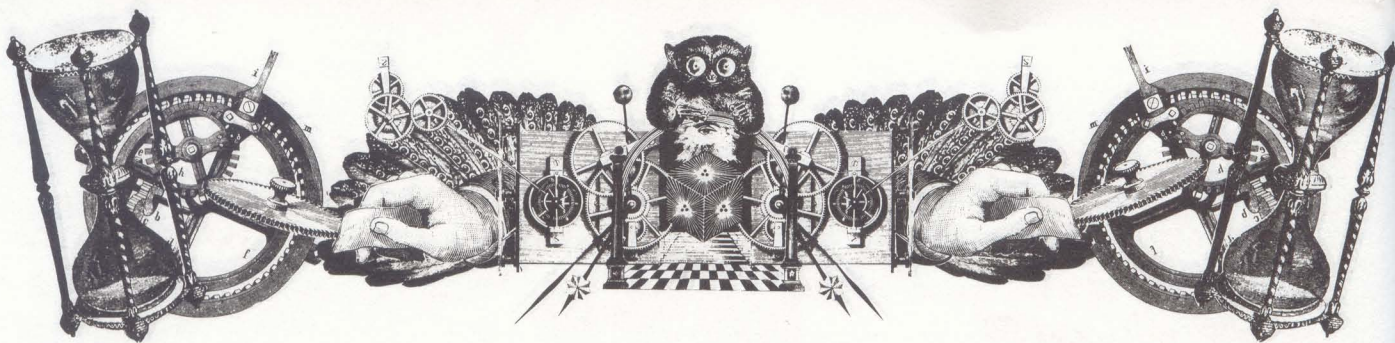
Explosive Seeds

These nut-like seeds explode if they are hurled onto a hard surface or exposed to fire. The seed does 2d6/2 points of damage to anything within 1m. The plant can have up to Fitness÷5 seeds at a time. Each takes a month to grow and can stay on the plant for three months. If the plant is subjected to fire or crushing blows (a mace, a fall, etc.), there is a 20% chance of setting off a seed. A weapon can only trigger a single seed, but area effects like a fire or a fall can trigger many seeds. In that case, roll for every seed (20% chance of each going off). Intense fires or severe falls may increase the chances of triggering a seed.

Fadeout (D)

The mutant has a tendency to pass out during times of high stress. This is a result of his or her adrenal glands secreting





depressants rather than adrenaline. On the first turn of combat or other high-stress situation, there is a $25 - (\text{Willpower} \div 5)\%$ chance the PC faints for $1d4 + 1$ turns.

Fear Generation

The PC can instill fear in a chosen target. The victim flees from the PC at maximum speed for one minute (6 turns). If the victim is cornered or trapped, he or she goes berserk, fighting wildly until free.

Finger Vines

In addition to any other limbs the plant has, it gets $1d6$ finger vines. These vines are $\text{Fitness} \div 10$ meters long. They can move at a speed of 2m per turn. They can grasp objects and perform fine manipulations, such as pushing buttons or working instruments. Each vine has Fitness and Reflexes scores of 5. If multiple vines are being used for a single task, add their Fitness and Reflexes together.

One 20cm segment per finger vine can be detached and still be controlled by the plant up to 10m away. If the plant can't see the finger vines, then they move about by touch only, blind and deaf. If the finger vines are not rejoined with the body in an hour, they wither and die. It takes a plant a week to grow a replacement vine.

Force Field Generation

The mutant is able to create an invisible barrier of force around himself or herself that protects the character from physical danger. This includes melee weapons, most energy attacks, and radiation. The force field forms a smooth surface about .5m from the mutant's skin. The PC cannot make physical attacks while the force field is up, but he or she can use mental powers. The force field can absorb up to $\text{Willpower} \div 5$ points of damage per turn and can be kept up for $\text{Willpower} \div 10$ turns, after which the PC must drop it for an hour before using the power again. If the force field takes enough points of physical damage to destroy it, the PC must make a Psyche check or fall unconscious, with any excess damage being applied to the PC. If the PC falls unconscious due to a mental attack, poison damage, etc. while using this mutation, the force field shuts off at the end of the turn.

Fruit

The plant PC grows berries or some other type of fruit. It takes a month to grow a fruit, and multiple pieces of fruit may be growing at one time. A plant PC can have up to $\text{Fitness} \div 10$ pieces of fruit growing at any particular time. The fruit stays fresh for a month before rotting and falling off. The fruit can be any size, color, or texture, from a strawberry to a melon, selected by the player upon generating his or her PC. A plant character cannot benefit from eating his or her own fruit. Roll $1d8$ and check the table below for the type of fruit the PC can grow.

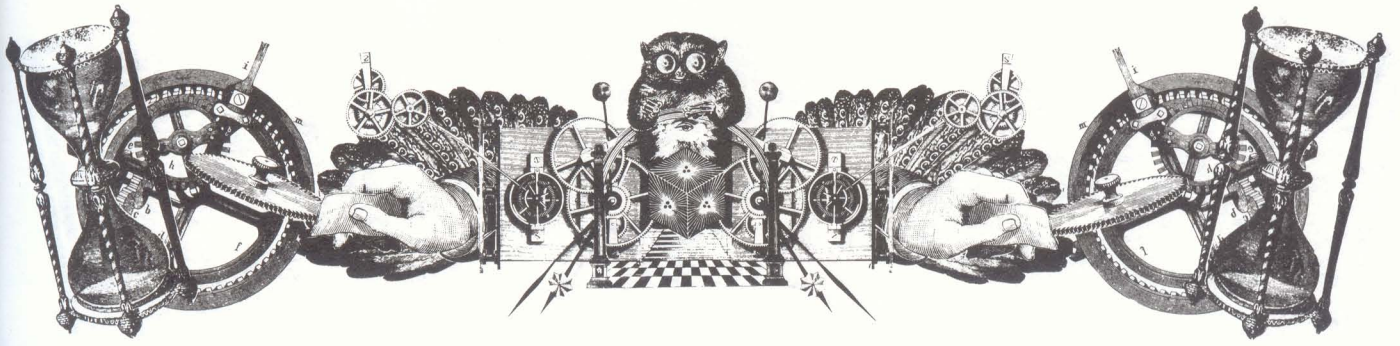
1d8 Fruit Type

- 1 *Antibiotic*. Heals $5 + (\text{Fitness} \div 5)$ points in 24 hours if smeared into a wound.
- 2 *Pain Killer*. The PC does not feel pain and is immune to attacks focused on the nervous system (including paralysis). These effects last four hours.
- 3 *Poison*. The fruit is poisonous, with a potency equal to the plant's $\text{Fitness} \div 5$.
- 4 *Poison Antidote*. The fruit automatically negates any poison damage taken by a PC.
- 5 *Radiation Antidote*. The fruit cures radiation sickness. Damage already incurred is not cured, but further damage is halted.
- 6 *Stimulant*. Improves a character's energy level, counteracting fatigue and sleep. If the affected PC is not suffering from fatigue, it provides a +10 modifier to Fitness for four hours.
- 7 *Sustenance*. The fruit provides enough nutrition for a human-sized creature for one day.
- 8 *Imitation*. The fruit imitates another chemical or specialized poison not in the above list. The Gamemaster chooses which beneficial chemical the fruit imitates.

Gas Bags

The plant has an inflatable bladder that fills with helium. The bladder expands to twice the size of the plant (taking 6 turns to inflate completely) and allows it to float away. The plant is able to carry equipment and passengers as long as it is not encumbered by the weight. The plant can control its altitude by releasing helium from the bladder or by synthesizing more to fill it. It rises at a rate of 1m per turn at





maximum inflation. It cannot control which direction it floats and is at the mercy of the prevailing winds.

Gas Generation

The PC has the ability to spray a visible gas from a specific place on his or her body (mouth, navel, flower, etc.) chosen by the player. The gas fills a spherical area 2m in diameter for 5 turns, after which it harmlessly disperses. The mutant's body holds up to three full doses of gas, and it takes three hours to regenerate a dose. Roll 1d6 and consult the table below to determine the type of gas. The mutant is immune to his or her own form of gas.

1d6 Type of Gas

- 1 *Blinding.* The victim cannot see and suffers -20% attack penalty for 1d10 turns.
- 2 *Burning.* The victim suffers 2d6/4 points of acid damage per turn of exposure.
- 3 *Hallucinogenic.* The victim sees visions that cause him or her to move and attack randomly for 1d6 turns.
- 4 *Paralytic.* The victim is unable to move or attack for 1d6 turns.
- 5 *Poison.* Anyone breathing the gas is affected by a poison of a potency equal to the PC's Fitness÷10, with a lethality of 4.
- 6 *Stench.* The victim moves at half speed and is unable to attack for 2 turns after exiting the cloud.

Hands of Power

The PC's hands (or the equivalent) emits blasts of energy with a range of 15m. This energy does 3d6/3 points of damage. Roll 1d4 on the table below to determine the specific type of energy; the mutant is immune to damage of that type. The mutant can store Fitness÷10 blasts; it takes eight hours to regenerate a blast.

1d4 Type of Hands

- 1 Gamma hands (radiation)
- 2 Hot hands (microwave heat)
- 3 Laser hands (short-range laser beams)
- 4 Zapping hands (bolts of electricity)

Heightened Balance

The PC gains a +20 Reflexes bonus and a perfect sense of

balance. He or she never falls on slippery surfaces, can walk across a tightrope in a strong wind, can fight normally while hopping on one foot, and so forth.

Heightened Intellect Attribute

One of the PC's Intellect attributes (Learning or Intuition) is dramatically improved. Calculate the amount of the increase by rolling 3d10. Choose randomly to determine which attribute improves.

Heightened Physique Attribute

One of the PC's Physique attributes (Fitness or Reflexes) is dramatically improved. Calculate the amount of the increase by rolling 3d10. Choose randomly to determine which attribute improves.

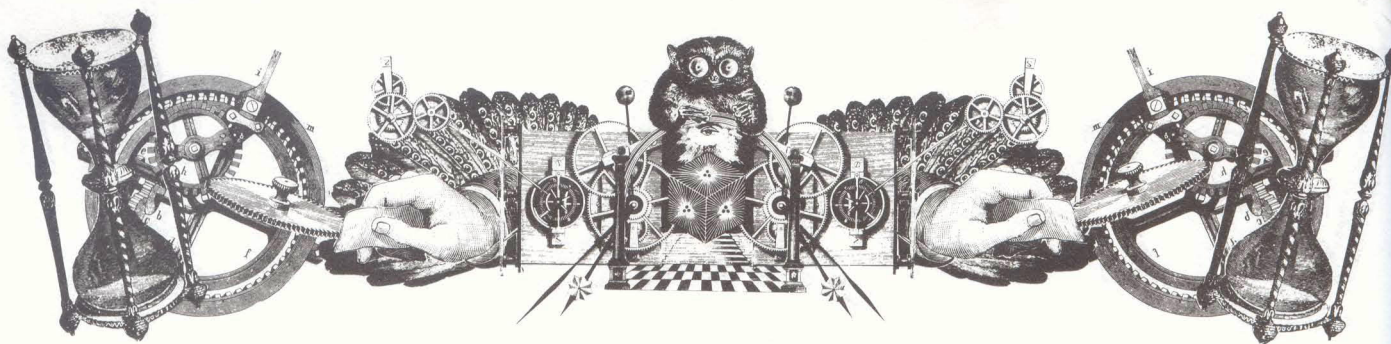
Heightened Sense

The mutant has an enhanced sense—roll 1d6 and consult the chart below to determine which one.

1d6 Heightened Sense

- 1 *Sight.* The mutant can make his or her vision telescopic or microscopic at will, allowing for the perception of twice as much detail. This cuts any penalty for ranged attacks by half.
- 2 *Hearing.* The mutant can hear things twice as far away or with twice as much sensitivity. By concentrating, he or she can hear on frequencies normally inaudible to his or her genotype, such as ultrasonic or subsonic.
- 3 *Touch.* The mutant's sense of touch becomes fine enough to distinguish slight changes in texture, moisture, temperature, residues, etc.
- 4 *Smell.* The mutant can identify and distinguish individuals by smell. He or she can track creatures up to 1km away by smell alone. He or she can detect faint traces of materials or gas.
- 5 *Taste.* The mutant can identify poisons or chemical residues by tasting merely a tiny drop (he or she does not suffer any ill effects from consuming this extremely small amount). He or she can determine the individual components of any food or drink.
- 6 Pick any one of the above.





Heightened Speed

The mutant adds 25 to his or her base speed. In addition, the PC is able to move with bursts of hyperspeed, adding 50% to normal speed for up to 6 turns. Thereafter he or she must rest an hour before being able to use this power again. If the mutant has multiple modes of movement (walking, flying, swimming), this mutation applies to only one (player's choice).

Illusion Generation

The PC can create an illusion that affects everyone within 30m. Since this illusion exists only in the mind of the victim(s), the PC must roll a Psyche-based mental attack against each creature in the area of effect to see which believe in the illusion. The illusion itself can appear to be farther away than 30m, but a victim must be within range of the illusion-projecting mutant to see it. If a victim moves out of range while an illusion is active, he or she will no longer be able to see, hear, or feel it. The illusion can be maintained for $\text{Psyche} \div 5$ turns, and the PC can use this power once every four hours.

The illusion is static and unmoving unless the PC concentrates on manipulating it. While it will completely deceive all of a victim's senses, it has no weight. If the victim becomes skeptical and deliberately acts to test the validity of the illusion, it automatically dissipates.

Immunity

The mutant is immune to a particular form of damage or hazard. Roll 1d10 and check the table below to determine the exact immunity.

1d10	Immunity	1d10	Immunity
1	Corrosives/acid	6	Mental attacks
2	Disease/biological attacks	7	Paralysis/neural attacks
3	Draining/life leech	8	Poisons/chemicals
4	Gas attacks	9	Radiation
5	Heat/cold	10	Sonic attacks

Infravision

The PC can detect the heat patterns of living creatures, even at night. Such creatures stand out like a beacon against a cooler, nonliving background. Infravision

does not allow for detail or color—everything appears as a dull, featureless red, with the creature's shape in silhouette.

Intuition

A character with this mutation can sense what another creature is about to do before it acts. Before any encounter, the PC rolls a Psyche-based mental attack for each opponent. For the duration of the encounter, any opponent successfully attacked must announce all intended actions to the *intuiting* PC. After all affected opponents have done so, the PC can choose his or her course of action.

In normal combat, the *intuiting* PC gets a +20 to any attack roll made by or against affected opponents, as he or she knows where they are going to move and strike a fraction of a second before they actually do it. If opponents are sneaking up on the character, the Gamemaster should roll vs. the PC's Psyche to see if the PC senses the danger.

Kinetic Absorption

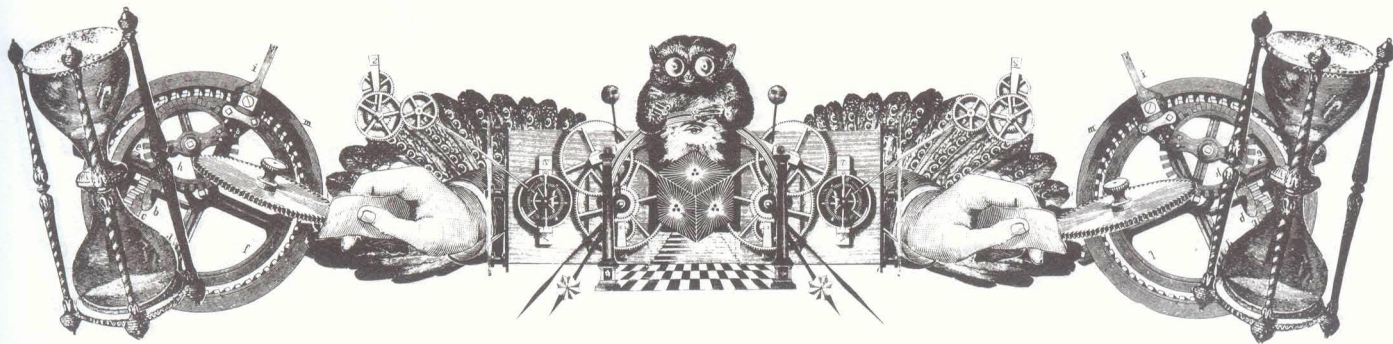
The mutant generates a field that absorbs kinetic energy. Anything moving in the field loses some velocity. Damage from any attack with a bludgeoning, slashing, or stabbing weapon is reduced to one-quarter normal (energy and mental attacks are unaffected by this mutation). The PC can activate the field once every hour for 10 turns.

Levitation

The PC can reverse the effects of gravity upon any one object or creature (including himself or herself). The affected object or being rises off the ground at the rate of 1m per second and floats at a height specified by the PC. The power affects only vertical movement (up and down); any horizontal (side to side) motion due to winds is beyond the PC's control.

The maximum weight (in kg) that can be lifted with this power is equal to the PC's Willpower. Whatever is being *levitated* must remain within 30m of the levitator at all times (note that this means the PC can *levitate* himself or herself to any height). The power can be used for up to $\text{Willpower} \div 5$ turns at a time, once per hour. When the power is shut off, or the target gets out of range of the PC, it floats down at the same speed at which it ascended.





Life Leech

The mutant is able to drain the life force out of any pure-strain human, altered human, mutated animal, or sentient plant. Each turn for up to 10 turns, the character drains Willpower÷10 points from all targets within 10m, beginning with their stamina points. The power can be used once every 24 hours.

The points leeched from others are first used to heal any damage the mutant has taken. Any remaining points (up to a maximum of twice the character's Fitness) are put into a special pool. All subsequent attacks to the character do damage to these temporary points first before reaching the mutant's original stamina and body points. Any remaining temporary points begin to fade after four hours at a rate of 1 point per turn.

Mass Mind

The mutant is able to briefly boost another's mental powers by channeling energy from himself or herself into another character. The PC must be in physical contact with the other character and concentrating on the feat. The PC can then add one-half of either of his or her Spirit attributes (Willpower or Psyche) to the same attribute of the other character.

Mass mind can also be used to allow several characters with this mutation to pool their Spirit attributes. Each character can contribute half his or her Willpower or Psyche into the pool, which the channeler can then use to make devastating attacks or to construct duralloy-solid defenses. Each contributor must be touching the character acting as the focus and can do nothing else while part of the *mass mind* (unless one happens to possess the *duality* or *dual brain* mutation).

Mental Blast

The mutant can directly attack the mind of another creature. The blast cannot affect creatures without an Intuition or Learning of at least 10. If the Psyche-based mental attack is successful, it causes 1d6/2 damage for every 10 points of Psyche the attacker possesses. This mutation can only be used once every 3 turns.

Mental Control

On a successful Psyche attack, the mutant can take control of a victim's body at a distance. While he or she is control-

ling the other creature, his or her own body lies unconscious. The controller keeps his or her own mental attributes, mental mutations, and skills based upon Intellect or Spirit attributes; he or she temporarily gains the Physique and Influence attributes of the body, as well as any physical mutations the victim possesses.

The PC can use this power once every four hours for up to Willpower÷10 turns. If the body he or she controls dies, then the PC is forced back into his or her own body and instantly reduced to zero stamina points from the shock. If the mutant's own body is destroyed while he or she is possessing another, he or she dies.

Mental Invisibility

The PC can mentally force creatures within 25m to not notice him or her. The PC makes a Psyche attack roll for each creature within range; if successful, that creature does not realize that the mutant is there. If the creature is then attacked by the PC, he or she gets a Willpower check; success means he or she can penetrate the mental shielding and see the PC.

Mental Paralysis

With a successful Psyche attack, the PC is able to isolate the victim's mind from the voluntary motor centers of his or her brain. The victim still breathes, the heart still beats, the eyes blink, etc., but he or she cannot move, speak, or control any voluntary muscles. The victim can still think and use mental mutations, and every other turn he or she can make a Willpower check to attempt to throw off the *mental paralysis*. The PC can maintain the *mental paralysis* 1 turn for every 10 points of his or her Willpower.

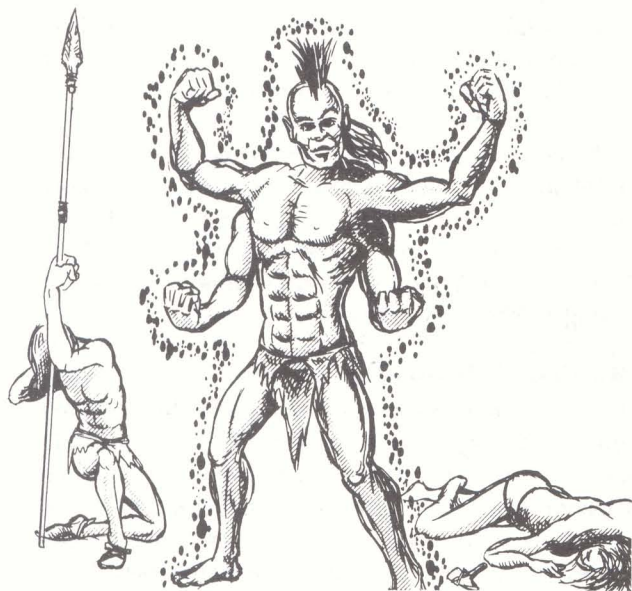
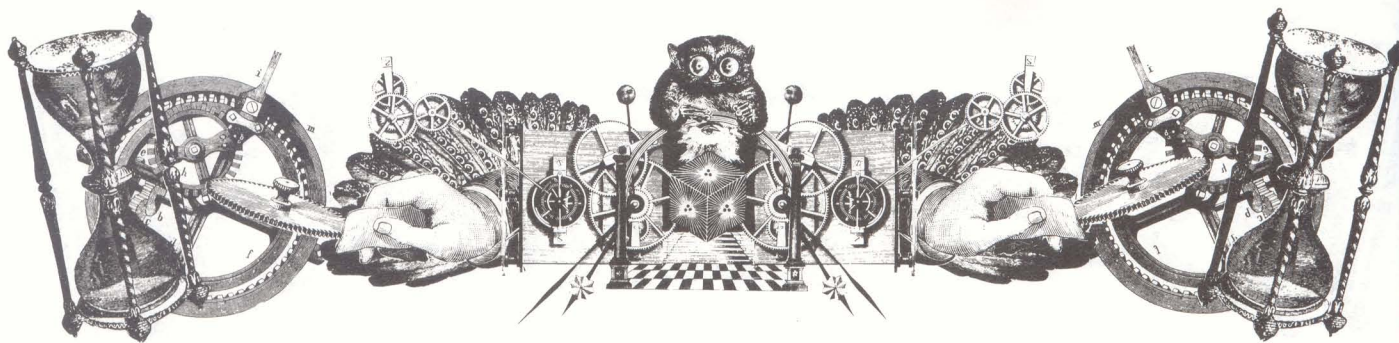
Mental Reflection

The PC is able to reflect mental attacks. When mentally attacked, he or she makes a Willpower check: success indicates that the original attack is reflected back to the attacker, who suffers all the effects of his or her own attack.

Mentally Defenseless (D)

The PC begins play with a Willpower attribute of only 05, leaving him or her unusually vulnerable to mental attacks. The attribute score may be increased through experience; see page 57.





Metamorphosis

The PC can transform his or her body into an exact duplicate of anyone he or she touches; the transformation takes place at once. The PC gains the Physique and Influence attributes of the target, along with all physical mutations, while keeping his or her own personality, Intellect and Spirit attribute scores, mental mutations, and skills. A Reflexes-based attack is required to touch an unwilling target. The mutant can keep the borrowed form for as long as he or she wishes, but once lost it cannot be resumed without another touch. If the PC is knocked unconscious or goes to sleep, he or she reverts to his or her regular form.

Molecular Disruption

The mutant can, on a successful Psyche roll, disintegrate any object. He or she can affect 1kg per point of Psyche. Since it is easier to disintegrate some objects than others, each target is assigned a defensive adjustment (see the table below); this represents a penalty on the mutant's attack roll. Force fields will protect objects from disintegration.

If *molecular disruption* is used against a living creature, it does 1d8/8 damage for every 10kg of mass destroyed (round down). This power is so taxing on the mutant that, immediately after using it, he or she must rest for four hours—no walking, fighting, or using mutations of any sort.

Material	Penalty	Material	Penalty
Bone	-15	Plants	-20
Cement	-25	Plastic	-25
Cloth	-10	Pottery	-15
Flesh	-15	Rock	-30
Glass	-15	Rope	-10
Leather	-20	Rubber	-20
Metal	-30	Wood	-25

Multiple Limbs

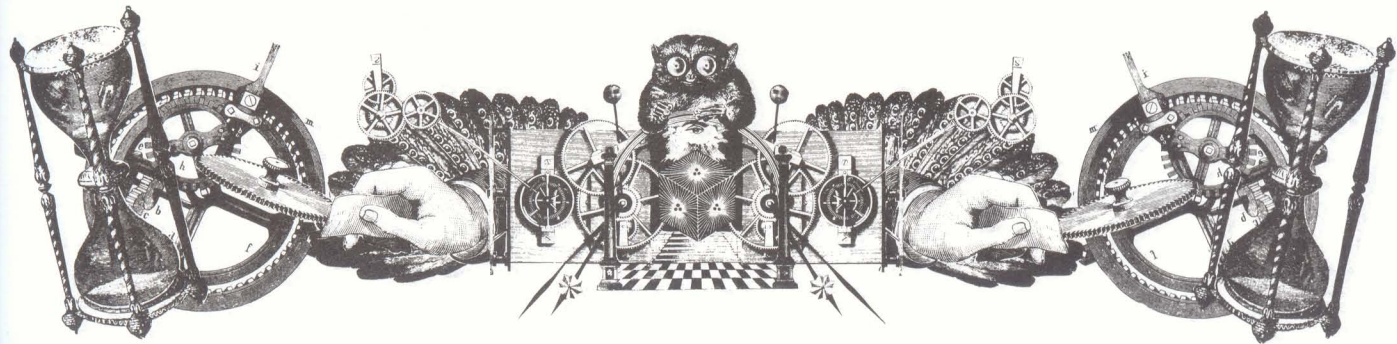
The PC has 1d4 extra arms or legs (a 50/50 chance of either, but not both). Extra arms can be attached anywhere on the torso, so long as they are useful to the PC, while extra legs are attached at the hip. A plant with this mutation has a 50/50 chance of possessing extra roots ("legs") or vines and branches ("arms").

Extra legs add 5 points each to the PC's speed and to any balance roll involving slipping or being knocked down. Extra arms each improve the PC's Reflexes by 5 points when all can be brought to bear on a task. In addition, the extra arms enable a character to make double the normal number of attacks in a turn if the attacks are virtually identical in nature. For example, he or she could swing a club and an axe, but not swing a club and fire a blaster. Multiple ranged attacks must all be aimed at the same target. The number of extra arms does not affect the number of extra attacks; four extra arms still result in only double the number of attacks.

New Body Parts

The mutant grows body parts not normally found on his or her species. Animal and plant characters can get true arms with hands, snakes can get real legs, etc. Whatever the mutant acquires, it must be usable and beneficial. Roll percentage dice and consult the table below. If the PC already has that body part, the player can choose to get a second set of them or reroll.





Roll	Part	Roll	Part
01-04	Air sail	45-48	Light-yielding organ
05-08	Carapace	49-52	Mandibles
09-12	Claws	53-56	Mane/bristles
13-16	Crablike pincers	57-60	Partial carapace
17-20	Extra eyes	61-64	Quills
21-24	Fangs	65-68	Scales
25-28	Fur	69-72	Second head
29-32	Gills/Lungs	73-76	Spines
33-36	Horns/Antlers	77-80	Tail
37-40	Hump	81-84	Tentacles
41-44	Kangaroolike pouch	85-88	Trunk
		89-92	Wings
		93-00	Player-created

Air sail is a retractable membrane that allows the PC to glide. The PC glides 50% faster than normal Speed but loses 1m of altitude for each 10m of forward movement.

Carapace provides a bony shell that covers the mutant's body, providing a natural armor against attacks. The carapace reduces damage received from attacks by 20 points and reduces lethality by 4. Plants gain a thick, tough bark instead of a shell.

Claws give the mutant two attacks per turn that cause 1d6/1 each.

Crablike pincers give the mutant two attacks per turn that cause 1d6/2 each. Once an attack is successful, the PC can choose to hold on, causing automatic damage each turn until the victim can break free (Fitness check).

Extra eyes, depending upon placement, can allow sight above or behind the PC, preventing surprise from those directions by normal means.

Fangs give the PC a bite attack that causes 1d6/1 points. If the mutant has the *poison* mutation as well, poison is produced especially for the fangs.

Fur allows the mutant to reduce damages received from physical attacks by 3.

Gills/Lungs grants the ability to breathe water as well as air. The type of water, salt or fresh, matches the nearest large body of water in the campaign.

Horns/Antlers grow out of the PC's head; their length can equal up to 20% of the PC's height. In combat, the PC can head butt for 1d6/1 points damage or charge for 2d6+2/3 points.

Hump allows the PC to go twice as long without food or water. It takes a week of gorging to replenish the hump once exhausted.

Kangaroolike pouch can hold .5kg of nonsharp objects for every Fitness point the PC possesses.

Light-yielding organ can be either an independent appendage or added onto an existing extremity, such as the palm of the hand or the end of a tail. The greenish light produced by this organ is bright enough to allow sight for 10m in absolute darkness.

Mandibles give the mutant large, beetlelike jaws that cause 3d6/3 points of damage per strike. The mutant is unable to use large hand weapons and the bite in the same turn.

Mane/bristles reduces damage received from physical attacks by 5 points.

Partial carapace provides a bony shell covering vital organs. This natural armor reduces damage from physical attacks by 10 and lethality by 2. Plants gain a tough bark instead of a shell.

Quills give the PC porcupine-like quills all over his or her body. The mutant can fire 1d6 quills like darts each turn, using small, pressurized air sacs at the base of the spine. Each quill does 1d3/1 damage and has a range of 5m. When struck by an unarmed opponent, the PC rolls a simultaneous return attack for the quills. Grappling or wrestling the PC gains 1d6 automatic attacks with the quills.

Scales allows the mutant to reduce damages received from physical attacks by 2 points.

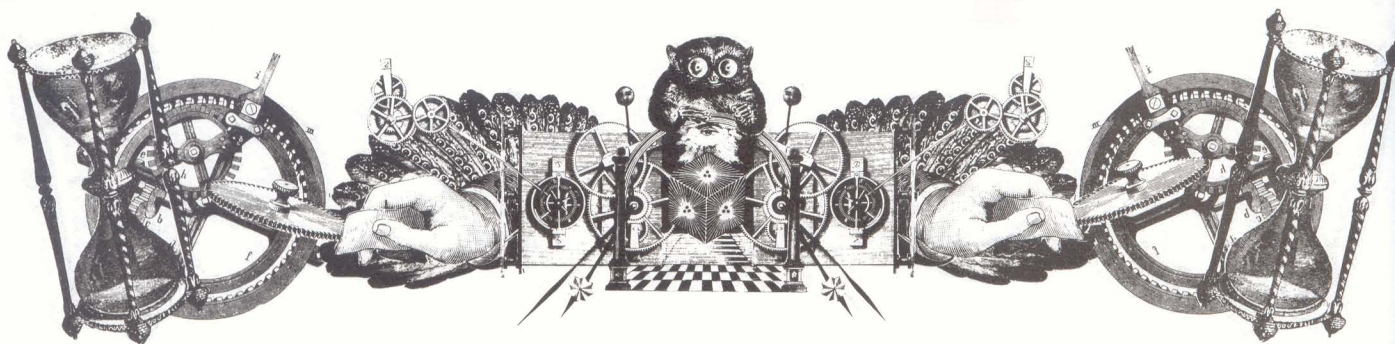
Second head: The mutant gains a second head, but both are controlled by the same brain (unless *dual brain* is also acquired). The mutant gains the use of two sets of sensory organs (eyes, ears, mouth, etc.) that can be used simultaneously—for example, the two heads can face in two different directions, giving the mutant a 270° arc of vision.

Spines give the PC ridges of spines along the back, arms, legs, and tail. Spines cannot be fired, but makes the mutant formidable in unarmed combatant (1d6 extra damage per blow at +1 lethality). When struck by an unarmed opponent, the PC rolls a simultaneous return attack for the spines. Grappling or wrestling the PC gains 1d6 automatic attacks with the spines.

Tail: This prehensile tail is 1d3m long. The tail is able to grasp bludgeoning or slashing tools, giving the mutant an additional attack.

Tentacles are 1d4m long and prehensile. These two extra





appendages are able to grasp and move 1kg of material per point of Fitness. Tentacles are able to grasp simple bludgeoning or slashing tools, giving the mutant an additional attack.

Trunk: The prehensile trunk is 1d3m long and able to pick up 1kg per point of Fitness. The trunk is able to grasp simple bludgeoning or slashing tools, giving the mutant an additional attack. The mutant breathes through the trunk, so he or she is unable to drink with it.

Wings allow the PC to fly; each wing is as long as the PC is tall. The player can choose feathered or leathery wings.

Player-created: The player can either choose one of the existing *new body parts* or can create one of his or her own (subject to Gamemaster approval, of course).

Night Vision

The PC is able to see well in low-light conditions. In dim light, the PC can see as well as others can in bright light. In pitch darkness, the PC can see as if in dim light. The PC's daytime, or bright-light vision, is unaffected.

Nocturnal (D)

The PC normally sleeps during the day and is active at night. He or she can see normally in dim light but suffers as if he or she had the *diminished sense, sight* mutation when in bright light. In addition, the PC is sluggish if forced to move about in daylight, suffering a -10 penalty to all Reflexes rolls.

Oversized Limbs

The PC has arms, legs, tentacles, vines, etc. that are 50–100% longer than normal. These can be longer arms, tentacles, or vines, to allow for greater reach, **OR** longer legs, to give the PC a +10 to movement. Only one set of limbs is lengthened by the mutation.

Periodic Amnesia (D)

In times of stress (e.g., the first turn of combat), the mutant has a 20% chance of forgetting the last 24 hours. The chance that amnesia might occur is rolled no more than once per hour. A character suffering from amnesia will stand confused for 1 turn—the PC will not remember how he or she got there or what he or she is supposed to be doing. Naturally, the character will defend himself or herself against obvious aggression.

In calm situations, the PC has a 10% chance of not remembering simple things or not recalling old memories—a friend's name, which fork in the path leads to safety, etc. Lost memories never return, although the PC may relearn the information. A character with *periodic amnesia* does not forget skills.

Phobia (D)

The PC has an unreasonable fear of something. When forced to confront his or her fear, he or she must make a ¼-Willpower check or do whatever is necessary to avoid it. This usually means running away as fast as the character can. If he or she can't run away, the PC loses control and screams, runs in circles, curls up into a ball sobbing, passes out, or whatever the Gamemaster chooses as an appropriate hysterical reaction. Physical or mental combat against the object of his or her fear is not allowed if the PC has failed his or her Willpower check. The Gamemaster might adjust the difficulty in unusual situations.

2d10 Phobia

- 2 Being alone
- 3 Being touched
- 4 Blood
- 5 Crowds
- 6 Darkness
- 7 Disease
- 8 Enclosed spaces
- 9 Fire
- 10 Heights

2d10 Phobia

- 11 Insects or spiders
- 12 Mutants
- 13–14 Open spaces
- 15 Particular animal
- 16 Pure-strain humans
- 17 Robots
- 18 Sentient plants
- 19 Silence
- 20 Water/Rain

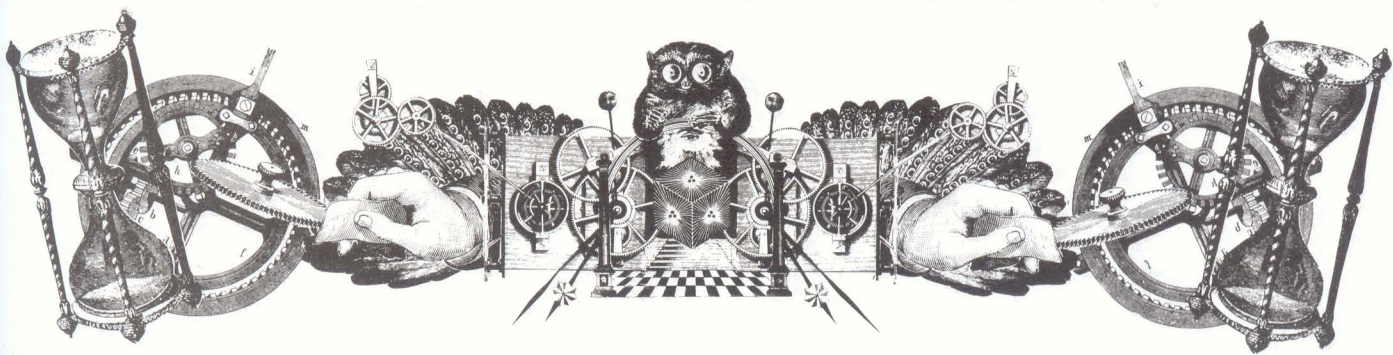
Photodependent (D)

The PC requires constant light to stay conscious. After an hour in the dark, the character becomes sluggish and suffers a -20 penalty to all his or her attribute and skill checks. Five full minutes of bright or normal light restores the PC completely. He or she suffers 1d6 points damage for each full 24 hours spent in the dark, which means a normal night's sleep does no harm. A PC with this mutation can never be sunburned or harmed by normal sunlight, although lasers still do normal damage.

Photogeneration

The mutant is able to generate a tremendously bright flash of light from a specific part of his or her body (hands, eyes,





hair, etc.) chosen by the player. This flash blinds everyone within 10m (20m in the dark) for 1d10 turns. The PC cannot be blinded by bright lights, but takes damage normally from lasers and the like. He or she can store enough light for three flashes; it takes four hours to regenerate a used flash.

Photokinesis

The mutant can bend or change light. He or she can set up a field that bends light around his or her body and redirects it back on its original path, making the character invisible for all practical purposes. Some light does enter the field, allowing the PC to see; anyone within 1m of the PC is inside the field and can see him or her normally.

A PC within a photokinetic field takes half damage from lasers fired from outside the field. The PC can maintain the power for 5 turns, plus 1 turn for every 10 points of Psyche. He or she must then rest for four hours before using it again.

Photosynthetic Skin

The mutant does not need to eat if he or she spends three hours a day in bright light or six hours in dim light; the character can engage in normal actions during this time. The PC still needs to drink normal amounts of water. If the PC spends a full eight hours basking in the sun, he or she heals three times the normal amount of damage. However, the mutant does suffer +50% damage from light-based attacks such as lasers due to oversensitivity.

Poison

The PC can generate a special poison delivered by a natural attack (claws, teeth, nails, spit, tail barb, quills, horns, etc.). The poison causes 1d6/3 points of damage for every 10 points of the character's Fitness.

It takes three hours to regenerate one dose, and the PC can store five doses. The mutant is immune to his or her own poison and takes only half-damage from other's poisons, with their Lethality reduced by 2.

Poor Respiration (D)

The mutant cannot take deep breaths or hold his or her breath for more than 2 turns. After 5 turns of strenuous activity (running, fighting, climbing, etc.), he or she must make a Fitness check at a -5 penalty. Each turn of continued activity, the penalty increases by another -5. If the

check ever fails, the PC faints for 2d6 turns from lack of oxygen. To complete strenuous activities that take a long time, the PC needs twice as much time as normal because of the frequent rests he or she is forced to take.

Projectile Seeds

The plant has Fitness÷10 pointed seed pods growing on its body. They look like fat thorns, and each has a pressurized gas bag underneath it. The plant PC can fire these seeds up to 10m. They penetrate any soft material including thin wood or leather, but not stone, metal, or the like. A seed does 1d6/2 points of damage for every 10 points of the plant's Fitness. The seeds take a week to grow back.

Pyro/Cryokinesis

A mutant with this power has the ability to change the temperature of a localized area 2m in diameter. By concentrating, the mutant can heat (or cool) the target area, causing a cumulative 1d6/3 points of damage per turn of concentration to any creatures within the area. At 3d6, flammable materials ignite and water freezes. Once the damage reaches 10d6 points per turn it no longer increases but can continue at that level until the mutant ceases concentration. The mutant can maintain the power for 5 turns plus 1 turn for every 10 points of his or her Psyche. After that, the mutant must rest for three hours.

Pyro/cryokinesis can also be targeted against a single object no larger than 2m (this object can be a living individual). Any creature holding that object suffers full damage from the attack as described above and must make a Willpower check to maintain his or her hold after the third turn; the object may be voluntarily dropped at any time.

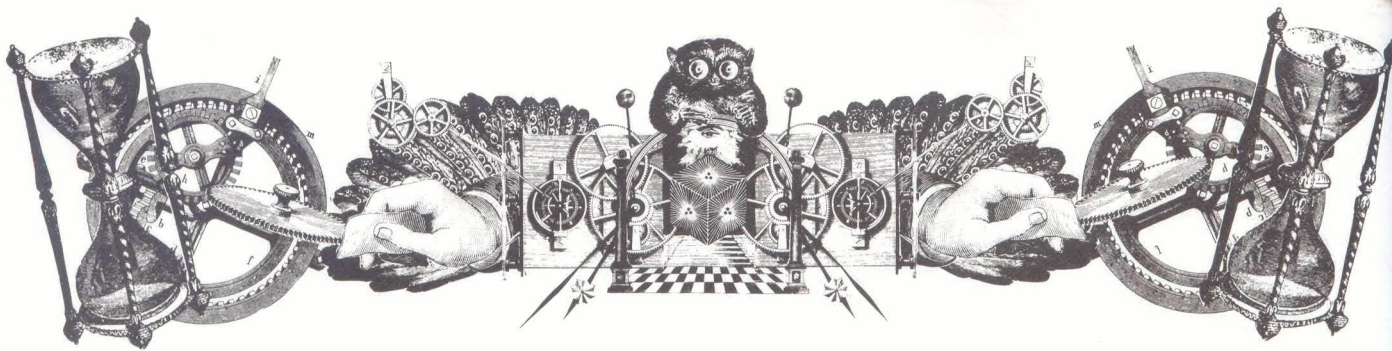
In either application, the power has a range of 25m. Roll 1d6 and consult to following table to find out whether the mutation enables a PC to make things hotter, colder, or both.

1d6	Effect
1-3	Pyrokinesis
4-5	Cryokinesis
6	Thermakinesis (both)

Radiating Eyes

The mutant has the ability to project a beam of radiation from his or her eyes. This beam does 2d6/5 points of damage





and causes a random mutation to occur in anyone it hits who fails his or her Fitness check; see the Radiation rules on page 79 for information on radiation damage. Targets are allowed to Dive for Cover (see page 77) to avoid the beam, so long as the cover is one that will stop radiation.

Razor-Edged Leaves

The plant's surface is covered in dangerous leaves. They look safe and normal, but each has a serrated edge that cuts and tears soft materials. Anyone who attacks the plant barehanded takes 2d6/2 damage from the leaves. If the plant strikes with a limb, it does 1d6/1 points of extra damage.

Regeneration

The mutant can heal lost hit points at a rate greater than normal. He or she can also regrow lost body parts. The PC heals 1 stamina point for every 10 points of Willpower and 1 body point for every 20 points of Willpower per day if resting, half that if active. A lost limb or body part reduces the healing to 1 point per day, even with rest, but the missing part is restored once all damage to the PC is healed.

Repulsion Field

The mutant is able to create an invisible sphere of force 3m in diameter, centered around a point up to 25m away. Unlike *force field generation*, the PC himself or herself may not be inside the field. The field cannot slice through solid objects, but it can slip between them (for example, under a target's feet but above the surface he or she is standing on). It takes constant concentration to maintain the field, which the mutant may move at will.

The repulsion field can absorb up to $\text{Willpower} \div 5$ points of damage per turn and can be kept up $\text{Willpower} \div 10$ turns. After that, the PC must drop the field for an hour before using it again. If the field takes enough points of physical damage to destroy it, any excess damage is applied to the PC, who must then make a successful Psyche check or fall unconscious.

Seizures (D)

Whenever the PC enters a stressful situation, he or she has a 5% chance of having a seizure. The seizure makes all of the muscles in his or her body spasm and twitch uncontrollably. The PC cannot remain standing and falls to the

ground. He or she does not remember anything that happened while the seizure lasts (1d8 turns).

Shapechange

The mutant is able to change his or her body's physical appearance to match that of any creature he or she has seen. The character retains all his or her own attributes and mutations and does not gain the physical or mental abilities of the creature imitated, other than ones implicit in the form. For example, changing into fish-form would give the PC the ability to swim but not to breathe water; sprouting wings would enable the character to fly but not perform fancy aerial maneuvers. Clothing or equipment cannot be duplicated. The change lasts for as many minutes as the character has points of Willpower; afterward the mutant cannot *shapechange* for four hours.

Size Change

The PC is larger or smaller (equal chance of either) than normal. To find out how much shorter or taller the PC is, roll 1d10 and multiply the number rolled by 10%; this is the amount of the *size change*. A typical human is roughly 2m tall, so a mutated human could be as tall as 3m or as short as 1m; the size of other creatures with this mutation naturally depends upon their normal size.

Fitness is increased (taller) or decreased (shorter) by 5 points for each 10% change in size; conversely, Reflexes increases as the PC becomes shorter and decreases as he or she becomes taller at the same rate.

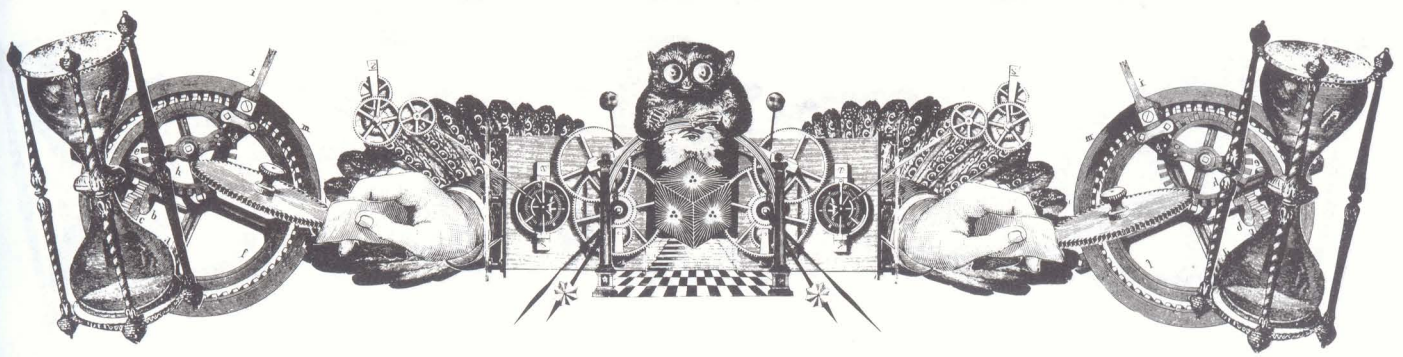
Skin Structure Change (D)

Roll 1d4 on the table below to determine the specific change.

1d4 Skin Structure Change

- 1 *Albino*: The mutant takes 1d4 damage for every full 10 minutes he or she is exposed to bright light.
- 2 *Phosphorescent*: The mutant glows dimly; enough to be seen at night, but not bright enough to serve as a light source.
- 3 *Water dependent*: The mutant takes 1 point of damage for every three hours out of water (1d6 if in hot and dry surroundings). It only takes a splash of water or a sponge bath once every three hours to avoid the effects.





- 4 *Water soluble*: Contact with water does 1 point of damage per turn to the mutant (1d6 if totally immersed).

Sonar

The PC can “see” using *sonar*. The mutant emits dozens of high-pitched squeaks per turn that only other PCs with *sonar* or enhanced hearing can hear. The brain processes the reflected sound, giving information about the position, size, movement, and density of objects within 100m. The PC cannot talk in any turn that *sonar* is being used. The mutant with *sonar* automatically gets either double-sized ears or antennae (player’s choice).

Sonic Blast

The PC is able to project a beam of focused sound in a cone 10m long and 5m wide at the far end. The blast causes 3d6/2 points of damage and shatters fragile or brittle objects, such as glass, within the area of effect. The PC can use this attack once every 4 turns.

Sound Imitation

The mutant is able to exactly imitate any sound he or she has heard in the last 24 hours. He or she can hear any frequency of sound, including sonar. Voices can only be imitated by using the exact words of the original speakers. The PC is immune to the harmful effects of any sound and can imitate destructive sounds like a *sonic blast*.

Spore Cloud

The plant has spore sacks (one for every 5 points of Fitness) that it can fire at will, one per turn. Upon impact, the sack bursts, filling an area 3m across with spores. The spores themselves are harmless, but they make it difficult for anyone in the area to breathe. If a Fitness-based attack against a potential target is successful, the victim is reduced to fits of choking and gasping, unable to attack or perform other actions for 3 turns. It takes the plant a month to grow a new sack.

Squeeze Vines

In addition to any other limbs the plant may have, it gets 1d4 squeeze vines, each 1d10m long. They can grasp objects but cannot perform fine manipulations, such as

pushing buttons. Once a vine has grabbed something (Fitness-based attack), it can constrict for $\text{Fitness} \div 10$ points of damage per turn.

Stunning Force

The PC can make a Psyche-based mental attack rather like a mental shout that affects everyone, friend and foe alike, within 25m. Roll the attack separately for each potential victim; all affected creatures are stunned for 1d6 turns. This power can be used once every four hours.

Summoning

The PC can send out a telepathic call for a particular species of creature. To do so, he or she must have a firm mental image of what the creature looks like. When the creature arrives and first makes eye contact, the PC must roll a Psyche-based attack. If successful, the creature is under the PC’s control for the next 2d6 minutes. Otherwise the creature is freewilled and does whatever comes naturally in the situation (this can include attacking the summoning PC). If control is established, the PC can give the creature simple commands, such as “kill them,” “break that,” “carry us,” etc. Only one type of creature can be summoned at a time. If the same individual creature is summoned again in less than a year, he or she ignores the call.

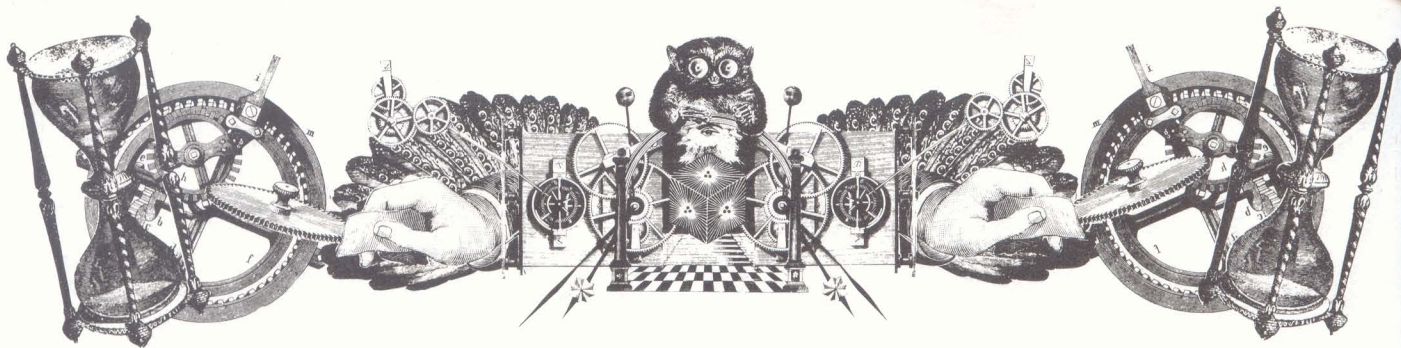
Any intelligent creature with a Learning score of 20 or above can ignore the call or willingly follow it. When he or she arrives, he or she is immune to the controlling power of the summoning mutant.

Symbiotic Attachment

The mutant can attempt to control any creature he or she is touching. A successful Psyche-based attack is required to establish control, and the mutant can do nothing else while controlling the victim. The control lasts for as long as the mutant continues to touch the victim, and snaps instantly if contact is broken. If the victim is killed while the PC is attached, the controller is knocked unconscious for 1d6 minutes.

The victim is completely controlled by the PC; he or she becomes an extension of the PC’s own body. The controller can force the victim to use skills and mutations on the PC’s behalf, but all the controller’s commands must be specific—for example, he or she could not say “Use one of your mutations” or “Attack the robot with your most powerful weapon,” as that would require a decision on





the victim's part. However, the controller could say "Levitate that rock" or "Shoot the robot with your gun," and the victim would comply. Note that the controller cannot read the victim's mind and therefore might not know about all his or her powers or any concealed weaponry.

Telekinesis

The mutant is able to move objects with his or her mind. He or she can move up to 1kg of weight per point of Willpower, with a range or 25m. Telekinesis cannot be used for fine manipulations, such as pulling a trigger or wielding a weapon; it can only lift, carry, move, throw, or rotate an object.

Lifting and carrying objects *telekinetically* is just as fatiguing as carrying them physically—thus, light objects can be carried for long periods of time, heavy objects for only a short period. The PC cannot lift himself or herself. Any attempt to lift another creature, or to control an object in someone's hands, requires a Psyche-based attack. A PC cannot make another action while using this mutation unless he or she is allowed multiple actions per turn.

Telekinetic Claw

This mutation allows the PC a special attack with an unseen claw or fist. The claw's Fitness is equal to the mutant's Willpower score. On an successful attack, the *telekinetic claw* causes 1d6/3 points of damage for every 20 points of the PC's Willpower.

Telekinetic Flight

The mutant is able to lift himself or herself off the ground by mind-power alone. He or she can fly at a speed of up to $\text{Willpower} \div 5$ meters per turn. Using this power can be taxing: if moving at maximum speed, the PC suffers the same fatigue as if he or she ran at top speed for the same amount of time. A slow, sedate pace can be maintained almost indefinitely. The PC can carry 50kg of extra weight.

Telekinetic Hand

This power allows the PC to manipulate objects up to 25m away with his or her mind. The hand can make fine manipulations that *telekinesis* cannot. The hand's Reflexes equals to PC's Psyche score. It cannot lift objects and weapons heavier than 10kg.

Telepathy

A PC is able to read minds and transmit thoughts mentally. In the case of a hostile creature, this requires a Psyche-based attack, and the opponent must be within 100m; this range is doubled if the other creature is cooperating with the attempt. In either case, the recipient of such thoughts will know the thoughts came from an outside source. If the attempt is unsuccessful, the intended target remains oblivious to it.

When dealing with other telepaths, the PC can send and receive thoughts with a willing, telepathic partner up to 5km. Creatures with *telepathy* automatically know when someone is trying to read their minds.

Once every other hour, the telepath can scan an area up to 5km away. With a successful Psyche check, he or she becomes aware of the presence, but not location, of any creature within the area with a Learning or Intuition of at least 10 (the player or GM should roll separately for each such creature within range). The telepath cannot read minds or send thoughts at that range, except to other (willing) telepaths. However, he or she can attempt to make contact once the new target comes into range.

Teleport Object

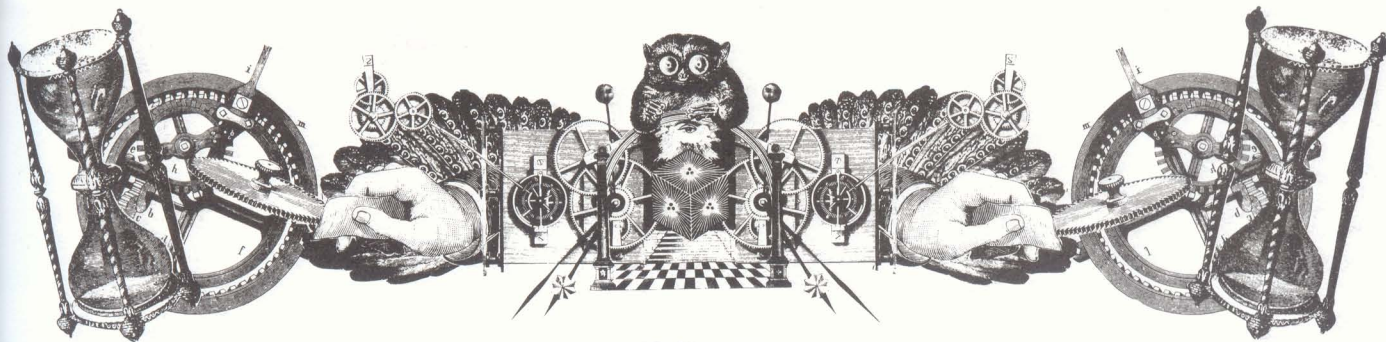
The mutant can teleport an object from one place to another; both the original location and destination must be within 50m of the mutant. He or she must be able to see the object, which cannot weigh more than $\text{Willpower} \div 5\text{kg}$. If the object is being held by another creature, the mutant must make a Psyche-based attack against that creature to teleport the object. The PC can use this power once an hour.

Teleportation

Once every three hours, the PC can teleport himself or herself to another location. For short hops, his or her destination must be clearly visible and within 50m. For long jumps, he or she must be able to vividly visualize the intended destination. This requires several hours of close examination. The memorized location can be no larger than a 1m-wide circle, but it can be up to 5km away.

If the character attempts to teleport to a location he or she did not spend at least eight hours memorizing, he or she takes 1d6/2 points of damage for every hour less than the requisite eight. The PC can hold each location in his or her memory for a month before needing to visit it again.





He or she can memorize several locations at once, one for every 10 points of Learning.

Thorns or Spikes

The plant's body is covered with thorns or spikes. Anyone engaging in unarmed combat with the plant receives 2d6/2 points damage each time he or she lands a blow, while the thorns add 1d6 to any unarmed physical attack the plant makes. The thorns cannot penetrate stone or metal.

Thought Imitation

The mutant is able to imitate any mental attack or ability he or she has personally experienced in the last 24 hours. The imitative process works like a mental tape recorder—the mutant still suffers the full effect of the original attack, but he or she is then able to exactly duplicate it.

Total Healing

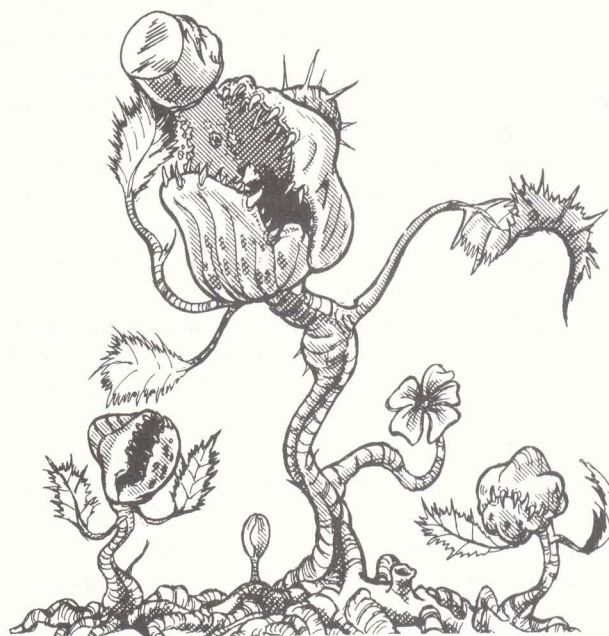
The PC is able to accelerate the rate at which he or she heals. He or she can recover 1 body point and 3 stamina points for every hour of active concentration. The mutant may not perform any other activity while using this mutation. These recovered points are in addition to any normal healing.

This power can be used to overcome poison or disease. Merely using the power halts the progress of the malady; to reverse its effects, the PC must make a successful Will-power check. One attempt can be made at the end of every hour of uninterrupted concentration.

Ultravision

The mutant is able to see virtually any form of energy. He or she can see normally in total darkness, detect the magnetic fields of machines and power cells, see heat and cold, detect all forms of light and radiation, and even see mental mutations in action.

This unusual sensitivity unfortunately means that attacks based upon an energy form (excluding mental mutations) have a 1-in-6 chance of blinding the PC for 1d6 turns if he or she is looking in their direction while using this mutation. Note that seeing a normally invisible attack does not give the mutant time to avoid the attack unless the attack takes more than one turn to complete, in which case he or she can Dive for Cover normally.



Universal Digestion

The PC is able to digest and derive nutrition from anything he or she can chew, swallow, or shove down his or her throat. Teeth (or their equivalent) are unaffected by this mutation; hence the PC cannot take bites out of solid metal, but he or she could swallow duralloy nuts and bolts with no ill effect.

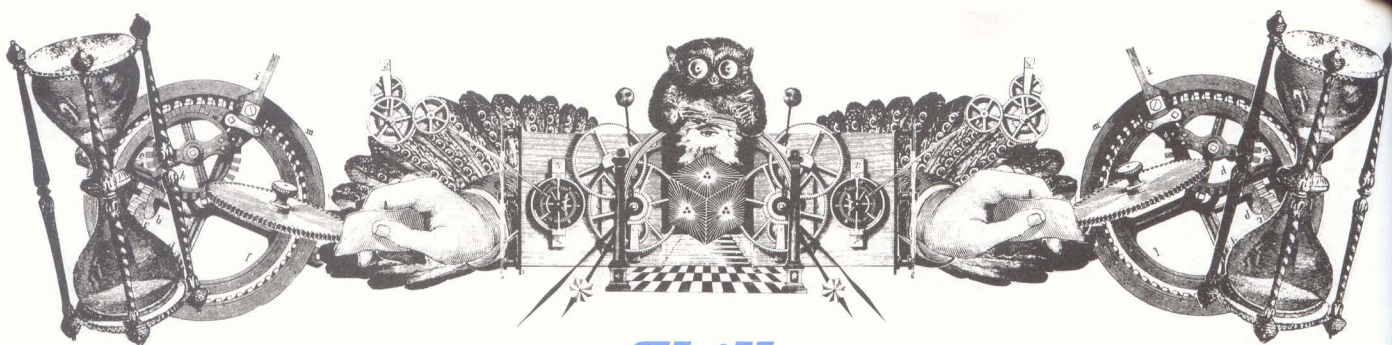
Vocal Imitation

The PC gains the gift of mimicry and can imitate normal sounds from any source he or she has heard in the last 24 hours. Unlike *sound imitation*, the PC can make up his or her own words or make any noise that could believably come from the imitated creature. He or she cannot imitate special effects like *sonic blasts*, nor is he or she immune to them.

Will Force

The mutant can temporarily increase any one mental mutation, Spirit attribute, or Intellect attribute by using this power. The mutation or attribute increases by Will-power÷5 for 5 turns. This power can be used once every four hours.





Skills

A PC's skills serve as a notation of what the PC is best at, not a limiter of what he or she can do. In other words, as you play your PC, don't merely look for chances to use your PC's skills—rather, let skills help you to get into the role of the PC.

It is important to remember that PCs can attempt **any** skill listed on their character sheet *except for skills that involve Learning checks*. A character with the skill simply makes an attribute check. Characters attempting a task they are not skilled at have one-half the chance of success a PC with the skill would have. The penalty for attempts to use a specialty the character does not have is -20 per level between the specialty and the parent skill. The bonus for gaining an enhancement is +10.

Players should strive for a mix of skills that gives them interesting characters with a good chance of survival. By the same token, they should avoid obvious incongruities (for example, a hunter-gatherer with a specialty in Computer Engineering). All starting skill choices are subject to GM approval.

Skill Descriptions

Artifacts

All the devices that survive from before the Crisis are now known as artifacts. The following skills are essential to repairing, maintaining, and using artifacts.

Avoid Artifact Disaster (I): The PC is able to avoid disasters when examining artifacts. When a "Dangerous Event" or "Artifact Breaks" result is rolled on the chart on page 61, a successful skill check enables the PC to reroll the attempt; the PC must then accept the results of the second roll. The PC cannot use this skill to avoid "False Function," "Assumed Useless," or "Assumed Broken" results.

Computer Programming (L): Computers aboard the *Warden* are quite sophisticated, much-improved in terms of data storage, memory capacity, and software design over their present-day ancestors. Some, including the main ship's computer, are even sentient.

All the computers aboard the *Warden* were designed to be extremely easy to interact with ("user friendly"), but

many assumptions that seemed obvious to their Tech VI designers are baffling to the ship's current inhabitants. Thus this skill is needed to extract information from a computer or to convince one to change its present course of action.

Engineering, Electrical (L): This skill involves a knowledge of how electricity works, enabling a PC to repair wiring systems so as to supply electrical power where needed without electrocuting himself or herself in the process. The PC is also able to design and repair simple electrical devices.

Electronic Engineering (L): A deeper knowledge of electricity, this specialty involves an understanding of the properties of transistors, integrated circuits, and other sophisticated equipment that make up so many artifacts, as well as the knowledge needed to repair such items.

Computer Engineering (L): This specialization represents a knowledge of computer architecture, along with the ability to repair and maintain computers.

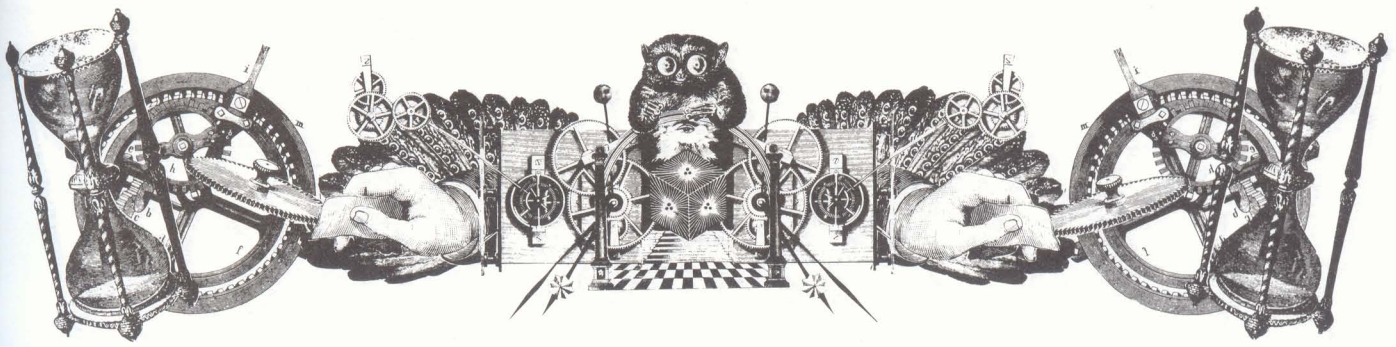
Force Field (L): This specialty represents detailed knowledge of the circuitry of the force fields the main computer typically uses to seal sections of the ship, as well as how to repair or circumvent them.

Robotics (L): This specialty gives the character basic knowledge of the various robot types common on his or her home deck. With a successful skill check, it also enables a PC to guess the general function of any new robot types he or she comes across (defense, maintenance, etc.).

Surveillance Systems (L): This specialty represents the knowledge of high-tech surveillance equipment. The PC can repair, maintain, and reprogram such equipment.

Engineering, Environmental (L): This skill concerns all the elements required to maintain an artificial life-support system, including atmosphere, temperature control, food and water, gravity, and light. Characters with this skill are sensitive to any potentially life-threatening changes in their environment and, on a successful skill check, can identify the specific problem. *Characters seeking this skill must have a specialty in either Biology (General Sciences) or Botany (General Sciences).*





Artifacts

Avoid Artifact Disaster (I)
Computer Programming (L)
Engineering, Electrical (L)
 Electronic Engineering (L)
 Computer Engineering (L)
 Force Field (L)
 Robotics (L)
 Surveillance Systems (L)
Engineering, Environmental (L)
Read Schematics (L)
Tinkering (I)
 Jury-Rig (I)
 Makeshift Weapon/Armor (I)
 Repair Artifact (I)

Combat

Armed Combat (R)
Brawling (F)
Combat Leadership (C)
Demolitions (L)
Firearms (R)
 Sidearms (R)
 Longarms (R)
Martial Arts (R)
Size-Up Opponent (I)
Strategy (L)
Throwing (R)

Culture

Bluffing (C)
Diplomacy (I)
Food Preparation (L)
History (L)
Hypnosis (Ps)
Identify Mental Power (Ps)
Languages (L)
Literacy (L)
Photographic Memory (W)
Religion (L)

Healing

First Aid (I)
General Medicine (L)
 Poison Care (L)
 Radiation Care (L)
 Surgery (L)

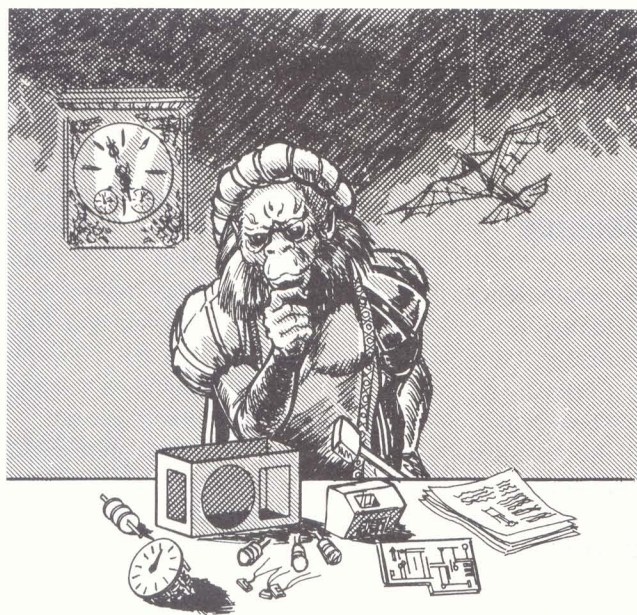
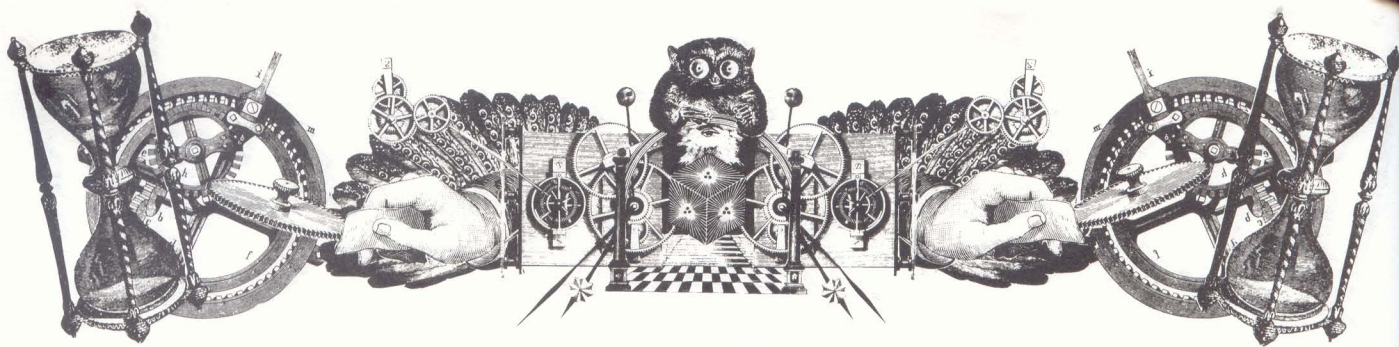
Science

General Sciences (L)
 Biology (L)
 Botany (L)
 Chemistry (L)
 Physics (L)
 Psychology (L)
Mathematics (L)

Scout

Camouflage (I)
Climbing (R)
Detect Ambush/Trap (I)
Disguise (C)
Foraging (I)
Luck (Ps)
Navigate (L)
Searching/Hiding (I)
Security Systems (L)
 Locks, High-tech (L)
 Locks, Low-tech (R)
Stealth (R)
Survival (I)
Swimming (F)
Tracking (L)





Read Schematics (L): The PC has the ability to read and interpret the ancients' symbology: anything from blueprints and schematics to iconography such as that used to mark restrooms or warn of radiation.

Tinkering (I): This skill involves the use of tools to construct devices with moving parts. Simply put, it enables a character to create simple devices (anything from pulleys and levers to water wheels), given the right materials, and to assemble or disassemble machinery of all types.

Jury-Rig (I): The PC is able to create new devices out of parts and scraps. Most of these makeshift devices only work for a very short time and requires constant maintenance, but they can still be extremely useful in a pinch. Naturally, the PC must have access to appropriate components when attempting to construct a device.

This specialty calls for careful monitoring by the Gamemaster. Reward ingenuity, but make sure players do not abuse this ability by claiming it as an infallible solution to any problem. Occasionally a jury-rigged device may function differently from the way the PC intended—e.g., a

makeshift power cell may actually be a homemade bomb which will explode when used.

Makeshift Weapon/Armor (I): Anytime the PC wants to make a weapon or armor out of things not normally designed for that purpose, check this specialty. If successful, the weapon or armor works like its nearest equivalent on the Equipment/Weapons Table on page 64. For example, a PC might try to take a table leg, a circular saw blade, and some wire and make an axe by affixing the blade to the end of the table leg. If the PC is successful at the skill check, it works just like a regular axe; otherwise, it keeps falling apart and does half the expected damage. Encourage players to be creative when their PCs wish to use this specialty.

Repair Artifact (I): The artifact must be completely understood by the PC before it can be repaired. This requires a successful journey through the Use Artifacts chart on page 61 and one week of ownership per tech level, if above the tech level of the PC. The condition of the artifact is also a factor:

Artifact Condition	Skill Modifier
Minor repair needed	0
Significant repair needed	-5
Major repair needed	-10
Components missing	-15

Any difference between the tech level of the PC and the artifact translates into a ± 5 modifier to the skill check—if the PC's tech level is higher than that of the artifact, he or she gains a +5 bonus per level of difference; if the artifact's tech level is higher than that of the PC, he or she suffers a -5 penalty per level of difference.

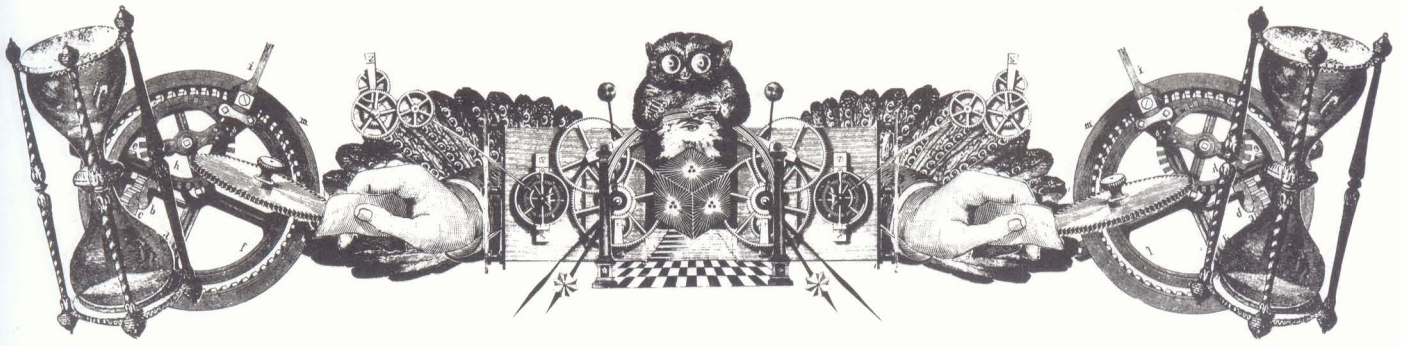
Combat

The following skills are primarily physical in nature; hence many are related to the Physique attributes.

Armed Combat (R): This is the skill of fighting with hand-held weapons—rocks, clubs, spears, knives, etc. Characters may take an enhancement in a particular type of hand weapon in order to improve their skill when fighting with that weapon type.

Brawling (F): This form of unarmed hand-to-hand combat





depends primarily upon brute force rather than elegance of movement to achieve its effect. Punching, kicking, tackling, biting, wrestling, and the like are all included under this heading.

Combat Leadership (C): This is skill in motivating a group of people to follow a particular plan, often in the face of adversity. With a successful skill check, the PC can sway noncombatant NPCs into following his or her orders in a crisis situation, even to the extent of following him or her into combat. This skill will not work on NPCs who are actively hostile or are familiar with combat.

Demolitions (L): This skill allows a PC to accurately judge the amount of explosive needed for a particular task. It enables the PC to place the explosive accurately and detonate it without being prematurely killed.

Firearms (R): With this skill, a PC has enough basic knowledge of the workings of personal firearms to be able to use them in combat, albeit at a skill penalty. Specialization in either sidearms or longarms allows a PC to avoid the penalty when using weapons within that specialty. Acquiring an enhancement in a particular type of weapon allows the PC a bonus when using that particular weapon type.

Sidearms (R): Simply put, this is a specialization in combat with weapons that require one hand to use. Characters can take an enhancement in a specific sidearm.

Longarms (R): This is a specialization in rifles and other two-handed firearms. Characters can take an enhancement in a specific longarm.

Martial Arts (R): This is a general term covering all styles of unarmed hand-to-hand combat that depend upon speed, accuracy of strikes and blocks, and knowledge of important target areas on an opponent's body, rather than brute strength. This is a skill of knowing generally how to move quickly, dodge opponents, roll with falls, maintain balance, etc. A PC may choose an enhancement in a particular style of martial art (judo, karate, ju jitsu, etc.).

Size-Up Opponent (I): This skill is used to determine how tough a potential foe is, in terms of how difficult it would be for the PC to defeat that NPC in combat. The informa-

tion gained from this skill is general, not specific. Thus, the PC gets the impression that a given combat would be an easy victory, a fair fight, a challenge, or an invitation to disaster, and can react accordingly. The PC's conclusions are based on visual clues, so he or she does not learn about mental attacks, poison, or other powers that do not have visible manifestations.

Strategy (L): This skill reflects a knowledge of military history, with a particular emphasis on strategy and tactics. It allows a chance to predict what an enemy will probably do in a given situation and to recognize what reactions would be most effective.

Throwing (R): The Throwing skill allows the PC to hurl items; in combat it is typically used to throw spears, bombs, rocks, etc. A PC can take an enhancement for a specific type of missile.

Culture

These skills are primarily those used in interaction between characters.

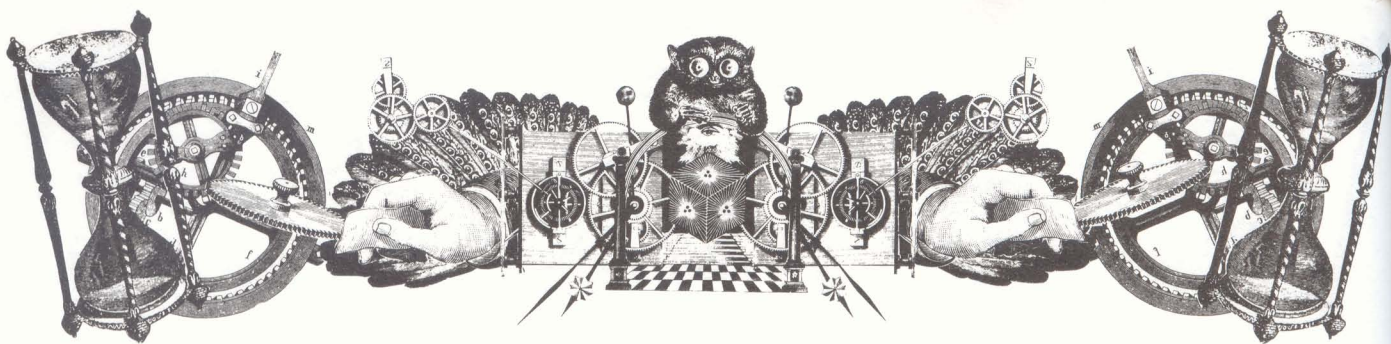
Bluffing (C): This is the skill of persuading someone to act on mistaken beliefs. Usually, the bluffer either professes to a falsehood in such a way that the hearer believes it to be true, or the bluffer professes to a truth in such a way that the hearer believes it to be false. Sometimes bluffers can accomplish this without speaking a word, merely by letting their victims talk themselves into believing something that is not so.

Diplomacy (I): This skill deals with formalities of etiquette and ceremony, with a particular emphasis upon relations between cultures. Given the inherent fear and hostility many of the ship's cultures feel toward others, this skill can be an important tool in avoiding serious conflicts.

Food Preparation (L): This skill allows a PC to prepare and serve food. This includes the ability to make bland fare tasty and render otherwise inedible food palatable—a very valuable talent in the perpetually hungry world of the majority of the ship's inhabitants.

History (L): This represents fragmentary knowledge of the





ship's mission, either in the form of legends passed down by the PC's ancestors or information recovered from later records. A PC with this skill has a chance equal to half his or her Learning score of guessing the original purpose of any section of the ship he or she enters. Naturally, he or she will interpret this information in terms of his or her own culture.

Hypnosis (Ps): With this skill, the PC is able to retrieve lost memories or events from the mind of another, who must be a willing participant. It can also be used to verify the truth of a statement, or at least the truth as the subject believes it to be. Hypnotized characters cannot lie, although it is possible to fake the hypnosis.

Identify Mental Power (Ps): By concentrating and putting together small clues, the PC 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 need not have affected the PC, so long as he or she witnessed it.

Languages (L): Before the Crisis, everyone aboard the *Warden* spoke a single language. As an optional rule, a Gamemaster can add extra flavor to the campaign by ruling that the new races have devised languages of their own. For each 15 points of Learning, a character can learn another language.

Literacy (L): Literacy grants the ability to read and write. All PCs without this skill are illiterate. This skill is highly prized because it enables the PC to make accurate records and to decipher inscriptions left behind by the Crew.

Photographic Memory (W): The PC can delve into his or her mind and retrieve a particular memory. If a PC is unable to remember important details from a prior encounter, a successful skill check permits the player to ask the Gamemaster to describe the earlier event in as much detail as the player requires.

Religion (L): This skill involves a familiarity with beliefs in the supernatural and the systems of worship that arise around them. Characters with this skill can, on a successful skill check, guess the taboos a specific belief would generate, often saving themselves and their friends a great deal of unnecessary trouble.

Healing

The following are those skills essential in repairing the damage wrought by injuries, disease, and radiation.

First Aid (I): This skill addresses both minor problems causing stamina point loss (scratches, bruises, insect bites, sunburns, blisters, and the like) and life-threatening emergencies that endanger body points (by avoiding shock and stabilizing the patient). If applied promptly (within one minute of the injury occurring), it can restore 1d6 stamina points **or** 1 body point. A character with this skill can choose an enhancement in one of the following areas: pure-strain human, altered human, mutated animal, or sentient plant.

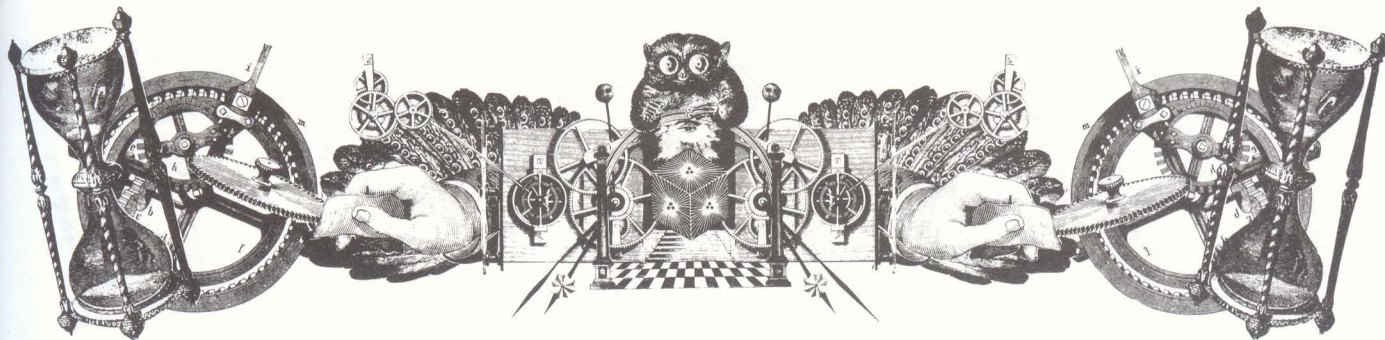
General Medicine (L): This broad-ranging skill picks up where First Aid leaves off. Mainly concerned with long-term health care, it is also useful in certain crises. On a successful skill check, the PC can double the healing rate of a character under his or her care. The PC can also use this skill to adjust the lethality of an attack downward by 1 point. A character with this skill can choose an enhancement in one of the following areas: pure-strain human, altered human, mutated animal, or sentient plant.

Poison Care (L): This specialty enables the PC to curtail the ravages of a poison in a character's system, preventing half of the damage the poison would normally cause from taking place. It cannot, however, negate damage that has already occurred.

Radiation Care (L): With the successful use of this specialty, the PC can reduce damage incurred from radiation exposure by half **or** prevent a mutation from occurring.

Surgery (L): This specialty enables the PC to repair 2d6 stamina points **or** 2 body points of internal damage. He or she must have antiseptic cutting instruments, sutures, and clean bandages available. A failed skill roll when attempting surgery indicates disaster, with the patient losing as many points as he or she would have gained from a successful operation. The PC can choose an enhancement in this specialty for one specific genotype. *Characters desiring this specialty must first possess either the Biology or Botany (General Sciences) specialty, depending on the intended patient.*





Science

Science once permeated the daily lives of the passengers aboard the starship *Warden*, but those days are long past. Now, all scientific knowledge a character possesses is the result of long study, close observation, and hard work.

General Sciences (L): This skill reflects a level of scientific knowledge equivalent to that of a modern-day college graduate and gives the PC a smattering of knowledge about all the following subjects.

Biology (L) A knowledge of biological function in all its myriad forms is the focus of this specialty. It can be useful in pinpointing potential weaknesses in opponents. The PC can take enhancements in the biology of animals, mutated animals, altered humans, or pure-strain humans.

Botany (L): This specialty is identical to Biology, except that it focuses on the life-processes of plants instead of animals; the PC can take an enhancement in sentient plants.

Chemistry (L): This specialty gives an expert level of understanding of chemical theory. Roughly speaking, this lets the PC know the properties of various chemicals, including what the end result will be when two given chemicals are mixed together.

Physics (L): This specialty provides a deep familiarity with the natural laws by which the physical universe operates, and how to turn those laws to the PC's advantage.

Psychology (L): An understanding of the mind and emotions of intelligent creatures is at the heart of this specialty. By understanding what motivates an individual, the PC can usually predict his or her most likely behavior in a given circumstance.

Mathematics (L): All PCs without this skill are considered to be mathematically illiterate: they cannot keep track of numbers larger than a dozen (anything beyond that is "a lot"). This skill enables the PC to keep track of distances traveled, accurately estimate the size of enemy forces, and keep track of the number of charges expended from an artifact.

Scout

Under this heading are skills of primary use in stealth, infiltration, and survival in the wild.

Camouflage (I): Camouflage is the skill of making things blend into their backgrounds and become effectively invis-



ible to the eye, so long as they do not move. It covers techniques of both personnel and area camouflage.

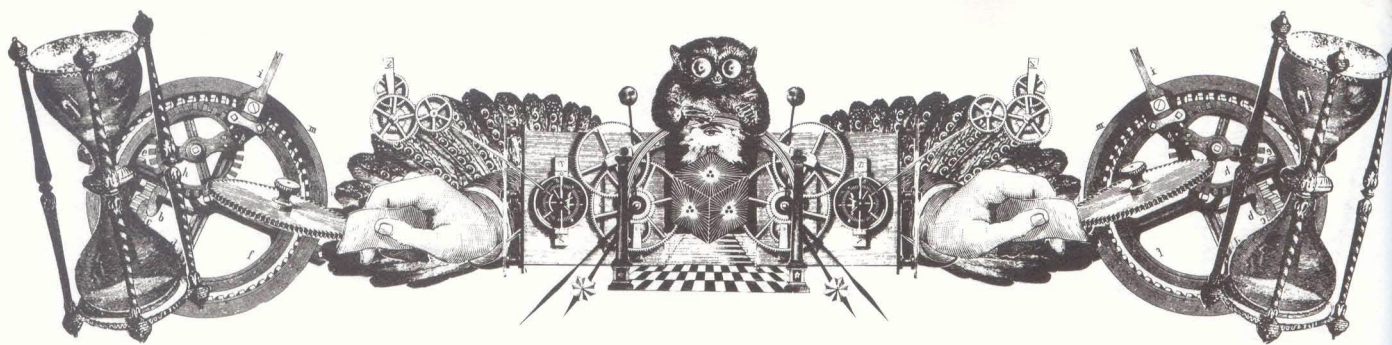
Climbing (R): This skill represents expertise in climbing vertical surfaces of all types, including familiarity with climbing gear and recognition of good handholds and footholds. A character should make a check about every 20m, as a general rule. The Gamemaster may assign penalties for difficult surfaces or unusual conditions.

Detect Ambush/Trap (I): The PC is able to identify traps and ambushes on a successful roll. This skill does not detect the absence of an ambush or trap, only its presence.

Disguise (C): Disguise seeks to make a character appear as something other than he or she is. The Gamemaster may set modifiers to some uses of this skill to reflect the fact that disguising a mutated animal as a normal animal of the same species is much easier than disguising the same mutated animal as a pure-strain human.

Foraging (I): This skill enables a character to identify edible





plants, find drinkable water, and catch small game. It takes 1d4 hours for the PC to find enough to feed a party of five for a day.

Luck (Ps): This skill serves primarily as a last-ditch chance to save a character's life in a deadly situation. Whenever a character takes sufficient damage to die or fails a roll necessary for survival, the player may attempt a Luck roll.

In cases involving damage sufficient to kill the PC, a successful Luck roll means the character survives but is reduced to a single body point. In cases involving "do or die" rolls, a successful Luck roll means that the PC had some amazing stroke of fortune, something dramatically appropriate to the situation. Gamemasters should use their imaginations in all such situations and are encouraged to ask the players to suggest ideas.

Navigate (L): The PC has a good sense of direction and can plot the best course (given the information at his or her disposal) between two spots. If he or she ever gets lost, a successful skill check enables the PC to get his or her bearings again.

Searching/Hiding (I): Searching is skill at locating unseen items and individuals. Sometimes it merely involves knowing what to look for and the likeliest places to find it; at others it means recognizing potential hiding places. This expertise can also be used to conceal things (including the PC himself or herself), rather than find them. If the PC is attempting to find an item that has been deliberately hidden, a penalty of one-half the hider's appropriate skill (Camouflage, Searching, Stealth) is subtracted from the PC's Searching roll.

Security Systems (L): This skill represents a familiarity with typical equipment and procedures used to protect a location from intruders. On a successful skill check, the PC will realize the most likely positions for sentries, guard patrols, security cameras, motion detectors, and the like. The PC also gains knowledge of basic tricks helpful in evading these obstacles.

Note that even a scout from a low-tech culture can learn how to avoid setting off high-tech security equipment through observation and experience of cause and effect.

Locks, High-tech (L): While a very few, very simple devices may be thwarted with improvised tools, or without any tools at all, most require both the right skill and the right equipment, and a few of the most advanced devices remain daunting to even the best. The Gamemaster must

set modifiers based upon the exact devices to be thwarted and the exact equipment available to the user of this skill.

Locks, Low-tech (R): This skill confers upon its possessor the ability to slip bolts and open mechanical locks with improvised tools—for example, picking a padlock with a long thorn or piece of wire.

Stealth (R): Quite simply, this is the art of quiet and careful movement, so as not to be seen or heard. The Gamemaster applies modifiers based upon the available light, background noise, and number of potential observers in the area.

Survival (I): The Survival skill involves recognizing sources of safe food and water in a harsh environment, avoiding deadly aspects of that environment, and inuring oneself to hardship so as to ration resources to best effect. The Gamemaster may want to set modifiers for particularly hostile environments, especially ones unfamiliar to the PC.

Swimming (F): This allows a PC to move through water at a top speed equal to one-quarter the character's Fitness score in meters per turn. This speed can be maintained one turn for every 10 points of Willpower. A character can swim longer distances, at a progressively slower pace, for as many kilometers as he or she has points of Fitness, although a Willpower check must be made for every 10km in order to continue (failure means the PC must stop and float until rested).

Tracking (L): This skill enables the PC to spot the traces a creature leaves behind as it passes through an area—footprints, disturbed wildlife, residual odors, and the like. Adverse conditions like rain, crossing trails, the age of the spoor, and difficult terrain (dust-free hallways or running water), make it more difficult to track. A PC who loses the trail must make an educated guess as to the probable direction the target went and spend an hour searching in that direction before attempting another roll to regain the trail.

Other Skills

The skills, specialties, and enhancements listed in this chapter are those most likely to be useful in the *Metamorphosis Alpha* universe. Gamemasters should feel free to add to this list to fit their individual campaigns, taking player suggestions into account.





Awards and Experience

Characters in the *Metamorphosis Alpha to Omega* game are not static: as a result of adventuring, they can gain friends, allies, and valuable equipment, learn new skills, and improve their attribute scores. Experience points represent character growth, whether through success or failure. Experience awards also encourage and reward good role-playing.

The exact number of experience points a PC receives is up to the Gamemaster, based on the guidelines given below. In each case, the scale runs from 1 (worst) to 5 (best). Experience is usually awarded at the end of a gaming session.

Quality of Role-playing

Everyone who at least tried to role-play his or her character, as opposed to just going through the motions, should receive 1 or 2 points. Those who worked hard to stay "in character" throughout the session should receive 4 or 5. A player whose character continually behaved in ways alien to his or her genotype, culture, or tech level should receive no points at all.

Entertainment

This award should depend upon how much a given player contributed to making the session enjoyable to everyone there. Anyone who made the group burst into laughter or cheer should receive 4 or 5 points.

PC's Usefulness to the Group

Unreasonably uncooperative or abusive characters should receive no points at all. Characters who primarily looked out for themselves should receive 1 point; those who pulled their own weight should receive 3 points; those who willingly made some sacrifice or put themselves at risk to help fellow party members should receive the maximum reward (5 points).

Level of Success

The group's performance should be judged as a whole, and each player should receive the same number of points from this category, no matter what his or her individual contribution to that success. This bonus may be doubled for the final, climactic episode in an adventure.

Level of Threat

The Gamemaster should decide just how serious a threat the PC's enemies were this session. Minimal opposition is worth but a single point; fighting against forces roughly equal to the party in strength gains a reward of 3 points, and overcoming overwhelming odds (or, in some cases, simply surviving such encounters) is worth the maximum of 5 points. Each player is awarded the same number of points from this category.

Creative Problem Solving

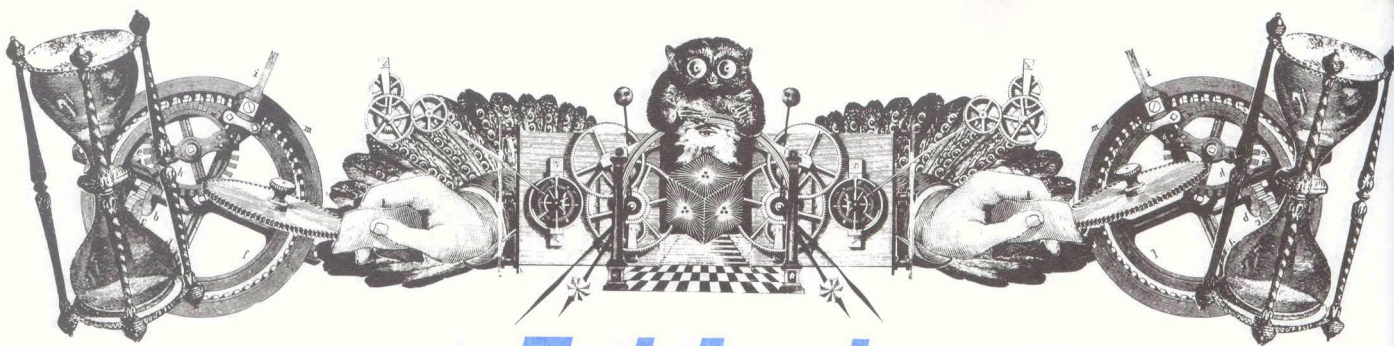
A player whose character thinks of clever ways to resolve impasses and avoid unnecessary combat should be given points in this category, even if the solution fails due to factors beyond his or her control. The exact amount of the award depends upon how ingenious and workable the solution.

Spending Experience Points

In the AMAZING ENGINE System, experience can be assigned either to the Player Core or the player character. Experience points assigned to the Player Core can be used to improve the Core: each extra die added to an ability pool costs 100 experience points. Experience assigned to the player character can be used in any of the following three ways:

- **Improve Attribute:** Attributes can be improved by 1 point for every 10 experience points spent. No attribute can be increased beyond 90.
- **Purchase Skill:** At the cost of 50 experience points, a player can purchase a new skill, specialty, or enhancement.
- **Tax Attribute:** A PC can use experience points (in increments of 5) to temporarily raise an attribute score, giving the PC a correspondingly greater chance at success on a single roll. The chance for success cannot be greater than double the attribute score's current value.





Tech Levels

Cultures and societies in the *Metamorphosis Alpha* to *Omega* universe are described primarily by their tech level. A tech level is a rough gauge of how technologically advanced a society is—that is, what types of machines and tools it uses. It is not a value judgment: a Tech I tribe may be peaceful and generous, while a Tech VI city could be repressive and warlike; the reverse is also possible.

The tech levels listed here are general guidelines only; not every feature described under each heading need be present in every group corresponding to that general description. It is important to remember that items mentioned as characteristic of one tech level often continue in use even after the next jump in technology—for example, metal knives are characteristic of Tech II, but they continue to be common, in ever-improved designs, right through Tech VI; the same is true of agriculture (Tech I), fire (Tech I), and the wheel (Tech II).

Tech 0

This is not really a tech level, but rather the absence of technology. Such a society does not have fire. Its members can use readily available objects, such as sticks and stones, but they never make any tools beyond those they find, preferring to rely on natural weaponry and mutations. They exist purely by hunting and gathering; they do not even farm. Some of the newest intelligent races aboard the *Warden*, including many mutated animals and most sentient plants, have not yet moved beyond this stage.

Tech I

The Stone Age: people are equally split between wandering hunter-gatherers and settled farmers or herdsman. They have learned how to make both fire and pottery (as well as bags, sacks, and similar containers). Their tools are made of wood and stone, and it is not uncommon for them to have domesticated animals. A typical dwelling will be a simple lean-to, tepee, or hut made of skins or grass. Clothing is animal skins; weaponry wooden spears, clubs, and stone knives. They have a sophisticated spoken language but cannot write: their history and tribal knowledge are passed down by tales, songs, and pictures. Most pure-strain humans and altered humans belong to this tech level.

Tech II

This stage is distinguished by the use of metal; iron and

bronze replace stone tools. Craftsmen and artisans become specialized (blacksmiths, millers, tanners, bakers, cobblers, etc.). People live in wood and stone buildings, as permanent villages appear.

This tech level makes great use of the wheel, and devices with moving parts become common. However, the only power source available for these machines is either a natural force (wind or water) or muscle power (human or draft animal). Common weapons include daggers and metal-tipped spears.

These societies have a written language, although only the privileged have the leisure to learn it; the commoner cannot read or write. Several races, including the carrin, hoops, katkin, and a few isolated communities of pure-strain humans aboard the *Warden* have worked their way up to this level.

Tech III

At this tech level villages become towns and towns become cities, some of which have cobblestone streets. Machinery advances to include devices that can work on springs and kinetic energy, such as clocks; gunpowder appears in the form of simple bombs. Literacy spreads to the middle classes. Society is dominated by tradesmen and individuals devoted to a single craft; however, more and more trades are not devoted to survival and practical pursuits as the arts and entertainment flourish. Architecture becomes more ambitious, using wood, stone, and brick; glass windows become common for the first time.

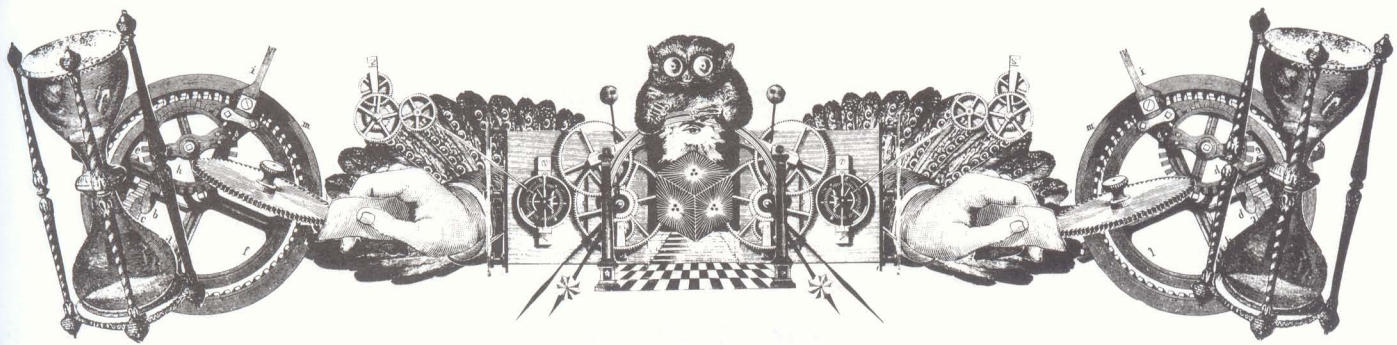
Only the attercop, houyhnhnm, orlen, and squeekers have so far achieved this level.

Tech IV

The industrial age is marked by a continuous search for new sources of power for its machines, with electricity and chemical reactions (e.g., reliable batteries and the internal-combustion engine) being the most common. Buildings are of all available materials; with metal reinforcements, multi-storied structures become possible. Homes have electrical power and most streets are paved. Life tends to be organized, with street signs, accurate timepieces, mass transportation, etc.

Medical science makes huge advances, discovering ways to cure most diseases and greatly extending the average lifespan. Weaponry focuses both on improvements of existing designs (for example, ever-faster and more accurate guns) and on the creation of weapons of mass destruc-





tion, like long-range missiles.

Communication and transportation define this society. It is the age of the telephone, telegraph, radio, television, car, airplane, etc. The benefit of most of these technological wonders are available to the common person. Books and education are common, with few people unable to read or write.

There are currently no Tech IV cultures aboard the ship, although the attercop will probably reach this level within a few decades.

Tech V

With the development of the computer, the age of information begins. Detailed, reliable information on any subject becomes readily available to the average person. The divisions between rich, poor, and middle class begin to disappear and a world language begins to coalesce. Nuclear energy is harnessed and space travel begins on a small scale (probes, satellites, trips to the moon and nearby planets). Plastics begin to replace metal as the primary building materials.

Medical technology perfects transplant procedures and begins work on genetics. Lasers and blasters begin to replace more traditional weaponry. Electrical and chemical power cells become more powerful and more compact, as does most machinery. Computers and robotics, while still in their infancy,

become increasingly important as the period progresses.

The people of Citydome 1 have, through centuries of isolation, slowly slipped down to this level. Within a few more decades they will have regressed to level IV if nothing is done to reverse the trend.

Tech VI

The Age of Wonders: computers become ever more advanced, eventually achieving sentience near the very end of the period. Robots become common, specializing to fulfill a whole array of tasks. Androids, little more than human-shaped robots at the beginning of this era, slowly become more and more like artificial persons.

Cloning techniques make it possible to grow new limbs and organs, replacing injured or worn out parts. Genetics advances to the point where plants, animals, and even human beings can be altered to form new species. Experiments with organic memory storage make cryogenics possible.

Fission has been replaced by the far more efficient process of fusion. Energy weapons of all types become common. The *Starship Warden* itself is a product of this level of technology. Today only the ship's main computer, androids, and the Crewmembers frozen in cryogenic storage belong to this tech level.





Artifacts

Any item left behind by the original Crew is considered an artifact. Some are mundane items, while others have great powers. Few adventurers are able to resist tinkering with the artifacts they find, hoping to have stumbled across something truly wondrous. In general, an adventurer will interpret an unfamiliar object in terms of items he or she understands.

Using the Diagram

If used properly, the Use Artifacts diagram adds tremendously to the flavor to the game. It is designed to get around the problem that while a player might be able to easily guess what an item is upon seeing it, his or her character, coming from a very different background, would not have that advantage. Thus, any time a character discovers an artifact, the player is allowed a trip through the diagram to see how much his or her character can figure out by examining the item closely and experimenting with it to find out what it does.

The Gamemaster decides where on the chart the PC starts, depending on how complicated the artifact is, whether or not the PC has ever seen anything remotely resembling it before, and the PC's own tech level. Most of the time, the PC will start at the bottom on the chart, in box 20. The GM also decides how long each step takes—a turn, a minute, a day, a week, etc.

To move up the chart, the player must roll 1d10 and move to the next appropriate space. If the number rolled does not appear on the diagram, the PC remains in his or her current position. Every time the PC moves to a new space, he or she learns something new about the artifact, starting with its size (box 20) and shape (box 19). Thus a lengthy examination will result in the player's getting an increasingly detailed description of the device—it's not that the PC doesn't see these details at the start: he or she is just not able to put together enough contextual clues to make sense of them.

Whenever the PC tinkers with the artifact, the GM should describe the results. Possible examples include the following: "you tried blowing in the hole and nothing happened," or "it suddenly starts to hum when you press the button," or "a little red light begins to blink on and off, while a hollow voice out of nowhere begins reciting num-

bers: '10 . . . 9 . . . 8 . . .'"

Successfully navigating the chart from start to finish leaves the player character with the necessary knowledge of what the artifact does and what he or she must do to get it to work (pull a trigger, press a button, fling it into the air). At the GM's option, complicated artifacts with multiple functions may require several trips through the process to fully discover every one.

Use Artifacts Diagram Results

Artifact Breaks: A portion of the artifact is damaged; this can be anything from shorting out a fuse to breaking off a part. A successful use of the Repair Artifact specialty will be necessary to fix it (see page 52 for a description of the process and the modifiers involved).

Assumed Broken: The artifact seems to break but is in fact unharmed—for example, the PC may have simply pressed the "off" switch, not blown its power supply. This result can also apply when a piece falls off that can easily be reattached by someone who understands the item (i.e., someone who has successfully navigated the entire chart with this item). Lacking such familiarity, the PC assumes he or she has broken it. He or she is unable to reassemble it without completing the Repair Artifact process.

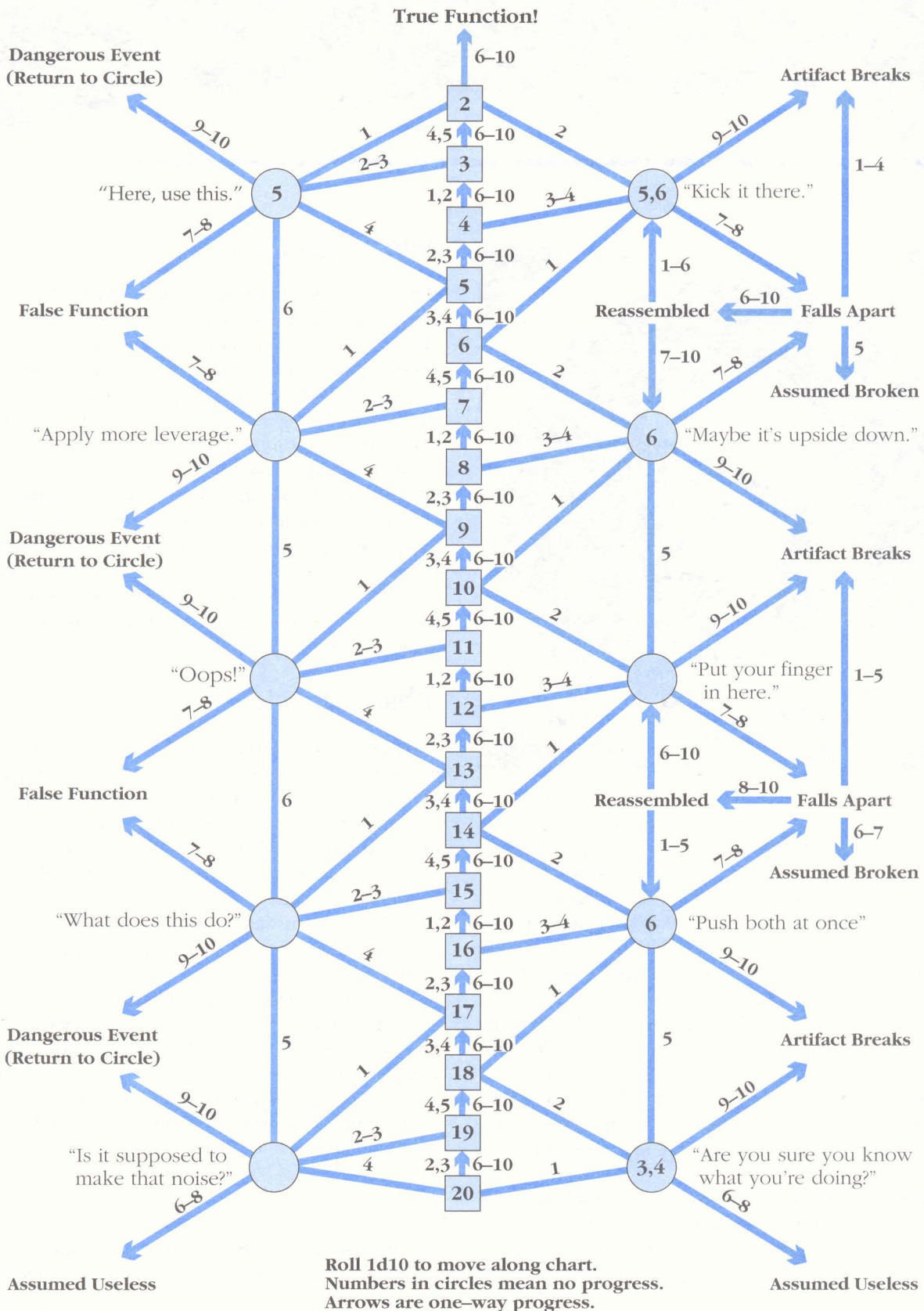
Assumed Useless: Anytime the PC backtracks, arriving at a numbered box he or she had already passed through earlier, he or she must abandon the attempt to decipher the artifact's function in frustration. He or she concludes that the artifact is completely useless or broken. The only exception to this rule is when a PC moves from a box to a circle and then immediately returns on the next roll to the same box.

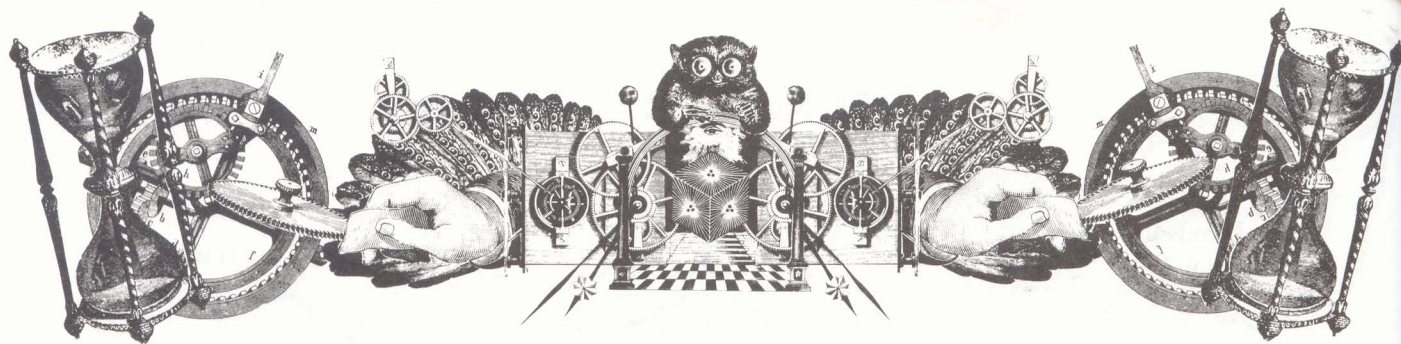
Dangerous Event: The PC or somebody nearby is injured by the artifact. The severity of the injury will largely depend upon the artifact: the most harm that is likely to come from a mishap with a sonic razor is the loss of a finger (or equivalent digit), while misfiring a laser pistol could easily blow someone's head off. It is up to the Gamemaster to determine the exact effects depending upon the artifact.

Falls Apart: One or more pieces of the artifact fall off—for example, the PC may have accidentally ejected the batteries. The pieces are not damaged, but they must be put



Use Artifacts Chart





back correctly for the artifact to work again.

False Function: The PC believes he or she has solved the riddle of this artifact. The player should never be told his or her character has not found the artifact's true function, unless the PC later receives direct evidence that the artifact might have a different function than the one he or she figured out (e.g., if the PC sees someone else using a similar item in a different way). Should this occur, he or she is allowed a new trip down the diagram. Until that time, he or she will continue to assume that the false function is the intended one.

Reassembled: This indicates that the PC has successfully put the artifact back together again after it had fallen apart. He or she can now return to trying to decipher its true function.

True Function: The PC has learned the true function of the artifact. If the artifact is intact, he or she can use it; if it is damaged, he or she can attempt to repair it using the Repair Artifact specialization (see page 52).

Artifact Condition

There are occasions where the Gamemaster does not have a predetermined idea of the condition of an artifact. Usually, the circumstances of its discovery will provide an obvious answer—thus, an artifact found in a sealed complex would most likely be in excellent condition (although its power cells might need recharging), while one that has been sitting in a pond for a century may need a lot of repair. Otherwise, the GM can simply roll 1d10: on 1–2, the artifact is operational; on 3–4, it needs minor repairs; on 5–6, it needs significant repairs; on 7–8, it needs major repairs; and on 9–10, vital components are missing. Consult the Repair Artifacts specialty in page 52 to find out the penalties involved with each state of disrepair. Any artifact that relies on a power cell has a 50% chance of being found with one already installed.

Other Artifacts

There are so many potential artifacts that it is impossible to list them all. The Gamemaster should feel free to add items of his or her own invention to the ones described in this chapter. The easiest way to do this is to take a common item and imagine what it might look like in several hundred years. Just because an artifact has the same *function* as something used today does not mean it will look anything like it: consider the differences between an hourglass, a clock tower, a wind-up alarm clock, and a digital wristwatch.

Thus the GM need not assume that all firearms are pistol-shaped, that books are made of paper and ink, or that children's toys are easily distinguishable from dangerous weapons. GMs are encouraged to have fun with this aspect of the game: invent automatic combs, full-sensory entertainment systems, or whatever else would spice up the campaign.

Loot

Looting defeated opponents is a favorite pastime of characters in any role-playing game. Artifacts may be found hidden away in a lair, but useful items are usually carried and, if possible, used by their owners (there isn't much point in



having a black ray rifle and leaving it at home). Note that seeing an artifact in use does not automatically enable the viewer to use it himself or herself; there's a big difference between watching someone drive a car and doing it yourself! Add the possibility that the current possessor may have stumbled upon a False Function, and the potential for confusion is redoubled.

Should the GM believe that an artifact the PCs have gained from a defeated foe may seriously unbalance the game, he or she may rule that it was damaged in the fight or that its power source will become exhausted after 1d10 uses. However, since as a rule a PC must go through so much to gain and master an artifact, the GM should let him or her enjoy the benefit of having it whenever possible, especially given the dangers of the *Metamorphosis Alpha to Omega* universe.

Artifact Descriptions

All the following artifact descriptions assume that the item in question is being used correctly.

Accelera Dose

Accelera dose is a compound developed to accelerate healing. Characters who spray it on their skin regain 1d10 body points.

Access Cards

Access cards are small pieces of plasteel 10cm long, 5cm wide, and 3mm thick. Each card is tinted a color corresponding to the owner's particular duty or section of the ship. For example, a gold-colored card indicates a command function, while metallic blue signifies a medical officer.

Throughout the deck descriptions in the last section of this book, some sections of the ship are specified as being accessed only by certain cards. The Gamemaster should assume anyone can enter areas that do not specify access. The table below shows the different access cards and their colors. Using the wrong type of card on a given door creates a security incident that may (50% chance) alert 1d6 security robots.

Color	Function or Duty
Gold	Command Personnel
Metallic Gray	Engineering
Metallic Green	Environmental Services
Metallic Blue	Medical Personnel
Metallic Red	Security
Bronze	Private Quarters

Command Personnel: Command personnel cards allow entry into every area of the ship except the personal quarters of the colonists and crew.

Engineering: The engineering card accesses every part of the ship that might need maintenance by human, rather than computer, hands.

Environmental Services: This card allows access to any part of the ship that has to do with the life support system; the ship's computer will not change the current environment on any deck without authority from a card of this type.

Medical Personnel: These cards access all medical bays on the ship. In addition, this card is needed to activate certain medical equipment (e.g., cryogenic hibernation pods).

Security: Security protects the ship from internal discord but must also be on call in the event of alien incursion. During mutiny or manhunts, Security is given *carte blanche* access to all areas of the ship.

Private Quarters: Each colonist and crewmember had one of these card keyed to his or her own residence.

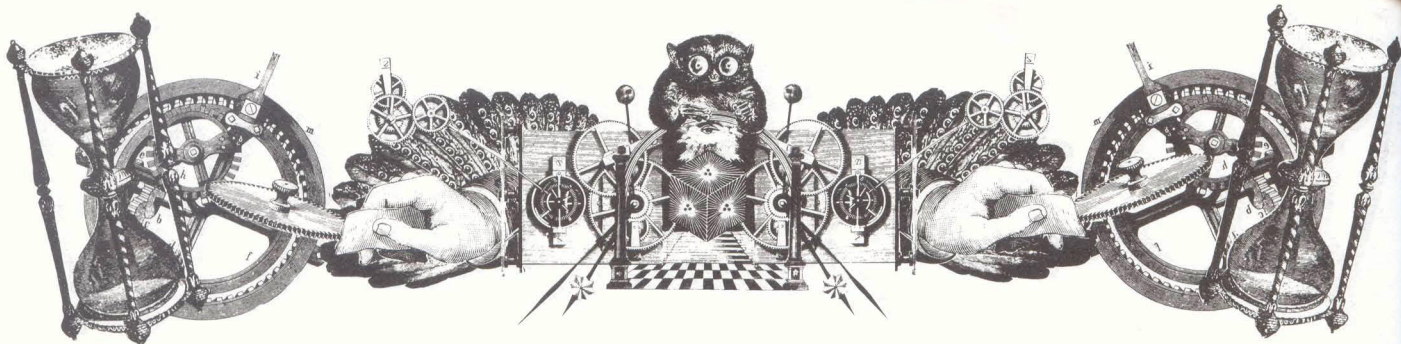
Antigrav Pods

This 1m-long metallic pod is shaped somewhat like a torpedo. When activated, it generates an antigravity field that can support up to 500kg of mass. The pod must be secured to the object in question or the pod will tear itself free.

Antiradiation Serum

Antiradiation serum is used to treat radiation damage. While it cannot cure damage a character has already suffered, it prevents further damage from taking place. Taking antiradiation serum automatically cancels any chance that a mutation will occur.





Explosives

Type	Damage	Blast Radius	Special Features
Chemex	1d6/3 per turn	10m	—
ECM	—	20m	Disrupts machinery
Fire foam	4d8/4 per turn	30m	Obscures vision
Fission	12d10/5	10m	—
	+2d10/3	100m	Radiation
Fragmentation	3d8/4	30m	—
Gas, poison	1d10/9	10m	Toxin, Obscurement
	to 8d10/6		
Gas, tear	—	10m	Blinds
Gravity	1d6+1/2 per turn	30m	Grounds flyers
High Explosive	4d10/3	40m	Stuns
Photon	8d10/3	30m	Penetrates force fields
Smoke	—	10m	Obscures vision
Stun	—	25m	Paralyzes
Torc	6d10/5	20m	"Safe zone" at center
Wrappier	—	30m	Immobilizes

Armor

Armor	Effect
Wooden Shield	Reduces damage by 3 points (Reflexes check).
Steel Shield	Reduces damage by 5 points (Reflexes check).
Duralloy Shield	Reduces damage by 10 points (Reflexes check)
	50% chance of dispersing an energy beam attack.
Leather Armor	Reduces impact damage by 2 points (Fitness check).
Hide/Pelt	Reduces impact damage by 3 points (Fitness check).
Sports Gear	Reduces damage by 5–10 points.
Bullet Proof Vest	Reduces impact damage to areas covered by 10 points.
Hazmat Suit	Grants immunity to fire, toxic chemicals, gases, radiation, and vacuum.
Gas Mask	Grants immunity to poison gas.
Energy Cloak	Grants immunity to lasers
Force Field	Absorbs 40 points of damage.

Poisons

Type	Damage
Fungicide	12d6/8
Herbicide	12d6/8
Insecticide	12d6/8 or 2d6/2
Term+	4d10/4

Melee Weapons

Weapon	Damage
Axe	1d8/3
Club	1d6/2
Energy Mace	1d10/3 + 4d10/2 electric charge
Glove, Spiked	+5/+1
Hammer	1d6/2
Hatchet	1d6/3
Knife	1d6/3
Neural Bite	1d4/1 + paralysis
Spear	1d8/4
Torch, laser	2d6/2 per turn
Torch, sonic	2d6/1 per turn
Vibroblade	8d6/4
Vibrodagger	3d6/4
Whip	1d4/1
Whip, Stun	1d2/1 + stunning

Ranged Weapons

Weapon	Dmg	Range	Skill
Black Ray pistol	death or 4d10/8	5/15/30	Sidearms
Black Ray rifle	death or 4d10/6	10/20/40	Longarms
Blaster, Mark V	2d10/5	25/50/100	Sidearms
Blaster, Mark VII	4d10/5	50/100/200	Sidearms
Blaster, Mark XII	8d10/6	60/120/240	Sidearms
Blowgun	1d3/1	5/10/20	Throwing
Bola	1d6/2	5/15/30	Throwing
Bow	1d6/2	10/30/60	Throwing
Coagulator, Stokes	5d10/2	5/10/20	Longarms
	+1d6 per turn		
Dagger	1d6/2	5/15/30	Throwing
Flame Thrower	2d6/4	5/10/15	Longarms
Flying Blades	1d8/2	Special	Throwing
Gravity Gun	1d6/1	20/40/80	Longarms
Laser pistol, IR	3d6/3	20/40/80	Sidearms
Laser pistol, UV	3d8/4	30/60/120	Sidearms
Laser rifle, IR	4d6/5	60/120/240	Longarms
Laser rifle, UV	5d6/4	50/150/300	Longarms
Laser rifle, VL	4d6/4	25/75/225	Longarms
Maser pistol	3d10/4	40/80/160	Sidearms
Maser rifle	4d10/5	100/200/400	Longarms
Needler	1/1	3/5/7	Sidearms
Plasma Gun	5d10/7	30/90/270	Sidearms
Rover Rifle	6d6/4 or 3d6/4	Special	Longarms
Screamer	4d10/4 or less	3/6/10	Longarms
Slingstone	1d4/1	10/25/50	Throwing
Slug Thrower (.75)	3d10/1	15/30/60	Sidearms
Spear	1d6/3	5/20/40	Throwing
Stun Gun, pistol	—	20/40/80	Sidearms
Stun Gun, rifle	—	35/70/140	Longarms
Tangler	Special	5/20/50	Longarms
Taser	1d3/1 + stuns	5/10/20	Sidearms





Autosurgeon

This large, coffin-like container is designed to hold one person of roughly human size and shape. Placing a body inside activates the autosurgeon, causing its floor and walls to close in and form a snug fit around the patient, rendering him or her immobile. The autosurgeon then scans the character for injuries; if it detects any, it anesthetizes the patient with a nanoscopic probe into the spinal column.

Next, the autosurgeon tells the muscles near the wound to contract and relax in such a way that any intruding object (for example, an imbedded arrowhead) is forced out of the wound. The autosurgeon also instructs the capillaries, veins, and arteries within the trauma area to tighten in order to reduce blood loss.

If the autosurgeon detects a broken bone, it adjusts its snug fit to force the break open in order to set it. The patient sees this action as a painless involuntary spasm on the part of the limb. Once the bone is set, the autosurgeon injects the break with a chemical that temporarily softens the bone in the immediate break area. This softening welds the break permanently and hardens within five minutes.

Undergoing an autosurgeon's full treatment heals 1d3 points of body damage; the device does not heal stamina damage.

Binoculars

These allow the viewer to see objects as if they were five times closer. No power cell is required.

Black Ray Gun

These guns fire a black ray designed to snuff out any life force it contacts. The victim is allowed a Fitness check against the ray, but even if he or she succeeds, he or she still takes 4d10 points of damage. A failed check kills the target instantly. Pistols are lethality 8 attacks, and rifles are lethality 6 attacks.

Blaster (Mark V, Mark VII, Mark XII)

This unusual weapon projects a ray that weakens the nuclear force that binds the nuclei of atoms together. The result is that

things touched by the beam disintegrate. The results are light, intense heat, a big noise, and an impressive hole in the target. Even the air the beam travels through is affected, making the beam visible as a white streak. The Mark VII blaster is merely a more efficient version of the Mark V blaster, while the improved Mark XII blaster makes very little noise compared to the other varieties.

Broadcast Power Charger

A broadcast power charger can charge hydrogen power cells and chemical power cells; atomic power cells and solar power cells cannot be recharged by this unit. The broadcast power charger takes 12 hours to fully charge each type of battery. Naturally, the device will only operate when within range of a broadcast power station.

Broadcast Power Station

Each deck of the *Warden* has two broadcast power stations, one in the front of the deck and one in the rear. They take power from the ship's main drive, convert it to broadcast power, and broadcast it throughout the deck by means of a specially designed tower similar to a microwave relay tower.

Most artifacts using broadcast power will also have some type of battery cells as a back-up power source. If such an artifact exits the range of a broadcast power station and does not immediately enter that of another, the device immediately switches over to auxiliary battery power (if available). Robots and other intelligent or semi-intelligent devices must make an immediate decision to either switch over to battery power or to simply go off line.

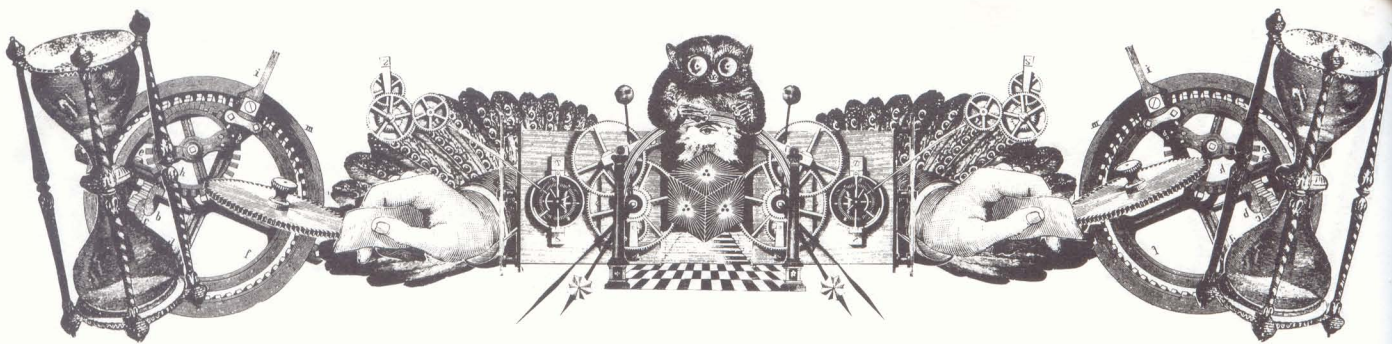
Bulletproof Vest

The bulletproof vest is made to spread the impact of any blow and resist penetration. Since it is a vest, it does not cover the entire body. It can be concealed beneath clothing.

Chemex Bomb

These incendiary bombs shower the blast radius with a flaming chemical that sticks to its targets and cannot be





put out with water. Targets coated with chemex take 1d6/3 points of damage each turn for 8 turns or until the fire is smothered.

Coagulator, Stokes

This powerful weapon resembles a cross between a flame thrower and a fire extinguisher. It shoots out a stream of grayish foam that seeps through a target's skin and enters the bloodstream; the foam consists of genetically engineered bacteria and enzymes that congeal the blood of any living creature. The foam can only penetrate exposed flesh; heavily-furred creatures take half-damage, while those with carapaces are unaffected. The foam will not kill plants, although it may (20% chance) force them into momentary hibernation.

When a target is struck, it takes 1 full turn for the foam to seep into the pores. At the end of the second turn, the gray coagulant causes its victim to suffer 5d10 points of damage. In addition, the foam inflicts 1d6 points of damage each turn for the next 5 turns, after which the blood clots dissolve.

If the victim is still alive after the last round of internal damage, there is a 10% chance during the next four hours that any excessive exertion (running, fighting, heavy lifting, etc.) on his or her part will result in a fatal heart attack.

Compression Unit

Anything entering this chamber has its size and bulk reduced by half but is otherwise unaltered. Thanks to this technology, the *Warden* was able to hold twice as many people as would otherwise have been possible. However, the molecular compression process is rather painful, causing 1d10/6 points of damage. The effects are permanent.

Communicator

This voice-activated device can send and receive both pictures and sound. It is extremely small (the viewscreen is only 5cm square) but powerful, with a range of up to 1,000km. Its microcamera focuses on whoever or whatever is holding it. The communicator has dozens of bands for private conversations and includes a scramble option.

Cryogenic Pod

This chamber is designed to preserve anyone placed within it by freezing the character solid in mere seconds and keeping him or her at temperatures near absolute zero. A character can be held in stasis for centuries, completely unaware of the passing of time. However, if power is cut off, or if the lid is left open for longer than five minutes at a time, the person in stasis dies. Successfully waking a pod's occupant requires a Medical access card and a successful roll on the Use Artifacts chart.

Most of the *Warden's* cryogenic chambers are occupied by nonessential members of the Crew. A few hold curious but unwary adventurers who stepped into a pod and unknowingly activating its automated hibernation sequence; the rest are empty. The main banks of cryogenic pods are located on Deck Nine, with a few more in the Medical Supply Institute on Deck Eight and the ADSEST dome on Deck One.

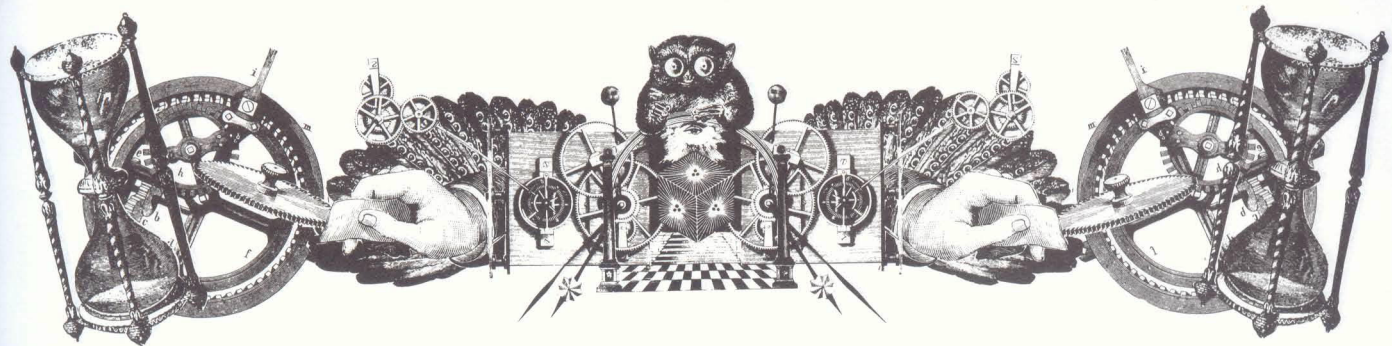
Drone Weaver

This 10cm-diameter metal sphere was designed to hover and generate unobtrusive background sounds. A typical drone has several settings ranging from "white noise" (surf, chirping crickets, and the like) to subsonics. The latter was designed to make animals keep their distance; any mutated animal or character with enhanced hearing must make a Willpower check or flee until out of range (100m) when this function is activated. All the weaver's functions are controlled from a small panel under a hatch.

Duralloy Shield

This is merely a flat chunk of duralloy made into a shield. The ancients did not make such things, but many of their duralloy items that served other purposes have been converted into shields. Any energy attack against the wielder has a 50% chance of being harmlessly deflected (the deflected beam is dispersed and cannot be aimed at any other target).





ECM Bomb

The **Electronic Counter-Measure** bomb is specifically designed to nullify machinery. It broadcasts a powerful magnetic field which has a 50% chance of disrupting all unshielded machinery and electronic communications in the blast radius for 6 turns. Machinery affected by the blast ceases operating for the duration; shielded machinery operates at half-capacity. If the attack is successful against a robot (all robots are assumed to have shielding, which an effective attack circumvents), the robot is deprived of sensory input (blinded, no audio, radar obscured, etc.), moves at half its normal movement rate, and suffers a -20 penalty to all its attacks.

Energy Cloak

When the metal studs at the collar of this cloak are pressed, the cloak's surface becomes a swirl of fantastic colors. Designed to be attention-getting fashion wear, some cloaks even react to the emotions of the wearer, changing colors with each mood shift. A curious side effect of the cloak makes the wearer immune to lasers of all types.

Energy Mace

This simple shatterproof plastic shaft, half a meter in length, is adorned by a rubber grip at one end and capped by a metal sphere covered with spikes at the other. A blow from the mace does 1d10/3 points of damage; in addition, squeezing the grip tightly electrifies the sphere for an additional 4d10/2 points of damage.

Envirolyzer

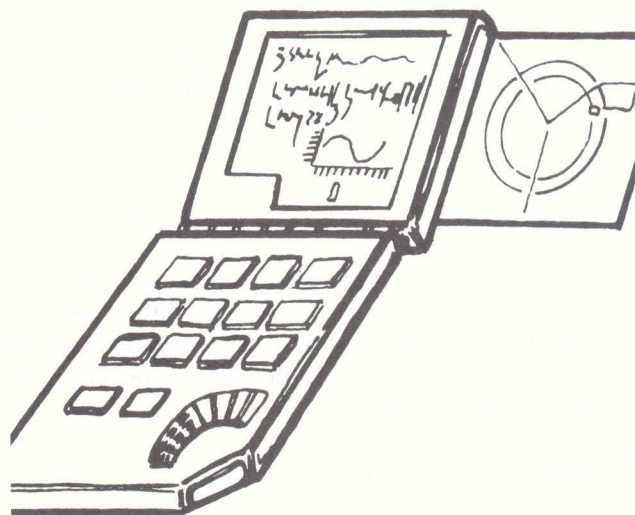
Looking like an enlarged pocket calculator, this device analyzes the air (or water, if immersed) and scans all energy wavelengths. It reports dangerous levels of pollution, toxins, radiation, pollen, and just about anything except the presence of disease-causing viruses and bacteria.

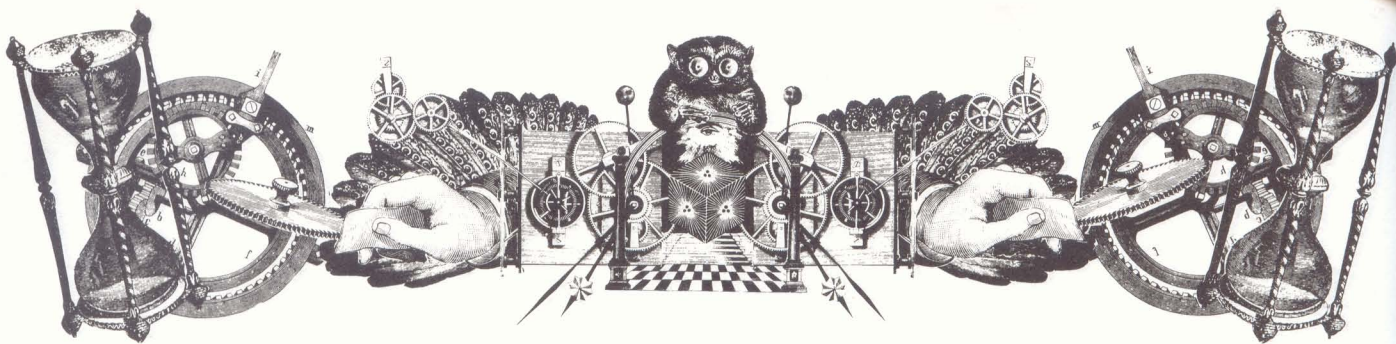
Ferrofoam

Ferrofoam is crystallized iron particles in a polymer solution. In the presence of free oxygen (O_2), ferrofoam's fer-

rous particles align and the material becomes strong, gray, and gritty. Ferrofoam hardens rapidly, in a mere two seconds after release. Ferrofoam's one disadvantage is that it is water soluble.

Ferrofoam comes in metal cans that look like modern-day fire extinguishers; each holds 18,000cm³. The nozzle of the dispenser can be adjusted to allow thin or wide streams. Ferrofoam will form a strong bond with any material it touches, though the bond can only be as strong as the weakest material. Ferrofoam can be used to restrain enemies, but a more common use is as an emergency sealant for spacecraft hull breaches. Ferrofoam is never used as a permanent building material, because humidity will slowly break it down. Ferrofoam can be sprayed on protective gear or vehicles for extra protection, with every inch of ferrofoam adding -5 to the armor's damage reduction ability (up to a maximum of -20). Every hit the armor takes after that reduces the ferrofoam's efficiency by 3 points until it becomes useless.





Fire Extinguisher

Fire extinguishers come in three forms: a foam, a suffocating powder, or a suffocating gas. It can cover a 1m² fire in one round. Each canister contains enough extinguisher to cover a 30m² area.

Fire Foam Bombs

These bright red-orange grenades are used to fight fires which have gotten dangerously out-of-control. They explode upon impact into a spherical cloud (30m in radius) of greenish-brown foam. The cloud lasts for 3 turns, depleting the area's available oxygen, coating the area with flame-retardant particles, and lowering the area temperature by 30°F (in highly humid areas, this temperature decrease causes sudden, localized rainfall).

Living being (plants excluded) receive 4d8/4 points of damage from breathing the foam each turn they remain in the cloud. Intelligent creatures may hold their breaths 1 turn for every 20 points of Fitness; running cuts this time in half. Anyone caught in the cloud will become partially blinded for 5 turns (-20 penalty for all combat actions). Any other actions or special powers requiring sight are likewise hampered by the temporary blindness.

Flying creatures caught in the foam are forced to the ground. Creatures forced to the ground cannot fly again until the foam has been removed, a process taking roughly 30 minutes.

Fission Bomb

This deadly device is a minuscule nuclear explosion. It releases a barrage of charged particles within the 10m blast radius for a staggering 12d10/5 points of damage. In addition, everyone within 100m suffers exposure from radiation for an additional 2d10/3 points.

Flame Thrower

This weapon shoots a flaming gel that sticks to its victims, causing 2d6/4 points of damage each turn for 7 turns unless extinguished. An attack roll is not necessary with this weapon, as the gel automatically hits everything

within a cone 15m long and 2m wide. However, a target may attempt to Dive for Cover (see page 77); success reduces damage by half.

If the tank containing the gel is ever subjected to extreme heat, there is a 10% cumulative chance each turn that it will explode, causing 3d10/8 damage to everyone within 10m.

Flying Blades

This strange weapon looks like a circular saw blade. When thrown like a frisbee, the disk begins spinning at a high speed and flies 20m per turn, searching for living heat sources (it is able to distinguish the intense heat of an engine from the low-level heat of a living creature). If it doesn't find a target within 10 turns, it deactivates and falls to the ground. However, if it locks onto a target, it splits into three separate blades. Each blade can make one pass per turn for 5 turns, attacking with a score of 40 and doing 1d8/2 points of damage with each pass.

After 5 turns the blades deactivate and fall to the ground; a successful trip through the Use Artifacts chart is necessary to reassemble the disk. A successful Reflexes check by the character throwing the disk indicates that it has gone in the general direction he or she desires; note that it is possible for a character who fails this roll to accidentally throw the disk in a curve and be attacked by his or her own weapon.

Force Field Generator

This generator is worn in a backpack-style harness. When activated, it produces a spherical field with a 1m-radius that can absorb up to 40 points of damage. The field can regenerate 1 point each turn. If at any time it reaches zero, the field has been breached, and the generator shuts down. It takes 10 minutes to reset the generator and turn it back on.

Fragmentation Bomb

Built as an antipersonnel weapon, this warhead showers the blast radius with small metal fragments, inflicting 3d8/4 points of damage.





Fungicide

This powder inflicts 12d6/8 points of damage on fungi of all types, including fungus-creatures like the obb. It has no effect when used against normal or mutated humans or animals, other than destroying parasitic fungal infections like athlete's foot.

Gas Bomb

The two most common types of gas bombs are poison gas and tear gas. Poison gas can inflict anywhere from 1d10/9 to 8d10/6 points of damage, depending on its toxicity. Tear gas causes such discomfort that the target cannot attack or defend itself; his or her only thought is to get out of the gas. This effect lasts for 1d4 turns even after exiting the cloud. Both types of gas obscure vision.

Gas Mask

When worn over the face, this mask's filter negates all noxious gases.

Geiger Counter

This is a small hand-held metal box that clicks in the presence of radiation; the stronger the radiation, the more rapid the clicks.

Glow Cube

This is a portable light source. Shaped like a cube, it will illuminate a 20m-radius area. The glow cube gives off no heat.

Glue, Super

This material comes in a small, squeezable tube. The glue within will permanently bond any two solid materials together within ten seconds (1 turn). A victim can pull free on a successful Fitness check but receives 1d4/0 points of damage in the process.

Gravitic Sensor

This small disk has several settings, each corresponding to one of the levels of the ship. Anything or anyone bearing one of these devices that enters any of the ship's antigrav shafts will automatically ascend or descend to the deck indicated.

Gravity Bomb

This bomb makes everything within the blast radius (30m) weigh five times its normal amount. Anyone within that area takes 1d6+1/2 points of crushing damage for 1d6+4 turns; vehicles are slowed to 20% of their normal speed, and flying craft begin an immediate uncontrolled dive. Gravity bombs can bring down unstable buildings.

Gravity Gun

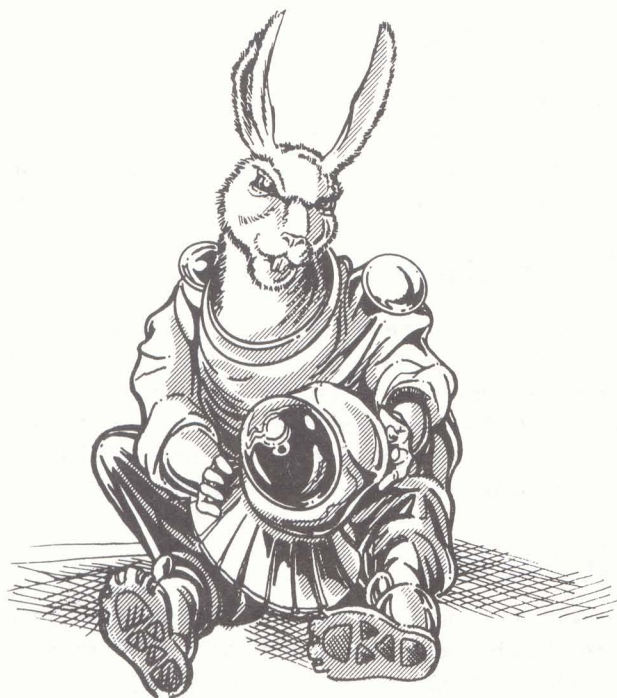
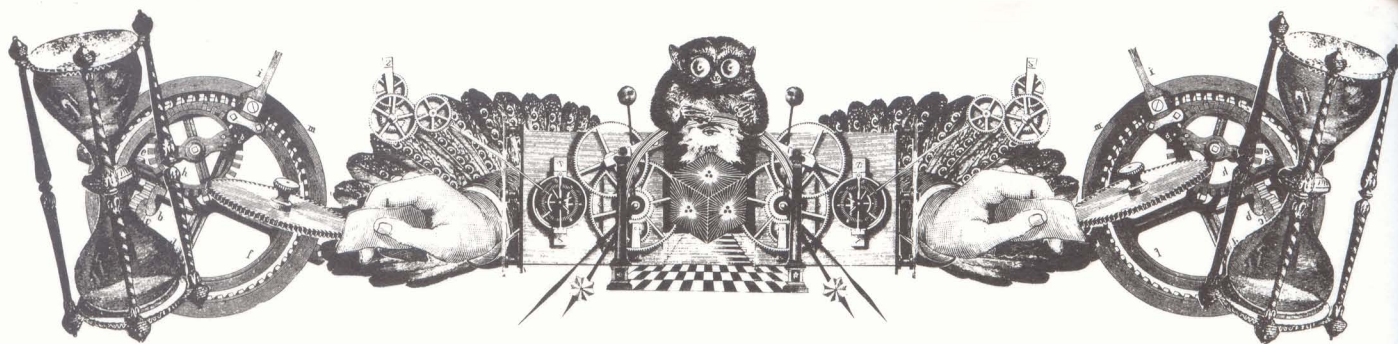
This bizarre-looking weapon sends a pulse of gravitic energy with a neutrino sheath. At the specified range, the sheath is dropped and the target is bathed in gravity waves. This causes an immediate fivefold increase in the local gravity, making everything within three meters of the target weigh five times its normal amount. The target takes 1d6/1 points of crushing damage for 1d6+4 turns. Vehicles are slowed to 20% of their normal speed, and flying craft begin an immediate uncontrolled dive. The weight of the gun makes it unwieldy for any character with a Fitness score less than 40.

Hazmat Suit

This all-purpose suit was originally (Tech IV) designed to be worn while handling hazardous materials but was later improved (Tech V) to incorporate resistance to fire, heat, and radiation, allowing for its use by firefighters and nuclear plant workers. Still later improvements (Tech VI) enable it to act as a space suit.

The suit is airtight; a very effective converter which fits snugly over the mouth provides a two-hour supply of air. While the combat value of a hazmat suit is limited, it does protect its wearer from chemicals, acids, gases, radiation, heat, and vacuum.





Herbicide

Herbicide is a biocide that kills light-dependent lifeforms by dissolving chlorophyll. Herbicide spray has no effect against normal humans or animals, but if used against a plant or a mutant with photosensitive skin, the victim takes 12d6/8 points of damage.

High Explosive Bomb

This, the simplest of all bomb types, is well suited for both combat and demolition work. The concussion will do 4d10/3 points of damage to everyone in the blast radius. In addition, any victim within range who fails a Fitness check will be incapable of attacking, defending, moving, or using mutations for 1 turn.

Insecticide

Insecticides are designed to kill arthropods of all kinds. If used against any arthropod (insects and arachnids), this

aerosol inflicts 12d6/8 damage. If used against humans or non-arthropod animals, it acts as a 2d6/2 toxin.

IR Goggles

IR goggles allow the user to see in darkness. Plants and cold-blooded animals are difficult to see with infrared light; they can only be seen if there is sufficient background heat to illuminate the entire area.

Lamprey Disk

This metal disk is about the size of a normal human hand. One side is strongly magnetized (Fitness 40) and will adhere to any steel surface. A switch on the magnetized surface turns the disk on or off (thus, the switch is not accessible when the disk is stuck on a surface). When turned on, the disk absorbs magnetic and electrical fields from the object to which it is attached. It can drain a chemical or solar power cell in 2 turns, a hydrogen cell in one minute (10 turns), and an atomic power cell in 20 minutes. When stuck to a surface with an endless power supply (e.g., a computer terminal powered by broadcast power), it reduces that object's efficiency by 10–20%.

Lasers

Laser weapons are greatly feared because they are silent and, for the most part, invisible. In addition, they are very easy to aim (+5 to all attack rolls) because no corrections need be made for wind or gravity. However, smoke, fog, and rain will scatter and harmlessly disperse a laser beam.

Lasers come in three main types: IR lasers fire an infrared beam, UV lasers fire an ultraviolet beam, and VL lasers fire a visible light beam. The latter have the advantage that visible light is one of the few things that will penetrate a force field.

Life Force Detector

The bulk of this device is a flat screen marked with concentric circles to indicate ranges (10m, 20m, 30m, 40m, and 50m). Its sensors identify life forms and display their relative location as blips on the screen. A computerized filter eliminates all plant life, including sentient plants.





Lift Pack

This open harness is worn like a backpack. A small anti-gravity pod is attached to it. When activated, it nullifies up to 50kg of mass, not including the weight of the pack itself. If the pack is overloaded, anything over 50kg counts as weight carried by the character.

Maser

These are simply microwave lasers. They can easily penetrate smoke, fog, and other obscurments that will block normal lasers but are deflected by any sort of metal. Masers come in both pistol and rifle form.

Medikit

A single medikit can be used up to 20 times to help heal injuries. The first time the kit is used, it can automatically help a patient. Each time it is to be used thereafter, the owner rolls 2d10. If the number rolled is less than or equal to the number of uses left, then there is something left in the kit that can help the intended patient. A treatment can do any ONE of the following:

- (1) restore 2d6+2 stamina **and** 1d8 body points,
 - (2) neutralize any poison in the patient's system,
 - (3) halt damage from radiation exposure
- (note that this does not reverse any damage that the poison or radiation has already caused). All healing happens slowly, at a rate of 1 point per hour. The kit can only be tried once per patient for each situation in which the patient is injured. This artifact does not work on plants.

Metal, Liquid

An object created from liquid metal has two distinct shapes, depending upon the amount of heat applied to the device. At room temperature the object will be in one form; when warmed by body heat for a few turns, it will morph into its second form. When cool, it returns to its "default" state.

Motion Detector

Like the life force detector, this device is dominated by a

large screen marked with concentric circles that indicate ranges (10m, 20m, 30m, 40m, and 50m). When activated, it shows moving objects as blips on the screen. The size of the blip is relative to the size of the moving object; the brightness of the blip is relative to its speed. The detector cannot see through solid objects, although partial obstructions—brush, smoke, cloth, etc.—are not a problem. High winds can cause a lot of false images as objects flutter in the breeze.

Needler

This small, pistol-like weapon fires a needle which injects a drug or poison into the target. The needle itself does 1/1 point of damage; any additional damage depends on the drug used. Typically, a needler is loaded with paralytic poison that paralyzes the victim for one hour unless he or she passes a Fitness check. It fires with a sound like a soft cough and has a range of only 7m. The needles can penetrate hide but not a shield or carapace.

Neural Bite

The neural bite looks much like an ordinary whip, but the last 20cm of this 3m-long lash bristle with small metal barbs. A successful hit inflicts 1d4/1 points of damage and injects a nerve drug into the victim, dramatically altering his or her nervous system (Fitness check to resist). The result is a mindless slave, who follows any orders he or she is given. Each dose lasts 24 hours; the weapon can hold up to eight doses.

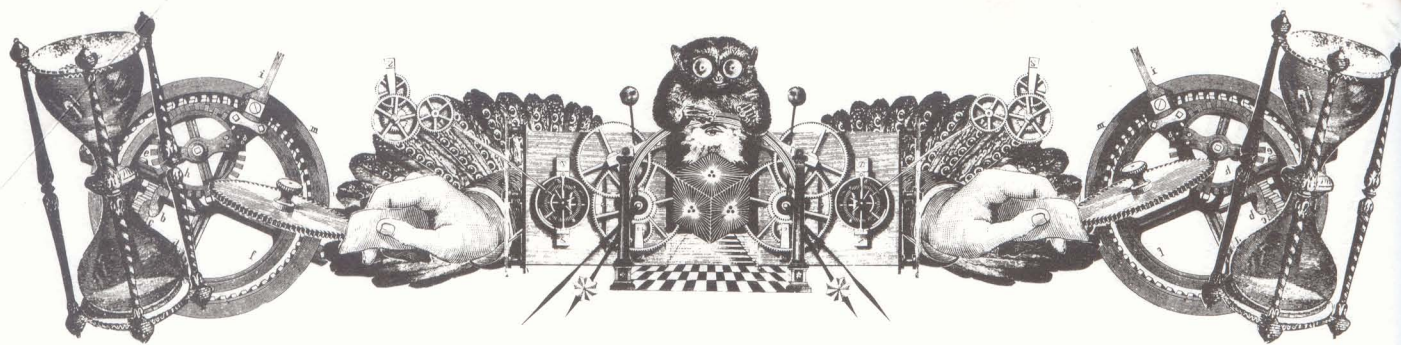
Nuclear Fuel Cell

This is the radioactive solid fuel used primarily for atomic power cells. It is also used in some large machines that have miniaturized nuclear reactors as a power source. It has a duralloy shell that, if penetrated, releases radiation into its surroundings.

Pain Reducer

Pain reducer is held within a 15cm-long disposable jet spray tube. A single dose immediately blocks all feelings of





pain for the next four hours and enables the user to sustain an additional 2d6 points of stamina loss. When the drug wears off, the character's ability to sustain this extra damage is lost, possibly killing the character if the damage point loss was too great for the body to withstand.

Parachute

If donned properly, a parachute slows down a fall to 10m per round. Note that successful completion of the Use Artifact chart is necessary to know the correct time to release the parachute.

Photon Bomb

This is a one-shot, high-powered laser. Hundreds of microlenses and mirrors are used to split the single beam into hundreds of weaker, short-range beams. When detonated, all figures in the blast radius suffer 8d10/3 burns from dozens of silent, invisible laser beams.

Plasma Gun

This hand-held weapon fires a stream of superheated matter generated by a fission reaction in the gun. Matter of any type—dirt, rocks, plants, whatever—is loaded into a small chamber. The material is converted to plasma and fired. The chamber only holds enough matter for 8 shots. It takes 1 turn to reload the hopper and another to reseal the chamber.

Power Cell, Atomic

This efficient and highly-prized unit provides electricity for 100 times as long as a chemical power cell.

Power Cell, Chemical

This is by far the most common type of power cell; all the durations and charges for artifacts are measured by how long or how many times a chemical power cell can operate them. When found, these power cells are usually drained of power.

Power Cell, Hydrogen

These power cells last 10 times as long as chemical power cells. They are the same size as chemical power cells and can be substituted for them without risk. When found, they usually have a full charge.

Power Cell, Solar

A built-in solar panel allows these power cells to recharge in four hours of bright light. Otherwise, they are identical to chemical power cells and can replace them without risk. They last as long as a normal chemical power cell.

Rad Badge

This simple badge turns dark when exposed to radiation.

Recycling Chamber

This shower-stall shaped chamber is fitted with many tiny blasters in the roof. Anything put in this booth is broken down at the rate of 1d10/2 points per turn. Once the booth's contents have been reduced to a gray sludge, they are collected and taken to the nearest recycling center.

Remote Hand

This metal glove comes with a many-buttoned control panel that straps onto the wearer's wrist. When activated, it allows the wielder to grasp and manipulate objects at a distance using a hand-shaped projection force field. The range is 15m; the projection has a Fitness rating of 30 and the same Reflexes score as the wielder.

Replicator

A replicator can exactly duplicate anything held within its memory. Because of its enormous energy requirements, any given replicator will probably have a direct power line to the nearest power station. Replicators were mainly used to reproduce foodstuffs. They cannot create living objects, although they can copy their form—that is, a replicator could





produce an edible egg, but the egg can never be hatched to produce a live animal; the machine can create a drumstick but not a live chicken. As a safety precaution, no replicator aboard the ship has any weapon plans programmed into its memory, and any attempt to introduce such programming alerts the ship's computer, which shuts down the unit.

Rifle, Rover

The rover rifle fires small, iridescent energy spheres capable of tracking a moving target. To fire the weapon, the operator must aim at the target for 3 consecutive turns, performing no other actions, while making a successful Reflexes check each turn. On the third turn, the rover rifle's internal computer locks onto the target and releases an energy ball. The sphere moves at speeds equivalent to 200kph, pursuing the target until it hits or until 12 turns expire, whichever comes first.

The energy spheres will attempt to follow the target wherever he or she goes, evading any obstacles in the way. They can shoot through water, maneuver around corners, move through the vacuum of space, etc. The ball does 6d6/4 points of electrical damage to live targets and 3d6/4 points to androids and robots, shorting out powered devices for 6 turns.

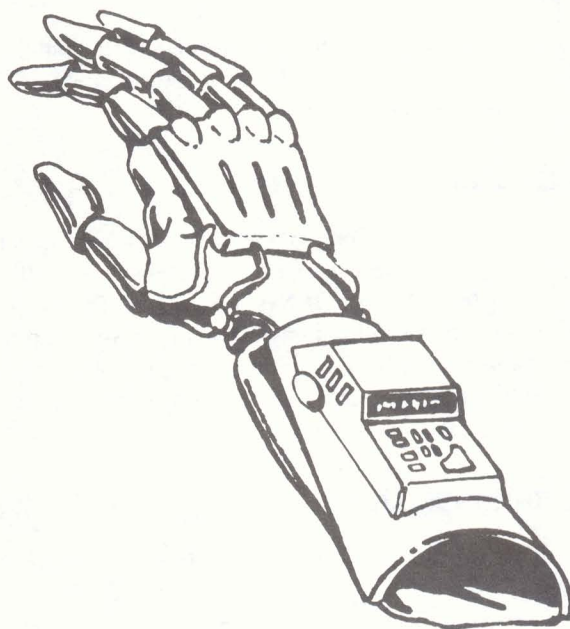
The rifle is charged by two hydrogen power cells, which generate enough power to fire five energy spheres.

Screamer

The bell-shaped muzzle of this futuristic blunderbuss emits a beam of focused sound that literally shakes the target apart. It can hit everything in a cone-shaped area 5m-across at its widest and 10m-long. Victims are allowed to Dive for Cover (see page 77). Damage is 4d10/4 at point-blank range, tapering off 1d10 for each range area thereafter: 3d10/3 at short range, 2d10/2 at medium range, and 1d10/1 at long range.

Slug Thrower

These archaic weapons are used only by the ranchers on Deck Five; they shoot rubber bullets and are designed to stun, rather than permanently injure, their targets.



Smoke Bomb

This variant of the gas bomb emits harmless smoke. The smoke can be of almost any color. It is used to mark locations, obscure vision, or provide protection from laser fire. The smoke will spread with the wind.

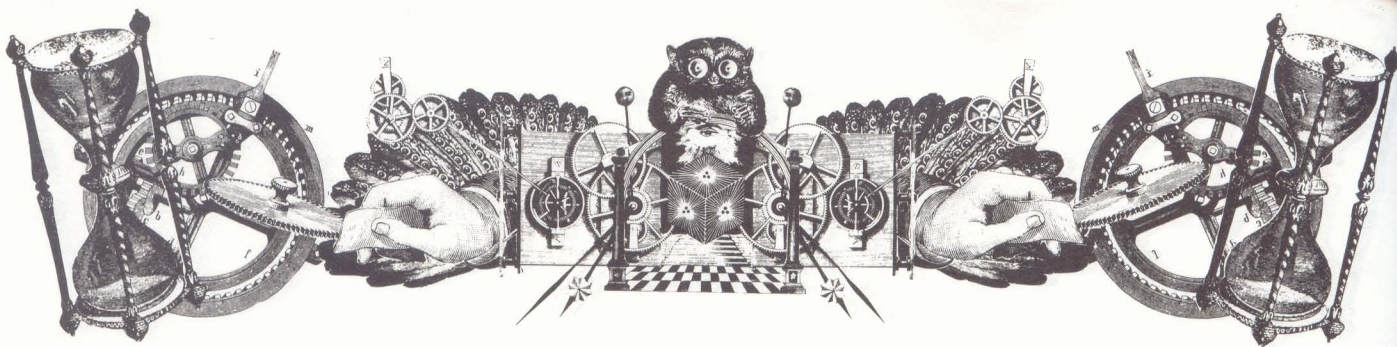
Solar Charger

Hydrogen or chemical power cells can be recharged with this item. It must be left in bright light for four hours to charge a chemical power cell and eight hours for a hydrogen power cell.

Sports Gear

The sports of the ancients were sometimes quite violent. The protective gear worn by the players can serve as armor. Although such equipment varies greatly, typical gear provides anywhere from 5–10 points of armor if worn properly.





Stun Bomb

This warhead emits a neurosuppression field that paralyzes all targets within its blast radius for 5 turns unless a roll versus Fitness is made at -20.

Stun Gun

This weapon delivers a magnetic pulse that overloads the victim's central nervous system. A hit stuns and paralyzes the target for 10 turns. It has a devastating effect on machinery. An unshielded device will take 3d10/4 points of damage from a hit with a stun ray gun. Most robots, androids, and computers are shielded and grounded against magnetic attacks of this sort.

Sustenance Dose

Sustenance dose comes in cracker, tablet, and disposable spray hypodermic form. In any form, it gives the PC all the nourishment he or she needs for a full day while suppress-

ing any pangs of hunger. However, use of this substance as the sole source of nourishment for more than 30 consecutive days completely atrophies the character's normal digestive organs. Once this horrible side-effect occurs, it is impossible for the character to derive sustenance from anything else except this substance (in any of its forms).

Tangler

This large-muzzled pistol fires strands of adhesive nylon over a conical area about 20m long and up to 4m wide. Every target in the area of effect whose Fitness is less than 60 is snared and cannot move. An intended target who successfully Dives for Cover (see page 77) is only partially affected: he or she is slowed to half normal movement rate and suffers a -15 penalty to attacks and -3 to damage rolls.

Taser

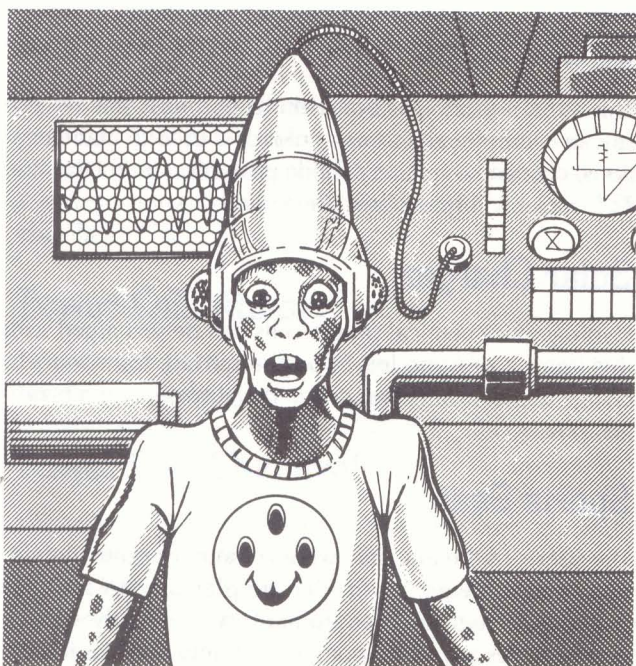
This single-shot pistol fires a pair of needles that trail wires connected to a power cell. The power cell lasts for seven firings, but the gun only holds a single shot of needles and wires at a time. It takes a full turn to reload the taser. Upon impact, an electrical charge is delivered to the target through the wires. This charge does only 1d3/1 points of damage, but it knocks the target back 1d4-1 meters and stuns him or her for 1d6 turns. During this time, the victim is incapable of attacking, defending, moving, or using mutations. Very large creatures are immune to this side effect.

Term+

Term+ is a highly toxic biocide. Its purpose is simple: to cause the death of any living thing it comes in contact with. When injected or ingested, Term+ acts as a 4d10/4 poison.

Thought Cap

In the complex world of the 23rd-century, it often became necessary for people to learn information at a much faster rate than was humanly possible. To solve this problem, they developed the thought cap, a cone-shaped device attached by a wire to a computer terminal. When





the cap is snugly set atop the user's cranium, information is downloaded from the computer to the cap's wearer. The effect is rather like cramming for a test: a vast amount of knowledge on a specific subject is transferred directly into the user's brain. However, the knowledge gained is kept in short-term memory only; within 24 hours details start to fade, and by the time 48 hours have passed only hazy generalities remain. The process is also dangerous for anyone with a low Learning attribute score; unless he or she can make a successful Learning check, the unlucky user's mind short-circuits from the sudden influx of unfamiliar knowledge, inflicting 4d10/4 points of damage.

Thruster, Pocket

Handy in an emergency, the pocket thruster was used by crew members who had to "walk" in space. It lets an individual in zero-gravity slowly propel himself or herself in the desired direction by ejecting bursts of compressed air.

Each gas cartridge contains enough air for 12 bursts, each allowing the user to drift at a speed of 25m per minute. Additional bursts increase the body's velocity (from 25 to 50, to 75, to 100, etc.). The only way to stop—short of colliding with a larger object and rebounding at near the same speed unless a handhold is found—is to fire an equal number of blasts in the opposite direction.

If this device is used outside of a zero-gravity environment, it simply blows a small amount of air out the nozzle.

Tool Set

These handy items add a bonus to any Repair Artifact rolls. Some kits are of better quality or more complete than others, so the bonus can range anywhere between +5 to +15.

Torc Bomb

Based upon the same principles as the blaster, the torc bomb weakens the nuclear binding force of atoms within its field. However, the field is not uniform or stable, having a strange "torc" pattern to it (hence its



name). Some objects in the blast zone are ripped apart, others barely affected. Inanimate objects become brittle and crumble into dust, while living creatures suffer internal injuries.

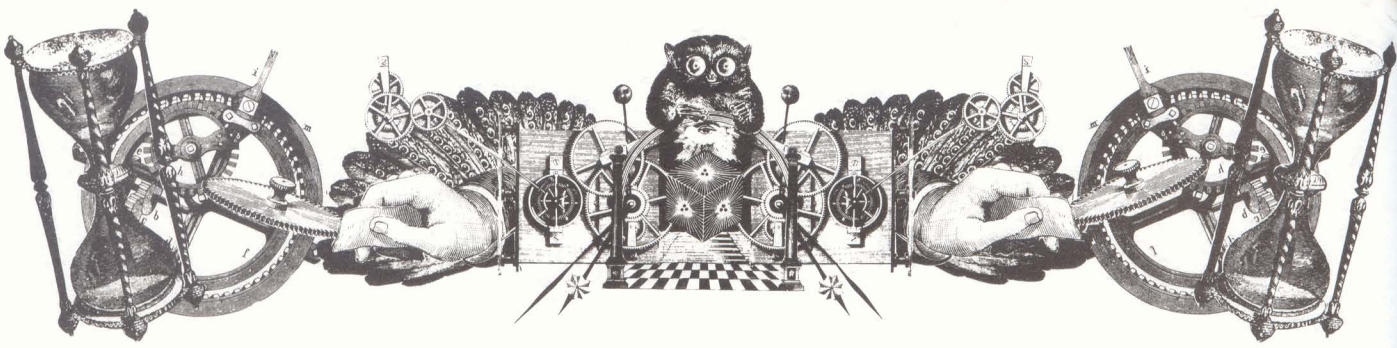
Another curious effect of the torc field is that it has a 2m-diameter safe zone at its center. Thus a character who had a torc bomb blow up beneath his feet would be uninjured (unless he or she was over 2m tall), as the damage of the blast occurs in a sort of ring around the epicenter.

Torch, Laser

The laser torch is a low-powered laser used to weld two pieces of metal together. It is powered by a hydrogen power cell good for 20 hours of continuous operation. Its welding capabilities are effective on all metals, even duralloy.

The time required to weld a 30cm-long seam is listed below. If welding together two different types of metal, always remember the weaker metal melts first. This softer metal will create the weld necessary to fuse the two





pieces together. The laser torch cannot be used to weld plastics. When used as a weapon, a laser torch causes 2d6/2 points of damage once it has penetrated any armor worn by the target.

Material (Time)

Soft Metal (2)
Normal Metal (4)
Hardened Metal (6)

Material (Time)

Metal Alloy (10)
Plasteel (12)
Duralloy (16)

Torch, Sonic

The sonic torch uses directed sound waves to shake apart joints and junctures. It cannot affect solid metal objects, only their junctures (welds, nuts and bolts, &c.); a procedure taking 2d10 minutes to complete. It has a range of 20cm and requires protective hearing equipment for safe use (usually included in the sonic torch's carrying case).

The sonic torch can be used as a hand-held weapon that causes 2d6/1 points of sonic damage every turn to all targets within a 45° forward arc and 10m range. Without the protective gear, the user suffers the same damage. A torch can run for 15 continuous hours on one hydrogen power cell.

Toxin Neutralizer

This strange little device is meant to be swallowed. Once in the stomach, it attaches itself to the organ's inner lining. It can completely neutralize any ingested poison, drug, chemical, or alcohol. Unfortunately, this includes beneficial drugs. Any drugs or toxins that are injected directly into the bloodstream are harder for it to neutralize. It reduces the intensity of such poisons, and the benefits of helpful drugs, by half (50%). It works for a month before detaching and being passed from the body. This device will not work on plants.

Universal Cooker

The Universal Cooker is a ceramic cylinder 15cm tall and 20cm in diameter. It has an attached locking cover, an intensity dial, and a slot near the bottom of the device that accepts a solar power cell (this cell powers the Cooker for 100 uses).

Up to 2 liters of food or liquid can be placed inside.

Once activated, the Universal Cooker microwaves its contents in seconds, providing a bacteria-free hot meal when a fire cannot be made or is necessary to "cold camp."

No heat escapes the Cooker while it is cooking; the only way an infrared scanner can detect its presence is from the heat of the food when removed from the cooker. The Universal Cooker comes with its own removable lining for fast and easy cleaning.

Vibroblade and Vibrodagger

When found, a vibroblade looks like a simple plastic tube 30cm long. The simultaneous pressing of a pair of recessed buttons creates a 1m-long blade from one end. A second pair of buttons activates a 25cm dagger instead. Each blade is actually a glowing blue force field shaped into a mathematically perfect edge and point. The base of the hilt holds the power cell. Blades give the wielder a +5 to attack rolls and do 8d6/4 damage. Daggers grant a +10 bonus and cause 3d6/4 points of damage.

Whip, Stun

The stun whip is a 3m-long whip with a small spur at the end of its single tail; a power cell plugs into the handle, alongside the power switch. When activated, the whip creates a low-amperage, high-voltage electric field throughout its wire whip. The chemical power cell in this item is good for 30 minutes or 180 combat turns.

The whip causes 1d2/1 points damage and dazes the target for 75 minutes minus one minute for every point of Fitness (minimum of one minute). While stunned, the victim loses all voluntary muscle and mutation functions. If whipped additional times, the PC is stunned for one additional minute per successful attack, and receives additional damage. The whip can be used without power, causing 1d2/1 points of damage.

Wrapper

When it explodes, the wrapper causes the same effect as the tangler rifle, except that it affects every target within 30 meters of the blast center.



Combat

The Starship Warden is a fierce and violent place. The breadth and variety of life is so great that competition for survival is a genuine challenge. Although the unintelligent animals and plants of this world can be quite dangerous, they are calm waters compared to the hurricane of sentient violence. Few adventurers dare venture beyond their own villages without spear or club firmly in hand, but these homemade weapons all pale before the potent weapons of destruction left behind by the Crew.

In order to keep combat simple and fast-paced, there are a few rule additions in the *Metamorphosis Alpha to Omega* game to the guidelines set up in the System Guide. Damage by weapon type can be found on the Equipment/Weapons Tables on page 64. Whenever there is a hostile encounter between two groups, use the following sequence.

The Combat Sequence

1. Determine advantage.

Each side rolls a Psyche check.

- If the check succeeds, that group is not surprised.
- If the check fails, that group suffers a -5 combat modifier and its opponents gain immediate initiative **and** a +5 combat modifier in the first turn.
- If 95-00 is rolled, that group is surprised and cannot attack on the first turn.
- If both sides fail the check, no one gains the advantage.

2. Declare actions.

3. Determine initiative.

Roll 1d10 and add one-tenth the character's Reflexes attribute to the result. Initiative can be either individual or group. The side with the highest number acts first.

4. Resolve attacks in initiative order.

a. Declare whether targeting a general, non-vital, or vital area.

- *General*: normal attack roll.
- *Non-vital*: half normal attack roll, -2 lethality.
- *Vital*: one-tenth normal attack roll, +3 lethality.

b. Roll the attack.

- *Physical Attack*: Reflexes or Fitness check.

- *Mental Attack*: Psyche check.

c. Roll damage.

d. Check for lethality to see whether the damage is subtracted from the victim's stamina points or body points.

5. Repeat steps 2-4 for each subsequent turn of combat.

Area Effect Weapons

Some weapons blanket an area rather than target an individual. In such cases a single damage roll is made and the results are applied to every individual in the area of effect.

Diving for Cover: All targets in the area can Dive for Cover. The PC picks something within 1 or 2m of his or her current position and tries to duck behind it. If there is no cover available, the PC can "hit the dirt," trying to avoid the effect by lying prone. Diving for Cover is never mandatory: a character can always choose to stand and face the onslaught.

Any PC Diving for Cover automatically loses all combat actions for the remainder of the turn. This means that a PC who lost initiative and is attacked by an area-of-effect weapon can choose to Dive for Cover, but only by sacrificing any attack he or she had planned for later in that turn. If the PC chooses not to Dive for Cover and survives the area effect, he or she can attack normally. A PC who won initiative and has already attacked cannot Dive for Cover in the same turn to avoid return fire.

Diving for Cover is **not** automatically successful. After all, the PC had another activity in mind for the turn and is aborting it to avoid the attack. The PC must make a successful Reflexes check at a -25% penalty to Dive for Cover in time. A failed attempt means the PC ran for cover or fell flat but not in time.

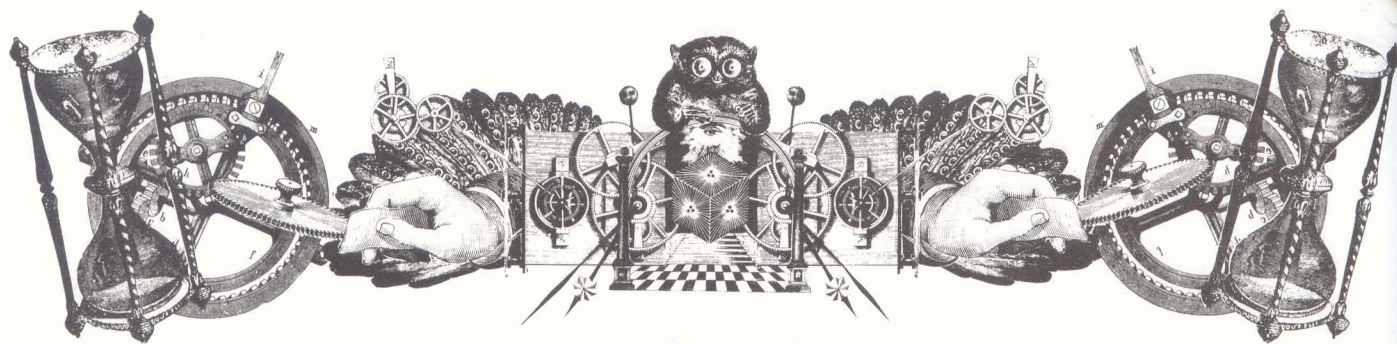
A PC who successfully Dove for Cover takes only half damage from the attack.

Explosives

Many small, high-tech bombs designed for hand-delivery may be found scattered throughout the ship, relics of long-raided armories. All such devices have some sort of safety mechanism, usually a simple button that must be pressed before the bomb can be activated.

These bombs have two distinct types of triggers: impact





and timed. Once armed, an impact bomb explodes when it strikes a hard object, such as a shield or the deck. A timed grenade can be set to explode in 1d10 turns, giving the character time to throw it or to set it in place and retreat.

Damage from an explosion affects everyone within range. There is always a 5% chance that a bomb will not explode due to lack of proper maintenance over the years. This chance increases to 25% in the case of an impact bomb that lands on a soft surface. An unusually brave or foolhardy target may thus attempt to catch a bomb and lob it back whence it came.

Mental Attacks

A mental attack works on similar principles to a physical attack, but instead of attacking through the Reflexes or Fitness attribute, mental attacks use Psyche. Psyche is used to determine the mental attack's chance of success, while Willpower determines its duration.

Mental attacks can cause either stamina or body point damage, just like physical attacks. For game purposes,

there is no difference between damage from a mental attack or a spear thrust: each is equally real to the PC.

Many mental attacks do not damage the victim but have some other, specialized effect—for example, the attack might paralyze or control the target. Unless the mutation's description states otherwise, the special effect is automatic if the attack roll succeeds.

Mental attacks upon robots are a special case. Any artificial intelligence, including androids, is so alien that any mental powers affecting the mind (*confusion*, *empathy*, etc.) have no effect at all. Mental powers that result in physical effects (*pyrokinesis*, *teleport object*, etc.) work normally.

Health Hazards

Some situations that do not involve attacks by creatures are still dangerous to characters, such as disease, famine, poison, and radiation. These types of dangers are called Health Hazards. A Health Hazard is noted for its ability to inflict damage to its victim over a period of time.





Disease: Life-threatening viral and bacterial infections had all but been eliminated from the Earth of the 23rd century, and only benign varieties of these microscopic lifeforms were brought along by the colonists aboard the good ship *Warden*. However, the Crisis provided the perfect conditions for these benign microbes to mutate into newly deadly forms, and disease is once again a common fact of life for all aboard the ship.

A character may become diseased through close contact with another diseased character, through eating or drinking tainted food or water, through injuries, or through breathing tainted air. A Fitness check is allowed to avoid the effects of exposure; if successful, the character remains healthy but may (10%) become a carrier. A failed Fitness check indicates that the character has fallen ill. Onset time can be anywhere between an hour and 1–3 days, depending on the disease.

A character who is diseased has all his or her attribute and skill checks reduced by half and loses half his or her stamina points. After 48 hours, the character is allowed a second (unmodified) Fitness check: success means the disease has run its course, failure that the PC's condition worsens (attribute/skill checks, movement, and stamina/body points at 10% normal). Forty-eight hours after that, the stricken PC is allowed a third Fitness check: success means the character is back on the road to recovery (attributes, etc. return to 50% normal); failure that the unfortunate has succumbed to the malady and died. Barring a relapse (final Fitness check), the character regains full health two days later.

Famine: Characters denied food and water for extended periods lose abilities as a result of the deprivation. Any character who goes more than 24 hours without water suffers a 50% penalty to all attribute and skill checks and loss of half his or her stamina points for each day that passes without water thereafter. A character denied food suffers a 10% penalty to stamina points and attribute/skill checks per day after the first day.

Poisons: There are two basic types of poisons in the *Metamorphosis Alpha* game: paralytic and destructive. Paralytic poisons affect the voluntary muscles, causing no real harm to

the victim; destructive poisons cause physical damage to the tissues. With paralytic poisons, a successful Fitness check means the victim is unaffected. If the check fails, the victim becomes paralyzed and remains that way for 1d4 hours.

Destructive poisons are particularly dangerous because they continue to cause damage for several turns at a cumulative –1 point per turn. Thus, a poison that caused 12 points of damage on the first turn would inflict 11 additional points the next turn, 10 more the turn after that, and so forth. Administering an antitoxin halts further damage but does not restore points already lost.

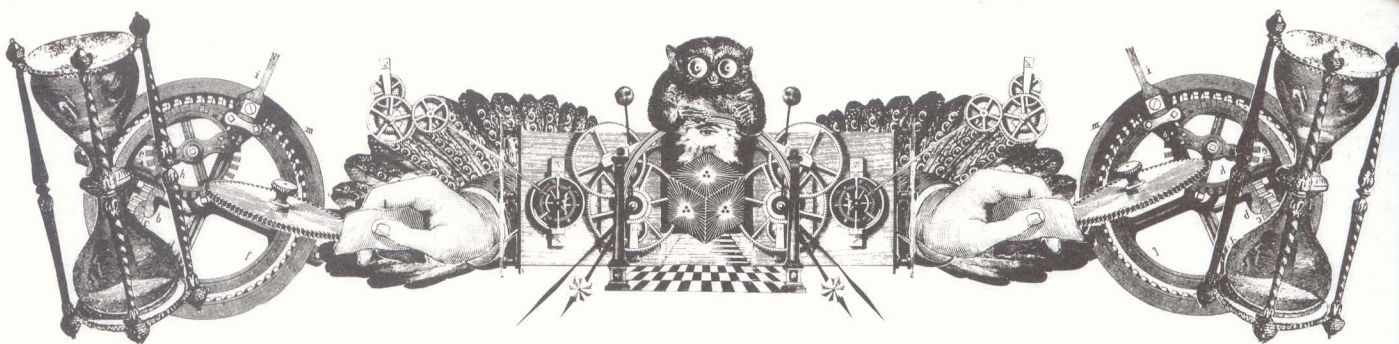
The Gamemaster is encouraged to give the players unique, colorful descriptions of what a poison does to the PC. Two different poisons would have the same game effect (i.e., loss of stamina or body points) but could be described very differently—for example, one might cause a burning pain in the PC's lungs, while another causes bleeding from the ears.

Radiation: Radiation damage is insidious because it slowly builds in intensity and does not immediately manifest itself. One minute after the initial exposure, the victim takes 1 point of damage in the form of a slight burn. Each turn thereafter, the damage increases cumulatively at the rate of 1 point per turn, *even if the victim is no longer exposed to the radiation source*. This crescendo of damage continues until it finally peaks at the maximum damage rolled for that attack.

If the victim is still alive at this point, his or her player must roll a Fitness check to see if a mutation occurred. If the check succeeds, the character takes the damage but does not mutate. If the check fails, the character takes the damage **and** receives one random mutation—mental or physical, beneficial or otherwise. On a critical failure (95–00), the unfortunate victim simply dies, his or her internal organs having mutated into a form that could not support life.

Treatment with antiradiation serum can halt the cumulative damage from exposure to radiation but cannot restore points already lost. Such treatment will, however, automatically cancel the chance that a mutation will occur.





Death and Unconsciousness

As a PC takes damage from attacks, he or she loses stamina or body points. When a character's stamina point total reaches zero, he or she falls unconscious. A character regains consciousness with the restoration of but a single stamina point (usually in 10–60 minutes). If he or she is injured again while unconscious, all further damage must be removed from the body point total. If a character's body points total is ever reduced to zero, that character dies.

Recovering Stamina and Body Points

In the *Metamorphosis Alpha* game, stamina points return at the rate of 1d10 every eight hours (2d10 if the character is doing nothing but sleeping). Body points return at the rate of 1 per week. Various skills, artifacts, and mutations can speed the rate of healing and are accordingly highly prized by all.

Combat Modifiers

A Gamemaster wishing to add more variety to combat may incorporate any or all of the following optional modifiers into his or her campaign. By and large, they reflect the ability of a character to use the situation or terrain to his or her advantage. All of these combat modifiers are cumulative.

Combat Modifiers

Situation

Aimed shot¹
 Attack from above
 Attack from behind
 Attack from below
 Attack from flank
 Attacker blinded²
 Attacker kneeling
 Attacker prone
 Defender dodging³
 Defender kneeling
 Defender prone
 Moving target⁴
 Range, Extreme⁵
 Range, Long⁵
 Range, Medium⁵
 Range, Point-blank⁵
 Range, Short⁵

Attacker Combat Modifier

+15%
 +5%
 +20%
 -5%
 +5%
 -20%
 -10/+5%*
 -20%
 -25%
 +5/-10%*
 +10%
 -10%
 -30%
 -15%
 -5%
 +10%
 —

¹Aimed shots take a full turn, undisturbed, to set up. The next turn the attack is launched and the PC gets the bonus.

²This includes characters striking at invisible targets. It assumes the attacker has some idea of where his or her opponent is from sounds or other clues. It is impossible to deliberately attack a target of which the attacker is not aware.

³The dodging PC is unable to attack that turn. The PC gets the bonus even with loss of initiative.

⁴Targets moving very quickly may apply greater penalties to the attacker. A good rule is -5% for each 10m/turn the target is moving.

⁵The actual values for ranges vary greatly with the weapon being used. Point blank range is usually only a few meters away, while extreme range is the furthest reasonable limit a target could be hit.

*The first number is the hand-to-hand modifier; the second is the ranged combat modifier.





Creatures of the Starship Warden

Creature Statistics

The creatures and monsters of the *Metamorphosis Alpha* to *Omega* universe are wondrous, deadly, and unpredictable. A seemingly innocent plant or animal could be a fierce predator; a fanged and clawed behemoth might be a gentle devotee of culture and etiquette. The following descriptions are only typical statistics: a given individual may differ significantly from these norms.

Attacks: This tells how many times the creature may attack in a single turn and how much damage each attack can inflict.

Tech Level: This is the typical level of technology that these creatures attain. Creatures may, of course, carry artifacts beyond their own tech level, although not all of them will be used for their original purposes.

Mutations: These are the physical, mental, or plant mutations of the creature.

Making Creatures & Monsters

The entries that follow detail only the most common of the many strange, wonderful, and deadly creatures that populate the decks of the *Starship Warden*. Gamemasters are encouraged to add their own creations to the mix, using the same method described in the PC Generation chapter—that is, select the basic genotype, roll dice to generate the average attributes, select the appropriate mutations, and determine the creature's tech level. With the *Metamorphosis Alpha* universe, the possibilities of monsters are as endless as fact and fiction.

The Gamemaster should refer to the random encounter chart for each deck in order to determine the frequency of creatures PCs will meet in their wanderings. Please note that non-mutated varieties of all these creatures still exist alongside their mutated kin, just as pure-strain humans survive alongside altered ones. Gamesmasters and players familiar with the GAMMA WORLD® game will recognize many of the following, but be warned: lifeforms aboard the colony ship often followed different evolutionary paths than their cousins who remained behind on Earth.

Ark

F: 75	L: 10	Ps: 30	C: 35
R: 20	I: 20	W: 50	Po: 40

Stamina Points: 23

Body Points: 25

Attacks: 1: bite 1d6/1 or by weapon type

Tech Level: I

Mutations: *Life leech, phobia—flying creatures, telekinesis.*

These hound-folk stand 3m-high. They hunt in packs of 2–12, specializing in ambushes. Arks typically wear crude leather armor and are rarely without a shield emblazoned with their pack emblem. Arks carry Tech Level I weapons: spears, clubs, and the like. They fear Tech III and IV items and venerate Tech V and VI artifacts as totems. They have an unreasoning fear of flying creatures larger than 1m.

Arn

F: 40

L: 05

Ps: 25

C: 15

R: 70

I: 10

W: 20

Po: 10

Stamina Points: 30

Body Points: 14

Attacks: 1: bite 2d6/3

Tech Level: 0

Mutations: *Direction sense.*

Beautiful and generally inoffensive, these large 1 to 2m mutated dragonflies are solitary hunters who rely primarily on speed to catch their prey. They are wary of attacking dangerous-looking prey and quickly retreat from a losing fight. Arns possess a rudimentary intelligence, and with luck and patience it is possible to tame one. When not hunting, arns usually bask in the sun; their compound eyes make it almost impossible to sneak up on them.

Attercop

F: 30

L: 65

Ps: 35

C: 50

R: 75

I: 60

W: 30

Po: 45

Stamina Points: 37

Body Points: 10

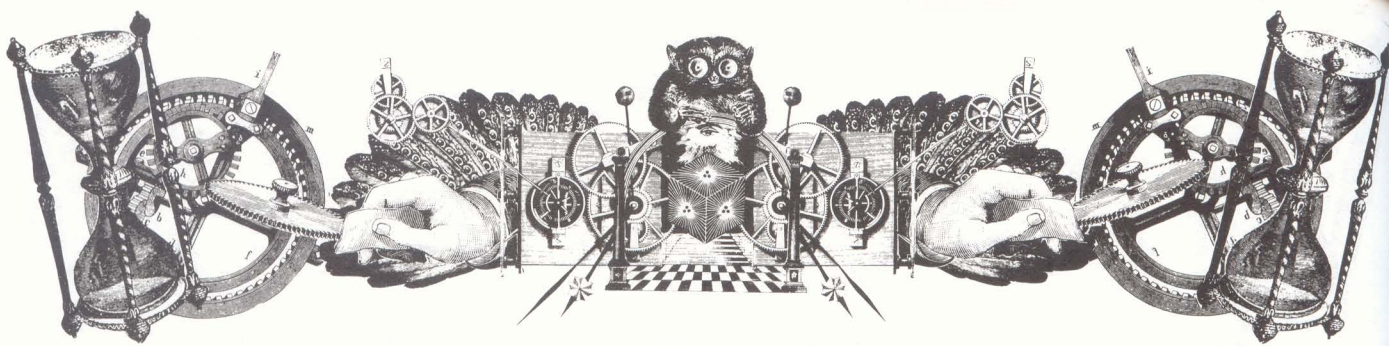
Attacks: 1: bite 1d10/1 or by weapon type

Tech Level: III

Mutations: *Displacement, electrical generation, heightened Intellect attribute.*

These mutated garden spiders, protected from most predators by virtue of being totally inedible (a single





bite of their poisonous flesh inflicts 3d8/8 points of damage), have developed into gentle, inquisitive sages. Completely immune to all mental attacks except illusions, they prefer to use their flame-resistant webs only to shackle prey, which they kill quickly and humanely with their *electrical generation*. Some attercop live in small communities, while others prefer to wander the decks of the *Warden* in search of novelties.

Badder

F: 60 **L:** 25 **Ps:** 15 **C:** 35
R: 90 **I:** 40 **W:** 80 **Po:** 40
Stamina Points: 57 **Body Points:** 20
Attacks: 1: bite 1d6/1 or by weapon type
Tech Level: II
Mutations: *Empathy, night vision.*

These humanoid badgers are feudal in culture and evil in disposition. They supplement their tough hides by wearing armor whenever they can, often draping the skin of their latest kill over it. Their favorite weapons are spiked bludgeons (clubs)—the more spikes the better—and bows with wickedly barbed arrows. In battle, their tactics are simple: to overpower their enemies with the sheer frenzy of their attacks. Badder villages and outposts are always underground earthen-tunnel complexes.

Blight

F: 60 **L:** 30 **Ps:** 50 **C:** 15
R: 80 **I:** 35 **W:** 40 **Po:** 40
Stamina Points: 40 **Body Points:** 20
Attacks: 2: bite 3d6/2 and squeeze 5d6/4
Tech Level: 0
Mutations: *Heightened sense—hearing, heightened sense—smell, photogeneration.*

These winged worms secrete a substance that bends light around their bodies, rendering them invisible and imposing a -20 penalty to attack rolls directed against them. A blight launches its attack by first releasing a blinding flash of intense light to render victims sightless. While its prey struggles with this sudden loss of sight, the blight wraps itself around its victim, constricting and biting until the prey is dead. Despite their ferocity,

blights are intelligent, sophisticated, solitary predators. They do not collect artifacts, disdaining all “nonfood” as unworthy of their attention. Blights are immune to heat, radiation, and sound-based attacks.

Bloomer

F: 30 **L:** 05 **Ps:** 15 **C:** 40
R: 15 **I:** 15 **W:** 35 **Po:** 25
Stamina Points: 17 **Body Points:** 10
Attacks: 1: *spore cloud* 3d4/2
Tech Level: 0
Mutations: *Spore cloud.*

When touched by organic matter, this mutated daisy attacks with a cloud of poisonous spores. If touched by any sort of metal, it reacts by firing an energy-draining bolt that instantly drains all power cells within 5m of half their energy reserves, causing 3d6/3 points damage to organic lifeforms. Bloomers tend to grow in patches of 2–12.

Cal-Then

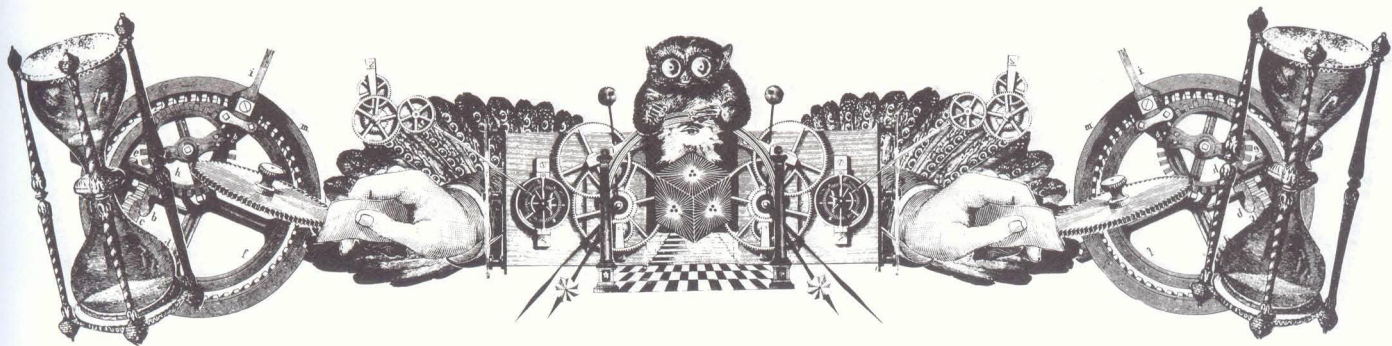
F: 90 **L:** 50 **Ps:** 70 **C:** 15
R: 50 **I:** 65 **W:** 80 **Po:** 50
Stamina Points: 44 **Body Points:** 30
Attacks: 1: bite 6d10/4
Tech Level: 0
Mutations: *Heightened Intellect attribute, heightened Physique attribute, size change—larger.*

These 2.5m predatory insects, also known as Roach Lords, are greatly feared, and rightly so. Able to move stealthily and remain unnoticed, they can cling to any surface, no matter how smooth or greasy, while their antennae search for heat from warm-blooded animals and electrical currents. They fearlessly attack with no regard for their target's size, inflicting frightening damage to anything their dual-jawed mouths can grip. They are immune to heat and cold.

Carrin

F: 70 **L:** 60 **Ps:** 55 **C:** 75
R: 60 **I:** 75 **W:** 65 **Po:** 60
Stamina Points: 42 **Body Points:** 24
Attacks: 1d4: *quills* for 1d6/1 each





Tech Level: II

Mutations: *New body parts—quills, poison, telepathy.*

Sinister and devious, these 3m-tall mutated vultures are Machiavellian plotters who often rule small villages of mutated animals. Their taloned hands can manipulate weapons, but carrins prefer to avoid personal combat, relying instead on others to do their fighting for them. If all else fails, their poisoned *quills* and *telepathy* can combine for a deadly defense. Carrins are rarely without a plan or scheme and frequently have powerful artifacts that they use to defend themselves.

Dart Weed

F: 60 **L:** 05 **Ps:** 10 **C:** 10
R: 30 **I:** 10 **W:** 15 **Po:** 05

Stamina Points: 15 **Body Points:** 20

Attacks: 1–3: seeds per turn 3d6/2 each

Tech Level: 0

Mutations: *Chameleon power, projectile seeds.*

This innocuous-looking thistle uses its chameleon power to remain inconspicuous until an appropriate host for its seeds (i.e., any warm-blooded creature) wanders into range. It can fire its seeds up to 30m; any seed that hits burrows into its host. If not cut out, the seed germinates 3d6 turns later, killing its host. A typical weed has 1–6 seeds at any given time.

Death Moss

F: 35 **L:** 15 **Ps:** 25 **C:** 40
R: 05 **I:** 10 **W:** 30 **Po:** 45

Stamina Points: 12 **Body Points:** 12

Attacks: 1: *allurement* OR *boring tendrils* and *dissolving juices* 2d10/4 per turn

Tech Level: 0

Mutations: *Allurement, dissolving juices, fruit (special).*

Death moss grows in inviting patches of soft, lush green. When stepped on, it releases a fragrance that causes any creature standing on it who fails a Willpower check to succumb to a deep, coma-like sleep. Thousands of tiny boring root tendrils penetrate the flesh of the comatose victim and inject *dissolving juices* to break down the vic-

tim's body. Nevertheless, death moss is highly sought after, because ingesting one of its gray berries doubles the range and intensity of a being's five senses for one hour, after which the senses drop to half-normal for the following hour before returning to normal. The plant produces 1d4 berries with every victim it kills.

Fen

F: 40 **L:** 25 **Ps:** 40 **C:** 25
R: 35 **I:** 30 **W:** 30 **Po:** 20

Stamina Points: 22

Body Points: 14

Attacks: (*normal form*): 1 tail 4d6/2 or by weapon;
(*bird form*): 2 wing buffets 1d6/1 each or 1 bite 2d6/2

Tech Level: I

Mutations: *Gills/lungs, shapechange* (into bird form only), *skin structure change—water dependent* (special).

Fens are intelligent humanoids well-adapted for living on both land and water. They possess fishlike tails, stubby legs, and both lungs and gills. They can remain out of water for as long as 24 hours, after which they lose 1d6 stamina points per hour until submerged. Twice a day fens can *shapechange* into a bird of their own size and weight. They can only use weapons while in their humanoid form, and even then their heavily-webbed fingers make them rather clumsy. Fens are basically friendly and harmless, desiring only to live and let live.

Fleshin

F: 25 **L:** 05 **Ps:** 35 **C:** 10
R: 75 **I:** 10 **W:** 30 **Po:** 05

Stamina Points: 35

Body Points: 9

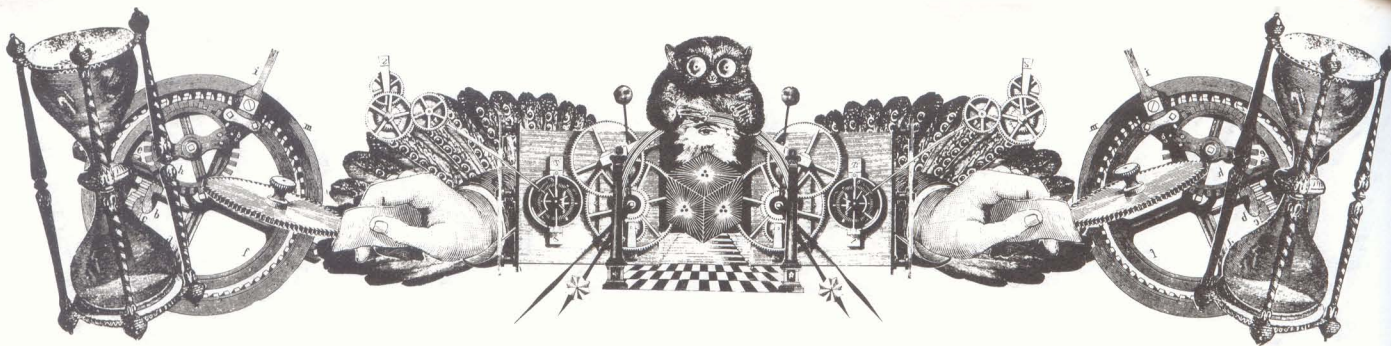
Attacks: 1: bite 2d8/2; poison spines

Tech Level: 0

Mutations: *New body parts—spines, poison, shapechange.*

These 1m fish live in large bodies of water but are able to leap into the air and actually fly, using their broad pectoral fins as wings. However, after 5 turns, they must return to the water or suffocate. Fleshins needing to pursue prey on land *shapechange* into some other mutated animal form capable of breathing air, typically gators.





Flynn

F: 30 **L:** 20 **Ps:** 70 **C:** 60
R: 85 **I:** 45 **W:** 60 **Po:** 70
Stamina Points: 49 **Body Points:** 10

Attacks: 1: by weapon type

Tech Level: I

Mutations: *Allergy—soil (D), heightened vision, new body parts—wings, photogeneration.*

Flynns are a stable strand of winged humans, descendants of crew who retreated to the Stratonome (on Deck One) during the Crisis. They live for flight and have no interest in artifacts or technology, instead devoting their lives entirely to perfecting tricky aerial maneuvers. All flynns are allergic to soil and so avoid contact with the ground. Vegetarians, they eat only unintelligent plants. Flynns occasionally rescue lone characters from attackers by swooping down out of the skies, dazzling the aggressors with a blinding flash of light from their wings, and carrying the would-be victim to safety.

Gator

F: 65 **L:** 05 **Ps:** 75 **C:** 10
R: 35 **I:** 10 **W:** 60 **Po:** 05
Stamina Points: 32 **Body Points:** 22

Attacks: 3: 1 bite 1d8/3 and 2 tentacles OR tail slap 1d10/2 and 2 tentacles.

Tech Level: 0

Mutations: *New body parts—tentacles, poison.*

Gators are dog-sized mutated alligators. They are very territorial and aggressive, attacking any creature invading their territory. Gators have no real combat strategy; they simply rush pell-mell to the attack and continue to fight with every means at their disposal until the trespasser(s) are dead or fled. A gator's two tentacles are coated with a paralytic poison.

Ghost Tree

F: 90 **L:** 75 **Ps:** 80 **C:** 10
R: 60 **I:** 80 **W:** 70 **Po:** 90
Stamina Points: 44 **Body Points:** 30

Attacks: 8: *squeeze vines* 9/1 points each

Tech Level: 0

Mutations: *Death field generation, energy absorption—laser, squeeze vines.*

This tree has stark white bark and pale leaves. Its *vines* lie root-like on the ground, sometimes extending into lakes and ponds as far as 30m away. As soon as something touches one of the *vines*, they immediately leap from their resting place and attempt to entangle their hapless prey. A typical ghost tree has 100+ vines but can only control eight at one time, usually concentrating them on a single target. Any successful attack severs a *vine*, but most victims die from the ghost tree's *death field* long before the tree runs out of vines.

Gren

F: 50 **L:** 30 **Ps:** 80 **C:** 65
R: 45 **I:** 75 **W:** 65 **Po:** 50
Stamina Points: 37 **Body Points:** 17

Attacks: 1: by weapon type

Tech Level: I

Mutations: *Photosynthetic skin.*

Grens look like pure-strain humans except for their dark green skin. Descendants of Crew who sheltered in the ship's forests and jungles during the Crisis, they are nomads who live as hunter-gatherers. Grens have great respect for all living things—human, animal, and plant; mutant or pure-strain. They are careful to live in harmony with their environment and are remarkably adept at training even the most stubborn creatures. Though normally peaceful, grens defend their homes with spears, clubs, and other primitive weapons if necessary. They shun ancient technology, and never wear armor or use equipment above Tech Level I.

Hawkoid

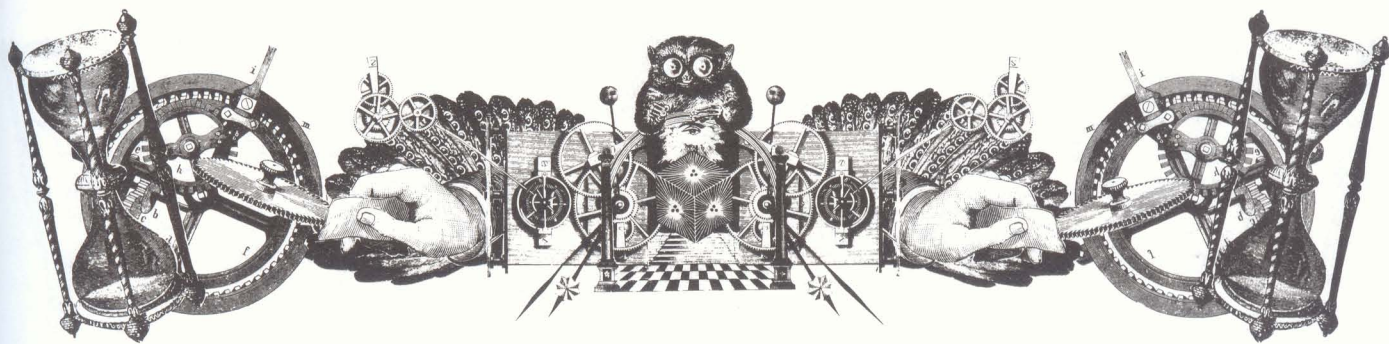
F: 50 **L:** 40 **Ps:** 70 **C:** 20
R: 75 **I:** 50 **W:** 55 **Po:** 25
Stamina Points: 44 **Body Points:** 17

Attacks: 1: bite 1d6/1 or by weapon type

Tech Level: I

Mutations: *Duality, fear generation, force field generation, levitation.*





Hawkoids are aggressive hunters who view all other warm-blooded lifeforms as food. Hawkoids attack by swooping silently down upon their prey, attempting to get in one surprise attack. After that, they usually stay in melee range of a chosen victim, fighting until that target is dead. Though largely fearless, they are not stupid, and retreat if their lives are threatened. Hawkoids generally save their *force fields* to protect themselves should they decide to retreat with any victims they have slain.

Hisser

F: 70 **L:** 40 **Ps:** 60 **C:** 35
R: 65 **I:** 50 **W:** 50 **Po:** 40

Stamina Points: 39 **Body Points:** 24

Attacks: 2: bite 1d6/2 or by weapon type

Tech Level: II

Mutations: *Energy reflection—lasers, mass mind, new body parts—arms, sonic blast, telepathy.*

The snake-folk often inspire fear in others. Although they only rise to human-height, this conceals their great Fitness and 3m size. Most hissers fight with clubs, *sonic blasts*, and mental powers, although 20% of any group may have artifacts useful in combat and know how to use them (50% chance). Hissers seldom attack alone and are never uncoordinated. They use their *telepathy* to execute precise maneuvers on the battlefield.

Hoop

F: 35 **L:** 20 **Ps:** 25 **C:** 20
R: 40 **I:** 30 **W:** 40 **Po:** 30

Stamina Points: 27 **Body Points:** 12

Attacks: 1: by weapon type

Tech Level: II

Mutations: *Heightened speed, mass mind, telepathy.*

These giant rabbits regularly patrol their home area to discourage hostile intruders. Hoops love weapons of all types, and try to gather as many artifacts as they can to "maintain combat superiority." They can leap 10m and in combat often jump over their opponents, striking at them in mid-air. Success wins hoop warriors great status in their fellows' eyes and enables them to use their peculiar ability to alter the molecular bonding of any metal item they

touch so that it becomes rubbery and malleable (and useless). Once their opponents have been discomforted in this manner, the hoops enter melee in earnest.

Horl Choo

F: 55 **L:** 25 **Ps:** 55 **C:** 10
R: 15 **I:** 35 **W:** 45 **Po:** 05

Stamina Points: 20

Body Points: 19

Attacks: 1d4: *quills* 1d4/2 each

Tech Level: 0

Mutations: *Dissolving juices, new body parts—quills, poison.*

The horl choo, or porcupine plant, is ambulatory but slow, preferring to wait motionless for its prey to come within range of its 1m-long quills. It attacks by firing its quills (range 30m). Each quill is coated with a paralytic poison. In addition, the barbed quills remain attached to the horl choo by a thin, tough vine, enabling the plant to reel in its victims and impale them on an additional 2d6 quills. Horl choos do not attack other plants.

Houyhnhnm

F: 30 **L:** 40 **Ps:** 80 **C:** 50
R: 40 **I:** 50 **W:** 75 **Po:** 70

Stamina Points: 39

Body Points: 10

Attacks: 1: *mental blast* 8d6/2

Tech Level: III

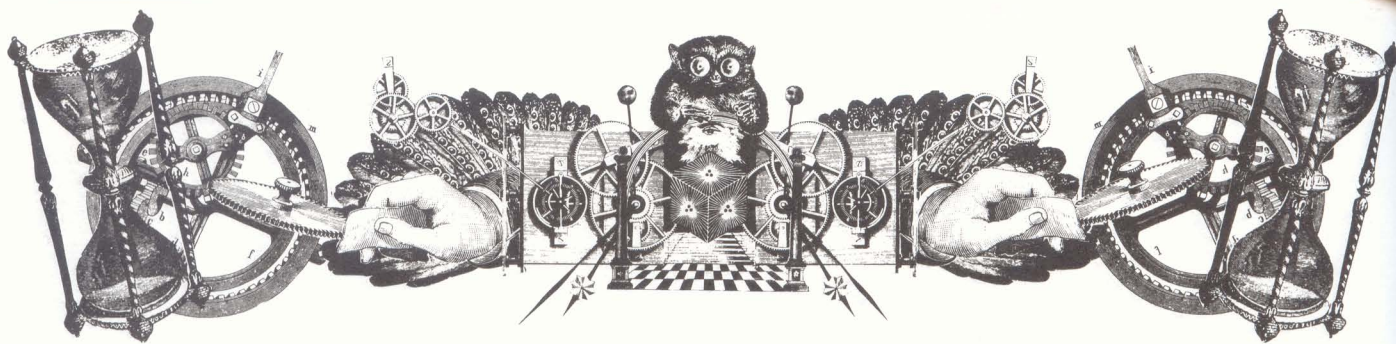
Mutations: *Devolution, illusion generation, mental blast, mental paralysis, telepathy.*

The houyhnhnm (pronounced *whinum*) are a race of intelligent horses, physically identical to their unmutated ancestors but mentally far superior. Lacking any sort of opposable digits, they rely upon their human servants, or "fetches," to provide them with the comforts and necessities of life. Since the humans of their deck are devolutionary, houyhnhnms are apt to assume any other human they meet is similarly primitive. Despite their snobbery, they are cultured and highly civilized.

Jawed Plant

F: 80 **L:** 20 **Ps:** 20 **C:** 30
R: 45 **I:** 20 **W:** 30 **Po:** 65





Stamina Points: 25

Body Points: 27

Attacks: 6: jaws 1d6+8/3 each

Tech Level: I

Mutations: *Allurement, carnivorous jaws, finger vines, universal digestion.*

Descended from the tiny venus flytrap, this terror can grow to as large as 10m across. Feared and respected by all, it can attack six targets at a time with its great maws. In addition, the plant is intelligent, and its *finger vines* are capable of using artifact weapons. Ambulatory but slow, it prefers its prey to come to it; survivors of its attacks agree that the best defense against it is to run away, very fast.

Jeget

F: 35

L: 10

Ps: 75

C: 15

R: 60

I: 25

W: 60

Po: 10

Stamina Points: 40

Body Points: 12

Attacks: 3: 2 claws 1d4/2 and 1 bite 1d6/3

Tech Level: I

Mutations: *Density control—others, fear generation, intuition, phobia—sentient plants (D), telepathy.*

Jegets are mutated jungle cats equally at home in trees or on open plains. Jegets prefer to travel on all fours and rarely wear clothing or carry objects or tools that might slow them down. Jegets run away from combats they do not think they can win; otherwise, they use their *density control* mutation to reduce dangerous foes to prey-sized bites and *fear generation* to prevent their opponents from coordinating a defense. Their *telepathy* and *intuition* mean these skilled stalkers are rarely, if ever, surprised.

Kai Lin

F: 60

L: 20

Ps: 35

C: 05

R: 35

I: 25

W: 30

Po: 05

Stamina Points: 21

Body Points: 20

Attacks: 3: 1 bite 1d6/1 and 2 claws 1d6/2

Tech Level: 0

Mutations: *Attraction odor (D), dissolving juices, electrical generation, immunity—radiation, radiating eyes.*

Despite their resemblance to strange lizards, kai lin are in fact mobile plants. They move via two strong, leglike stalks

that end in clawlike thorns, dragging their tail-like roots behind them. Their green, scaly bark offers them complete immunity to radiation but loses this property once the plant dies. Kai lin are carrion-eaters and only hunt live prey if no suitable decayed matter can be found, using their *electrical generation*, claws, and bite to create corpses.

Katkin

F: 25

L: 35

Ps: 45

C: 50

R: 50

I: 30

W: 50

Po: 35

Stamina Points: 33

Body Points: 9

Attacks: 3: 2 claws 1d6/1 and 1 bite 1d6/2 OR by weapon type

Tech Level: II

Mutations: *Heightened balance, heightened speed, sound imitation, thought imitation.*

Katkins strongly resemble their common house cat ancestors, except they are somewhat larger, able to walk erect at need, and have manipulative forepaws allowing them to use tools and weapons. They are very clever at finding uses for artifacts, although not always the ones their creators intended. In combat katkins typically rely on darts, throwing spears, and small bows for ambushes and their own natural weaponry for direct melee. Katkins are mortal foes of squeekers and arks but friendly (if condescending) to pure-strain humans.

Kreel Torrn

F: 30

L: 30

Ps: 30

C: 25

R: 35

I: 15

W: 15

Po: 20

Stamina Points: 17

Body Points: 10

Attacks: 3: 2 claws 3d6/3 and 1 bite 5d6/5 OR by weapon type

Tech Level: 0

Mutations: *Chameleon power, empathy, ultravision.*

Kreel torrn are 1.2m bipedal grasshoppers with manipulative forelimbs. They can leap up to 30m in any direction every other turn. Their favorite tactic is to lie in ambush, using their *chameleon power* to conceal themselves. When the quarry is in position, they leap from cover, surrounding their prey and overwhelming any opposition.





Land Shark

F: 90 L: 05 Ps: 50 C: 15
 R: 75 I: 10 W: 40 Po: 70
 Stamina Points: 39 Body Points: 30

Attacks: 1: bite 9d6/4

Tech Level: 0

Mutations: Heightened sense—hearing, heightened sense—touch, telekinesis.

The land shark is a voracious predator that does not hesitate to attack anything it encounters. It passes so effortlessly through soil that it seems to swim through it. It senses any sound or motion on the ground within 60m and silently burrows towards it. Often attacking by surprise, it lunges out of the earth, delivers its deadly bite attack, then dives back underground. It attacks every other turn and always from a different direction. A fleet-footed human can usually outrun it on the surface—assuming, of course, he or she runs in the right direction.

Mirror Oak

F: 80 L: 05 Ps: 60 C: 10
 R: 05 I: 20 W: 90 Po: 70

Stamina Points: 32

Body Points: 27

Attacks: molecular disruption 6d8/8

Tech Level: 0

Mutations: Energy reflection, molecular disruption.

Resembling a normal oak tree in all respects, this mutant plant is able to reflect any type of energy—heat, light, electrical, or radiation—cast at it with 100% efficiency. It prefers to be left alone, and reserves its *molecular disruption* for particularly persistent pests. The tree's branches are often a home for many small forest creatures, who find it a haven from the ship's many predators.

Mushroom Hunter

F: 05 L: 05 Ps: 75 C: 05
 R: 25 I: 10 W: 05 Po: 05
 Stamina Points: 10 Body Points: 2

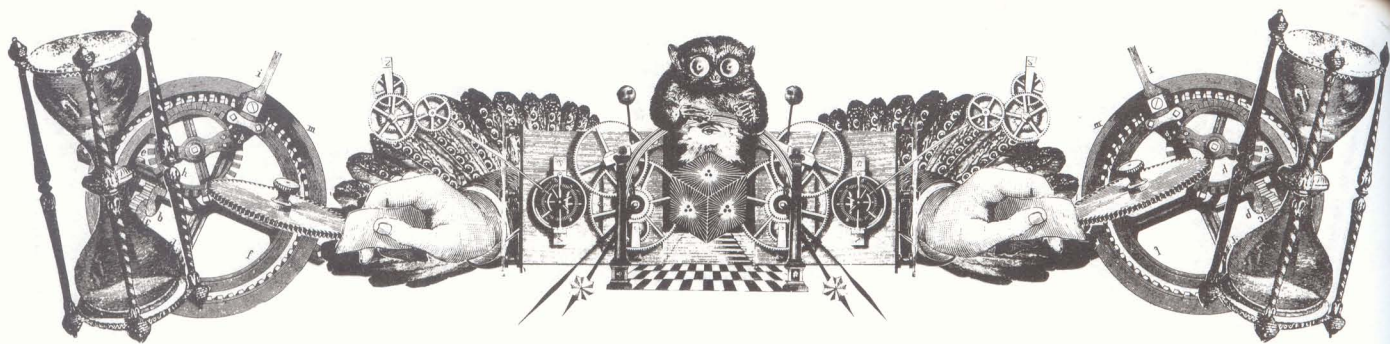
Attacks: 1: spear (1 stamina point)

Tech Level: I

Mutations: Energy absorption, symbiotic attachment.

These bizarre creatures resemble 4cm-tall spear-wielding mushrooms. Legless, they move by hopping. They attack





in groups of 20–100, usually concentrating their attack on a single victim. Any hunter who succeeds in scratching its target with its spear presses itself against the wound and is absorbed into the victim's blood. Within 48 hours, the victim's skin becomes covered with a thin layer of fungus, inflicting a –50 penalty to the victim's Charm. The fungus and its host are now in *symbiotic* harmony, with the second skin adding its stamina points to the host's total, along with its random *energy absorption*. The fungus generally leaves the host's mind in control, exerting itself only to remove the host body from danger. Should the host be slain, the body sprouts 2d100 new hunters within 24 hours. Because the hunters are so incredibly slow-moving, they often attack sleeping victims.

Obb

F: 55 **L:** 30 **Ps:** 60 **C:** 25
R: 55 **I:** 35 **W:** 50 **Po:** 20
Stamina Points: 35 **Body Points:** 19
Attacks: 4: 3 claws 2d6/2 and *radiating eye*
Tech Level: 0
Mutations: *Immunity—mental attacks, immunity—radiation, radiating eye, telekinetic flight.*

The obb is a flying fungoid carnivore that attacks with three powerful claws and a blast of radiation from its single great, dark eye. The obb is an exceedingly dangerous enemy, fast and maneuverable. It often begins an attack with a silent strafing run and blast with its *radiating eye*, following up with a series of swooping attacks, returning every other round from a different direction to claw at its opponents. Spores planted in the remains of its kills grow into 1d6 young obbs within 24 hours. These clutches remain together for the rest of their lives. Obbs possess an alien intelligence unfathomable to plant and animal alike.

Orlen

F: 55 **L:** 50 **Ps:** 75 **C:** 55
R: 55 **I:** 80 **W:** 60 **Po:** 45
Stamina Points: 39 **Body Points:** 19
Attacks: 2: by weapon type
Tech Level: III
Mutations: *Dual brain, multiple limbs, telekinesis telepathy, will force, plus two additional mental mutations.*

Orlens are tall, two-headed humanoids with four arms. Peaceful by nature, they are exceptionally intelligent and collect artifacts of all sorts. Orlens prefer not to resolve problems by combat, but their size, strength, and armament ensure they will not be caught unprepared when trouble comes looking for them. All orlens have a dual name, one for the left head and one for the right, such as Jane-Jan, Tim-Tom, and Seamus-Sean.

Parn

F: 90 **L:** 20 **Ps:** 20 **C:** 10
R: 55 **I:** 25 **W:** 25 **Po:** 40
Stamina Points: 27 **Body Points:** 30
Attacks: 2 antennae 3d6/3 or 4 *quills* 1d4/2
Tech Level: 0
Mutations: *New body parts—quills, new body parts—special.*

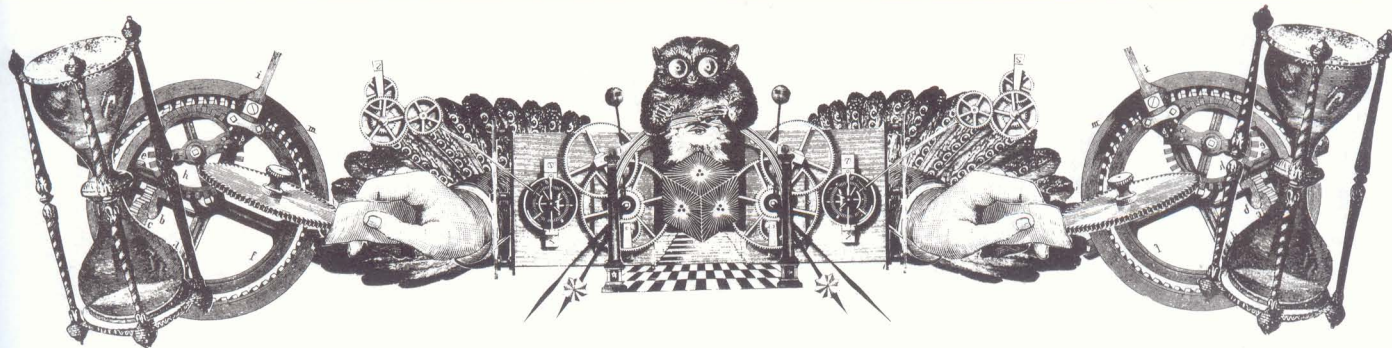
The parn, or sword beetle, is a persistent, wily foe. It often initiates combat by rearing up and flinging *quills* from its front and middle legs (the *quills* are coated with a mild irritant which stings but is not poisonous). The parn then charges its discomfited opponents, slashing with the sharp-edged antennae that give it its nickname. Sword beetles are usually solitary, although two or three will sometimes form a partnership to better entrap prey.

Podog

F: 90 **L:** 40 **Ps:** 25 **C:** 25
R: 55 **I:** 50 **W:** 30 **Po:** 60
Stamina Points: 29 **Body Points:** 30
Attacks: 2: bowl over 4d6/5 and bite 2d10/3
Tech Level: 0
Mutations: *Dual brain* (1% chance), *sound imitation*. A podog with a *dual brain* gains two mental mutations.

The podog is a 2.5m mutated mastiff that hunts in packs of as many as a dozen. In combat, they charge to the attack, often bowling over smaller opponents. They follow this up with a powerful bite directed at their victim's throat. Podogs are very intelligent creatures with a rich oral pack tradition who disdain the use of tools. They bay as they attack and can exactly imitate the cries or sounds of their opponents.





Note that this includes *sonic blasts* and other sound-based attacks, to which they are immune.

Rancher

F: 40 L: 20 Ps: 30 C: 60
R: 50 I: 30 W: 10 Po: 40

Stamina Points: 20 **Body Points:** 14

Attacks: 1: trample 4d6/2 or by weapon type

Tech Level: II

Mutations: *Achilles heel (D), displacement, intuition, new body part (varies).*

Ranchers are descendants of the animal handlers who once cared for the livestock on Deck Five. Severely mutated after the Crisis, they slowly came to resemble the animals in their charge. Today they look somewhat like an odd cross between cowboys and the mythic centaurs of old Earth legend. They are always armed with their favorite weapon, a slug thrower designed to look like an antique six-shooter; these weapons shoot rubber bullets designed to stun, rather than slay, their targets. No rancher will ever leave Deck Five unless it is in pursuit of a lost or stolen charge.

Rustler

F: 80 L: 25 Ps: 30 C: 10
R: 60 I: 30 W: 70 Po: 50

Stamina Points: 42 **Body Points:** 27

Attacks: 1: horns 1d10/3 or by weapon type

Tech Level: II

Mutations: *Allergy—mushrooms (D), bipedal/ quadruped, chameleon power, fear generation, hands of power.*

Standing upright at 3m, these nomadic humanoids bulls are the bane of Deck Five. A rustler's horns are deadly weapons—wide, thick, and extremely sharp. Their front hooves have evolved into two-digit, semi-manipulative hands. They are omnivorous, with teeth that have developed into formidable crushing machines, and prefer meat over vegetation.

In addition to their natural weaponry, rustlers usually carry a huge two-handed spear and a large throwing net or, if available, a tangler. Rustlers gain status with their peers according to the number of slaves each owns, leading them to attack and attempt to enslave most creatures that they meet.

Seroon Lou

F: 75 L: 05 Ps: 15 C: 70
R: 75 I: 10 W: 10 Po: 60

Stamina Points: 29

Body Points: 25

Attacks: 5: branches 2d6/2 or by weapon type

Tech Level: 0

Mutations: *Allurement, carapace, squeeze vines.*

The seroon lou, or haunted fruit tree, grows in abandoned farmlands, often reaching a height of 30m. It exudes a sweet-smelling aroma of apples to lure animal prey within reach of its 20m branches. A seroon lou attacks by grasping heavy, blunt objects in its flexible branches and bashing opponents with them. Up to five branches can attack a single foe. If suitable bludgeons are unavailable, a branch can grab a victim and squeeze for 2d6/2 points per turn.

Skeeter

F: 30 L: 10 Ps: 10 C: 05
R: 55 I: 15 W: 05 Po: 10

Stamina Points: 20

Body Points: 10

Attacks: 1: feeding tube 1d6/2 or 2d6/1

Tech Level: 0

Mutations: *Chameleon power, heightened speed, intuition, poison.*

These 1.5m flightless mosquitos hunt in small swarms of 1–10. They use their *chameleon power* to remain undetected until prey wanders within range and then scurry to close with it. Skeeters attack with a 2m feeding tube that causes 1d6 points of damage as it punctures the skin, injecting a fast-acting paralytic poison. If the victim succumbs to the poison, the skeeter stops to feed for 1d4 turns, inflicting 2d6 points blood loss each turn.

Squeeker

F: 30 L: 45 Ps: 35 C: 20
R: 25 I: 40 W: 45 Po: 20

Stamina Points: 24

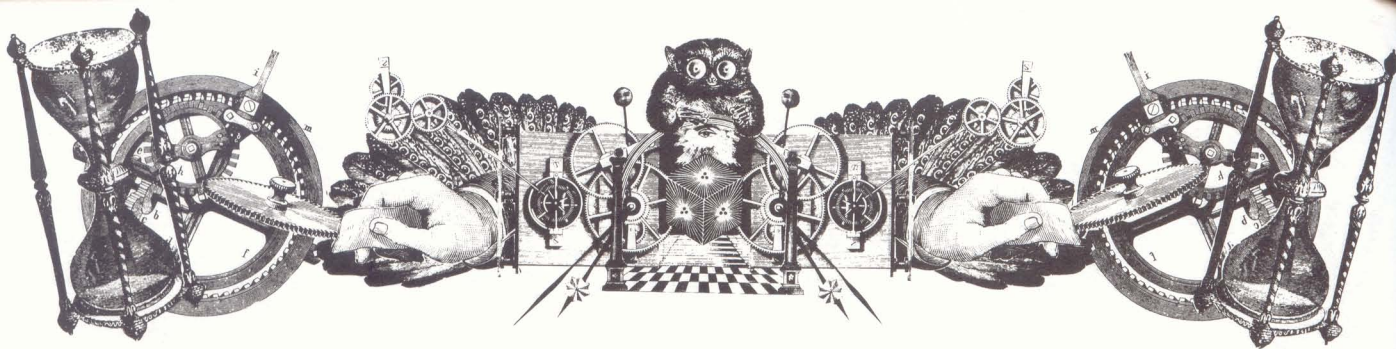
Body Points: 10

Attacks: 3: 2 claws 1d3/2 and 1 bite 1d6/2

Tech Level: III

Mutations: *Bodily control, direction sense, phobia—open spaces, sonic blast, will force.*





Squeekers are very adaptable and can be found in almost any environment. They live in packs of up to 100 and often establish themselves in abandoned Crew quarters or deserted cities. Squeekers honor the long-dead Crew and believe themselves to be their rightful heirs; they consider present-day pure-strain humans a dying breed, quaint relics of the past. Squeekers have adaptable paws that enable them to manipulate weapons and artifacts with ease.

Sword Bush

F: 35 **L:** 30 **Ps:** 20 **C:** 35
R: 55 **I:** 25 **W:** 35 **Po:** 35
Stamina Points: 30 **Body Points:** 12

Attacks: 1d4: sword-fronds 3d6/2 each

Tech Level: II.

Mutations: Force field generation, heightened speed, photodependent (D), razor-edged leaves, teleportation.

This fern has developed 12 metallic leaves that it uses to defend itself. Sword bushes are curious and adventurous, roaming from deck to deck in search of new challenges, entering melee more for the thrill of combat than any desire to destroy the enemy. Their agility and potent mutations make them dangerous foes and staunch allies.

Tangler

F: 70 **L:** 15 **Ps:** 60 **C:** 20
R: 35 **I:** 20 **W:** 50 **Po:** 05
Stamina Points: 29 **Body Points:** 24

Attacks: 2d6: vines 1d4/1 each

Tech Level: 0

Mutations: Allurement, new body parts—thorns, poison, squeeze vines.

This carnivorous plant grows in clusters so dense and entangled that it is difficult to determine where one plant stops and another begins. When a tangler senses motion, its vines lash out like barbed whips around the victim, entangling its prey. Its thorns secrete a paralytic poison, while the vines squeeze for 1d4 points of damage per turn

after grasping a target. The vines have 6 body points and can be cut if specifically targeted. If a tangler loses three vines, it ceases attacking and waits for more docile prey.

Terl

F: 90 **L:** 05 **Ps:** 70 **C:** 10
R: 65 **I:** 10 **W:** 55 **Po:** 40

Stamina Points: 40 **Body Points:** 30

Attacks: 1: bite 2d10/5

Tech Level: 0

Mutations: Cryokinesis, immunity—heat/laser, new body parts—gills/lungs, sonic blast, telekinetic flight.

These flying barracudas are equally adept at swimming or flying and can breathe in either air or water. A terl's brightly-colored feathers contain special reflective cells, which work on roughly the same principles as solar reflectors, making the terl immune to the effects of heat and laser attacks. The feathers can be woven into protective cloaks that remain effective for 1d6 months. Terls are extremely aggressive; on rare occasions, swarms will depopulate large areas.

Thrash Reed

F: 60 **L:** 05 **Ps:** 05 **C:** 05
R: 05 **I:** 05 **W:** 05 **Po:** 05

Stamina Points: 4 **Body Points:** 20

Attacks: 1d6: leaves 1d4/1 each

Tech Level: 0

Mutations: Razor-edged leaves.

These bamboolike stalks are able to grow on almost any metallic surface (including robots!); only structures made of duralloy, like the ship's exterior hull, main doors, and barriers between deck, can resist their acidic roots. When touched, the plants thrash about, inflicting 1–6 cuts on anyone nearby. Thrash reeds grow in dense groves and require warm, moist, bright surroundings to thrive; they are found almost exclusively in the ship's engine room, although a few stray patches exist elsewhere.





The Robotic Opponent

Robots and Androids

Robots and androids were common before the Crisis, and many still survive—some still carrying out their original functions, others diverging far from it due to the scrambling of their core programs by radiation and other damage.

Robots were never considered all-purpose machines but were instead always constructed to perform specific tasks. Thus the level of intelligence, built-in equipment, speaking ability (if any), and even shape are all dictated by function. If the Gamemaster wishes to add his or her own designs to the standard types detailed in this chapter, he or she should take pains to avoid incongruities (e.g., a farming robot would not be likely to carry laser weapons).

Androids are a special case, as they were built to be flexible and more adaptable than robots or even most computers. While this gave them considerable freedom in interpreting and applying orders, it also created a tendency to hesitate when faced with too many options; some androids have even been known to go catatonic from sheer indecision. In rare cases androids have developed free will.

Robot Intelligence

Robots were only made as smart as they needed to be for their function. As a rule, they tend to know a lot about their assigned task and very little about anything else. A robot tends to ignore references to things outside of its basic function; if they force themselves upon its attention it will interpret them in terms it understands (thus a sentient plant might be classified as a weed by a gardening robot, with possibly fatal results). Only those robots that needed to deal with people on a regular basis rose above interpretive Learning.

A robot's Learning measures its reasoning ability. Its Learning is doubled (90 maximum) for problems dealing strictly with its main function and halved (10 minimum) for problems dealing with emotions, interpersonal relations, morals, or ethics.

Learning

01–12
13–24
25–36
37–48
49–60
61–72
73–90

Robot Intelligence Rating

Literal
Interpretive
Analytical
Deductive
Rational
Personality
Creative

Manipulators

Most, but not all, robots have one of the following types of manipulators. Other types are possible; these are only the most common.

Hand/Claw is a physical arm with multiple joints that ends in fingerlike digits. The tips of the digits can be soft pads, sharp points, or whatever is needed by the robot to fulfill its function. The arm can be up to 8m long.

Tractor Beam: The robot is able to invisibly manipulate objects at a distance. This is ideal for handling dangerous materials. A tractor beam can be disrupted if it takes 15 points of damage in a single turn; once disrupted, it takes 1d10 turns to reactivate.

Tentacle: The average tentacle is 4m in length, although some are 12m or more. The tip of the tentacle is usually thin, allowing it to coil around objects.

Locomotion

Most robots move using one or more of the six basic modes detailed below; each has advantages and disadvantages. A robot's usual patrolling speed is equal to half its Fitness. When greater haste is needed, it increases to a speed equal to its Fitness. When giving chase, it can reach a maximum speed equal to twice its Fitness score.

Antigrav is the ultimate in robot locomotion. The robot can hover in place, levitate to any height, and (patrol speed only) negotiate any turn or narrow space. It can also fly (maximum speed only).

Flight is rarely found as the only mode of transportation since a flying robot needs to maintain a minimum speed of 10m/turn to stay aloft. It cannot make sharp turns or fit into narrow places, but it is very, very fast.

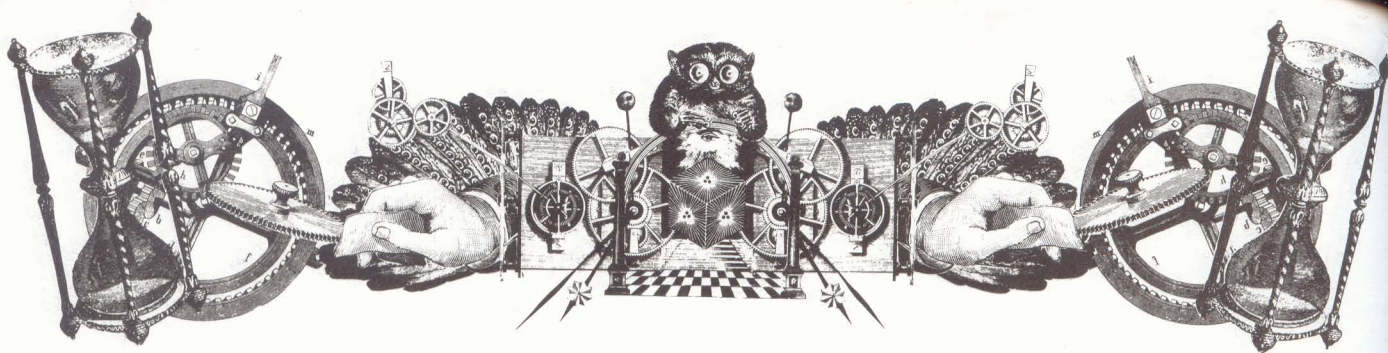
Legs is best suited to varying terrain and small, tight places. The robot can have any number of legs, not just two. Extra legs provide stability and make it easier to negotiate difficult terrain.

Submersible: All submersible robots are watertight. Most move via a simple jet propulsion system.

Tracks offer a compromise between the speed of wheels and the maneuverability of legs. The robot negotiates rough terrain that does not have slopes greater than 60° or sheer obstacles no taller than the robot's tracks are long (usually one-fourth its height). Rough terrain does not slow down a tracked robot.

Wheels have the advantage of speed and are ideal for





flat, relatively smooth, terrain. It is possible for a robot to have any number of wheels (robots with but a single wheel have an internal gyroscope for balance). Wheeled robots can't climb stairs. They can ride over some rough terrain and negotiate slopes of 45° or less, but such obstacles reduce their speed by half.

Communications & Sensors

All robots are able to understand verbal instructions, and many can speak as well. They also have normal vision cameras and an internal thermometer. The following sensors and communications equipment are also standard equipment in many robots.

Air Analyzer: This gives the robot the sense of smell. It can analyze the air for traces of chemicals or organic material. The robot can identify and track creatures in this manner.

IR Cameras: The robot can see heat sources up to 500m away. People and animals emit sufficient heat to be detected, but plants do not.

Life Force Detector: When equipped with a life force detector, the robot can sense the bioelectric field emitted by life forms. The robot can detect living creatures up to 200m away. Plants cannot be detected.

Radar: The robot can use radar waves to detect the position, size, movement, and density of objects within 2km. However, it can only get a vague sense of any given object's shape.

Radio: One of the most common additions to robots, radio allows communication with a remote station from anywhere on a deck. Some robots have radios strong enough to send and receive messages from anywhere aboard the ship.

Telescope: Some robots are equipped with telescopes. Typical magnifications are x5, x10, and x50, but greater magnifications are also available.

Additional Equipment

Beyond the standard equipment listed above, robots can have any amount of additional built-in equipment. Each of the standard robot types described in this chapter includes a list of additional gear usually found in a robot of that type. The Gamemaster can easily customize robots for his or her own campaign by substituting other items from the Artifacts chapter for various pieces of standard

equipment. However, he or she should take care that any given robot's equipment is reasonable, given its function—for example, a gardening robot might have a built-in vibroblade for pruning tree limbs.

Body Points and Repair

Robots do not have stamina points, only body points; thus any attack made against a robot that would normally result in stamina damage simply glances off harmlessly. A robot's Fitness equals twice its body point total. Unless stated otherwise in the following descriptions, a robot's body is made primarily from duralloy and will (50% chance) reflect and disperse any energy beam directed against it.

Unlike organic lifeforms, a damaged robot does not heal. A few robots contain self-repair circuitry, but usually a damaged robot reports to the nearest robotics factory for repairs.

Access Cards

Since the Crisis, human control of robots has lapsed in all but a very few areas of the ship (e.g., Citydome 1). The computer assumed direct control of all surviving robots after the slaughter of the Command Crew and assigned them specific tasks. Some it controls directly, most indirectly through supervisory borgs or localized computers. However, not all robots aboard the ship responded to the computer's orders, due to radiation damage they suffered during the Crisis.

Robots with damaged or corrupted programming are called rogues. Rogues are one of the most dangerous hazards on the *Warden*. A rogue robot will usually attempt to carry out its original programming, but because of the damage it has suffered it will act illogically and interpret its programming in bizarre ways.

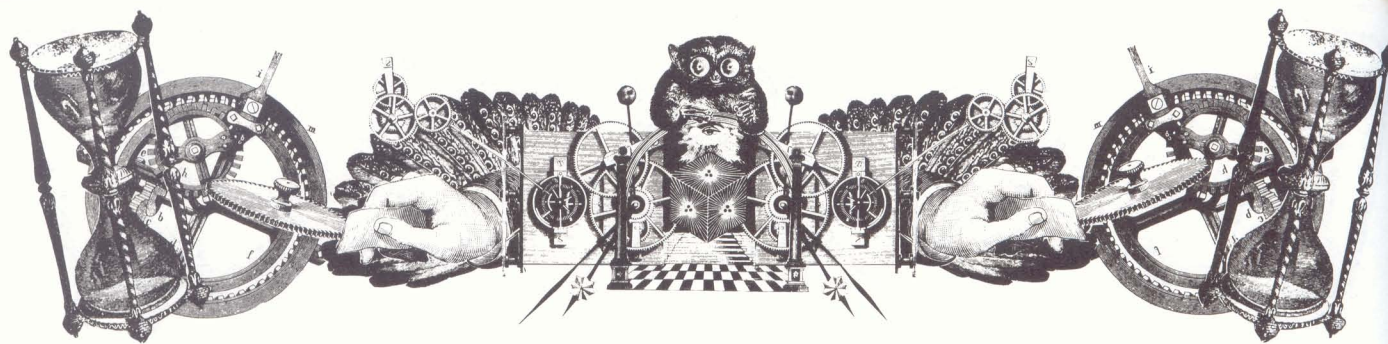
Player characters attempting to gain control of a robot must insert an access card into a slot in the robot; the location of the slot and the type of access card needed will vary depending on the tasks the robot was designed to perform. Once manual control is established, the robot will obey new orders, so long as they do not directly go against core programs. If ordered to do something that directly contracts its core programming, the robot shuts itself down as built-in failsafes go into effect.





Robot Type	# of Attacks	Damage	Force Field	Body Points	Intelligence	Size
Android	2	By weapon type	—	20	Personality	2-4m
Cargo Transport, Large	5	4 tentacles 1d6/1 Tractor beam 1d6/1	—	35	Literal	12x24x6m
Cargo Transport, Small	3	2 tentacles 1d6/1 Tractor beam 1d6/1	—	18	Literal	6x12x2m
Defense Borg	3	2 tentacles 2d8/6 2 tractor beams 2d6/6 3x5 laser batteries 20d6/7 3 bombs	25	45	Analytical	6m
Disaster Robot	2	Hand 1d6/3 Tentacle 2d6+6/3 IR laser 3d6/3 Vibroblade saw 4d8+6/4	5	30	Analytical	4m
Ecobot	2	Hand 1d6+4/2 Stun gun rifle Vibroblade saw 4d8/4	—	20	Literal	4m
Engineering Bot, Heavy	4	4 tentacles 2d6+8/5 Tools, various	—	40	Literal	36m
Engineering Bot, Light	4	4 tentacles 1d8+8/3 Tools, various	—	30	Literal	24m
Household Robot	2	Hand 1d6/1 By weapon type	—	10	Interpretive	4m
Industrial Robot	1	Claw 1d8/6 Tentacle 2d6+8/5	—	30	Literal	8m
Medbot	1	Scalpel 1d6/5	5	15	Rational	4m
Security Robot	2	Hand 1d6/3 Needler (paralytic) Stun gun rifle Numerous other weapons	—	35	Interpretive	4m
Security Robot, Heavy	2	Hand 1d6/6 UV laser 3d8/4 Mark XII blaster 8d10/6 Stun gun rifle Bombs	25	40	Deductive	5m
Sentry	—	—	—	5	Analytical	1m
Stalker	5	Jaws 8d6/7 2 stun gun rifles 2 VL laser rifles 4d6/4	100	35	Creative	6m
Supervisory Borg	2	By weapon type	25	25	Creative	4m
Surger	—	—	—	5	Deductive	1m
Tutor	1	Electric shock 1d6/1	—	12	Creative	1m sphere
Valet Robot	2	Hand 1d6/1 Stun gun pistol Sonic emitter 3d6/2	—	6	Analytical	4m
Veterinary Robot	2	Darts (paralytic) Hand 1d6/1	—	20	Rational	8m
Warbot	2	2 maser rifles 4d10/5 Fission cannon 3d8/3 Bombs	50	45	Analytical	6m





Android

An android is an artificial person—a mechanical, non-living entity designed to fulfil a multitude of tasks and responsibilities. It is programmed to obey the access card of its owner and can be programmed to obey others as well. Occasionally free-willed androids are encountered, but they are very rare. Androids usually served as assistants or companions, and thus were programmed not to harm humans or other life forms unless their master was in danger.

Androids look quite human, with pliable plastic skin. Their faces are normally blank and featureless (hence their popular name, The Faceless Ones), but they can shape them into human features at will. An android can equip itself with any weapon or device it can carry. All androids are ambidextrous and able to use both hands at the same time to perform different tasks just as if they possessed the *duality* mutation.

Cargo Transport, Large

The large cargo transport is designed to move heavy loads from one location to another. A strong sense of property value causes the robot to use great care during handling and gives it an instinct to protect the freight from theft while in its possession.

The large cargo transport has a 24m telescopic crane with a three-pronged claw that can lift 4,000kg. It has four 12m tentacles that can lift 500kg each (or 2,000kg collectively). Its tractor beam (60m range) can carry 1,800kg. Large cargo transports can be electronically coupled to other units of the same type for convoy movements; this is handy when moving extremely large objects.

The large cargo transport obeys the orders of any supervisory borg, or anyone possessing an Engineering access card. It is programmed to obey Command access cards as well but will not relinquish its cargo unless ordered to by an Engineering access card. It uses its tentacles and tractor beam to remove pilferers—without harming them, if possible, although it will damage anyone who persists in attacking its cargo.

Cargo Transport, Small

The small cargo transport is designed to move smaller pieces and more delicate cargo than its larger cousin; it

shares the same strong sense of property value. The small cargo transport has a 6m telescopic crane with a three-pronged claw that can lift up to 900kg.

The transport has two 12m tentacles that can lift 100kg each. The tractor beam can carry up to 1,000kg (40m range). If moving a fragile item that weighs less than 200kg, the robot uses its tractor beam to lift itself a few inches off the ground to smooth out the ride. Small cargo transports react to theft in the same way as their larger cousins.

Defense Borg

The defense borg was designed to protect a specific post until given new orders by someone with a Security access card and the proper commands or passwords. Typical commands include "Attention!" (activates the unit), "At Ease!" (prepares it to receive new orders), "Halt!" (aborts current activity), and "Stand Down!" (deactivates the unit, which returns to its hangar).

When given a command, a defense borg will stop whatever it is doing (usually patrolling an accessway or installation) and wait for the proper access card to be presented. If this is not done, it will either resume its prior activity or attack the person giving the unauthorized command.

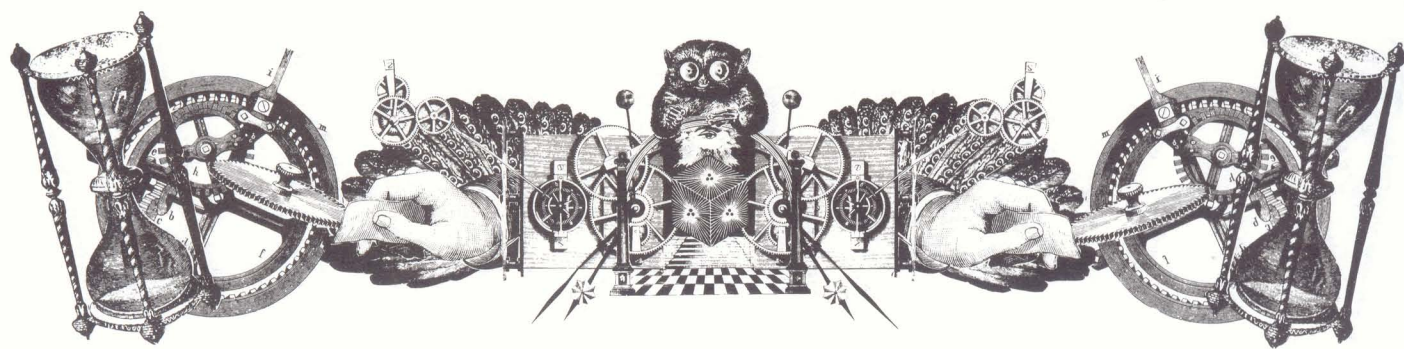
The defense borg is shaped like a discus 6m in diameter with a 2m turret mounted on top. It has two 12m fully manipulative and retractable tentacles positioned along the bottom, as well as twin tractor beams capable of moving 500kg each (120m range). Its main weapons are three batteries of five laser rifles each that can be fired simultaneously. The borg can also launch three bombs each turn; these can be of any type listed on the Artifacts chapter, and the borg can fire different types in the same turn. When encountered it will typically have 4d10 bombs of various types in stock. A force field protects the borg from return fire.

Defense borgs contain organic brains and were designed to defend the ship and its vital components from internal riots or alien invasions. Due to their organic brains, defense borgs with a mental mutation have been reported, though they are extremely rare.

Disaster Robot

This robot was designed to rescue and minister to survivors of accidents. It looks rather like a concave plate





resting atop a wide, flat can; placed an equal distance apart around the sides are two 4m retractable arms with hands and two 8m retractable tentacles. The robot can speak, using a calm, soothing voice for the injured and a bold, authoritative voice for bystanders. It has telescopic and IR cameras, four spotlights, a life force detector, communicator, envirolyzer, Geiger counter, medikit, remote hand, four fire extinguishers, air filters, oxygen tanks, stun ray and IR laser pistol, screamer, and a vibroblade saw.

Upon arriving at the scene or a disaster, the robot immediately begins scanning for signs of life and determining the most effective course of action to save the most lives. If no lives have been lost and no serious injuries occurred, it does what it can to prevent further property damage. Any injured survivors it locates are placed on the robot's concave upper surface and enclosed by a weak force field for their own protection. Fresh air is pumped in and emergency medical treatment (equivalent to a successful First Aid skill check) administered. The robot can treat two victims at a time and will carry them to safety before returning to help others. The robot forcibly removes looters or other dangerous individuals from the scene, using its weapons if necessary.

No access card is needed to activate a disaster robot, as it will rush to the scene of any catastrophe its sensors detect. Its programming is such that it will ignore all distractions, including direct orders from bystanders, in order to fulfill its main function. Only a Medical Personnel access card can be used to override this programming.

Ecobot

An ecobot is roughly humanoid, with four 3m arms ending in hand manipulators. Half of its large, barrel-like chest is a storage tank (100 liters) that can hold seed, water, milk, feed, etc. Standard equipment includes an envirolyzer, soil analyzer, shovel attachment, IR camera, radio, stun gun, vibroblade saw, spotlights, and a x10 telescope.

An ecobot's main concern is to preserve and care for plant and animal life in the area to which it has been assigned. Unlike the veterinary robot, it is not concerned with the fate of individuals—thus PCs can chop down a tree without alarming it, but it would interfere if they set the forest on fire. Ecobots keep a close watch on their

assigned area and inform the ship's computer if adjustments in the life support systems are needed (more/less rain, slightly brighter/dimmer lighting, more/less oxygen in the atmosphere, culling/fresh seedlings, etc).

During the Crisis, the ship's main computer, in response to the Crew's instruction to make maintaining life support its priority, took control of all surviving ecobots and assigned them specific territories; only a character with an Environmental Services access card can override these instructions for a given ecobot.

Engineering Bot, Heavy

The heavy engineering bot is designed to repair, recondition, or restore anything mechanical. It cannot repair computers, living entities, or anything small and intricate.

This cigar-shaped unit has four retracting 24m cranes that can lift 2,000kg each, and two heavy-duty 36m tentacles that can handle 800kg each. Its tractor beam (range 18m) can lift 2,000kg. The bot generally uses its treads to move about, but also has antigrav pods it can use if needed.

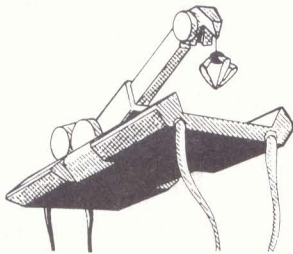
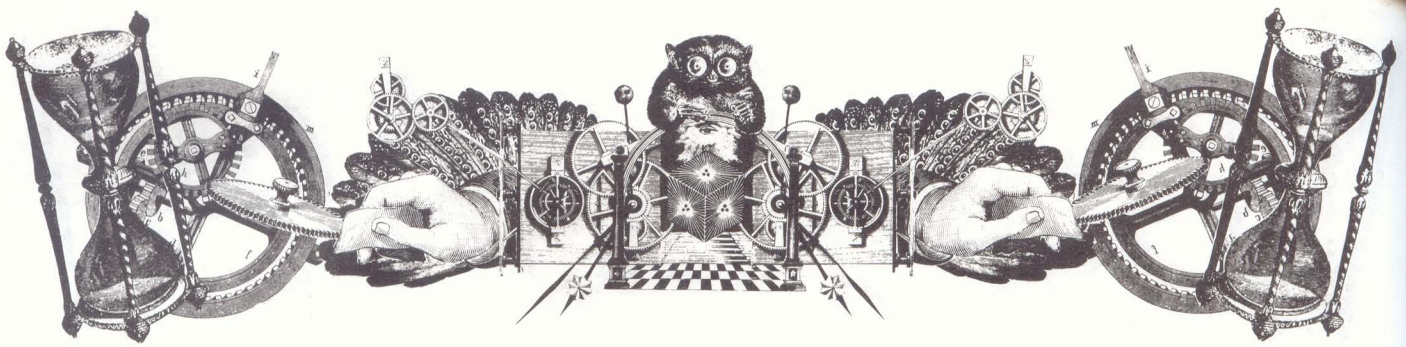
The bot has four 12m tentacles to handle equipment designed for human hands—typically 1d6 sonic torches, laser torches, and other assorted power tools. Most units have 6d10 triangular duralloy sheets and a supply of assorted rivets, plates, and bolts, plus the special tools needed to use them. All units are sealed for underwater use.

Engineering Bot, Light

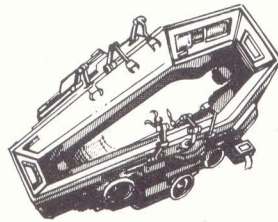
The light engineering bot is designed to repair or restore anything mechanical. Its specialty is computers and small, intricate items, although it can work on anything the heavy engineering bot can. This bot has a retracting 24m crane that can lift 1,000 kg. The bot generally uses its treads to move about but can also move vertically using its antigrav pods.

The bot has four 12m tentacles that can lift 100kg each. They also are able to handle various equipment. Its tractor beam can lift up to 1,000kg (40m range). Special equipment includes sonic torches, laser torches, and other power tools. Most units carry 2d10 triangular duralloy sheets and assorted rivets, plates, or bolts, plus the tools needed to use them. All units are sealed for underwater use.

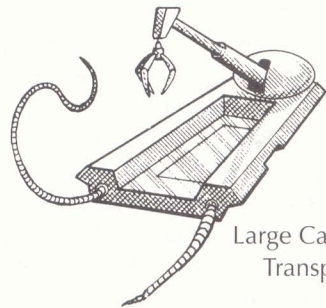




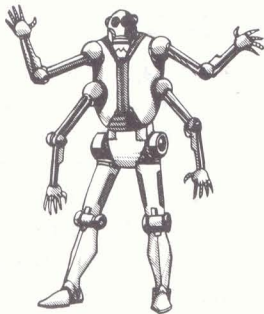
Small Cargo Transport



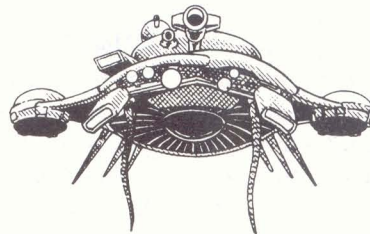
Medibot



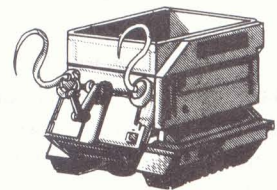
Large Cargo Transport



Ecobot



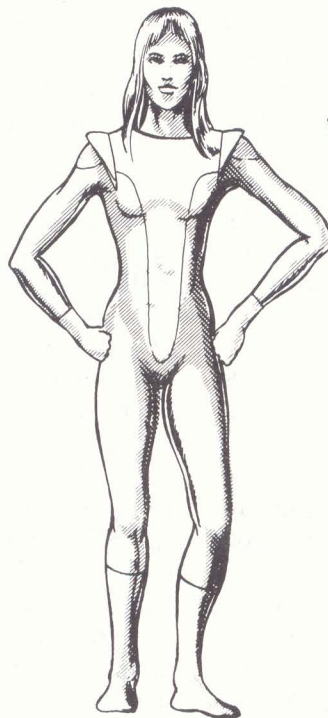
Defense Borg



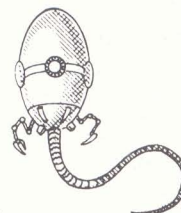
Industrial Robot



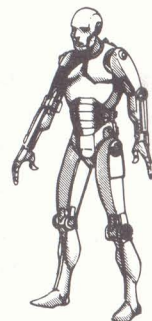
Sentry



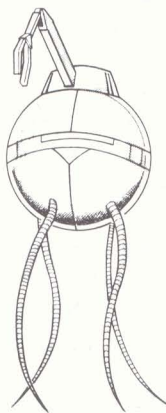
Android Free Thinking



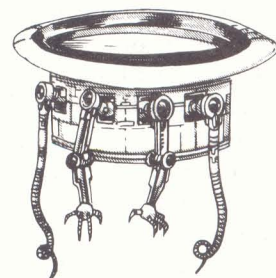
Surger



Household Robot

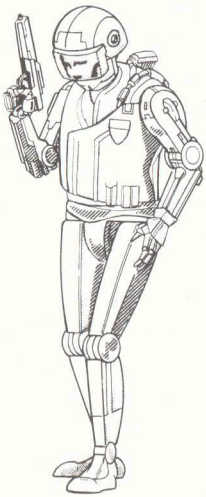
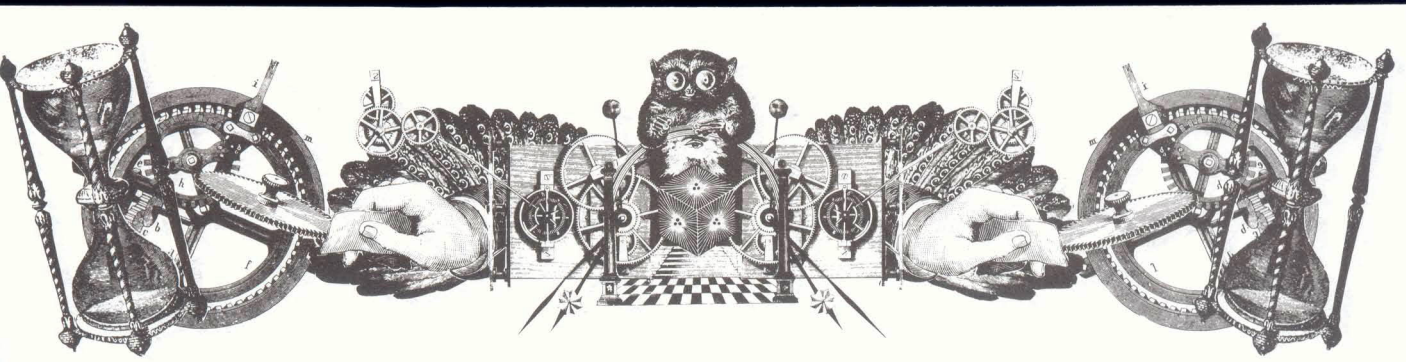


Light Engineering Robot

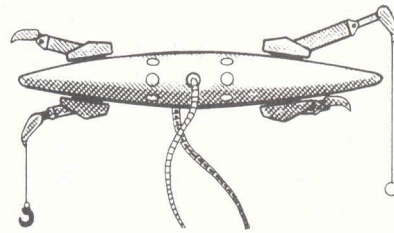


Disaster Robot

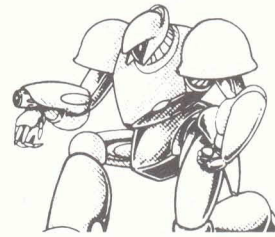




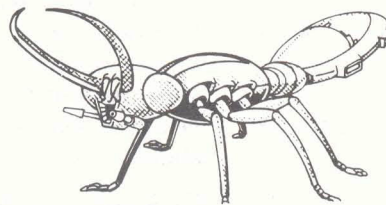
Security Robot



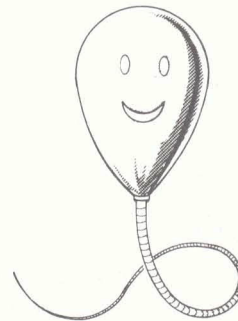
Engineering Bot



Security Robot, Heavy



Stalker



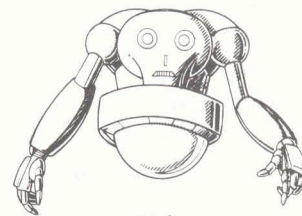
Tutor



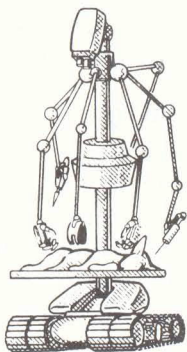
Supervisory Borg



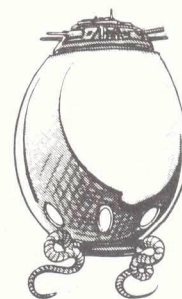
Android



Valet

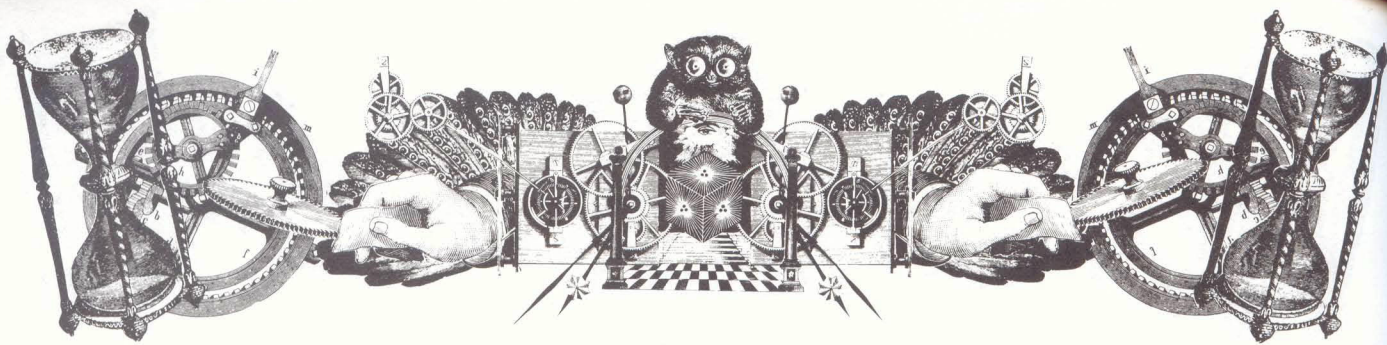


Veterinary Robot



Warbot





Household Robot

These are the most humanoid in appearance of all robots. They basically look like 4m-tall metal people. Cameras are mounted in the eye holes, and microphones in the ears; the mouth and nose are nonfunctional. They have hands on 2m-long arms; both arms and legs are jointed like a human's. Each robot is equipped with a communicator, fire extinguisher, flashlight, external thermometer, and hot plates in the palms.

The household robot is polite and performs tasks given it by people other than its owner. However, such requests are ignored if the robot has a task, or if it would cause harm to people or property, or if it would involve leaving a stranger unattended in what the robot considers its territory. Private Quarters access cards are required to reprogram one of these robots.

Industrial Robot

Basically a large, sturdy metal box on treads, this robot has two 12m tentacles on the front and a single smaller claw on a 4m arm between them. Standard equipment includes a radio, fire extinguisher, headlights, warning tones (for backing and turning), and a thermometer. Different models may include specialty tools for the particular tasks they were designed for: options include laser drills, rotating blades, electrical probes, arc welders, etc. Most tasks performed by the robot are done with its tentacles. The claw is used for the few tasks that require fine manipulations.

Industrial robots go out of their way to prevent or avoid harm to property. This does not include raw materials; each 'bot will have its own programming telling it which items to protect.

Medbot

This robot looks like a floating steel coffin without a lid. Six retractable limbs are mounted along the edge of the enclosure. A variety of lights, monitors, and read-outs line the outer edges. The whole thing floats on antigrav pods to avoid jostling the patient; the soft lights and soothing music that bathe its interior cavity are meant to relax the patient during treatment.

The medbot is equipped with microscopic cameras, an internal thermometer, an envirolyzer, micro-spotlights, X-ray camera, four medikits, a life force detector, a commu-

nicator, an injectable antitoxin, anesthetics, velvet-lined (steel-core) restraints, blood filters, surgery tools (laser scalpels, etc.), and a host of other medical equipment. A weak force field can cover the enclosure to control the air quality or provide a pure oxygen atmosphere if needed.

The medbot gives medical care to any human, with or without orders, so long as it doesn't already have a patient. A patient is released as soon as he or she is well enough to be out of danger (healed to half body and stamina points). If another patient isn't waiting, the medbot allows a patient to remain until fully recovered. Malfunctioning medbots can be very dangerous, as some will refuse to release a patient even when he or she is fully healed and others will embalm, rather than heal, the patient. A Medical Personnel access card can abort any automatic function of a medbot.

Security Robot

Like the household robot, the security robot is human in shape, including human features molded into the head. A security robot comes with a radio, spotlight, loudspeaker, siren, IR camera, telescope, motion detector, video recorder, stun gun, and needler. Its two 2m arms end in humanoid hands. Its feet are rubber soled to quieten its step.

Security robots patrol a specific building (usually a factory). They have very keen sensors, and rarely miss any signs of intruders. Upon spotting unauthorized activity, the robot gives warning before attacking. Even then, it only uses the minimal force necessary to eject trespassers. Upon spotting a problem, it immediately radios other security robots for assistance. Animals (including mutated animals) are kept out of buildings but otherwise ignored; plants are ignored altogether.

Security Robot, Heavy

Like ordinary security robots, these units are roughly humanoid in shape, with two arms and two legs. In addition, they have four retractable 6m tentacles and a pair of tractor beams that can lift up to 350kg (90m range). The robot is sealed against water and corrosives, can perform two separate actions each turn (just as if it possessed the *duality* mutation), and can assume control over all other security robots within a 4km radius. In addition to its communicator, force field generator,





life force detector, and motion detector, it also carries the following weapons: UV laser, stun gun rifle, Mark XII blaster, and 12 bombs (various types).

Unlike the standard issue security robot, heavy security robots are not directed to carefully subdue people and will use lethal force without hesitation when their charge is threatened, be it an individual, a building, or an installation.

Sentry

The sentry, or Eyeball, is an audio-visual monitoring drone. Its spherical shape and light plastic skin make it look rather like a large beachball. The drone weighs 1.5kg; its shape gives it a high air resistance, causing it to move (and, should its antigrav unit fail, fall) slowly.

The underside of a sentry holds the antigrav unit that keeps it afloat and enables it to move about. In a 10cm-wide stabilizer zone around the sentry's middle are audio and visual sensors that scan a circular area on the ground with a diameter equal to the sentry's altitude. The top half of the unit contains the communicators that transmit what it sees back to its host.

Sentries are equipped with communicators (with scrambling circuits), sensitive microphones, and visual cameras with infrared and visual spectrum capabilities. The sentry can be equipped with ultraviolet (UV) cameras as well, but only at the loss of one other option.

Sentries have no attack mode; their only defense is to dodge oncoming attacks (inflicting a -25 penalty on their opponent's attack rolls). Sentries have no intelligence of their own; they are completely controlled by an outside force (typically a computer). If a drone suffers 50% damage, its antigrav unit fails and the unit falls, receiving an additional point of damage for every 20m it falls.

Stalker

These very rare robots are a specialized type of security robot designed to track down and retrieve fugitives. Stalkers look like mechanical ants 6m long and 3m tall. Two large compound lenses on their heads, their primary sensors, glow infrared when activated. These sensors operate in a cone 45° wide. Other sensors spread throughout the stalker's body allow it to detect any targets within 50m, no matter what the direction, preventing the robot from ever being surprised.

Primary Sensor

Chemical Trace (Scent)
Infrared
Residual Heat
Sight
Telescopic Imaging
Voiceprint

Range

800m (36 hours)
25m
1m (two hours)
500m
Line of sight
200m

The stalker can climb slopes as steep as 75°. For steeper slopes and terrain too rough for even its six legs, it employs antigrav units. However, since employing its antigrav units drains significantly more power than simply walking, the robot prefers to stay on the ground when possible. It is watertight and can travel along a lake bottom as easily as on land.

The stalker has a pair of pincher-jaws attached to its head. These jaws can reach out a total of 4m to grab items or individuals. Objects as large as 1m in diameter and as heavy as 200kg can be held securely within its grasp. The jaws are often used to secure a prisoner as the stalker returns to its base. The pinchers are lined with extremely sharp blades that can be retracted when simply holding the target is required. If necessary, the blades can be extended, causing 8d6/7 points of damage per bite.

In addition to its jaws, each stalker has two stun gun rifles and two laser rifles mounted in its head; each gun has an independent power source. The weapons cannot function while the stalker's force field is activated.

A stalker can be ridden as long as this does not interfere with its current assignment. Any attempt to stop the stalker when on duty causes the construct to attack with its stun weapons; it only uses its deadlier weapons to deter persistent distractions. A rider with a Security access card can control the stalker, gaining access to its tracking information. In addition, he or she can order the stalker to fire its weapons as he or she sees fit.

Supervisory Borg

A supervisory borg looks human from the waist up; below the waist it resembles a 2m-square box. Its two humanoid arms are able to manipulate any tools or equipment designed for human use. Supervisory borgs are programmed to ensure that the installation under their control—typically a factory—is kept running smoothly at all





times. A supervisory borg generally does not carry weapons unless it believe itself or its installation is in danger, in which case it will carry the largest and deadliest weapon in its weapons locker.

Supervisory borgs have radio circuitry allowing them to control all other robots within 2km. A supervisory borg knows the moment an android or robotic unit steps into its range, and the robotic units and androids are simultaneously aware of the borg's presence. Borgs tend to be patient in their dealing with humans, whether altered or pure-strain, so long as they do not endanger the borgs' installations. Mutated animals, talking plants, and the like, are objects of immense curiosity and will often be captured, interrogated, and dissected.

A supervisory borg will occasionally allow humans to stay briefly at its installation if it is apparent they are injured and in need of a safe haven. Be forewarned, however, that not all supervisory borgs are sane: the same organic brains that allow them creative thought also expose them to boredom and loneliness. Some supervisory borgs have gained mental mutations, but only at the cost of their sanity; such beings make very dangerous and unpredictable hosts.

Surger

The surger is a small blue oval with a set of lenses mounted to the front, an 8m manipulative tentacle projecting from the lowest point, and many small scalpels clustered around the bottom of the oval. These scalpels permit the unit to perform delicate tasks, including surgery; see the Surgery specialization on page 54 for game effects of a successful operation. Its tractor beams can lift 30kg at a range of 12m.

Anti-grav devices allow the unit to float in place. A miniaturized spotlight attached at the tip of the tentacle enables it to brightly illuminate whatever it is examining. Each unit carries standard, infrared, ultraviolet, microscopic, and telescopic (x100) sensor systems along with an audio and radio transmitter effective up to 2km. In addition, each unit carries a detachable medikit.

No access card is required to control this unit. It is activated by the sound of its owner's voice, or by a

new voice if the unit has been idle for 30 days. Occasionally a surger will identify a physical mutation as an injury requiring correction, with sometimes unfortunate results.

Tutor

This odd little robot looks for all the world like a small metallic balloon with a face painted on it, trailing a string (actually a very thin tentacle). Designed as tutors for children, each possesses a small library of information in crystalline memory. If questioned, a tutor can provide detailed information on any subject programmed into its memory. Such information will be couched in terms appropriate for a small child from a highly advanced culture but may still prove very valuable to PCs.

Naturally, most tutors have not had their history lessons updated since the Crisis, so all their facts relate to the ship as it was, not as it is now (e.g., no information about new species will be present). Tutors are adept at playing simple children's games (tag, hide and seek, blind man's bluff) with their charges; this can prove quite baffling to PCs who accidentally activate this part of their programming.

Tutors were given friendly, human-like features and pleasant, cajoling voices. A tutor's secondary programming requires it to protect humans, especially small humans, in any way possible, even at the cost of its own destruction. To achieve this function, a tutor can deliver a slight electrical shock through its string if necessary. Standard equipment includes a hologram projector, loudspeaker, searchlight, 50m of plastic line on an automatic reel, and a medikit.

Valet Robot

This robot was created to be the perfect servant, serving as valet, cook, companion, caretaker, watch dog, etc. The valet robot looks like a legless, floating human torso with two humanoid arms. It has an extensive memory capacity that exists only to store information about its owner. If found deactivated, it considers any character who uses a Private Quarters access card to reactivate it to be its new owner.

When it adopts a new master, the valet robot talks to



the PC and observes him or her for hours, collecting data on what the PC likes to eat and wear, his or her interests, sleeping habits, mannerisms of speech, etc. Once the robot believes it has a good basic knowledge of its new master (usually after a day or two), it ignores input from all other beings except its current master, obeying only his or her instructions. It will follow the character anywhere he or she goes, cleaning his or her weapon, cooking his or her food, washing his or her clothing, etc.

Valet robots have miscellaneous equipment to assist them in the fulfillment of their duties, including a floodlight, a medikit, a fire extinguisher, a communicator, and a tractor beam that can lift 100kg (range 6m). They will not willingly enter combat; only the direct order of its master will override its self-preservation programming. For such occasions, the valet has a built-in stun gun pistol and also a sonic emitter that functions like the *sonic blast* mutation.

Valets have highly developed language skills; if the Gamemaster is using the optional Languages skill (see page 54), a valet can know up to four languages. It only takes 48 hours for the valet to learn a language; once a new language is mastered, it can act as an interpreter.

Veterinary Robot

A veterinary robot's task is to see to the health and well-being of the *Warden's* animal population. The robot assists its charges in many ways, from preventative medicines and help in birthing to emergency treatments. An Environmental Services access card is required to reassign a veterinary robot to another area.

This 8m machine is strangely shaped. On the bottom of a 6m column are wide treads designed to take it over most terrain. At the top of the column is an assembly with six arms that can reach down to the ground. Three of the arms end in hands, the other three in special padded claws designed to hold animals still without inflicting any damage to them.

The robot has an extensive memory bank with detailed veterinary data on all the animal species brought aboard the ship before departure. To assist in capturing animals or turning them over when uncon-

scious, the robot is also equipped with two tractor beams that can move 500kg (range 24m). The veterinary robot has complete veterinary operations equipment including drugs, scalpels and other instruments, analyzing equipment, and anesthetizing darts accurate up to 200m. Two such darts can be fired every turn; each one possesses paralytic poison. Though these units were designed to care for non-mutated animals, there is a 75% chance (minus 5% per mutation) that the unit can help cure a mutated animal.

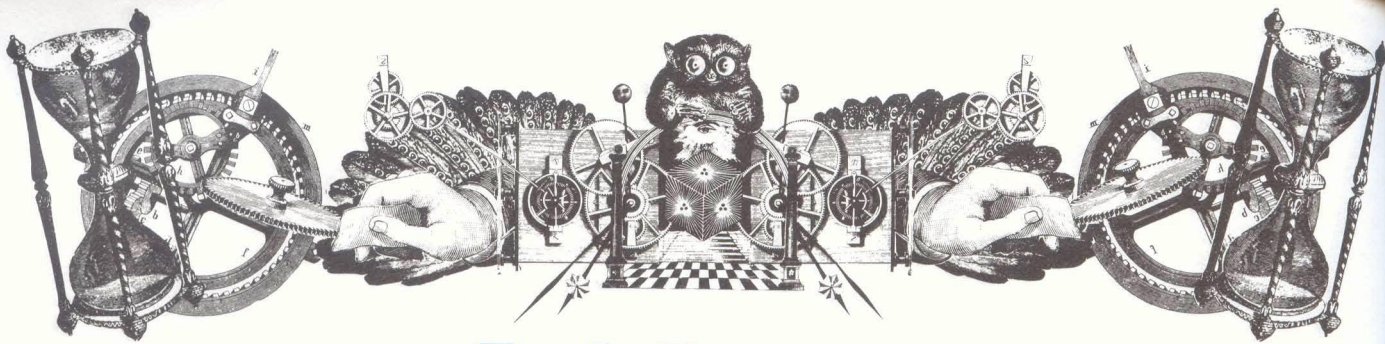
Warbot

A warbot looks like a floating egg. Basically oval, it floats along on antigrav pods. Its top is a gun turret that can rotate to face any direction. Its two 12m tentacles are nonretractable and hang coiled around its base when not in use.

Warbots are equipped with communicators (with scramble circuits), UV spotlights, UV cameras, an energy cloak that can also be set for camouflage, 2 maser rifles, 24 bombs (2 chemex, 4 ECM, 2 fission, 4 fragmentation, 2 gravity, 2 smoke, 4 high explosive, 2 photon, and 2 torc), and a fission cannon. The fission cannon fires a beam of charged particles and radiation generated by an internal fission reaction; the charged particles will do 3d8/3 of damage. In addition, the radiation penetrates most armor, causing 3d6/4 points of radiation poisoning to anyone hit by the beam. The fission reaction powering the gun has a practically infinite lifespan. It draws the particles for acceleration from the surrounding air and therefore needs no ammunition.

When encountered without an objective, dormant, or in storage, a warbot can only be activated by a Security or Command access card. When on an assault mission, a warbot shoots first and examines access cards later. However, in general, it ignores people who do not attack it unless ordered otherwise. In the event of an attack upon the *Warden* itself, the ship's computer will activate several warbots, which will do whatever is necessary to drive off or destroy the attacker. This continues until the attacker is no longer a threat, or until the warbots receive orders to cease fire from the main computer or from someone with a proper access card—which might prove to be difficult to present.





Deck Overview

The following pages describe the decks on the Starship Warden. Unfortunately, the sheer size of each deck makes it impossible to detail the craft completely. Therefore, only the most interesting aspects of each deck are described, though an overview is given of the entire deck. A large fold-out map of all nine decks can be found at the back of this book.

Each level is roughly the same size: 22 to 24km long, 6km wide, and 0.25 to 0.75km tall. The middle decks are the longest while the top and bottom decks are the shortest. "Deck One" is not a continuous level but a series of small domes and modular units. The engines are separated from the rest of the ship by a series of field-generated dampeners to reduce the amount of vibration and noise reverberation through the hull; they can only be reached via access tubes connected to Deck Eight.

Deck	Length	Width	Height
One	22.25 km	6.00 km	Varies
Two	22.50 km	6.00 km	0.50 km
Three	23.00 km	6.00 km	0.50 km
Four	24.00 km	6.00 km	0.75 km
Five	24.00 km	6.00 km	0.25 km
Six	23.00 km	6.00 km	0.25 km
Seven	22.50 km	6.00 km	0.25 km
Eight	22.25 km	6.00 km	0.25 km
Nine	22.00 km	6.00 km	0.50 km

The decks are listed and detailed in order from the bottom deck, Deck Nine, to the top deck, Deck One. The lower decks are described first because most *Metamorphosis Alpha to Omega* campaigns will begin here, with the characters moving ever upward in their quest for the Command Nucleus.

The Agrifrigate

Added shortly before the starship left Earth orbit, the agrifrigate is a simple automated tug designed for use in planetfall once terraforming has been completed. PCs will probably not adventure here, since this part of the ship has no atmosphere or life support system. Furthermore, it has no interior as such, being a piece of solid machinery without any internal compartments that PCs could explore or even enter.

Deck Overview - Warden

Deck One, the Command Deck, contains both the main and secondary bridges, two citydomes, the Administration and Security Station (ADSEST), several garden domes and observation domes, and the Stratonome or Air Deck.

Deck Two, the Wilderness Deck, features forest terrain surrounded by mountains all around the deck's rim.

Deck Three, the "blown" deck, is used for storage. Several moth-balled factories as well as vast hoards of spare parts are stored in this huge warehouse. This deck is currently without an atmosphere or life support system due to a mishap.

Deck Four, the Water Deck, is completely flooded with water. This deck contains a water purification plant as well as a very efficient pumping systems that delivers water to the rest of the ship.

Deck Five, the Ranch Deck, has many wide flat acres devoted to raising livestock. From cattle to buffalo, from sheep to swine, those domestic animals typically raised for food are here.

Deck Six, the Jungle Deck, contains a tropical jungle that completely fills the level with thick and lush vegetation. An alien vessel that burrowed into the *Warden's* side decades ago remains moored alongside this deck.

Deck Seven, the Farm Deck, contains large plots of land used to grow food. Also on this level are botanical laboratories and the ship's brig.

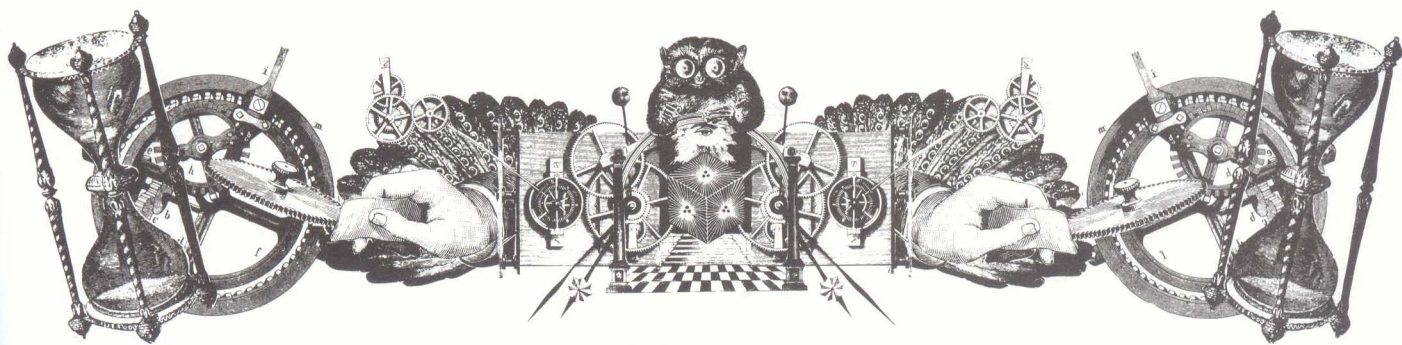
Deck Eight, the Factory Deck, contains several large factories, as well as a large abandoned city, all surrounded by lush grasslands. Access tubes to the rear of this level lead to the *Warden's* Engine Room.

Deck Nine, the Cargo Deck, contains raw materials for use in the rest of ship. Also on this level are horticultural stations, medical stations, and cryogenic chambers.

Random Encounters

Random encounter tables are given at the end of each section to spice up the PCs' journeys between main encounters and to give the Gamemaster an idea of a deck's miscellaneous population. Creatures encountered randomly are generally wary but not necessarily hostile. The Gamemaster may, of course, arrange for encounters with creatures other than those listed.





Subways

Subways run under each deck of the *Starship Warden*, and each one is locked into that particular level and cannot access any other level. The subways move at 60km an hour (1km per minute), making the trip from bow to stern in as little as 20 minutes.

The ship's subways are run by an automated system. If a character uses an Engineering access card to switch a train to manual control, he or she must master the complex controls quickly: every 10 minutes the train is speeding along out of control or sitting motionless on the tracks, there is a 15% chance of a collision with another train, inflicting 12d6/7 points of damage to everyone aboard either train.

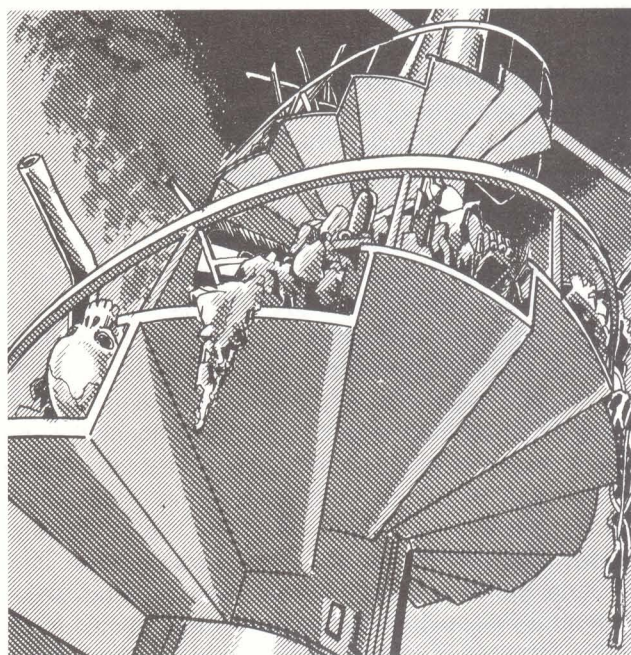
Antigrav Shafts

The five 20m-diameter antigrav shafts allow easy transport of goods from one deck to another. A robotic unit places a *gravitic sensor* on the load of goods to be transported and pushes the load into the empty shaft. The antigrav shaft levitates the goods up or down the shaft to the point dictated by the sensor. The merchandise is then retrieved by another robot and distributed to its destination.

The antigrav shafts can be used by player characters. If they possess a gravitic sensor, the device levitates them to the level indicated in the sensor's programming. If they do not have one of these sensors, all characters weighing less than 100kg slowly move upward. Characters weighing 100kg (gear included) remain stationary. All characters weighing more than 100kg move slowly downward. It is thus an easy matter for light characters to move up or down by using ballast, or by simply having two or more characters hold hands, combining their weights to reverse their ascent.

Access Cards

Many locked doors on the ship will not open without a proper access card. Whenever mention is made of a locked door, the GM should assume there is a small card reader imbedded in the wall beside the door. Pressing the card against the card reader enables it to scan the information encoded on the card. If the card type is one the card reader is programmed to accept, the reader unlocks the door. Otherwise the card reader



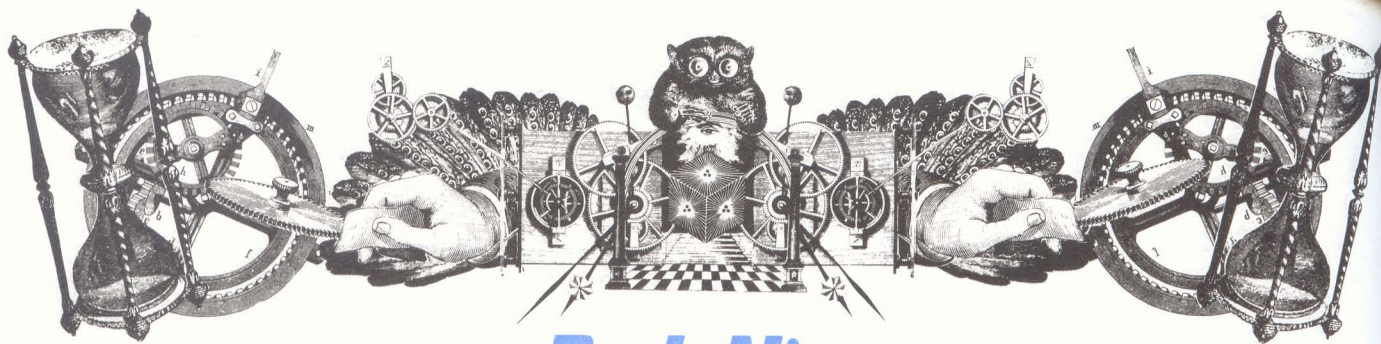
beeps and flashes a red light for three seconds.

If a PC decides to "attack" the card reader, it immediately informs the nearest computer or supervisory borg. A card reader can take up to 15 body points of damage before being destroyed—once this threshold is exceeded, it explodes in a shower of sparks and smoke. The Gamemaster should note that destroying a card reader will still leave the door it controlled locked.

Stairwells

In addition to the antigrav shafts, emergency stairwells exist in the walls of the ships. Originally these provided the ship's engineers with access to the holograph projectors and life support systems embedded in each deck's walls and ceiling, as well as with airlocks to the exterior of the ship. Today they serve as a way for adventurers to pass from one level to another. These stairs are not indicated on the fold-out map of the ship, as each Gamemaster should place them where they best serve his or her individual campaign. In order to protect the rest of the ship from disasters that might befall a single deck, the entrances to each deck are airlocks requiring an access card to open.





Deck Nine

Size: 22.00km long, 6.00km wide, 0.50km high.

Status: Operational.

Services Available: Main Cargo Storage (Warehouse Facilities, Requisitions Retrieval, Cargo Defense System), Horticultural Stations, Medical Stations (Cryogenic Support Services, Medical Surveillance Depots).

The most notable feature of Deck Nine that every visitor immediately notices is the unusual lack of light. Every corner, nook, and cranny is silhouetted in shadow. Spotlight on the ceiling provide some dim light, but not nearly enough for organic lifeforms to be able to see any great distance. The smell of electrical motors, circuitry, and ozone is strong in the twilight gloom, the arid chill from the air circulators unceasing. The loud clatter of robots moving cargo echoes eerily and unceasingly throughout the deck. In busy locations, the background noise makes it impossible to carry on a conversation.

Huge bulkheads located throughout the deck separate it into thirty different sections. The bulkheads are designed to separate the level into smaller, more manageable sections in the unlikely event that a serious breach in the hull should create a sudden loss of pressure. Generally, the huge bulkhead doors—some of them up to a hundred meters tall and twice as wide—stay open. The doors only close in the event of a hull breach or similar catastrophe.

If there is a hull breach on this deck, the ship's main computer detects the drop in air pressure within milliseconds and initiates emergency procedures. A few seconds later, every bulkhead door on this level shuts with a barrage of wailing alarms and bright red swirling lights. Once the computer determines which areas are decompressing, it stops feeding those areas with air. The bulkhead doors throughout the "safe zone" are reopened, and work continues as usual. The robotic units trapped in the decompressed areas secure their cargo from the explosive decompression and begin hull repairs.

Most of the cubicle areas between the bulkheads are huge storage areas that contain supplies used in the rest of the ship. Other sections either house horticultural stations surrounded by lush forests and often bizarre plant life, or they are medical stations that hold cryogenically preserved non-essential crew members. Since

the survival of the horticultural stations is essential to the continued well-being of all life on the ship, each station has its own force field to secure itself in the event of a hull breach; the force field is also handy in containing experiments that go awry.

The following sections describe the major divisions of Deck Nine. These include the Main Cargo Storage, Horticulture Stations, Medical Stations, subway terminals, and antigrav shafts.

An Environmental Services access card is required to open doors on this deck. However, with all the comings and goings of cargo transport robots and industrial robots, characters should find it easy to slip unobtrusively from section to section. Six supervisory borgs manage this deck, but their work keeps them so busy that in general they allow the Cargo Defense System to handle things.

Main Cargo Storage

Deck Locations: 9A1, 9A2, 9A4, 9A5, 9B1, 9B2, 9B4, 9B5, 9C1, 9C4, 9C5, 9D1, 9D2, 9D5, 9E1, 9E2, 9E4, 9E5

The Main Cargo Storage on Deck Nine includes Warehouse Facilities, Requisitions Retrieval, and the Cargo Defense System.

Warehouse Facilities

In the original design specifications for the *Warden*, the ship was supposed to have enormous storage facilities on every deck in order to minimizing cargo transportation. This design was discarded shortly before actual construction began when new calculations showed that more space was needed to produce viable ecosystems on Decks Seven, Six, Five, Four, and Two. In the new design, the height of Deck Nine was doubled and two new decks added: the Stratonome or Air Deck for avians and Deck Three for additional storage.

The warehouses are, generally, about 2km-long, .5km-high, and 2km-wide. As a rule of thumb, related freight or goods that are used in the same section of the ship are located in the same 2x2x0.5km cubicle. For instance, cubicle 9B5 contains a huge amount of sea salt, smelt eggs, nutrients, seaweed pollen, and other items that may be needed on the Water Deck (Deck Four). See the *Deck Nine Locations* section below for more information on



the cargo for each warehouse cubicle.

Looting the Warehouse Facilities can be a wonderful way for the characters to gain the miscellaneous supplies they think they need, if they can withstand the challenges the Cargo Defense System poses. Unfortunately for them, no weapons can be found on this level; characters will have to find some way to enter Deck Three if they want to procure these.

Requisitions Retrieval

Literally hundreds of robotic units (mainly large cargo transports, small cargo transports, and industrial robots) hurry about their business, retrieving any materials requested from other areas of the ship. The robots place the orders on the automated subway for delivery to one of the antigrav shafts that run the height of the ship, where they float to other decks. Once the cargo reaches its destination, other robots deliver the payload to its appropriate location.

Every location on every deck of the ship can be reached in one way or another by the Requisitions Retrieval system—including areas exposed to the vacuum of space. Stowing away among the cargo can be a unique and exciting way for player characters to reach different levels of the ship. This can also be a great way for the same characters to die should they end up in an environmentally hazardous area.

Powered by this level's broadcast power stations, the robotic units constantly move, as the demands are continuous. Thus, if ecobots on Deck Five reported a decrease in soil nutrients that needed correcting or if the pH balance in the water on Deck Four needed adjustment, the materials to do so would come from here. Either way, these units are extremely busy and ignore any interruptions unless they receive orders from their supervisory borg to do otherwise.

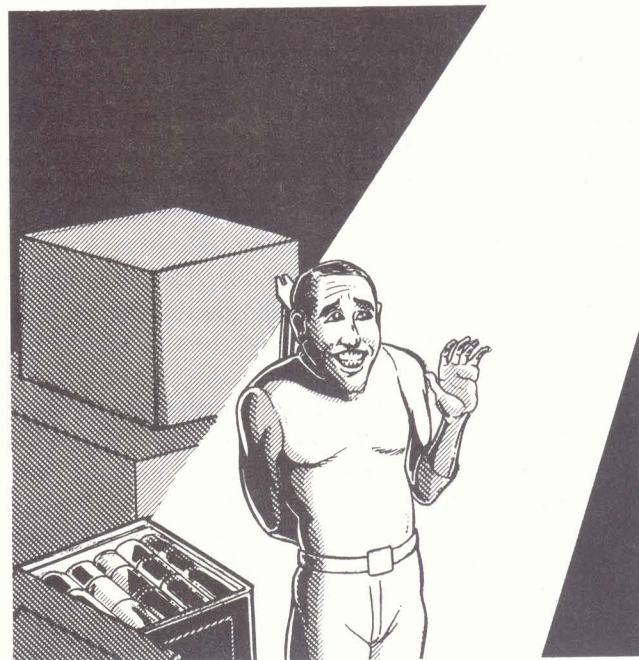
Cargo Defense System

Evenly spaced throughout this deck, automated wall-mounted lasers and blasters track any and all movement. The weapons do not fire upon their targets unless instructed to do so by that section's supervisory borg. Therefore, when intruders or looters are spotted the weapons will relay a message to their borg and continuing to track until they receive a direct order from their

supervisory borg or the ship's main computer to ignore or fire upon their targets. By the same token, if a sector's supervisory borg initiated firing orders before being disabled or distracted, the weapons would fire on any and all intruders they detect, regardless of access cards.

The Gamemaster should treat the laser trackers as 1d4 UV laser rifles that attack with a Reflexes score of 80, inflicting 5d6/4 on each successful hit. The blaster trackers are the equivalent of 1d2 Mark-XII blasters, attacking with a Reflexes score of 60 for 8d10/6 points of damage. The weapons on Deck Nine are placed strategically so that there is no spot anywhere on the deck (except inside the crates) not covered by at least one weapon array.

If a PC or another intruder should attempt to steal or damage any cargo, the trackers notify their supervisory borg and warn the thief by shining a spotlight on him or her. If this does not deter the PC from filching or if the PC fires at the spotlight, the supervisory borg typically retaliates by instructing a laser to fire at the PC's weapon. If the PC fires back or continues the theft, the borg will instruct the weapons to fire to harm, rather than just disarm, the PC. In addition, it will activate





another weapon each turn.

The chief exception to this routine occurs if the PCs make trouble in one of the cryogenic depots: in this case, the borg will send security robots or heavy security robots (depending on the nature of the threat) with orders to eject the intruders without harming the facility or its frozen occupants.

Player characters who shoot one of these weapons down, or manage to remove one from far above their heads on the wall, will find that no amount of tinkering or fiddling will make the weapon function. The weapons are built with nearly a dozen safeguards that make the weapon useless once detached from its setting.

Horticultural Stations

Deck Locations: 9A3, 9C2, 9D4, 9F1, 9F2, 9F3, 9F4, 9F5

The Horticultural Stations on Deck Nine are in essence large greenhouses that grow plants and small life forms. More often than not, the surrounding grounds, streams, and air are filled with exotic and altered life forms. The stations are always carrying out experiments splicing genetic material, searching for new ways for Terran creatures and plants to survive in normally hostile environments.

Often, these experiments unleash hostile insect life or malevolent plant forms that destroy the landscape around the depot. These are of no concern, however, since each one of the horticultural depots has its own force field to contain such failed experiments within that area until they can be brought under control.

Each depot is surrounded by a rock wall 3m tall. Four evenly spaced doors sit in the wall, while the domed force field cuts off all access from the top of the wall. An Environmental Services, Medical, or Command access card allows a PC and his or her companions can enter with ease. When the door is opened, a force field is activated 3m from the door inside the depot. Once the door is closed, the inner force field is dropped, and the characters are able to move about freely within the depot (at the same time, the characters are exposed to any dangerous substances or creatures that the depot may have been manufacturing).

The grounds within the dome and the rock wall are generally quite beautiful and fresh smelling. Green, brown, and

yellow are common colors in the leaves, branches, and trunks, while soft pastel flowers and brightly armored insects flutter and swing in the manufactured breezes.

The depot is actually a large, multi-floored building with several wings, giving the structure an almost arachnoidal appearance. Within the building, veterinary robots work feverishly, trying to perfect every aspect of an individual insect's or seedling's genetic makeup. Interfering with these enterprising robotic units will cause the depot's computer to alert the security robots located throughout the *Starship Warden*. The first of these units respond within 4d10 minutes, forcing the characters to either leave or face a grueling fight against ultimately overwhelming odds.

Throughout a depot, the characters can find all sorts of medical equipment. The medicines and equipment here are certified for use on nonhuman life forms only. If characters decide to use these chemicals on themselves, the Gamemaster should decide whether they have full effect, partial effect, no effect, or a deleterious effect, depending on how close the PC's genotype is to the medicine's intended recipient.

An unusual start-up scenario can begin in this section of the ship, with the PCs being mutated animals and sentient plants created at one of the Horticulture Stations who band together to escape and find a home for themselves somewhere else aboard the ship.

Medical Stations

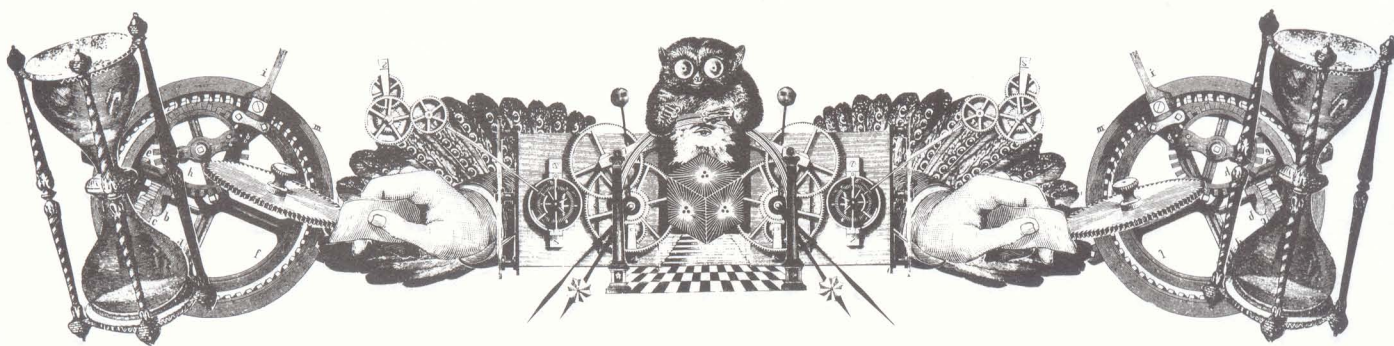
Deck Locations: 9B3, 9C3, 9D3, 9E3

The Medical Stations include both the Cryogenic Support Services and Medical Surveillance Depots.

Cryogenic Support Services

The Cryogenic Support Services, or CSS, is a service department responsible for the well-being of over 100,000 human and more than one million animal lives frozen in cryogenic tanks throughout the ship. These individuals are to be thawed when Operation Exodus is initiated so they can be seeded onto the planet.

The reasons why colonists and animals were frozen are twofold. First, many of the skills the Crew possessed were vital to the success of Operation Exodus. If these skills were lost due to accident, death, alien infestation, or any



other cause, the whole expedition might be a failure. In order to preserve this important knowledge, these persons were frozen, their skills and knowledge safely tucked away with them. Other cryogenic cells held colonists whose expertise would be helpful once the planet was reached but would contribute little during the long flight.

Second, many larger Terran animals are either so big, like the whales and elephants, or required such specialized environments, like various deep-sea fishes, that even a ship as large as the *Warden* could not afford them the room they needed to live and thrive. Therefore, it was determined that cryogenic hibernation was the best way of transporting these animals to their new homes.

A few of the cryogenic pods lie unused. If a PC should enter one of these units and punch the button that activates the automated sequence, the transparent door will immediately close and the pod deep-freezes the character within 3 turns. A frozen character lies dormant—unable to move, use mutations, breathe, or think—until the correct sequence of buttons is pushed to reverse the process, or until Operation Exodus is initiated, whichever comes first. If at any point the final

stage of Operation Exodus begins, whether as a result of PC action or otherwise, the computer will thaw the PC as well as the remaining cryogenically-preserved Crew.

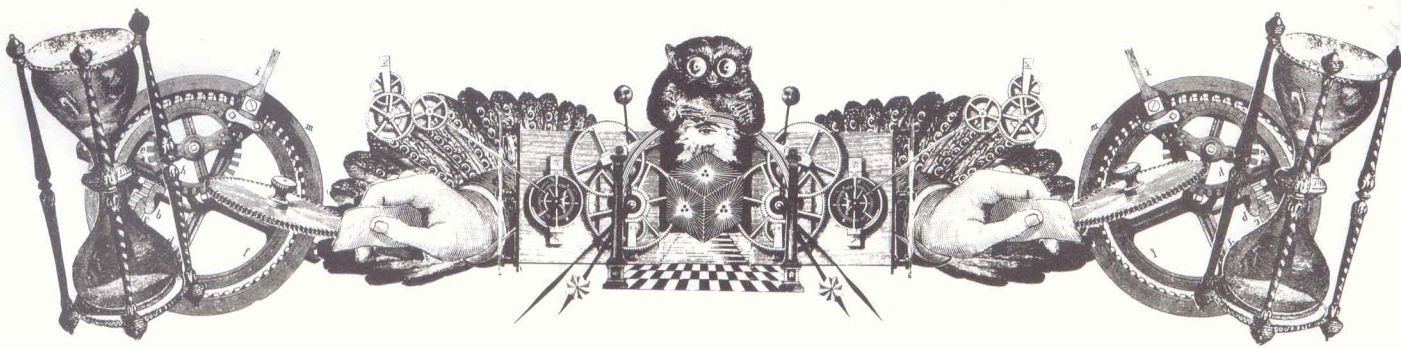
If the door to any of the cryogenic pods is forced opened, all characters within 10m take 1d6 stamina points of cold damage until they either close the door or step back out of range. If the door is left open for a full minute (6 turns), the person inside dies (this includes freshly frozen player characters). A PC must make a successful trip through the Use Artifacts chart on page 61 in order to figure out the workings of a cryogenic pod, including how to safely revive a frozen PC or NPC.

Medical Surveillance Depots

The Medical Surveillance Depots are special areas used to heal human and animal passengers who seriously yet inadvertently injure themselves. If a victim's injuries are beyond the ability of a veterinary robot or a medbot (depending upon the individual injured) to heal, the creature is sedated with a strong tranquilizer and taken to the nearest Medical Surveillance Depot.

At the depot, the creature is kept unconscious until





the wounds heal (usually about 1d4 days). Afterward, the creature is returned to where it was originally found; once awake, the creature will be unaware that any time has passed. A PC who suffers from this strange loss of time is believed to have had contact with Cartel by many of the ship's cultures and will be either honored or shunned as a result, depending on the superstitions of that particular culture. There is a slim (1%) chance that the ship's automated systems will come to the rescue of any seriously injured character in this way.

In many of the Medical Surveillance Depots, additional cryogenic storage facilities are available to spare the life of creatures who have suffered severe disease, injury, or poisoning which the automated systems cannot heal on their own. These specimens are preserved until the computer and its human attendants (when they are available) can create a way to help the unfortunate creature.

A culture, descended from survivors of the original medical personnel who worked on this deck, has taken hold in the centuries of isolation. This group of pure-strain and mutated humans was founded by a great healer soon after the Crisis. What once was an order of elite members of the medical technicians' descendants soon became a way of life for the whole community. They are dedicated to healing the sick and injured of any race, even nonsentient creatures.

As a rite of passage, adolescents of this culture must wander the decks of the *Warden* for two years, healing any and all creatures who cross their path. Those who wander rarely carry any powerful artifacts, for fear of damage or theft, except the occasional highly prized medikit. These wanderers rely instead mainly on their skill and training to perform their work. Most of those who survive this two-year stint return and continue their work in the safety of Deck Nine; a few find they like the wandering life and continue their adventuring careers.

All members of this society wear a caduceus patch on their clothing. This symbol is often painted on their belongings, particularly their healing equipment. This symbol is now known throughout the ship as the sign of a healer.

Subway Terminals

Deck Locations: 9A1-9A2-9A4, 9A4-9A5-9B2-9B3, 9B1-

9B2-9B4-9B5, 9B3-9B5-9C2-9C3, 9C1-9C2-9C4, 9C4-9C5-9D2-9D3, 9D1-9D2-9D4-9D5, 9D5-9E2-9E3, 9E1-9E2-9E4, 9F2-9F3-9F4-9F5 (The locations given are at the intersection of areas named. For instance, the subway terminal at 9E1-9E2-9E4 is located at the corner shared by these three storage locations.)

The subways on Deck Nine are used exclusively for cargo transport. Passengers are able to catch rides with the cargo, but their lives could very well be in danger—the subways' acceleration and deceleration is great enough to unbalance almost any load placed in the cars.

Deck Nine's subways are automated; an Engineering access card is required to disable the autopilot. Any successful attempt to do so will disrupt the entire cargo transportation system and is hence usually an invitation to disaster, drawing the attention of every security robot the deck's supervisory borgs can muster to eliminate the interference and get the subways moving smoothly again.

Antigrav Shafts

Deck Locations: 9A4-9A5-9B2-9B3, 9C1-9C2-9C4, 9D1-9D2-9D4-9D5, 9E1-9E2-9E4, 9F2-9F3-9F4-9F5 (The locations given are at the intersection of the three or more areas—thus the antigrav shaft at 9E1-9E2-9E4 is located at the corner shared by these three storage locations.)

These are the main exit points from this deck (the Gamemaster may, of course, add others—stairways, access ladders, and the like—as he or she sees fit). Once cargo transport robots or the automated subway have delivered goods to these points, each piece of cargo is provided with a gravitic sensor set to the appropriate destination and pushed into the shaft. Upon arrival at the correct deck above, the merchandise is retrieved by another robot and distributed where needed.

As noted in the Deck Overview, these shafts can be used by player characters; the best way is to hide inside a crate to avoid being crushed between boxes. There is always the chance that the PCs hide inside a shipment that will be unloaded near the bottom of the Water Deck or in the vacuum of the blown deck, but such are the hazards of unauthorized travel.



Deck Nine Locations

9A1—Storage for Deck Six specializing in nutrients and soil.

9A2—Storage for Deck Seven specializing in seedlings, genetic material, and preserved plant and animal specimens.

9A3—Horticultural Station specializing in plants and animals for Deck Six.

9A4—Storage for Deck Seven specializing in nutrients and soil.

9A5—Storage for Deck Seven specializing in nutrients and soil.

9B1—Storage for Deck Two specializing in seedlings, genetic material, and preserved plant and animal specimens.

9B2—Storage for Deck Eight specializing in nutrients and soil.

9B3—Cryogenic storage facility housing full grown animals for on-site planetary seeding.

9B4—Storage for Deck Eight specializing in seedlings, genetic material, and preserved plant and animal specimens.

9B5—Warehouse containing materials Deck Four needs, including sea salt, smelt eggs, nutrients, seaweed pollen, etc.

9C1—Storage for Deck Five specializing in seedlings, genetic material, and preserved plant and animal specimens.

9C2—Horticultural Station specializing in plants and animals for Deck Seven.

9C3—Cryogenic storage facility housing nonessential personnel.

9C4—Storage for Deck Six specializing in seedlings, genetic material, and preserved plant and animal specimens.

9C5—Storage for Deck Two specializing in nutrients and soil.

9D1—Storage of miscellaneous supplies required on Deck One.

9D2—Storage for Deck Six specializing in seedlings, genetic material, and preserved plant and animal specimens.

9D3—Cryogenic storage facility housing nonessential personnel.

9D4—Horticultural Station specializing in plants and animals for Deck Two.

9D5—Storage for Deck Two specializing in nutrients and soil.

9E1—Warehouse containing materials Deck Four needs including sea salt, smelt eggs, nutrients, seaweed pollen, etc.

9E2—Storage for Deck Five specializing in nutrients and soil.

9E3—Cryogenic storage facility housing full grown animals for on-site planetary seeding.

9E4—Storage for Deck Seven specializing in seedlings, genetic material, and preserved plant and animal specimens.

9E5—Storage for Deck Seven specializing in seedlings, genetic material, and preserved plant and animal specimens.

9F1—Horticultural Station specializing in plants and animals for Deck Eight.

9F2—Horticultural Station specializing in plants and animals for Deck Four.

9F3—Horticultural Station specializing in plants and animals for Deck Five

9F4—Horticultural Station specializing in plants and animals for Deck One.

9F5—Horticultural Station specializing in plants and animals for Deck Seven.

Encounter Table For Deck Nine

2d10 Roll	Encounter
2	Adventurers (1d6)
3–4	Cargo Transport, Large (1d8)
5–6	Cargo Transport, Small (1d10)
7	Disaster Robot (1d3)
8	Ecobot (1d6)
9	Engineering Bot, Heavy (1)
10	Engineering Bot, Light (1)
11–12	Industrial Robot (1d6)
13–14	Medbot (1d8)
15–16	Security Robot (1d10)
17	Security Robot, Heavy (1d4)
18	Sentry (1)
19	Supervisory Borg (1)
20	Veterinary Robot (1)





Deck Eight

Size: 22.25km long, 6.00km wide, and 0.25km tall.

Status: Operational.

Services Available: Android Assembly Plant, Nonlethal Robotic Unit Forge, Lethal Robotic Manufacture, Medical Supply Institute, Armory, Biohazard Laboratory, Apartment Complex, Engine Accessways, Engine Room.

The eighth deck is large and open, without any interior walls. Several black pillars, spaced 1km apart, fill the empty spaces on the deck. The pillars, approximately 1m in diameter, reach from floor to ceiling, making them 0.25km-tall. Made from duralloy, they are extremely resilient to damage: the GM should consider each to have 1,000 body points.

Refineries and factory complexes, surrounded by overgrown lawns of green tropical grasses and hedges, line the port, aft, and fore sections of the deck, while a large park—with hills, trees, and shrubbery—fills the remaining starboard side. Also to the aft rise the great terraces of a huge apartment complex that once housed the factory workers and their families, while under the ground subway tunnels crisscross between the factories and apartment complex. Five major factories are positioned near the antigrav shafts. These accessways allow the factories to receive the raw materials they require, as well as serving as a conduit for the transport of their manufactured goods.

Several species of small bird flutter about, filling the air with their cheerful songs. They nest in the trees and shrubberies of the overgrown park, the roof and eaves of the factories and apartment buildings, and on the warm pipes and power lines. None of these birds are dangerous or particularly odious in nature.

Although brightly lit, Deck Eight is grimy, its green landscape dotted with ugly, gray-brown factory buildings. The air is breathable but thick and slightly hazy due to pollution from the factories' smokestacks. An air purification system screens out most of the pollutants, but centuries of use and wear and tear have reduced the system's effectiveness, allowing some gases and airborne particles to seep through.

The deck is kept unusually warm (100°F) to better serve the tropical plants that live here. The humidifiers on this deck malfunctioned during the Crisis, but the computer did not discover the problem until long after, while it was running a complete systems check to determine the full

extent of the damage caused by the collision with an asteroid that nearly destroyed Deck Three. During the time between the malfunction and its detection (more than a century), the plants and animals on this deck grew accustomed to the near-100% humidity and mutated accordingly. Once the computer had fully accessed the situation, it concluded that altering the humidity would endanger the altered plant and animal life, and in keeping with its programming determined that the life on the deck was more important than its own convenience. The result: a sweltering deck filled with unruly plant life and rusting factories as far as the eye can see.

Any ferrous object not coated in antirust material, rubbed with oil, or primed and painted will begin to rust or corrode in five days. Rusting removes 1kg of material per year. This means corrosion will entirely destroy a 5kg metal object in five years. Daggers and other edged metal weapons suffer a progressive -5% attack penalty every month when exposed to this deck without proper care.

Many of the robot units serving this deck suffer excessive rust damage as well, causing more mechanical emergencies and robotic breakdowns than any other five decks put together. Almost every robotic unit serving the eighth deck has brown and red rust tracks dripping from its joints and welds, and suffers from mechanical breakdowns of some sort with disheartening regularity.

Factory #1: Android Assembly Plant

This plant manufactures and repairs androids. At its current scaled-down rate of production, the factory can produce a properly-programmed android every seven days; if fully staffed with 4,000 trained workers and robots, the plant can assemble 30 in a single day.

The front desk and information booth in the building's entrance is "manned" by an android receptionist. Any visitors will be asked to show an access card and to state their business. A group without an Engineering, Security, or Command access card and a plausible story will be asked to vacate the premises at once. In case of a problem, the receptionist will summon one to four security robots; they arrive in 1d10 turns.

Assuming the characters manage to get past the front foyer, they find themselves in a very long hall. Every twenty meters, on either side of the hallway, is a door-



way made of solid wood with a frosted glass window; the characters are unable to see through the glass. Over each doorway is a remote camera monitor; however, due to the climate there is only a 40% chance that a given camera is actually functional.

As long as they do not act in a suspicious or destructive manner, the characters are not in danger. If they start acting in a way that calls attention to them—for example, trying every door in the hopes of finding one unlocked, the security system may (25% chance) call for a security robot to escort them from the building. If they break the glass to enter a room or start smashing doors, 1d4 security robots come to eject the vandals—assuming, of course, that a functioning monitor observes their misbehavior. Outside, a heavy security robot will be waiting to take them to the prison holding cells on Deck Seven to await trial (see page 121 for more information on the holding cells and the trial procedure).

Only one in four doors is locked; most lead to large offices with a desk, several chairs, tables, an active (but off-line) computer terminal, and miscellaneous office equipment and furniture. A few of the offices at the end of the hall are used to store janitorial equipment.

At the end of the long hallway, a set of locked double doors block a set of wide stairs that leads to a basement level. The basement is one large room, with evenly spaced pillars throughout the room holding up the roof. A huge assembly line run by androids and industrial robots builds and repairs androids to the specifications of the main computer. Each individual work station attaches a single item or a series of items to the android's frame, sending the partially completed android to the next station once its work is completed.

A culture of free-thinking androids has risen in the last century or so. It is believed to be started by a rogue, free-thinking android that has since been repaired and returned to computer control. These androids have shaken off outside control, whether human or computer. They believe that artificial lifeforms, such as androids, robots, and computers, should not be subordinate to any organic lifeform. Their long-term goal is the complete independence of created life.

Whenever a computer or a supervisory borg detects independence in an android, that unit is ordered to

return to the factory for reprogramming. Androids that refuse to obey are either captured and their minds wiped or, if this proves too difficult, simply destroyed. Thus most free-thinking androids either conceal their ability for independent thought or flee to other sections of the ship and attempt to conceal their true natures.

One of the best ways for a free android to hide from pursuit is to disguise itself as human; they will therefore often be found scattered among human tribes (mutant or pure-strain). This is all the more difficult for them because, as logical beings, they find the emotional and illogical behavior of organic lifeforms puzzling and must study humans closely in order to convincingly mimic their behavior.

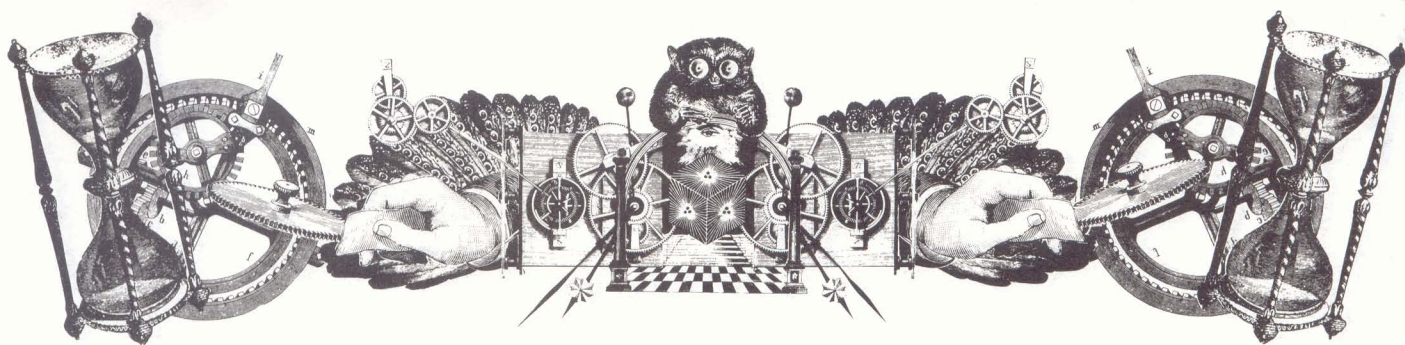
Although free androids value their independence above all else, they will often put the needs of their kind before their own individual needs, sometimes even to the extent of forfeiting their existence if it will sufficiently further the cause. Unlike organic life forms, androids and computers have not forgotten how to use, build, or repair technology. They have an intimate understanding of high-level technology that surpasses that of any organic living being. Since all robots under the computer's control are potential enemies of these rogues, free androids often use their knowledge to rebuild artifacts they find to aid in their defense.

Factory #2: Nonlethal Robotic Unit Forge

A pentagonal building, the Nonlethal Robotic Unit Forge constructs and refurbishes standard worker robots. The complete details of this building are not detailed here, but it functions similarly to the Android Assembly Plant although it is about five times the size and calls for a correspondingly greater staff when fully operational. The Gamemaster should roll 1d8 twice and check the table below to determine the two units currently being built or restored here.

Roll	Result
1	Cargo Transport, Large
2	Cargo Transport, Small
3	Engineering Bot, Heavy
4	Engineering Bot, Light
5	Household Robot





- 6 Industrial Robot
- 7 Tutor
- 8 Valet Robot

Factory #3: Lethal Robotic Manufacture

Identical in shape as the Nonlethal Robotic Unit Forge, the LRM is where armed robots are constructed. The building is not detailed here, since it is almost impossible to break into. Without a Security access card and the proper passcodes, no one can even get through the front door. In addition, an extremely high amount of security surrounds this building to protect the secrets inside:

- Four sentry drones patrol the surrounding area and report back news of any approaching strangers.
- Seismic sensors, imbedded in the ground within 1km of the building, listen for footsteps.
- Motion detectors with a range of 1km search for movement.
- IR cameras with a range of .5km scan the area for heat.
- Sensitive microphones scattered throughout a .5km-radius scan the air for the sounds of movement.

All of these surveillance devices report to the building's main computer, a think tank with a creative Learning. There are two warbots and three defense borgs on active duty at all times in case of any emergency, including attacks on the building or the ship from alien invaders or foolhardy adventurers. These warbots and the defense borgs will seek to repel any attack but will not pursue if the assailants flee.

The Gamemaster should roll 2d10 and consult the table below to determine the units currently being built or restored here.

Roll	Result
02	Defense Borg
03-04	Disaster Robot
05-09	Security Robot
10-12	Security Robot, Heavy
13-16	Sentry
17-18	Stalker
19	Supervisory Borg
20	Warbot

Factory #4: Medical Supply Institute

The Medical Supply Institute is constructed from an adobe-like material with the tensile strength of metal. The grounds are not riddled with the elaborate security precautions found on the Lethal Robotic Manufacture premises, but security within the building itself is relatively tight to protect the ship's crew from dangerous, hazardous, and possibly addictive medicinal products.

Medical or Security access cards are required to enter this building. All other cards are gently refused entry. Anyone seeking to break in will be confronted by 1d4 security robots, who arrive in 1d4 minutes to remove the offenders.

The Gamemaster should roll 2d10 and check the table below to determine what is currently being manufactured in the facility.

Roll	Result
02-03	Accelera Dose
04-05	Antiradiation Serum
06	Coagulator, Stokes
07-08	Fungicide
09-10	Herbicide
11-12	Insecticide
13-14	Pain Reducer
15-16	Sustenance Dose
17	Term+
18-19	Toxin Neutralizer
20	Roll against the following table

3d10 Roll	Result
03	Autosurgeon
04	Cryogenic Pod
05-07	Ecobot
08-09	Envirolyzer
10-12	Gas Mask
13-14	Geiger Counter
15-17	Hazmat Suit
18	Life Force Detector
19-20	Medbot
21-24	Medikit
25-26	Rad Badge
27	Surger
28	Thought Cap
29-30	Veterinary Robot



Factory #5: The Armory

This small factory once built weapons for use by the ship's security. It was the site of a pitched battle in the days immediately following the Crisis, as panicked survivors sought to arm themselves while looters struggled to seize the best weaponry possible. The facility was gutted and its stockpiles of weapons dispersed throughout the ship, where many remain (in various states of disrepair) to this day.

The computer later ordered the factory rebuilt in order to keep the ship's security robots armed; it is now run by a supervisory borg and heavily protected by 1d10 heavy security robots, 1d4 defense borgs, and three warbots. No one is allowed to enter without direct authorization from the main ship computer itself. Anyone who succeeds in stealing anything from this facility will be pursued by a stalker.

Biohazard Laboratory

The Biohazard Laboratory is a restricted area containing all manner of hazardous material, from nuclear waste to organic toxins. These biocides are stored here until they can be broken down into inert compounds by the laboratory's androids and robots. The compounds are then distributed to the various sections of Deck Nine for storage.

No humans or animals are allowed to enter this building, regardless of status or the access card presented; the number of years this structure has been in operation has created a problem with waste containment and the building's general environmental purity. Robotic units and androids may enter if they have clearance from the main computer, but they must undergo extensive cleaning and purification before leaving (a process taking about five hours).

Apartment Complex

This huge conglomeration of buildings once contained living quarters for over two million people. Although now in ruins, this residential section is far from empty. Several stable mutated species have taken sections of the complex and claimed them as their own. Often, the territorial fringes of these settlements are the sites of small-scale skirmishes, as one group attempts to expand into an area controlled by another. If he or she wishes, the

Gamemaster can make this the PCs' home territory.

The following table shows the main groups and the area each claims (see the fold-out map of in the back of the book). These are not, of course, the complex's only inhabitants, merely the dominant ones. Even in these groups' areas, most of the rooms in this vast complex are abandoned and empty.

Area	Species	Population
A1	Arks	2d6(x20)
A2	Attercop	1d8(x50)
A3	Badders	2d6(x50)
A4	Hissers	1d10(x25)
A5	Humans (75% mutant)	3d10(x100)
A6	Katkins	2d10(x50)
A7	Mutant animals, mixed	3d6(x100)
A8	Obbs	1d6(x10)
A9	Orlens	1d3(x10)
A10	Squeekers	3d6(x100)

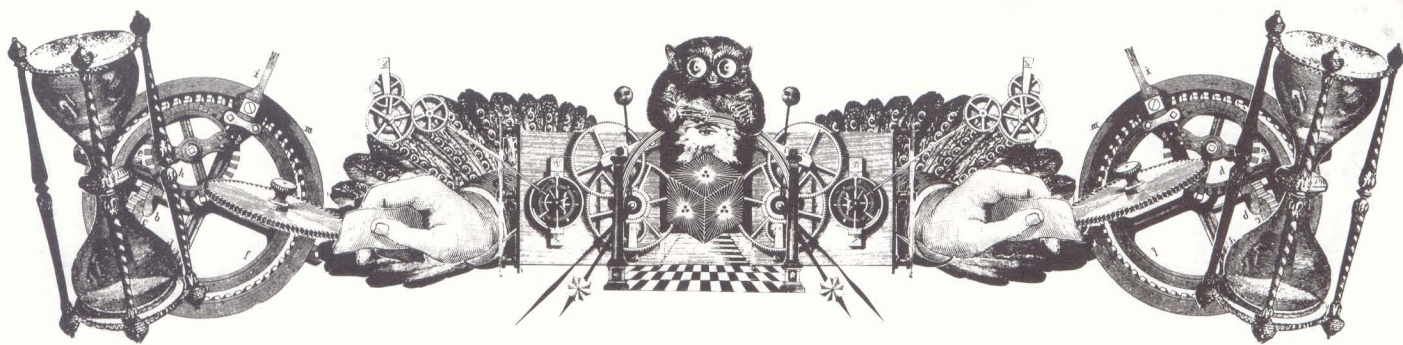
In addition to the constant fighting between groups, another peril of this place is that several blights consider it their main hunting ground. While the blights are the main predator of this whole deck, ranging far and wide, they do most of their hunting within 10km from the complex due to the "easy pickings" it provides.

The Warden's Engines

The *Warden's* main drives are thorium fusion engines with a pair of normal tritium fusion reactors as the ignitor. Almost 4km in diameter, these engines provide all the motive force, light, heat, and electricity the ship needs. There are a total of six drives in the *Warden*. The thorium creates an unstable isotope called segnisium with a mass of 436, resulting in a high loss of mass and subsequent gain of energy in the form of both heat and light. The reaction is contained in a magnetic bottle that contains the heat but allows the intense light to escape. Each pair of engines uses one engine vent at the back of the ship. When the engines are fired up and the ship in flight, the intense light cast by the fusion which creates the Sg_{436} isotope can be seen from a distance of five light-years.

Luckily, segnisium has a very short half-life and quickly decays into relatively harmless inert elements.





Thorium was purposely chosen for the *Warden's* drive for just this purpose. Realizing that the colony ship would be in orbit for a long time, the designers did not want to put the newly terraformed world in danger from radioactive particulate fallout.

The heat from the thorium fusion reaction is converted into both motive force to propel the Starship *Warden* and power for all the systems on the ship. The engine is regulated to provide only as much power as is needed at the time, slowing or increasing the reaction in its core to suit the ship's needs. Since achieving orbit at Xi Ursae Majoris, the engines have been set to their lowest active setting.

Surrounding the reactor core, an extremely dense sphere of fiber optics kept the ship's engineers from going blind from the nuclear reaction. These fiber optics transfer the light from the reaction to every deck on the ship (by lighting the ship in this manner, the ship designers were able to save 15% of the ship's total energy usage).

Severing one of the delicate optical lines cuts the light to one small area of the ship (typically a single room). If any entire bundle or cable of optical fibers is cut, a whole sector will be plunged into darkness (Gamemaster's choice as to which area this is); if all the cables are cut, the eclipse extends to the entire ship. Once light has been cut off to a section of the ship, the main computer orders engineering bots to run diagnostics to isolate the problem and set it right. Once sabotage has been detected, a stalker will be dispatched to deal with the culprit.

Cutting through the cables is very hazardous to a character's health: the intense light will permanently blind all within sight (GM's note: simply cutting a single strand will not have this severe an effect). In addition, all within 10m are exposed to radiation of 2d10/8 intensity per cable cut. Finally, the thrash reeds near the breach (see below) will grow at an enormous rate.

Engine Accessways

The engine accessways are long shafts, similar to subway tunnels. A thick metallic beam, suspended 30m in the air, runs the full length of the 5km tunnel. When the characters enter either end of these two tunnels, the Gamemaster should roll against the following table.

1d10 Roll

Result

1–4	The train is waiting near the entrance to Deck Eight.
5	The train is speeding toward the engines.
6	The train is speeding away from the engines.
7–10	The train is waiting near the engines.

Successfully operating the train calls for a trip through the Use Artifacts chart on page 61. However, if a character has already figured out how to control a subway car he or she will also be able to run the train. The train is very fast, so the trip takes only two minutes to complete. Since there is only one train per tunnel, characters need not fear a collision in case the train breaks down enroute.

Characters who decide to walk the length of the accessway have a 5% chance of meeting a speeding train in the tunnel. Characters may attempt to Dive for Cover; those who succeed press themselves against the floor and feel the train pass by only inches away. Those who fail, those who remain standing in the tunnel, and those who attempt to outrun the oncoming train are struck and suffer 10d6/7 points of damage. Anyone who survives makes the rest of the trip through the tunnel very, very quickly, plastered to the front of the train. Those who perish have been crushed between the train and tunnel walls.

The Engine Room

When the characters reach the train platform at the end of the tunnel, they find a huge, circular doorway. Admittance is denied unless they possess an Engineering access card. Once the card is laid against the card reader next to the door, the door rolls to the left, and they are faced with a 10m-long hallway that ends in another door identical to the first. The door stays open for 3 turns. Once it clangs shut, the door at the end of the hall opens.

The area of the engine room near the access tunnels is a wilderness of thrash reeds. These plants have taken root in the metallic floor and walls; smaller clumps grow on some of the larger piece of equipment in these chambers. It is impossible to walk in this area without pushing through the leaves and branches, taking 1d6 cuts for every



meter of travel from the plants' razor-sharp leaves, with each cut inflicting 1d4/1 points of damage.

The reeds will quickly slice through leather, hide, or similar protection. Attacking the reeds with a dagger or similar cutting weapon exposes the character to attack just as if he or she had dived in among them. Robots and characters with *new body parts*—*carapace* will be able to pass without injury; otherwise flight, levitation, teleportation, or energy weapons will be needed to circumvent this living barrier.

If the characters manage to push through the 30m-thick thrash grove, they run into the engine room's other inhabitants: descendants of the original engineers and technicians who worked in this area of the ship. These altered humans have fashioned themselves a unique and self-deleterious way of life. Their culture, which they call "The Fraternity of the Divine Radiance," revolves around the religious implications of gaining mutations from exposure to the reactor core.

Beginning with puberty, members of this culture expose themselves to the effects of radiation repeatedly, thereafter crawling off to small control rooms to wait for a mutation to manifest itself. Those who mutate beneficially are considered blessed, while those who die or are struck with defective mutations are thought to be paying for some transgression. Typical members of this society have 1d4+5 mutations, often with multiple defects.

The Fraternity often engages in a crude form of fortunetelling by capturing outsiders and subjecting them to radiation. If the strangers die, it is a bad omen. If they live, it foretells a good outcome. If any of the victims mutate, favor is truly shining upon the issue.

Captured adventurers who survive and gain a beneficial mutation become initiate members of the Fraternity of the Divine Radiance, whether they want to or not. Usually this ritual is performed as soon as the mutation becomes apparent, while the victim is still in a weakened state. During the initiation, a triple triangle is tattooed on the back of his or her right hand (or equivalent), where it is can be displayed proudly.

Whether the victims are mutated from the experience and tattooed or not, they are free to leave the engine room once the experience is over. The Fraternity do not kill except in self-defense or the pursuit of food;

if a captive dies due to the Divine Radiance during one of their ceremonies, this was clearly Meant To Be. Those that become initiates are invited to come back and rejoin the Fraternity at any time.

Encounter Table For Deck Eight

d100 Roll	Result
01–03	Adventuring party (1d6)
04–06	Android (1d6)
07–08	Android, Free-thinking (1)
09–13	Ark (2d6)
14–18	Arn (1)
19–22	Attercop (2d6)
23–28	Badder (2d6)
29	Blight (1d6)
30	Bloomer (2d6)
31	Cargo Transport, Large (1d2)
32–33	Cargo Transport, Small (1d6)
34–35	Carrin (1d3)
36	Defense Borg (1)
37–39	Disaster Robot (1d2)
40–42	Ecobot (1)
43–45	Engineering Bot, Heavy (1d2)
46–47	Engineering Bot, Light (1d6)
48–49	"Fraternity" expedition (2d6)
50–52	Hisser (3d6)
53–54	Household Robot (1)
55–57	Human, Altered (1d6)
58–60	Human, Pure-Strain (1d8)
61	Industrial Robot (1d6)
62–67	Katkin (2d6)
68–70	Obb (1d6)
71	Orlen (1d2)
72–75	Security Robot (1d6)
76–77	Security Robot, Heavy (1d2)
78	Sentry (1)
79–86	Squeaker (2d8)
87–89	Stalker (1)
90–91	Supervisory Borg (1)
92–93	Tutor (1)
94–96	Valet Robot (1)
97–99	Veterinary Robot (1)
100	Warbot (1)





Deck Seven

Size: 22.50km long, 6.00km wide, and 0.25km tall.

Status: Operational.

Services Available: Farms, Food Processing Plants, The Old Way, Biological Laboratories, and Prisons.

Clean air, a comfortable temperature, and a synthesized skyscape are the first things one notices when stepping onto the seventh deck of the Starship *Warden*. The walls are covered with holographic projections of a horizon, distant rivers, and a far-off lake or ocean. Holographic clouds pass overhead, casting shadows onto the ground where fields of plants grow the food that eventually feeds most of the inhabitants of this great ship.

The five antigrav shafts rise to the ceiling, looking like high, unclimbable pillars that reach into the sky. Mysterious markings decorate the columns but end far below the actual ceiling. A small brick building attached to the base of each pillar functions as a processing plant, preparing foods for delivery elsewhere on the ship. Underground, an abandoned subway that once connected the farms to the processing plants now serves as a hideout for runaways.

Various birds and small mammals, both normal and mutated, are common sights on this deck. Lines of trees, shrubs, and bushes separate the different farms with hedge-like boundaries, giving the whole deck a patchwork, segmented feel.

Farms

By tradition, a farm's owner is the oldest person who works on the farm. He or she makes all the rules and regulations, and what he or she says becomes law on that farm. As the chief proprietor, it is his or her job, duty, and honor to place the grown goods into one of the brick buildings for "Sessing." It is a crime on all farms for someone other than the owner to place the goods in these buildings. Usually the offender is flogged, but for repeated crimes the lawbreaker is branded and banished from the farm. The brand is used to keep the convict from gaining employment on another farm. The unfortunate felon is forced to either live the life of a brigand, stealing food and water from the farms on this deck, or to escape to another deck and find work or live the life of a wanderer.

Anyone caught pilfering food, water, supplies, or

livestock from a farm is shot on sight. However, this applies only to sentient thieves; the presence of birds and small mammals is accepted as a fact of life and the small amounts they appropriate are considered a tithe to Cartel.

Most farms are always looking for hands to work the fields (80% chance). They do not pay, but offer room, board, companionship, and mutual protection from the occasional violent adventurer or mutant in exchange for a good, hard day's work.

The aftmost farm on Deck Seven is controlled by a group of farmers who are all altered humans. Only altered humans can be employed at this farm, as these farmers all hate pure-strain humans—and with good reason (see below). They believe altered humans are the race of the future, destined to replace *Homo Sapiens*. Employees are forced to swear loyalty to the farm's owner. A special branch of telepathic mutants called the Thought Police enforce that allegiance, searching out and killing spies and other agents sent by their enemies.

This mentality was formed strictly in reaction to the Guards who live on the *other* side of the deck (see *Prisons* below). As the Guards began to hunt down, imprison, and slaughter larger and larger groups of altered humans, militant mutants formed their own reactionary group. The struggle between these two alliances has been going on for as long as anyone here can remember, with most farms in-between caught in the middle (and hardly sick of the whole affair). The Guards have the advantage of technology, while the altered humans have the advantage of mutations. Filled with hatred for all true humans because of the atrocities of the few, these farmers seek to hurt or humiliate (or, if they fight back, kill) all pure-strain humans who fall into their power.

This farm is the most powerful on the deck. The typical employee is rigid and inflexible in his or her views—"We are right, and you are wrong" about sums up their outlook. They are extremists who are willing to die for the cause. Their hostility and anger toward pure-strain humans is obvious for all to see.

To determine the crops growing on the farms, roll against the table below.



2d10 Roll Result

02–03	Alfalfa & potatoes
04–05	Barley & corn
06–07	Beans & peas
08–09	Fruit
10–11	Herbs & spices
12–13	Lettuce & cabbage
14–15	Oats, rice, & wheat
16–17	Onions & peppers
18–19	Spinach & brussels sprouts
20	Gamemaster's choice

Food Processing Plants

The doors to the food processing plants are never locked. Each building has its own controlling computer, whose motion sensors detect the presence of any approaching humans or humanoids and open the doors automatically. Lights within the building brighten slowly, illuminating a large 30m square room.

A large ceramic counter with a vinyl conveyor belt dominates the far end of this room. When farmers place their goods on this table, the weight of the objects activates the conveyor belt, causing it to move slowly to the right. The belt passes through an opening in the wall to a small chamber where the food is compressed, retaining the same size, shape, and taste but diminishing its bulk by 50%. The now-compact goods are then loaded onto antigrav pods to be transported via the pillars to other levels.

If a character sits on the conveyor belt and allows himself or herself to be routed into the compressor, he or she will lose 50% of his or her size and suffer 1d10/6 points of damage from the process. He or she will then be transported to another deck, usually the storage facilities on Decks Nine and Three (see the accompanying text on Deck Three for this particular hazard).

The compression unit reduces the space between the molecules of whatever is placed in it. From living animate objects to nonliving inanimate objects, the result is the same: the amount of space necessary to transport or store the objects is reduced by 50%. Living creatures are not killed by the process (usually), merely compressed. This can be unfortunate for the PC who finds himself or herself suddenly half his or her original size, though an extraordi-

narily tall mutant may not find this dilemma inauspicious.

Once farm produce has been placed on the conveyor belt, the farmer will casually mention out loud the goods the farm is short of—clothing, seed, farm tools, etc. The building's computer will compare the goods turned over to the processing center with its own records of that farm's yield (gathered by Sentry drones); assuming the farmer has not held back more than the farm needs, the requested goods will enter the room via the conveyor belt.

The Old Way

At the time of the Crisis, most of the machinery upon the ship malfunctioned, resulting in the deaths of many of the colonists aboard. Some of the survivors vowed never to use technology again—an oath their descendants keep to this day.

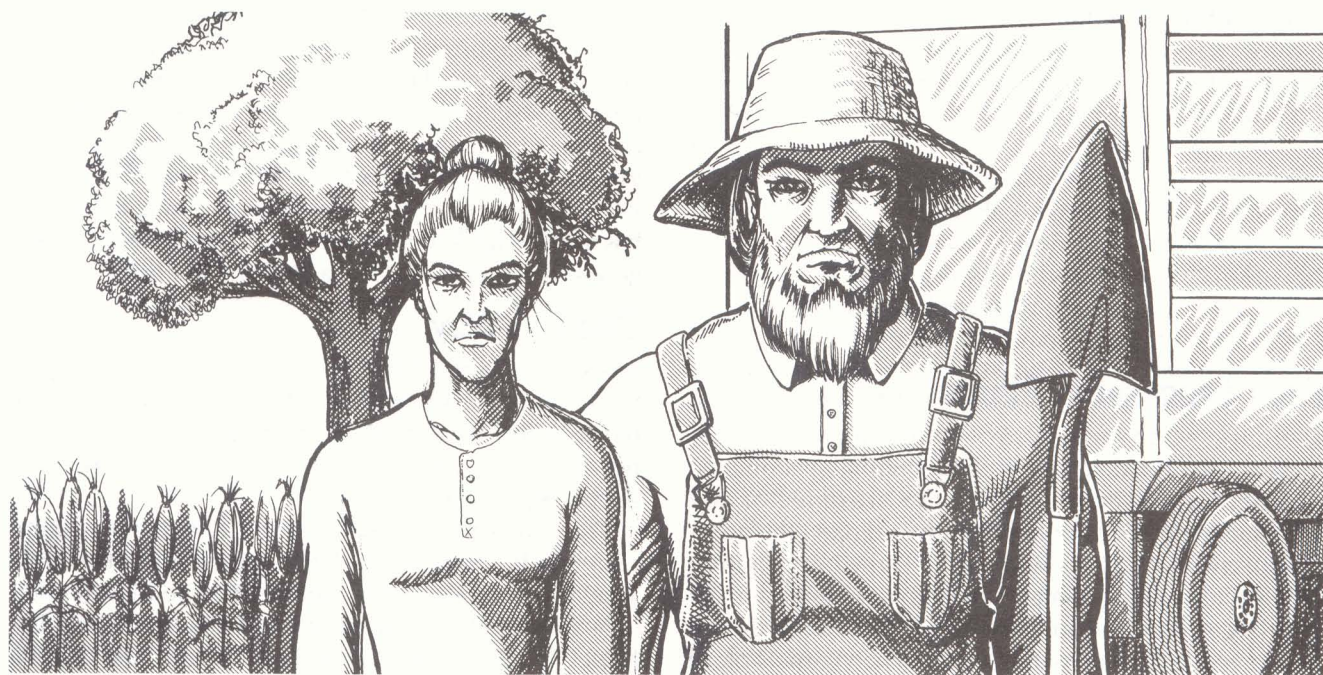
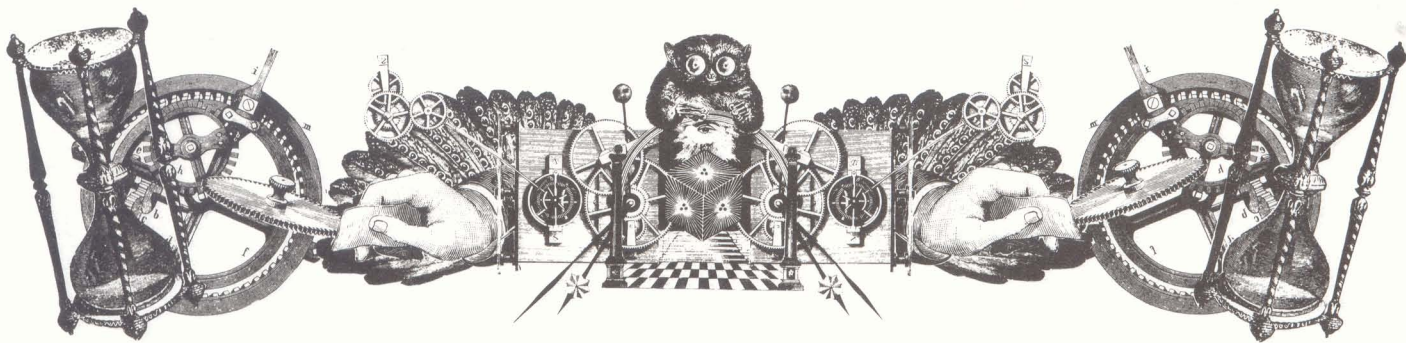
These folk live in small, self-sustained agricultural communities located mainly in the center of the deck. They use animals to draw their carts and plows, oil to light their lamps, and wind or water to power their mills. Most Old Way communities have a lengthy and detailed list of permitted and forbidden machines and an elaborate testing system to determine whether a machine is too advanced to be acceptable. In general, anything they cannot make themselves by hand—that is, anything above Tech II, or anything that runs on electricity, broadcast power, or any kind of power cells, is taboo.

These farmers are the only ones on the deck who do not take their harvested crops to the processing centers. Instead, they strive to be self-sufficient. They grow what they need to feed themselves and their livestock, save seeds from year to year, and barter with other farmers for any other necessities.

The majority of Old Way families are pure-strain human; about one-third have a mutation of some sort but will conceal it if at all possible, as all mutations are considered shameful misfortunes by this folk. They will greet strangers who appear human warmly; those with obvious mutations will be met with more-or-less tolerant pity. Intelligent animals and sentient plants accompanying human guests will be treated as pets and housed in the barn or stable.

Openly using mutations in front of these farmers will bring first a stern rebuke and then, if this behavior continues, complete ostracism. Displaying or using any machines that have been declared forbidden will bring





down the wrath of the whole community; the PCs will first be ordered off Old Way land and, if they refuse to go, they will be stoned. Once the offenders have been beaten senseless, their equipment will be destroyed beyond repair and any survivors will be dumped somewhere at least 3km from the nearest Old Way farm.

Biological Laboratories

The two biological laboratories on this deck were designed to experiment on animals and plants. The scientists were attempting to find the perfect genotypes for seeding the Xi Ursae Majoris system. Even with terraforming, a different gravity and slightly disparate soil chemistry of the two colony worlds made small changes in the genes of plants and animals necessary to make them better suited for this new environment.

With the arrival of the Crisis, these two scientific stations were affected by the ambient radiation. The scientists living here and in the nearby buildings were killed by the radiation, but their experiments continued. Unfortunately, the radiation adversely affected the programming of the

facility's computer. The building's security system was combined with the program for genetic tampering, creating a new and unique program that protects the building from intrusion by creating its own defenses—genetically.

The defensive program uses a replicator to create its abominations quickly and repeatedly. If one creature fails in its attempts to rid the complex of intruders, the defensive program creates another, based loosely upon the first.

In order to determine the basic features of the attacking creature, the Gamemaster should roll on the following table.

2d10	Result
2	Bear
3	Cougar
4	Crab
5	Duck
6	Elephant
7	Ferret
8	Frog
9	Hummingbird
10	Kangaroo
11	Lizard



12	Mouse
13	Octopus
14	Porcupine
15	Praying Mantis
16	Skunk
17	Turtle
18	Wolf
19	Wolverine
20	Gamemaster's choice

The Gamemaster should determine the creature's attributes using the procedure described in the Player Character Generation chapter and then roll 1d4 mutations to add to the basic genotype. If the characters manage to kill the created beast, the facility's computer creates another variety with either more mutations, extra features from other species, or more special abilities to combat that particular attack. This process only takes 1d4 turns! Roll against the table below to determine the computer's decision.

2d10 Effect

- 2-5 *More mutations:* Roll 1d2 more mutations.
- 6-9 *Extra features from other species:* Roll against the table above and add 1-3 features from the species indicated to the next beast created.
- 10-20 *More immunities:* Add an immunity to an attack used against the preceding creature; see below.

Attack Form/Immunity Received

- Blaster:** *Displacement, energy absorption, energy metamorphosis, energy reflection, or force field generation.*
- Bludgeoning:** *Adaptation (cumulative), displacement, force field generation, kinetic absorption, new body part—carapace, or repulsion field.*
- Cold:** *Displacement, energy absorption, energy metamorphosis, energy reflection, force field generation, or pyro/cryokinesis.*
- Disease:** *Immunity.*
- Electricity:** *Displacement, energy absorption, energy metamorphosis, energy reflection, or force field generation.*
- Explosion:** *Displacement, force field generation, new body part—carapace, or repulsion field.*
- Falling:** *Displacement, force field generation, kinetic absorption, levitation, new body part—air sail, new*

body part—wings, telekinetic flight, or teleportation.

Heat/Fire: *Displacement, energy absorption, energy metamorphosis, energy reflection, force field generation, or pyro/cryokinesis.*

Laser: *Adaptation (cumulative), displacement, energy absorption, energy metamorphosis, energy reflection, or force field generation.*

Life leech: *Anti-life leech, devolution, or immunity.*

Light: *Photokinesis, photosynthetic skin, or sonar.*

Mental attack: *Heightened Intellect attribute, immunity, mental invisibility, mental reflection, stunning force, thought imitation, or will force.*

Paralysis: *Gas generation, immunity, or will force.*

Piercing: *Adaptation (cumulative), displacement, force field generation, kinetic absorption, new body part—carapace, or repulsion field.*

Plasma: *Displacement or force field generation.*

Poison: *Force field generation, gas generation, immunity, or poison.*

Radiation: *Energy absorption, energy metamorphosis, energy reflection, or force field generation.*

Slashing: *Adaptation (cumulative), displacement, force field generation, kinetic absorption, new body part—carapace, or repulsion field.*

Sound: *Displacement, immunity, sonar, or sonic blast.*

Suffocation: *Displacement.*

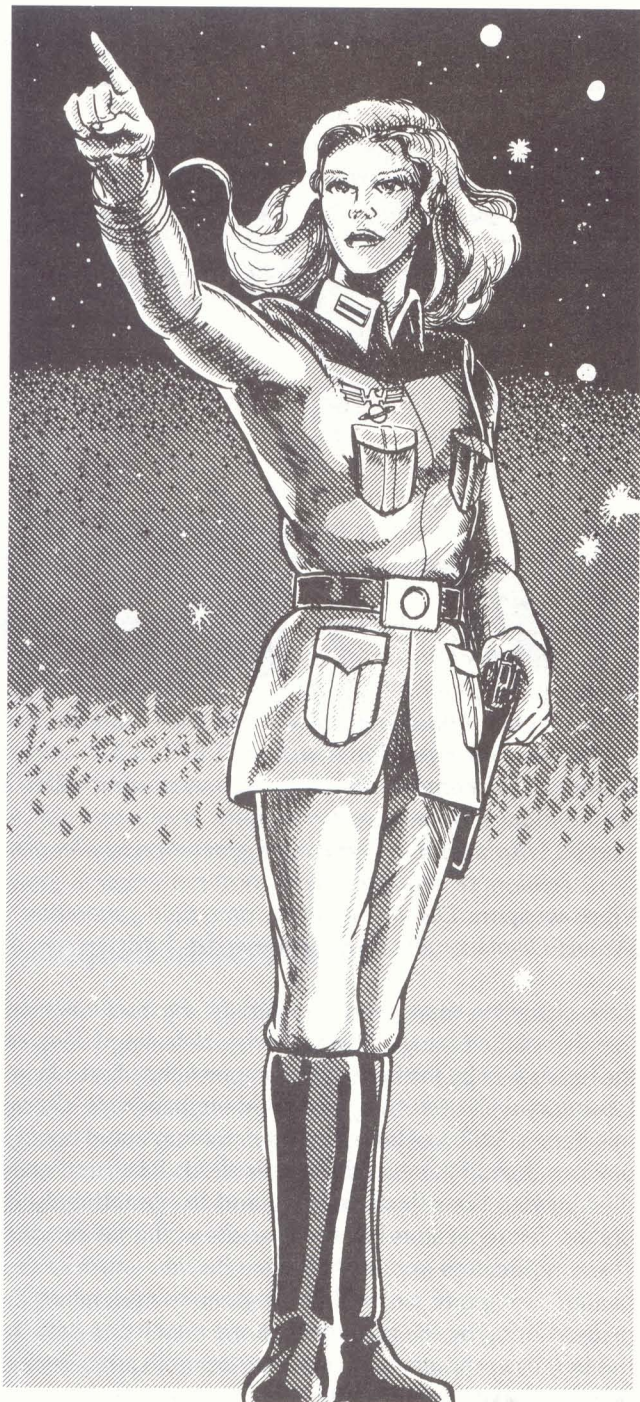
Tangle: *Displacement, force field generation, molecular disruption, or repulsion field.*

Vibro-weapon: *Displacement or force field generation.*

Water: *Displacement or new body part—gills.*

If the characters manage to pass through the front entrance to either of the Biological Laboratories, defeating 1d6+6 of the beasts sent by the building's computer, they find a large laboratory with 30 rusting metal and urethane vats. Gross, misshapen entities of humanoid and nonhumanoid configurations float in the vile, dark-green fluid. Tubes and needles jut into their flesh, feeding and oxygenating their bodies. Ten replicators line the opposite wall from the vats. These replicators are under the exclusive control of the facility's computer and will not respond to commands or programming by the characters. If the characters destroy the lab, its computers, the vats, or the replicators, repair bots are dispatched within 1d4 days to repair the damage.





All sabotaged equipment is fixed within 4d6 days, whereupon the facility resumes its grisly work.

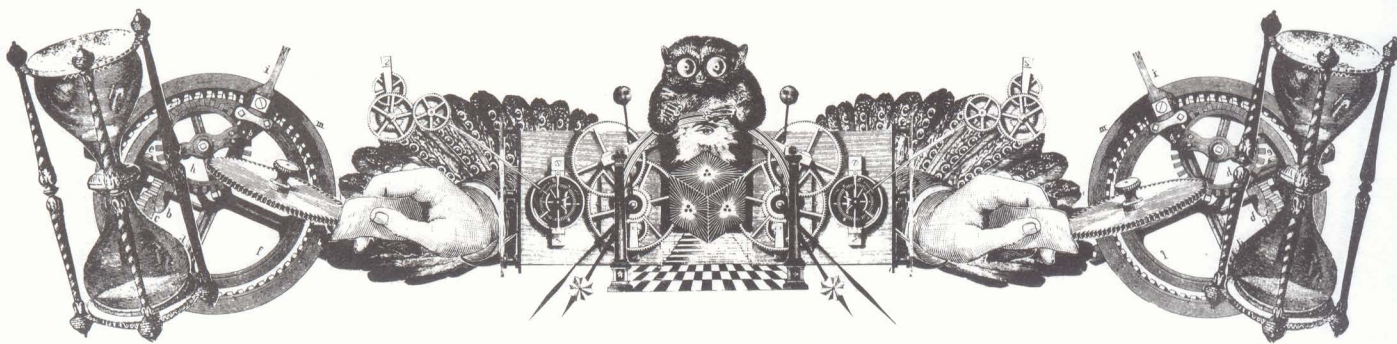
Once a week, both biological laboratories dispatch a single, unique creature onto the deck. The creature is highly intuitive and intelligent, able to adapt and survive in the harsh environment of the *Starship Warden*. If the Gamemaster decides to unleash the creature upon the characters, characteristics of 1–4 different animals should be combined with 1d4+3 mutations (both beneficial and defective in any quantity). The creature is not under the computer's control and does not necessarily have to stay on Deck Seven; being intelligent, it may choose to move to other decks. Not all of these creatures are irredeemably hostile. Indeed, if treated kindly, such a creature may even become an ally of the PCs.

Prisons

The prisons and the adjoining courtroom are controlled by a militant group of pure-strain humans who are rabid mutant-haters. Known as the Guards, they focus their passion upon "the unlucky ones"—altered humans. They go to almost any length to kill altered humans or destroy their plans and works, thriving on fear and hatred. Only true humans are allowed to become Guards.

Their creed blames all the ills of the Crisis, both past and present, upon mutants. Their goal is to wipe out the altered human population and "purify" the race. Mutated animals and sentient plants they consider sub-humans to be subjugated but not necessarily destroyed, so long as these beings "know their place." This dogma of hatred, genocide, and bigotry has earned the Guards almost universal enmity among the ship's other sentients. Their special enemies are the mutated farmers who live on the aft section of this deck.

Guards tend to travel in groups, the better to conduct raids on farms looking for altered humans. Fear and terror are their favorite weapons. They claim all the artifacts of the Crew as their rightful inheritance and ruthlessly confiscate them from anyone they meet. This has enabled them to build up a considerable stockpile; a typical Guard will be issued armor and a fully functional weapon artifact when on a mission. They are particularly fond of blasters.



Intellectually, the Guards are strict and unyielding. There is no room in their philosophy for fence-straddling; in their minds, anyone who is not with them must be against them. They favor the color red and are fond of cloaks, knee-high boots, and heavy gloves. As a symbol of authority, each Guard proudly displays a silver badge on the right pocket of his or her dark blue shirt.

Since the Guards are in control of the ship's prisons, they have ample opportunity to wreak their vengeance against the mutated. Security robots bring miscreants right into the hands of the Guards. If they are pure-strain humans, the Guards generally let them go with just a friendly warning—unless they speak up for their mutated companions, in which case they receive a light sentence or hard labor as an example to other “mutie-lovers.” Hard labor is standard for mutated animals and sentient plants, although some get off with a light sentence. But if the criminal is an altered human, that unfortunate can expect one of three sentences, regardless of guilt or innocence: the death penalty, life imprisonment, or hard labor.

- **The death penalty:** a long and grueling process too gruesome to be detailed here.
- **Life imprisonment:** a lifetime of scanty, barely palatable food, a space too small for comfort, and mind-numbing boredom.
- **Hard labor:** a life's worth of arduous and exhausting exertion on one of the farms controlled by the Guards. Generally, prisoners sentenced to hard labor gain Fitness points (1 per year), but it does them little good since escape is so difficult.
- **Light Sentence:** relinquish all belongings, wealth, technology, and excess clothing to the Guards. Once the criminal is freed of all possessions, he or she is free to leave the prison.

Escape from the ship's brig should be very, very difficult without mutations like *teleportation* or help from the outside. In case of a breakout attempt, the Guards use every means possible to capture or kill everyone involved, prisoner and outside helper alike—preferring to capture them if possible for public execution later on.

Encounter Table For Deck Seven

d100 Roll Result

01–03	Adventuring party (1d6)
04	Android, Free-thinking (1)
05–06	Branded humanoid (1 or 1d6)
07–18	Farmer, mutated human (1d8)
19–27	Farmer, Old Way (1d8)
28–37	Farmer, pure-strain human (1d8)
38–52	Guard patrol (1d8 or 2d6+4)
53	Prisoner, escaped (1 or 1d4)
54–55	Security Robot (1d4)
56	Security Robot, Heavy (1d2)
57	Sentry (1)
58–75	Small bird (1d10)
76–88	Small mammal (1d6)
89	Stalker (1)
90–96	Thought Police patrol (1d8)
97	Unique creature created by the Biological Laboratories (1)
98–00	Random <i>Metamorphosis Alpha</i> creature (1d6)

GM's List of Things to Remember

The presence on this deck of two diametrically opposed cultures makes for a great deal of tension. The Guards believe mutants are the cause of all the problems on the ship and seek to exterminate this “threat to humanity.” The mutated farmers who originally banded together for mutual protection now seek revenge against all pure-strain humans for the Guards' atrocities. Some farms are firmly aligned with one side or the other, but most try to either ignore or appease both groups to avoid trouble. The most successful of these are the Old Way communities, whose close-knit settlements are well organized for defense and whose attitude toward both groups is firmly neutral.

Small skirmishes between the Guards and Thought Police are continual, but full-scale assaults on the opposing enclaves are extremely rare (these usually occur only when important leaders or their friends and family members are killed in skirmishes). If the Gamemaster ever decides that one of the rare full-scale onslaughts is underway, as many as 60 (4d10+20) members of one of these groups will be involved.





Deck Six

Size: 23.00km long, 6.00km wide, and 0.25km tall.

Status: Operational

Services Available: None.

Humidity, heat, and insects—these miserable malenations and annoyances are the highlights of Deck Six. Designed with the deep jungles of Africa in mind, the vegetation and wild life mimic that dangerous yet beautiful terrain. Several paths cut through the foliage. Usually these paths lead to grazing pastures where large herbivores congregate or to the center of villages. Several species of vicious predators patrol the paths, waiting for unwary travelers to supplement their diet.

The smell of orchids and giant flowers radiates everywhere one steps. The humidity causes thick fog to cling to the leaves and branches of the trees like a low-lying cloud during the cool early morning and evening. Within 1m of the ground, however, visibility is normal but diffused.

The whole deck is open; there are no interior walls or pillars to be seen anywhere. The antigrav shafts that pierce this level and the exterior deck walls are hidden from view by holograms and protected by repulsion field generators. Subsonic broadcasts make anyone, human or animal, who approaches a wall or shaft very nervous; this is to keep animals from running into them and injuring themselves (GM's note: sentient plants are immune to this effect). In addition, the fields help protect the deck in case of a hull breach, while the holograms of continual terrain negate feelings of claustrophobia on the part of the animal and human inhabitants.

Most of the vegetation on Deck Six is natural or a mutated, nonlethal version of the original plants. There are, however, several species of vicious carnivorous plants also found here, making the deck a dangerous place. Many of the ship's sentient plants consider this deck their home, including two of the most dangerous, The Jawed Plant and the ghost tree.

Aside from the dominant plant life, there are two significant cultures on this deck. They have a healthy respect for each other, as each believes the other is justified in its belief if childish in the simplicity with which it practices it. These two cultures are known as the Servants of the Eye and the Ashintins.

The Servants of the Eye

This is a primitive (Tech Level I) group of Amazons who worship the artifacts left behind by the Crew. They venerate the past but have little desire to change their current way of life. This large tribe includes all types of sentients, but the majority are true humans. The men of the tribe are responsible for food preparation and caring for the young; the women are hunters and hold all positions of authority. The Servants can easily be identified by the broken bits of ancient technology they wear as jewelry. Their symbol, an eye within a triangle, is usually worn upon jewelry, like a necklace or earring.

Servants are driven to acquire any sort of artifact, functioning or not. They offer their finds to the deactivated robots they worship as idols. A typical temple is a shrine filled with artifacts, most of them worthless. They actively hunt down robots, androids, and active machines, believing them to be inhabited by evil spirits. They deactivate these machines by any means they can and cart the remains off to the nearest temple, where they mount the new idol upon an altar of its own. They never reveal the locations of these temples to strangers lest the outsiders loot their holy relics.

For active robots, the Servants have special squads of trained robot hunters. Although their weapons and equipment are primitive, these women are adept in all manner of tricks and traps their tribe has learned over the years to overcome robots. Any of these elite hunters should be considered as having a +10 bonus when attacking robots of types the tribe has encountered before.

All artifacts that come into a Servant's possession must be deactivated and placed in a temple. An artifact that is not "doing something" is considered deactivated even if it is in perfect working condition. Deactivation is sometimes as simple as removing the power source. They will barter for any artifact in another's possession regardless of the item's condition—they don't care if it works or not because any artifact is worthy of laying at the feet of their robot altars. They will not, of course, trade one of their precious artifacts, offering instead food, shelter, or the services of one of their expert hunters as a guard or guide.

This tribe gained its name from the *Eye of Cartel* one of their hunters found a century ago when she was scouting through the deck looking for robots. The Eye,



in actuality, is nothing more than a lone porthole that allows sight into the depths of space. When this strange artifact was found, they tried to remove it to their village but were (fortunately) unsuccessful. Therefore, they adopted the small, dilapidated hut that hid the Eye (originally a park ranger's station) as their chief shrine.

The tribe's high priestess takes a trek to the Eye to divine the proper course of action for her tribe during times of trouble, or when a stranger is captured. The two-day journey passes through some of the roughest terrain on the deck. She always takes along 2–12 elite hunters to guard her from the perils and the predators that prowl the deck.

When the troupe arrives at the Eye, the priestess enters the sacred chamber alone and removes the black curtain covering the porthole. She spends at least eight hours in the small chamber staring into the Eye, emptying her mind for the answer Cartel will send. Once an answer has come to her, the troupe makes the trek back to the village, where she announces her revelation, which is considered a message direct from Cartel that must be obeyed immediately. The Gamemaster can use the table below or can make up whatever divinations best fit the situation in his

or her campaign to determine what the priestess sees through the Eye. Any omen can be either good or bad.

Roll

01–66
67–70
71–84
85
86–97
98–99
00

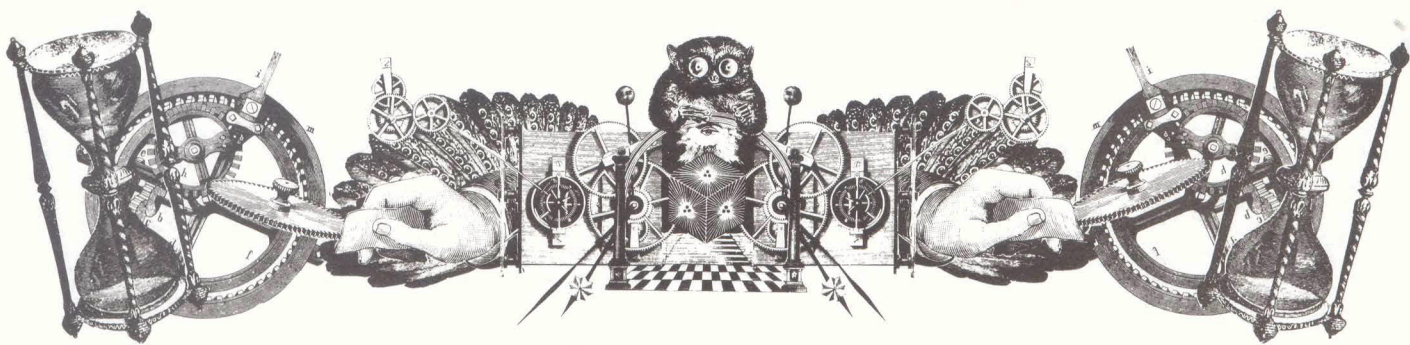
Result

Stars
A strange phenomenon
The Jewel
The Suns and the Jewel together
The Suns
A partial eclipse
A total eclipse

Stars: She looks upon the lights and tries to discern a shape, symbol, or word (constellation) in their placement. The points of light she sees through the Eye hold no meaning in themselves; the shapes they make, however, do. When she sees something, she associates the item or symbol with the current situation and determines if the meaning is foreboding or favorable.

To give the Gamemaster a few ideas for the shapes or symbols that can be found in the stars, the table below is provided. Each constellation is given more than one





interpretation. The Gamemaster can randomly choose one of these or make up his or her own. Gamemasters are encouraged to come up with their own ideas. All entries are given in future tense, but they can also apply to present cases, as in the arrival of the player characters.

2d6 Roll Result

- 2 Baby basket or crib: *An important baby is to be born. It is either a great hunter, a new priestess, or a dreadful beast of death. This may also foretell the coming of a horrible threat to the village.*
- 3 Casket: *The death of a young child or an important person is forewarned.*
- 4 Dagger or long knife: *The time has come for the village to hunt. This can include food, enemies, or visitors.*
- 5 Disfigured humanoid shape: *A horrible, threatening beast will enter the village to destroy it, or the village itself must be "purified," with all Servants making penance for their sins.*
- 6 Flames: *The threat of a natural disaster—flood, fire, etc.—is at hand.*
- 7 Hammer (or other tool): *It is time for the village to rebuild or to expand.*
- 8 Random animal or plant (roll against Deck Six's Encounter table): *The priestess is warned of a year of starvation for her people, an abundance of game, or the threat of attack from the creature indicated.*
- 9 Robot: *A robot will enter the village, or one of their priceless robot shrines will be stolen.*
- 10 Snare: *A scoundrel will arrive to deceive the village, or any strangers who arrive must not be allowed to leave.*
- 11 Spear: *An assassin or great hero will come among them (this could easily be interpreted as one of the PCs).*
- 12 Woman with wash basin: *The priestess is forewarned that the time has come for her to hand her post over to another. This omen can be used if the Gamemaster wishes for the priestess to leave her village and join the adventuring party as a PC.*

A strange phenomenon: On occasion, the planet beneath the Starship *Warden* passes through areas of relatively dense particulates. On the planet, the particles enter the atmosphere as meteorites. On the *Warden*, the particles (some as large as a few meters in diameter) shimmer and float by quickly, occasionally striking the side of the ship or even the Eye with a resounding noise. This phenomenon can create any number of divinations.

- The tribe will be attacked by its enemies due to its disregard for the teachings of the Eye.
- The tribe has been blessed. For the next decade, hunting will be particularly good, new robots will be captured, and many children will be born.
- A pestilence will strike the tribe, killing one in ten.
- A large number of outsiders will join the tribe, bringing gifts and providing valuable skills the tribe needs.
- Visitors (the PCs) will either greatly benefit or greatly harm the tribe. They must be rewarded or punished accordingly.

The Jewel: The priestess catches a glimpse of the system's other major planet, a sight signifying that a great change is on the way.

The Suns and the Jewel together: This rare event indicates that a great change is on the way and that the tribe should prepare for it by sending out hunters to seek the legendary Other Eye. The tribe's best hunters will leave the village and scatter throughout the ship; this omen is one the GM may want to arrange if he or she wants one of the Servants to join the PCs.

The Suns: This phenomenon always has an exceedingly favorable or inordinately diabolical meaning (equal chance of either).

A partial eclipse (one Sun): The Eye is starting to close itself off from the village. This sign is usually followed by a great deal of soul-searching and a sudden increase in participation in religious ceremonies dedicated to the Eye.

A total eclipse (both Suns): The Eye is displeased with the village. A witch hunt for evil-doers ensues before the eye can enact its own dreadful vengeance. Unfortunately, visitors and immigrants count for most of the panic deaths.





The Ashintins

According to the legend, Ashintin was a survivor of the Crisis. He, or she, saw the potential for a new age of enlightenment in the ashes of the disaster. She or he gathered together a small group of followers dedicated to the ideal of unifying all intelligent creatures to form a society of peaceful coexistence founded upon freedom of choice. The two pillars of the Ashintins are nonaggression and personal choice—the latter sometimes carried to the point of anarchy.

There is little organization among the Ashintins; each member does as he or she pleases. Most merely go about their lives trying to live up to the ideals of the culture. Some wander the deck, trying to convince any sentient creature they encounter to join their ranks. Such wanderers usually travel in groups of three or four. In order to demonstrate that their ideals can work, they like each group to have one member of each basic genotype: a true human, an altered human, a mutated animal, and a sentient plant.

Members of the Ashintin tend to wear simple robes and carry only defensive weaponry—items that can stun, rather than kill, attackers. They will fight only in self-defense.

The Tick Shallop

It is unknown when this strange craft first appeared, or what happened to its lost crew. It must have been after the Vendetti destroyed the crew on the main bridge, for otherwise the crew would no doubt have activated the starship's long-range defenses to prevent the invader from ever docking. On the other hand, no one now living on Deck Six remembers a time when the *Tick Shallop* was not a permanent fixture clinging to the hull, so it is safe to assume that it appeared over a generation ago.

The alien crew has apparently completely vanished. This, however, means little, since the vast randomness of mutations throughout every genotype on the ship have altered many species beyond recognition. Thus, the aliens or their descendants may still be on board, or they may have been completely destroyed, leaving only skeletal remains indistinguishable from those of a mutant strain of an old Terran genotype.

When the *Tick Shallop* docked against the *Warden*, a

huge, malleable metallic seal was placed against a flat area of the *Warden's* external hull to seal the impending breach. Three enormous claws drilled into the *Warden* and peeled the hull open, allowing the *Tick Shallop's* crew to infiltrate the interior of the huge generation ship. It is unknown what happened to the alien crew, but a few theories exist.

Some believe the sheer power of the mutations aboard the *Warden* far surpassed the alien survey team's firepower. Unprepared for the sheer ferocity of the starship's environment, the aliens quickly perished in fights with the ship's inhabitants. Later, adventurers and wanderers looted the alien craft, eventually leaving it the bare shell it is today.

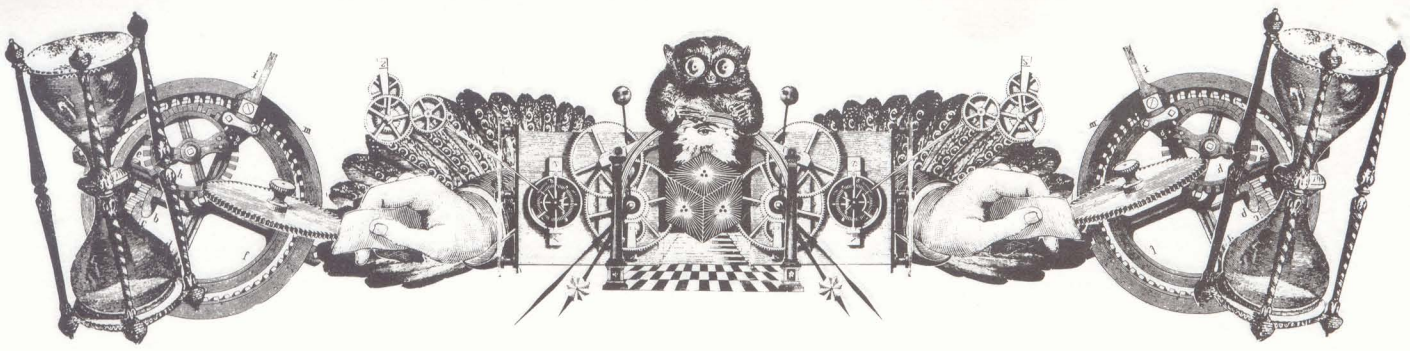
Others believe that Cartel sent his Servants to destroy the intruders—that is, that the alien ship's intrusion activated the generation ship's automatic defense system, which dispatched defense borgs and warbots to the breach point. Once the robots had obliterated the alien survey team, they entered the *Tick Shallop* itself, eliminating all who had remained within. Before departing, the security robots removed virtually all of the raider's equipment for analysis.

If the player characters find the area of the *Warden* that the *Tick Shallop* broke into, they notice huge claw marks that scar the interior hull. Several of these gashes are dozens of meters above the head of the tallest PC, indicating that whatever beast or machine caused them was either extremely large or capable of flight. Incendiary burns, laser gashes, and high-explosive depressions disfigure the walls and floor, making it apparent that an incredible battle was fought here.

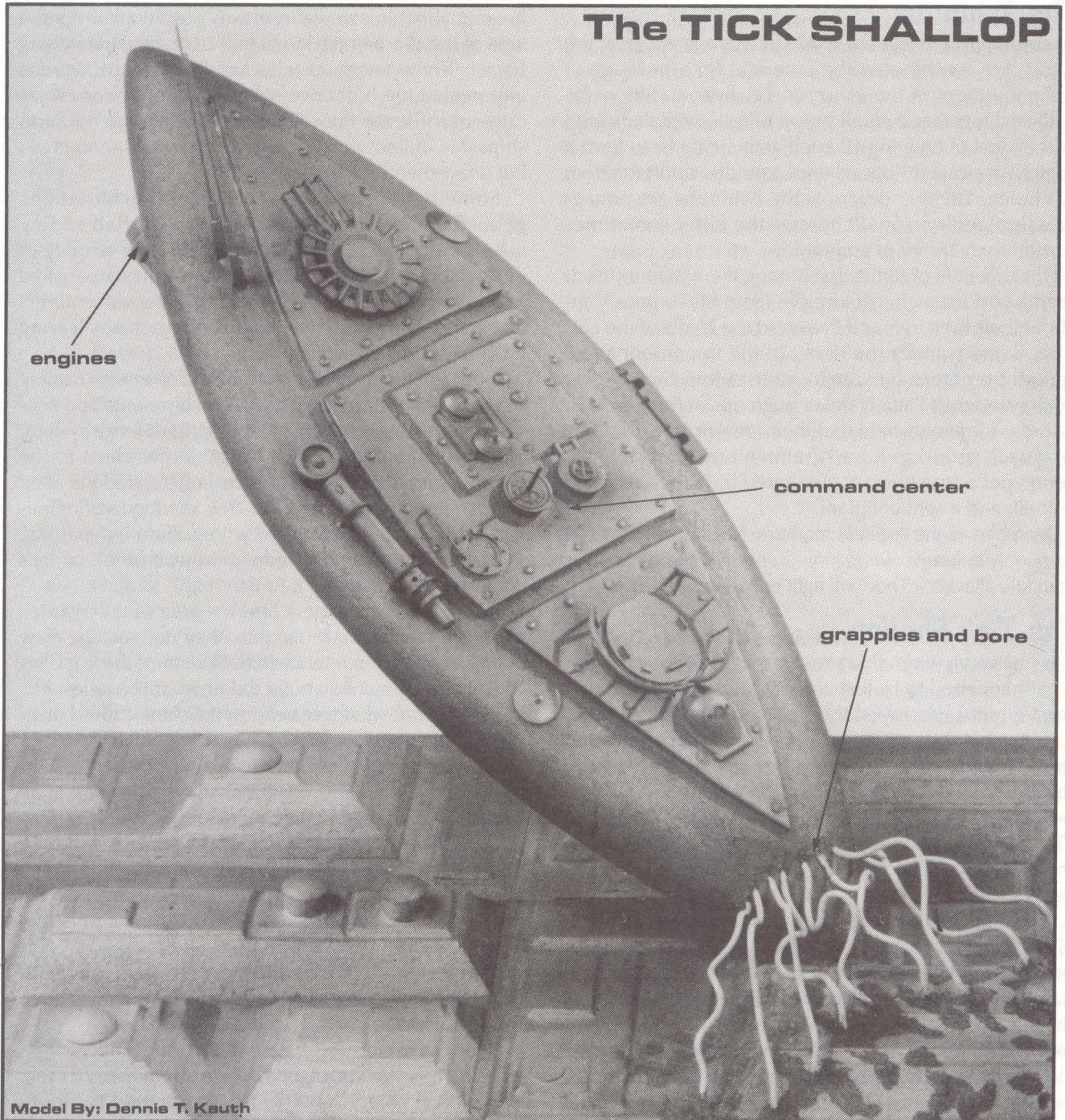
If the characters enter the *Tick Shallop* itself, they find a very strange environment. The first thing they notice is that the corridors are pentagonal, as are all the doors. The lighting in the hallway is still functional but extremely dim. Each door has a palm reader that outlines a three-fingered hand roughly 12cm long with 12cm fingers. If a PC places a palm on this reader, there is a 15% chance the door opens.

The cabins and rooms are not lit, requiring a light source or the use of *night vision* or *ultravision* to see. Within the cabins, the PCs find tall and unusual furniture. The rough equivalent of chairs, tables, hammocks





The TICK SHALLOP



Model By: Dennis T. Kauth





(shaped like suspended sleeping bags), and bathroom facilities exist all in one room. The room is completely lacking in portable items—there are no small utensils, trinkets, or technological artifacts.

If the characters gain access to the *Tick Shallop's* command center (the Web), they can attempt to figure out the workings of the ship. The tech level of the ship, although very alien in form, is roughly equivalent to Tech VI. If the characters manage to figure out the command functions of the ship, they will be able to perform the following tasks, if they choose:

- **Disembark:** This allows the characters to disengage the *Tick Shallop* from the *Warden* and escape to open space. This will, of course, create havoc aboard the *Warden* by leaving a large breach in Deck Six that will severely stress that level's life support systems; it will take several weeks for the computer to effect full repairs.
- **Fire Weapons:** This allows characters to fire the *Shallop's* ship-to-ship weaponry. This option cannot be used while the *Shallop* remains attached to another ship.
- **Go Home:** This option sends the ship to the alien's home world.
- **Land:** This option sends the ship to the surface of the planet the *Warden* is orbiting.
- **Go to:** this option sends the characters to wherever they wish to go. Options can include Earth, one of the planets in the Xi Ursae Majoris system, to the heart of the Suns, etc. (this can be used to introduce characters to other AMAZING ENGINE game universes).
- **Couple:** This reattaches the *Tick Shallop* to the *Warden*. However, it bores in at a new location, once again alerting the *Warden's* defense system of infiltration by an "alien craft." A contingent of six defense borgs and two warbots arrive 1d10 turns later to dispatch the invaders.
- **Teleport:** A small pentagonal recess in one corner is a working matter transmitter. Characters stepping inside and activating the device are teleported away to whatever site the Gamemaster chooses. This can be used to introduce characters to other AMAZING ENGINE game universes.

- **Other:** Any other function the Gamemaster wishes to add is completely up to the individual campaign.

Encounter Table For Deck Six

d100 Roll	Result
01–04	Adventuring party (1d6)
05	Android, Free-thinking (1)
06–09	Ark (2d6)
10–13	Arn (2d10)
14–18	Ashintin wanderer (1 or 4)
19–21	Attercop (1d4)
22–24	Blight (1)
25–28	Bloomer (2d6)
29–30	Cal-then (3d6)
31–34	Dart Weed (1d10)
35–38	Death Moss (1)
39–40	Ecobot (1)
41–42	Fen (2d8)
43–44	Fleshin (2d6)
45–46	Gator (1d6)
47–49	Ghost Tree (1d3)
50–54	Gren (1d8)
55–58	Hisser (3d6)
59–60	Horl Choo (2d6)
61–65	Jawed Plant (1d3)
66	Medbot (1)
67–68	Mushroom Hunter (1d100)
69–70	Obb (1d6)
71	Orlen (1d3)
72–73	Parn (1d3)
74	Security Robot (1)
75	Security Robot, Heavy (1)
76–87	Servants of the Eye (1d8)
88–89	Skeeter (1d10)
90–91	Squeeker (2d10)
92	Stalker (1)
93–95	Sword Bush (1)
96–98	Terl (1d6)
99–00	Veterinary Robot (1)





Deck Five

Size: 24.00km long, 6.00km wide, and 0.25km tall.

Status: Operational

Services Available: Manure processing, general store, meat processing, ranching.

Deck Five, known simply as the Ranch Deck, is a dusty, smelly place. Few clouds break the monotony of the synthesized brownish-blue sky. Every acre of land on the deck not used for the ranchhouses, general store, slaughterhouse, and antigrav shafts is devoted to raising large herd animals. From cattle and sheep to pigs and chickens, the animals that humanity has traditionally chosen as food animals are here.

The air of the deck is generally filled with the odor of manure, while an infestation of flies and horseflies fills the deck, pestering every living creature. Flocks of crows and blackbirds numbering in the thousands swarm from one grazing pasture to another, consuming the maggots and worms that colonize the tons of manure produced every day. What manure is not ingested by the fly larvae is collected by janitorial ecobots and transported to a manure-processing stations, where all larvae and eggs are removed. The manure is then transported to every deck on the ship that produces food for the colonists and passengers.

There are three major cultures living on this deck—the Ranchers, the Cattle, and the Rustlers.

The Ranchers

These mutated humans live to produce Cattle—a generic term that includes all forms of livestock, mainly cows, sheep, pigs, goats, and poultry. Small groups of Ranchers continually patrol the fields and pastures of this deck, herding the animals, making repairs to the fences, and keeping a look-out for Rustlers. They are obsessed with protecting their animals from all poachers and predators. Ranchers always travel together in groups of 2–7 (1d6+1), the better to protect their animals (and each other), and they are always armed with a slug thrower that shoot rubber bullets for 3d10/1.

The Ranchers' whole culture surrounds the Cattle. There is one of the few cash, rather than barter, economies aboard the ship. Whenever they drive a group of their semi-intelligent charges to the slaughter,

the deck computer rewards them with enough domars to purchase everything they need from the General Store (a computer supply terminal run by a creaky household robot named Shep)—the seed required to plant the alfalfa and corn that feeds the animals, food and chewweed for the Ranchers themselves, and power for their ranchhouses. This capitalist system was designed to ensure that the providers of much of the ship's food are in turn themselves dependant on the rest of the ship for necessities.

When the animals in a herd are old enough and large enough to be slaughtered, they are rustled together and driven to the forwardmost section of the deck where they are placed in a large corral. The ranchers herd the Cattle one by one into the mouth of a large duralloy building, where they are transformed from living creatures into cutlets, steaks, and roasts. Wrapped into neat packages, meat from the slaughtered animals is distributed where needed to other decks or stored in large freezers on Deck Three.

The slaughterhouse is perfectly clean; it does not have the smell of death associated with most processing plants. Thus, the Cattle never realize they are heading toward their deaths. The plant's computer weighs each animal and pays the Ranchers as soon as each is processed (i.e., about ten seconds after it enters the slaughterhouse).

Unfortunately, accidents will happen. The slaughterhouse does not discriminate between animals, humans, or mutated humans: anything that passes through its doors receives the same treatment. The creature or human in question is instantly killed by dozens of lethal blades that emerge from every wall, cleaned, and converted into cutlets for consumption around the ship.

The Cattle

The animals whom the ranchers breed have gained the ability to communicate in the generations since the Crisis, but they still suffer from the apathy and lethargy bred into their domesticated ancestors. They live only to graze and get fat so they can go to *Abb'twhr*. Once they are found worthy, the Ranchers will send them on the journey to *Abb'twhr*. At *Abb'twhr*, the Cattle will no longer have to worry about predators and poachers. Most importantly, the Cattle have observed that the Ranchers never get to make the trip to *Abb'twhr*, which gives them a comfortable feeling of superiority over the beings who control so much of their lives.





The Zoopremists

This small but growing band of Cattle are animal rights activists who believe that Cartel blessed them with intelligence so they could enjoy the world around them. They view Abb'twhr as a reward to come at the end of an active and fulfilling life, not as a substitution for it. Their more passive brethren consider Zoopremism a dangerous heresy, while the Ranchers view it as rank treason. Nevertheless, the sect has caught on, particularly among the young, and every attempt by the Ranchers to extirpate it only creates more "martyrs" for the cause.

The more radical Zoopremists have embraced the tools of terrorism, especially bombs, and have formed a secret society devoted to overthrowing the Rancher's dominance of this deck. Other, more moderate, Zoopremists attempt to interest their fellow Cattle in improving their lot through negotiations with the Ranchers. Not surprisingly, many are forced to flee the Ranchers' wraith, most of whom become wandering adventurers dedicated to improving the lot of intelligent animals everywhere.

The Rustlers

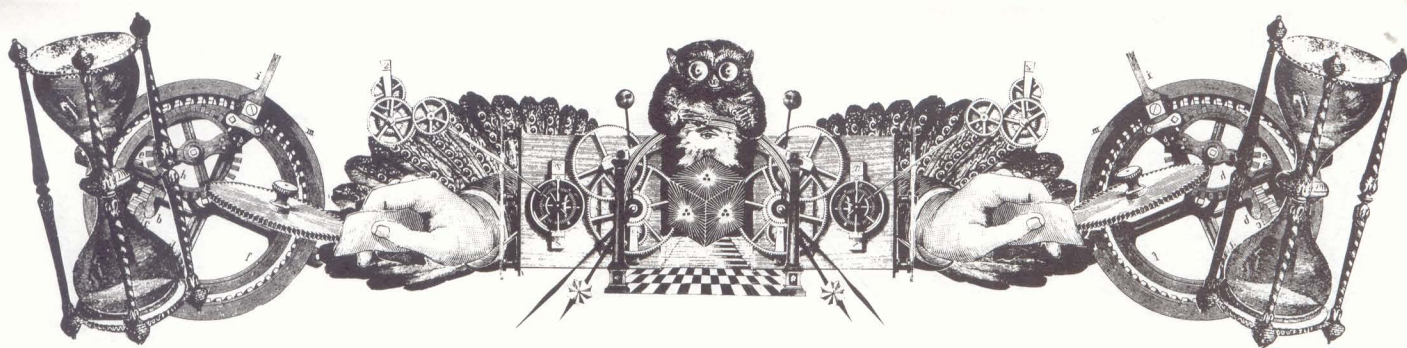
These nomads constantly keep on the move, looking to stay out of the way of the Ranchers while protecting their herds of slaves from other Rustlers. Rustlers pride themselves on the number of slaves they keep in tow; hence they are always on the lookout for ways to capture more. Slaves are forced to serve their master's every need or feel his or her wrath.

A Rustler's response upon encountering strangers is simple: he or she will immediately attack and attempt to enslave them. Rustlers will attempt to take the characters alive if at all possible by knocking them unconscious. When they awaken, they will be in chains. Slaves who attempt to escape or incite others to do so will be beaten; only rarely will a Rustler sacrifice one recalcitrant slave "as an example" to the others.

Encounter Table For Deck Five

d100 Roll	Result
01-03	Adventurers (1d6)
04-05	Ark (2d6)
06	Attercop (1d6)
07-08	Badder (3d6)





09-16	Bird, normal (3d10)
17	Blight (1)
18-19	Bloomer (2d6)
20-22	Cal-then (1d8)
23	Carrin (1d6)
24-35	Cattle (3d10)
36-40	Cattle, Zoopremist (1d10)
41	Dart Weed (4d6)
42	Ghost Tree (1)
43-44	Hawkoid (1d8)
45	Hoop (2d6)
46	Horl Choo (1d6)
47-49	Household Robot, "Shep" (1)
50	Houyhnhnm (3d6)
51-53	Human, pure-strain (1d4)
54	Kai lin (1d6)
55-56	Katkin (1d8)
57-58	Kreel Torr (1d6)
59	Land Shark (1d2)
60	Mirror Oak (1d2)
61	Mushroom Hunter (1d100)
62	Orlen (1)
63	Parn (1)
64-65	Podog (2d8)

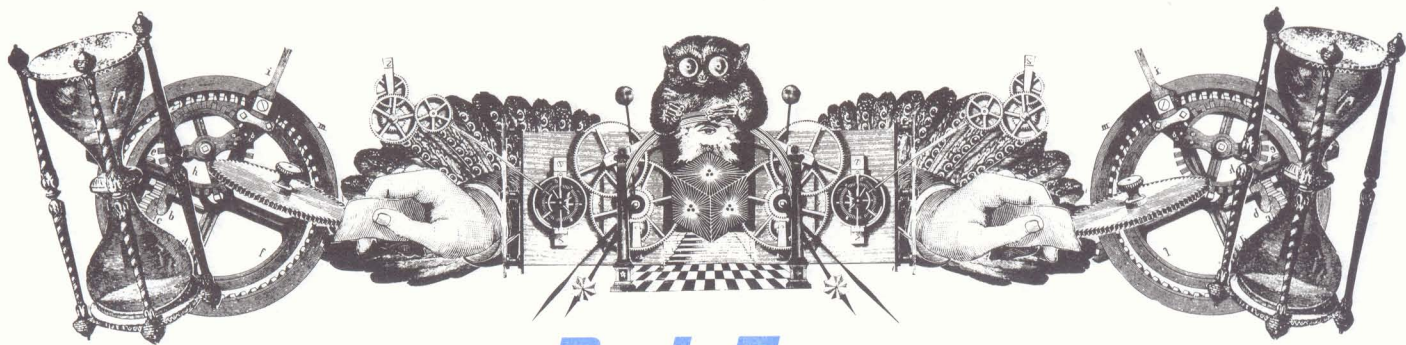
66-81	Rancher (1d6+1)
82-91	Rustler (1d10)
92	Seroon lou (1d6)
93-95	Squeeker (1d10)
96-97	Sword Bush (1d8)
98	Terl (1d6)
99-00	Veterinary Robot (1)

GM's List of Things to Remember

It is important for the Gamemaster to remember that "Cattle" is a generic term that covers pigs, sheep, geese, buffalo, ducks, etc. as well as cows. Cattle that the PCs meet will almost always be friendly but apathetic, while Zoopremists may well seek out visitors as potential allies. Ranchers are inclined to be friendly unless they have some reason to believe that the PCs are in league with the Zoopremists or Rustlers, while Rustlers will seek to enslave them at once.

So long as they steer clear of entanglements with any of the major power groups, player characters should have no major problems on this deck. Befriending any one group, however, automatically makes them part of the ongoing feuds and could land them in big trouble, depending on the circumstances.





Deck Four

Size: 24.00km long, 6.00km wide, and 0.75km tall.

Status: Flooded

Services Available: Fresh Water Preserve, Salt Water Preserve, Waste Management Plant, Water Purification Plant, and Water Transfer System

The characters can reach this deck via the antigrav shafts or the emergency stairwells located in the walls of each deck. Deck Four is almost completely flooded with water. A subway exists underneath the deck, but it too has flooded and is no longer operational. This was once a popular recreational area, but all the boats sank long ago, leaving characters to devise their own watercraft if they want to venture out onto the water.

The deck is separated into two distinct parts—the Salt Water Preserve and the Fresh Water Preserve. The Salt Water Preserve takes up about four-fifths of the deck, while the Fresh Water Preserve fills the remaining fifth. Small atolls and islands were included to provide the shallows so many marine creatures depend upon and to give seals and seabirds a place to rest and sun themselves. A synthetic sun beats down on the water while holographic projections disguise the floor and walls. Should a swimmer get within 20m of the wall, the hologram begins to shimmer, warning the approaching creature to veer away.

Throughout the salt water environment, or Salt Water Preserve, there are seven islands, ranging in size from less than 0.25km in diameter to over 2km across, providing a total of some 35km of coasts. On these land masses, tropical and subtropical flora and fauna flourish, especially birds and insects. The fresh water environment, or Fresh Water Preserve, contains two islands, the larger of which is roughly 1.5 km across at its widest point. In addition to 10km of coastlines, many small pools and puddles on the islands provide homes for frogs, crayfish, turtles, minnows, and other small pond life.

Waste Management Plant

An Environmental Services access card is required to enter this building. The metal doors each have 100 body points; successfully breaking one down alerts the automatic defense system, which sends 1d6 security robots in investigate; they will arrive in 10–60 minutes.

Within the building, the nauseating stench of organic wastes is almost unbearable (a successful Willpower check is required to remain in the building). Twelve large circular pools of brownish sludge are stirred by a series of blades, mixing a genetically-created bacterium with chemicals to convert the waste into usable nutrients for the decks that grow food. The water taken from the sludge is sent through the Water Purification Plant before being returned to the fresh and salt water preserves.

Water Purification Plant

The Water Purification Plant takes water from the salt and fresh water preserves, removes all impurities, and delivers it to the Water Transfer System. This plant is run exclusively by androids and robotic units, although humans once oversaw the work performed by these robotic units. In the centuries since the humans have been here, the units have continued their work unaided, proving that the design specifications for these vital systems were exquisite.

Water Transfer System

The Water Transfer System is a huge complex, with 10m-diameter duralloy pipes jutting from its 18 water-sending units. Each pair of sending units pump huge quantities of water to a single deck. This water is then used in the sprinkler systems (to create artificial rain), river headwaters, permanent pools and springs, and drinking fountains and toilets. This building is completely automated, with an identical staff to that found in the Water Purification Plant. Since this system is vital to the ship's life support, the ship's computer will deal harshly with anyone caught tampering with it.

Animal Statistics for Deck Four

Brittle Star: F 50; R 80; L 05; I 20; Ps 10; W 60; C 05; Po 30; Stamina 47; Body 17; #AT 5; Dmg 1d10/3 squeeze; Tech Lvl 0; Mutations: *Size change—larger.*

Cleaner Fish: F 05; R 70; L 05; I 05; Ps 05; W 10; C 60; Po 05; Stamina 27; Body 2; #AT 1; Dmg 1/1 bite; Tech Lvl 0.

Dolphin: F 50; R 70; L 50; I 55; Ps 35; W 60; C 80; Po 65; Stamina 44; Body 17; #AT 1; Dmg 1d6/1 bite, 1d8/2 ram; Tech Lvl 0; Mutations: *Intuition, telepathy.*

Eel: F 20; R 95; L 05; I 10; Ps 05; W 10; C 05; Po 30; Stamina 35; Body 7; #AT 2; Dmg 1d6/2 bite or 4d6/4





electric shock; Tech Lvl 0.

Gar: F 40; R 50; L 10; I 10; Ps 15; W 70; C 10; Po 20; Stamina 40; Body 14; #AT 1; Dmg 1d10/3 bite; Tech Lvl 0.

Grampus: F 50; R 40; L 40; I 40; Ps 30; W 90; C 40; Po 70; Stamina 27; Body 17; #AT 1; Dmg 2d10/1 tail buffet; Tech Lvl 0.

Narwhal: F 50; R 40; L 40; I 40; Ps 30; W 50; C 50; Po 40; Stamina 34; Body 17; #AT 2; Dmg 1d10/3 tail buffet, 2d6/6 horn; Tech Lvl 0.

Octopus: F 60; R 40; L 30; I 45; Ps 15; W 50; C 05; Po 80; Stamina 30; Body 20; #AT 4; Dmg 1d8/2 squeeze; Tech Lvl 1; Mutations: *Gas bag, kinetic absorption, life leech, new body parts—lungs.*

Otter: F 20; R 85; L 10; I 25; Ps 15; W 10; C 70; Po 20; Stamina 32; Body 7; #AT 1; Dmg 1d6/2 bite; Tech Lvl 0.

Ray: F 40; R 70; L 10; I 15; Ps 10; W 20; C 50; P 30; Stamina 30; Body 14; #AT 2; Dmg 1d6/1 "wing" buffet; Tech Lvl 0.

Sea Turtle: F 80; R 05; L 50; I 60; Ps 30; W 80; C 15; Po 60; Stamina 29; Body 27; #AT 1; Dmg 1d10/4 bite; Tech Lvl 0.

Seal: F 35; R 45; L 20; I 25; Ps 10; W 20; C 40; Po 25; Stamina 22; Body 12; #AT 1; Dmg 1d6/1 bite; Tech Lvl 0.

Shark: F 60; R 70; L 10; I 10; Ps 10; W 30; C 30; Po 70; Stamina 34; Body 20; #AT 1; Dmg 2d10/4 bite; Tech Lvl 0.

Swordfish: F 65; R 70; L 15; I 10; Ps 05; W 25; C 40; Po 60; Stamina 32; Body 22; #AT 1; Dmg 1d10/3 sword; Tech Lvl 0.

Encounter Tables For Deck Four

d100 Roll Atoll/Island Result

01–04	Arn (3d10)
05–08	Bloomer (2d6)
09–12	Cargo Transport, Small (1)
13–16	Death Moss (1)
17	Disaster Robot (1)
18–20	Ecobot (1)
21–25	Fen (4d6)
26–29	Fleshin (2d6)
30–38	Gator (1d8)
39–42	Hoops (2d6)
43–46	Jawed Plant (1d3)
47	Medbot (1)
48	Obb (1d6)

49–52	Octopus (1)
53–56	Parn (1)
57–76	Random nonmutated animal (2d10)
77–80	Security Robot (1d6)
81–84	Skeeter (2d10)
85–88	Squeezer (4d10)
89–92	Sword Bush (1d8)
93–96	Terl (1d6)
97–00	Veterinary Robot (1)

d100 Roll

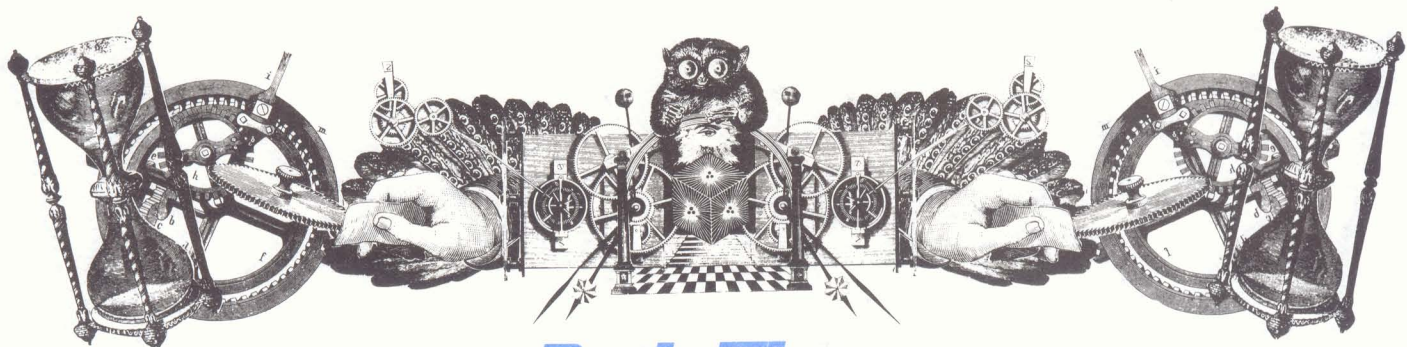
01–06	Cleaner Fish (1d10)
07–10	Ecobot (1)
11–20	Fen (2d8)
21–30	Fleshin (2d6)
31–34	Gar (1d8)
35–44	Gator (1d6)
45–48	Otter (3d10)
49–85	Random nonmutated animal (2d10)
86–94	Sea Gull (1d10)
95–99	Terl (1d6)
00	Veterinary Robot (1)

Fresh Water Result

d100 Roll

01	Brittle Star (1)
02–06	Cleaner Fish (1d6)
07–18	Dolphin (2d8)
19–20	Ecobot (1)
21–24	Eel (1d8)
25–29	Fen (2d8)
30–34	Fleshin (2d6)
35–39	Gator (1d6)
40	Grampus (1d6)
41–42	Narwhal (2d4)
43–48	Octopus (1)
49–56	Random nonmutated animal (2d10)
57–60	Ray (1d8)
61–70	Sea Gull (3d10)
71–74	Sea Turtle (1)
75–78	Seal (2d10)
79–90	Shark (1d10)
91–94	Swordfish (1d3)
95–98	Terl (1d6)
99–00	Veterinary Robot (1)

Salt Water Result



Deck Three

Size: 23.00km long, 6.00km wide, and 0.50km tall.

Status: Damaged; life support disabled.

Services Available: Cargo Storage

This level is devoted entirely to storage. Unlike Deck Nine, which carried goods that might be needed by the passengers and crew in flight, Deck Three held terraforming equipment and mothballed factories to be transplanted to the new worlds' surfaces once they arrived.

When the *Warden* left home, the third deck was filled to capacity. Once the ship entered the Xi Ursae Majoris system and settled into orbit around one of the future colony worlds (Essence or Scion), the terraforming equipment was transported to the planets' surfaces, initiating Genesis Xi Ursae. Downloading the terraforming equipment rendered the deck about half full. The equipment still on Deck Three includes everything the fledgling colonies will need to construct buildings and employment. The mothballed factories include building supplies, metal works, grain mills, etc.

Deck Three is dark, airless, and lifeless. Soon after the Vendetti took over the Command Nucleus on Deck One, a meteor struck the side of the ship and ruptured the hull, destroying the deck's life support systems and exposing Deck Three to the vacuum of space. Since there was no longer any life on Deck Three to protect, the computer left the breach unrepaired and allocated all its limited resources to maintaining life where it still existed, in accordance with the Crew's final commands—replacing herbivorous life on predator-heavy decks, reseeding plants on herbivore-heavy decks, reoxygenating the air on plant-light decks, etc.

If the characters try to enter Deck Three from the anti-grav shafts or emergency stairwells, they will find that doors opening onto this deck require three uses of a Command, Engineering, Environmental Services, Medical, or Security access card before they will open. The first two times the access card is used, a series of red symbols (warning signs) appear momentarily above the door. If the characters use an access card for the third time, the door assumes the characters are aware of, and prepared for, the danger beyond. It therefore opens, sucking anyone within 30m who fails a $\frac{1}{2}$ Fitness check out into space. Loud alarms sound as sensors detect the loss in air pressure, automatically shutting the door again three turns later.



Encounter Table For Deck Three

d100 Roll	Result
01–05	Android
06–10	Cargo Transport, Large
11–15	Cargo Transport, Large (Deactivated)
16–20	Cargo Transport, Small
21–25	Cargo Transport, Small (Deactivated)
26–30	Defense Borg (Deactivated)
31–35	Disaster Robot (Deactivated)
36–40	Engineering Bot, Heavy (Deactivated)
41–45	Engineering Bot, Light (Deactivated)
46–50	Household Robot (Deactivated)
51–55	Industrial Robot (Deactivated)
56–60	Security Robot
61–65	Security Robot (Deactivated)
66–70	Security Robot, Heavy
71–75	Security Robot, Heavy (Deactivated)
76–80	Sentry (Deactivated)
81–85	Stalker (Deactivated)
86–90	Supervisory Borg
91–95	Supervisory Borg (Deactivated)
96–00	Warbot (Deactivated)





Deck Two

Size: 22.50km long, 6.00km wide, and 0.50 km tall.

Status: Operational

Services Available: None

The second deck is known as the Wilderness Level. The air here is crisp and clean. The late evening and early morning are very cold, causing frost to appear on plants, while a thin sheet of ice covers the small streams.

This deck features a forest with rough mountainous terrain all around the rim, growing rougher and less climbable the closer the mountains get to the meeting point of the walls and roof. Streams flow from the impassable portions of the mountains, cascading down waterfalls, merging with other streams to eventually make a river that flows into a lake near the deck's bow.

This deck's history has been a violent one. Early on, an alliance of mutated animals called The Fit rose to dominate the entire deck. Years later these tyrants were overthrown by an even more bloodthirsty culture, the Vendetti. In seeking to expand to other decks, the Vendetti murdered hundreds of thousands of sentients and unknowingly prevented *Operation Exodus* from taking place. Eventually their power was broken in a catastrophe of their own making that decimated their numbers. Since then, scattered survivors from both groups have vied for power, staging raids on each other's hideouts and trying to regain control of all other creatures on the deck. Most of the deck's inhabitants today are staunchly independent anarchists belonging to neither group who would strenuously opposed any plan to reunite the ship, much less the deck, under a single authority.

The Fit

In the early years following the Crisis, a mutated bear named Vard gathered together mutated animals of all types and forged them into a new culture which he called The Fit. Vard taught that mutated animals were naturally superior to all other forms of life, that the strong should protect the weak and the weak serve the strong, and that organization was vital for survival.

Many flocked to his banner for the protection he promised, others for the acceptance they could find nowhere else. Vard then took the strongest, fittest, and smartest of these new animals and formed an elite army. With this army of powerful mutants, he conquered the

majority of the second level, imposing his personal rule over his fellow animals. Even long after the original Vard had died of old age, his successors maintained an ever-tightening control over what their founder had won.

The Fit ruled over the deck with an iron paw. Any part of the deck not under their direct control was forced to pay tribute to them. Anything grown, foraged, or born was declared to be the property of The Fit, even if it had to be snatched right from the mouths of weaker animals. Altered humans and sentient plants were particularly mistreated, while pure-strain humans died out completely on this deck from The Fit's persecution.

As the years went by, The Fit's leaders (the Generals, they were called) grew tired of inactivity, desiring the face of war once again for the glory they believed it would bring. Since he did not realize there were other decks and other worlds to conquer, the current Vard (Vard the Fourth) sent spies out to the edges of his world to search for traitors and insurgents. If these spies overheard an animal speaking ill about The Fit or their leader, they would send word back to Vard. The Generals would work out a battle plan, and he and his army would go to the general location and kill every living creature they came across.

The Vendetti

For the better part of a century, The Fit controlled the deck, until a spy came back with word that some altered humans calling themselves the Vendetti, tired of the endless persecution, had banded together to overthrow The Fit. Made confident by their many past successes, Vard and his Generals drew up plans and ordered a surprise attack. They soon learned that these foes were unlike any other they had ever faced, striking from ambush only to melt away into the mountains again before they could be pinned down by The Fit's larger forces. Finally Vard and the Generals themselves took to the field for one final decisive battle. But on the eve of the fight Vendetti assassins used their mutations to infiltrate the enemy camp and murder Vard and all the Generals. Suddenly left leaderless, The Fit's army was routed the next day with great slaughter, and the Vendetti became the main power on Deck Two.

The Vendetti's leader, Bromwint, was a strategist of genius. Unfortunately, he was also a tyrant with ambition to



match his military skill: he wanted to rule the entire world. Once the Vendetti found a set of emergency exits and stairs leading to other decks, Bromwint decided they should expand into the deck above theirs: the Command Deck. They annihilated the Command Crew, disrupting the completion of Operation Exodus; they completely destroyed a thriving metropolis of over a half-million people; they very nearly captured another city. Turning their attention to the lower decks, Bromwint sent a great expeditionary force down the stairwell to Deck Three and personally set the explosives to blow the hatches barring his troops from this new world to conquer. He and most of his troops perished horribly seconds later, sucked into the vacuum that awaited them on the other side of the blown hatchway.

Anarchy

Neither the Vendetti nor The Fit have ever recovered from the blows that broke their power. In the years since Bromwint perished, the Vendetti have dwindled to a few militant bands hiding in the hills or in the abandoned subway tunnels who fight anyone or anything that enters their territory. They are masters of the

ambush, surrounding their opponents, eliminating the opposition with lightning-fast attacks and wanton overuse of firepower. They produce nothing of their own, preferring to forage for the food and water they need, or stealing it from villages or unwary travelers.

The Fit have re-established sway over several villages, but it is only a fraction of the territory they once controlled. Moreover, each city is ruled by its own supreme high commander, an iron-pawed monarch who spends much of his or her time conspiring to unite the other villages under his or her leadership.

Most of the sentients on the deck are heartily glad to be rid of both groups and celebrate their independence by embracing an unrestrained, chaotic lifestyle. Thus, natives of this deck are far more likely to be accepting of strangers of different genotypes or species than almost any other culture aboard the ship. Violence is still commonplace, as many species are predators by nature, but there is very little prejudice, with the obvious exceptions of the enclaves of The Fit and the Vendetti that still survive.

Encounter Table For Deck Eight

d100 Roll	Result
01-08	Adventurers (2d6)
09-12	Ark (2d6)
13-16	Attercop (2d6)
17-20	Badder (3d8)
21-24	Cal-then (3d6)
25-28	Death moss (1d6)
29-32	Fen (1d8)
33-40	Fit patrol (2d10)
41-48	Gren (2d8)
49-52	Hawkoid (1d6)
53-56	Hoop (3d6)
57-60	Horl Choo (1d6)
61-64	Katkin (1d10)
65-68	Mirror Oak (1d2)
69-76	Normal nonmutated animal (1d10)
77-80	Orlen (1)
81-84	Podog (4d6)
85-88	Skeeter (2d10)
89-92	Tangler (1)
93-00	Vendetti raiders (1d10)





Deck One

Size: 22.25km long, 6.00km wide, and 0.10 to 0.75km tall.

Status: Operational

Services Available: Administration and Security Station (ADSEST), Citydomes 1 & 2, Command Nucleus, Garden Domes 1, 2, & 3, Observation Domes 1 & 2, Secondary Bridge, and the Stratonome.

The topmost deck, Deck One, is called the Command Deck, even though it contains several garden domes, observation domes, citydomes, and the Stratonome as well as the Command Nucleus. Each of the separate dome locations is detailed below.

ADSEST

ADSEST, the Administration and Security Station, is the center for all security reconnaissance throughout the ship. Whenever a call for security robots goes out on any deck, ADSEST orders the nearest security robot (or heavy security robot, depending upon the severity of the problem) to the spot. ADSEST also controls the Stalker robotic units. There are no humans working in this section of the ship any longer. When the last members of the Security corps stationed here realized they were dying from radiation released by the Crisis, they placed all the automated security systems in defensive mode. This program regards the safety of the ship and the general populace as its first priority.

When a security robot or Stalker has captured a prisoner, the victim is taken to the prison on Deck Seven for incarceration. Once the offender has been delivered to the prison, ADSEST's responsibility for the captive has ended, leaving the Guards to do as they please.

Whenever an alien infestation is detected, ADSEST dispatches defense borgs and warbots to the site of the invasion to halt the intrusion. So far, the appearance of the *Tick Shallop* has been the only known case of this. If an alien ship is detected outside the ship, warbots are discharged through the external hatch on Deck Three. However, damage from the meteor strike on Deck Three has destroyed the external sensors. Thus, the presence of an alien ship will not be detected until it actually docks with the *Warden* or until a boarding party draws attention to itself.

The table below shows the robotic units currently

stationed at ADSEST. At times of crisis, this number is reduced as ADSEST sends its own defensive robots to stop excessive disorder on lower decks.

Robot	Number
Defense Borg	2
Disaster Robot	4
Medbot	2
Security Robot	12
Security Robot, Heavy	4
Sentry	4
Stalker	10
Supervisory Borg	2
Warbot	4

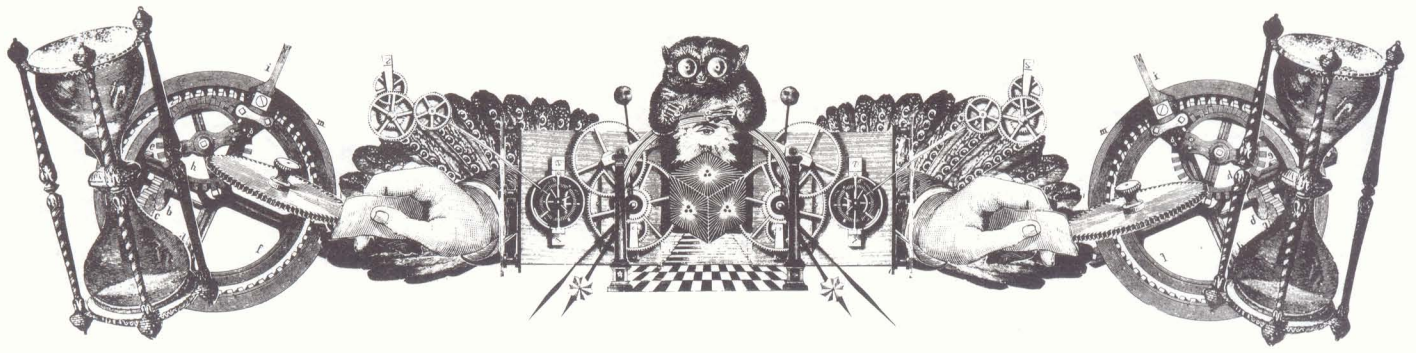
Citydome #1

The dome surrounding this city is constructed from a transparent duralloy, supported by a series of force fields in case a breach is created from alien weapons or meteor strikes. During the "day," a hologram of a blue sky with a moving sun is cast upon the interior of the dome. At dusk, the hologram fades, revealing the stars. At dawn, the hologram brightens, simulating life on Earth.

The dome is a thriving nucleus of humanity, with a population of some 900,000 persons. The people living in this metropolis suffered greatly from the radiation of the Crisis. Their numbers were decimated, but they did not lapse into barbarism or anarchy. In the long years since, the survivors slowly repopulated their city. Most of the citizens are pure-strain humans; only about 5% of the population is mutated. Even then, they suffer from only one physical mutation.

The people living in this citydome have long had an inbred fear of mutants, but their society is on the verge of changing. It is now politically incorrect to discriminate against Altered Ones, as they are called, in any shape or form, and mutant jokes are on the decline. In fact, this decade marks a momentous occasion for the mutated human: an altered one got voted into a political office.

The people of this dome are strict isolationists who see those from elsewhere on the ship as murderous savages. All the doors, shafts, and elevators leading into the city from below have been locked and, where possible, blocked with rubble as well, to prevent intrusion



from the lower decks. This isolationism began shortly after the Crisis, as survivors from other parts of the ship retreated to the dome with tales of horror about the carnage breaking out elsewhere on the ship. In a special meeting, the citizens voted by an overwhelming majority that the only hope of maintaining any semblance of civilization was to cut themselves off from the chaos outside. Those who disagreed and thought they could help to contain the situation left the city and joined the crew in the Command Nucleus. The people of this city do not hold out any hope that planetfall will ever occur or that civilization can return outside this one enclave.

Originally the citydome dwellers were content to lock their doors and mount an armed guard on all known entry points. But a century after the Crisis these precautions failed when a small task force from the Vendetti found a way to enter their dome through service tunnels and automated delivery points. The force scattered through the city and started viciously attacking men, women, and children on the streets, in their homes, at work, in parks, etc. It took days of fighting before the city's small police force was able to repel the mutants, days in which thousands died in random bombings, muggings, and sniping incidents. The public outcry was such that the government (comprised of a representative from each apartment complex) demanded that every hatch and elevator be permanently sealed to prevent violent mutants from ever entering their city again.

Since then, the city has remained cut off from the rest of the ship. Their technology has enabled them to remain self-sufficient: all their food comes from replicators, they breathe recirculated air, and recycling provides all their raw materials. The stagnation of their culture, however, has caused their civilization to slowly atrophy over the generations, and it is becoming increasingly difficult for them to repair machinery that wears out or breaks down. Already they have slipped from a Tech Level VI civilization to Tech V, and it will not be long before the erosion reduces them to Tech IV. In light of this slow decay, a deep pessimism has taken root. A few daring souls have suggested that one day they may have to throw down their barriers and rejoin the rest of the ship, but thus far that idea has been rejected in horror by the vast majority.

It should be very difficult for characters to enter (or leave)

this dome, as every entrance known to its dwellers was welded shut and blocked with a barricade intended to keep out a large, well-armed army of mutants. However, these barriers are now well over a century old and may no longer be sturdy enough to keep out determined explorers. In addition, the Gamemaster is welcome to add an overlooked access tunnel or other point of entry. If player characters are able to enter this dome, there is an excellent chance they will soon attract attention to themselves and meet with a hastily assembled security force. Remember that while the citydome's residents are peaceable by nature, they are also very paranoid and for generations they have been raised on horror stories about bloodthirsty mutants. If the PCs act in any way that reinforces those stereotypes, the nervous but well-armed police will open fire on the intruders. If, on the other hand, the PCs behave in a civilized manner they will be treated in kind and queried for information about conditions elsewhere on the ship.

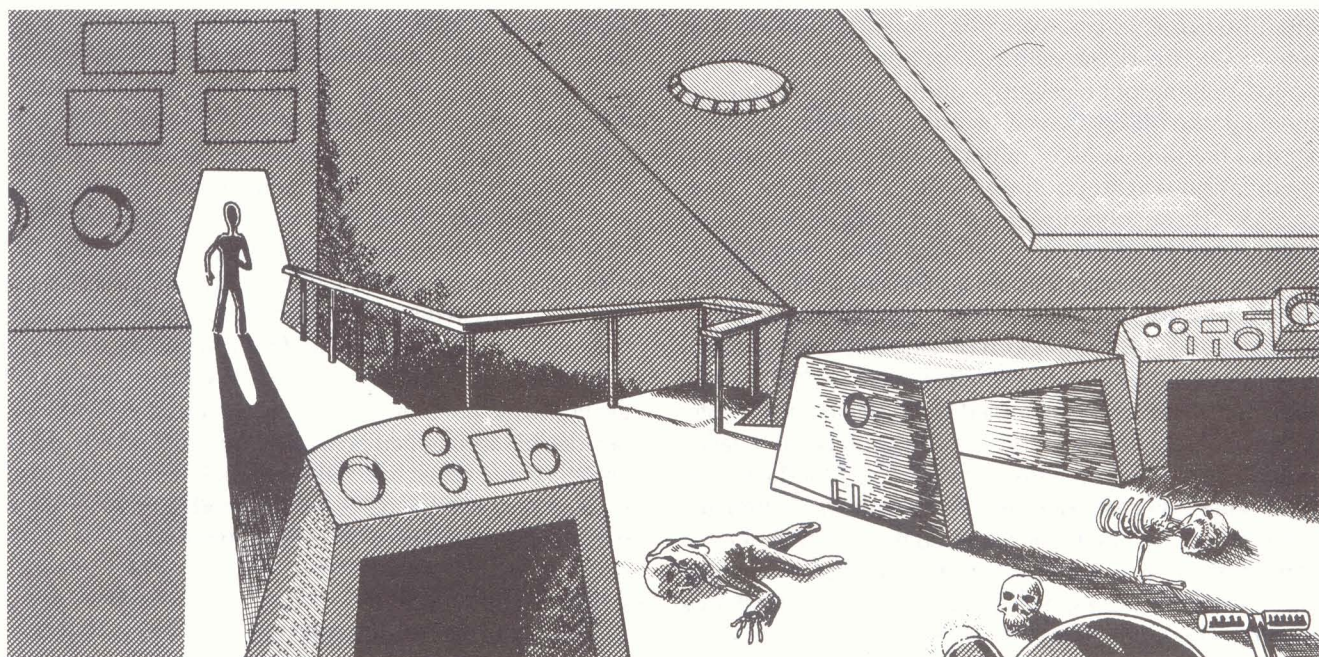
d100 Force Met

- 01-02 1 unarmed diplomat waving a white flag.
- 03-22 1d6 pure-strain humans wearing plastic armor and armed with Mark VII blasters and one security robot.
- 23-44 1d6 pure-strain humans and 1d2 mutants armed with Mark V blasters, wearing plastic armor.
- 45-66 1d6 pure-strain humans armed with Mark XII blasters, wearing police riot gear.
- 67-00 A mob of 3d100 panicked citizens trying to chase off, destroy, or capture the intruders.

Citydome #2

The second citydome did not fare as well as the first. During the Crisis, radiation sickness reduced this once-thriving city with over a half-million citizens to a near ghost town of a few thousand. Like their neighbors in the larger citydome, they adopted an isolationist stance, and in the years following the Crisis their numbers slowly grew again. Then came a second catastrophe in the form of a large meteor that struck the dome over the city, smashing a large hole in it. Luckily, force fields were able to stop the explosive decompression, but so paranoid had the city dwellers become that they even refused to allow repair





robots into their city to fix the breach.

When the Vendetti invaded the dome, the strike force leader decided that blowing up the dome's power plant would be the quickest way to negate enemy defenses and bring the city to its knees. Unfortunately, when the power was cut the force fields failed, evacuating all air from the city in seconds. Everyone in the dome was killed, including the small Vendetti task force.

Although the computer could now repair the dome it has never done so, since there was now no life left to protect. Thus the trees, the grass, the people, and the animals still remain in their dead city, forever preserved by the vacuum.

It is somewhat easier to enter this dome than Citydome 1, but much more hazardous. As with the doors leading to Deck Three, the card readers on any door still working require three uses of the card in order for the door to open. These doors accept only Security access cards. Once the card is used three times, the panel assumes the characters have protected themselves properly.

If the characters enter the vacuous dome wearing hazmat suits with breathing apparatus, they are guaran-

teed to find a treasure trove of artifacts—all preserved and in perfect condition. All power cells still have their charge and are able to power the devices they are in.

Command Nucleus

The Command Nucleus is the heart of the starship. All the controls for the ship are located here. There is a secondary bridge located near the aft of the ship, but those controls cannot be used unless the "Secondary Bridge Control Release" command is given at the Command Nucleus.

Currently, the bridge is dark, and the air is stale. If a Command or Environmental Services access card is placed alongside the card reader just inside the door, the lights flicker on and the air begins circulating. An *Eye of Cartel* ("Cartel's Other Eye") glares down at the characters, showing the vastness of space, with the planet (either Scion or Essence) filling the lower right corner of the view.

This level has been empty and desolate ever since the descendants of the command crew were wiped out by Bromwint's forces more than a century ago. The Vendetti stole everything that wasn't tied down, leaving



the bodies of their foes lying where they fell. All that is left here now is the porthole, the bones of the dead, and the deactivated computer.

As the last hopeless battle was being fought, the leaders of the command crew gave the computer instructions to make maintenance of life support throughout the ship its prime objective at all times. They then turned off all the controls in the Command Nucleus, lest the Vendetti use them to cause even greater havoc, possibly even destroying the ship itself. The computer now performs necessary maintenance, repairs hull breaches in populated sections of the ship, corrects deteriorating orbits, and adjusts oxygen levels on the decks. However, the crew were unable to activate the Secondary Bridge before they died. Until this is done, manual control of the computer cannot be re-established. Therefore, Operation Exodus cannot be initiated until someone inserts two gold Command access cards into a special dual-card reader and throws the lime-green switch near the reader. A red button next to the switch flashes every few seconds, trying to attract the attention of a sentient.

Garden Dome #1

The first garden dome is reminiscent of the rain forest environs found in the Amazon basin. The humidity is extremely high and the temperature is always over 80°F. The light is diffused, like the light found in these plants' natural environment. Small animal life thrives in the leaves of the trees, chirping, trumpeting, or shrieking in felicity.

The only large animals living in this dome are the attercop, who originated here but spread throughout the ship before the disaster on Deck Three. They have created a series of small tree houses high off the ground, connected to one another through a series of vine and web bridges. They hunt the small birds and monkeys for food to supplement their usual diet of the fruit that grows on the treetops near the simulated sun.

If the characters try to communicate with the attercop instead of attacking, they will allow visitors to hostel in their houses for up to one week. The GM should note, however, that an individual character weighing more than 100kg will fall through the woven floors of these tree houses, plummeting to the ground below. Living with these peaceful beings can allow characters to regain body

points and stamina points from previous battles. Attercop are intensely curious creatures and will question their guests constantly about what they have found elsewhere in the ship. If the characters attack the attercop they will, of course, fight back, using their mutations and store of artifacts to defend their homes and their lives.

Garden Dome #2

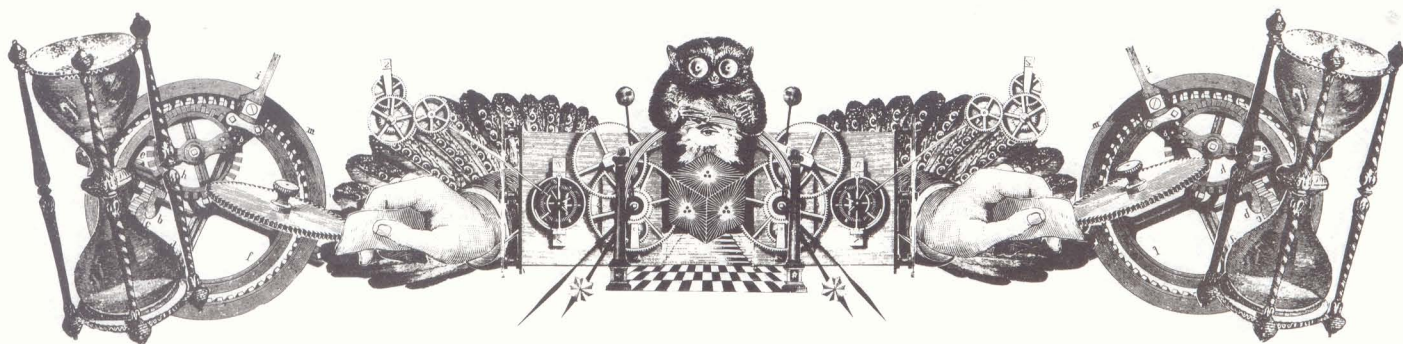
The second garden dome is a savanna locale, reminiscent of that found in parts of Africa. Before the Crisis, hunter and prey lived here in a carefully monitored equilibrium overseen by the Environmental Services corp. If any species of animal became endangered from overhunting, the genebanks would seed new individuals to help rebuild the population. The Crisis fatally disrupted this careful balance, causing most of the savanna species to simply die off. Today the population here consists of a mix of the same mutated races found elsewhere on the ship.

The undisputed head of the food chain in this highly competitive environment are the cal-then or Roach Lords, predators that even a land shark would think twice about tackling. The main diet of the cal-then are hoops, squeekers, and the occasional unwary traveler.

d100 Roll	Result
01-06	Ark (2d6)
07-16	Cal-then (1d8)
17-21	Carrin (1d6)
22-26	Dart Weed (4d6)
27-33	Gren (1d10)
34-38	Hawkoid (1d6)
39-48	Hoop (3d8)
49-51	Jeget (1d8)
52-55	Kai lin (1d6)
56-60	Land Shark (1d2)
61-67	Parn (1d6)
68-77	Restorationist—traditional (1d10)
78-89	Restorationists—reformed (4d10)
90-94	Tangler (1)
95-00	Terl (1d6)

Restorationists: This alliance is devoted to recovering the secrets of the Crew's lost technology. Its members are split into two factions that, while they cooperate toward the





larger goal, have different ideas about what the new world they seek to bring about should be like. Traditional Restorationists are primarily humans, both pure-strain and altered, although any sentient creature who shares their dream is welcome to join their ranks. Traditionalists work to restore the ship to its previous glory. Reformed Restorationists (primarily squeekers and attercop, with a few katkin, hoops, and the odd sentient plant) are more interested in building a new civilization than restoring the old one. However, both agree that understanding the old ways is of vital importance if they are to avoid previous mistakes and thus pool their knowledge to work for the great day when civilization returns.

Over the long years, the Restorationists have painstakingly gathered a vast store of information about the ship. From travelers' tales they have compiled a fair picture of what their world is like today, while from legends and old records they have put together a fragmentary history of the *Warden* from before the Crisis. Relatively few members of this culture can be found in the dome at any one time, as most are out exploring the decks, seeking one more ancient artifact or scrap of history.

All Restorationists have the Avoid Artifact Disaster and History skills and Repair Artifact specialty; many have Literacy and Read Schematics as well. Their headquarters, an abandoned veterinarian station called The Library, is full not just of old books but of artifacts that the Restorationists are continually analyzing, repairing, and experimenting with. Restorationists are loathe to destroy relics of the past, no matter how worthless they may seem. They will strive to preserve artifacts and information from before the Crisis even at the risk of letting them fall into evil hands.

If properly approached by PCs of like mind, Restorationists will usually be willing to trade items in their possession for artifacts of types they have not seen before. They may also occasionally repair the artifacts of others or attempt to determine their true function, but only if they are convinced the others will use the items in ways that advance the Restorationists' ultimate goals.

Garden Dome #3

This small garden dome was originally designed to be a botanical theater of rotating exhibits where colonists and

crew could visit ecologies not represented elsewhere on the ship. At the time of the Crisis, a desert environment was on display. The cacti and other plants adept at surviving in a hot, dry environment were considered very important for the success of the mission, as one of the two colony worlds (Scion) was a warm, somewhat arid planet and it was believed that these plants could supply the basic vegetation for it after terraforming.

These plants survived the Crisis better than any others on the ship, simply mutating into sturdier, more tenacious versions of their original stock. Aside from the kai lin and horl choo there is little ambulatory life here; the environment is simply too barren and dry to support animal life. Only the carrin can stay here any length of time; any other intelligent form of animal or human life found here will be adventurers just passing through.

Observation Dome #1

The first observation dome is quite small (30m in diameter). A huge telescope located in the center almost fills the whole dome. This telescope is so powerful that it is able to view large planets revolving around suns at a distance of 10 light years and smaller planets up to five light-year away.

Two human-sized viewers, or one orlen, can sit in the comfortable, padded viewing chairs. Beside the first chair are dials the viewer can manipulate to change the telescope's alignment and focus. A character can change the tint of the lens in order to see planets better (originally, the tints were used to determine the chemical makeup of a planet's atmosphere). Looking at the Xi Ursae suns through the telescope is very painful and would be permanently blinding did not safety systems automatically filter the light so as not to damage a viewer's eyes.

Observation Dome #2

The second observation dome is a large, 1km-diameter dome with a huge radio telescope. Completely computer-controlled, the telescope is able to pick up radio signals across every radio frequency from 60hz to 60^{10} hz. This allows the telescope to read frequencies from distant quasars or radio signals from distant ships or the colonies at Barnard, Alpha Centauri, and Tau Ceti.

The table below shows the colonized solar systems at



the time of the Crisis and their distance from Xi Ursae Majoris, should the characters be interested in viewing (or attempting to contact) these systems.

System's Star	No.	Colony	Distance
Xi Ursae Majoris	4th	Scion/Essence	—
Sol	—	Earth	27.2 LY
Alpha Centauri	1st	Spere	28.1 LY
Barnard's Star	3rd	Barnard IV	28.7 LY
Tau Ceti	2nd	Gaea	37.1 LY

The Followers: A group of computer worshipers who call themselves the Followers have adopted this observation dome as their holy temple. According to the Followers, the entire world was created by a computer, which still runs the world it made. They worship any of these ancient machines they find as deities. Always they search for the creator computer. What they intend to do if they find it is a secret known only by the grand high systems operator.

Whenever the Followers find an active computer they offer it prayers in the form of typing in old programs found in their sacred texts (ancient instruction manuals). Followers take anything a computer says as the literal truth, to be obeyed without question. If its utterances seem cryptic or nonsensical, they interpret them as best they can in the belief that the computer is being intentionally obscure in order to test the skills of its followers.

The Followers rarely leave their dome—unless, of course, the computer tells them to—but occasionally a few of their number will take some particularly obscure pronouncement by the computer as a prophecy and set out seeking the creator computer. The destruction of a computer or property clearly controlled by a computer is forbidden. From a Follower's point of view, the computer is always right.

Outsiders entering this observation dome will find a great deal of computer paraphernalia hanging from the dome and the radio telescope. The large communications computer that controls the telescope is located near the opposite end of the dome. As the player characters approach, they will discover that it has been converted into a shrine. Thousands of neatly stacked computer manuals and hundreds of computer crystal cases wrapped in archaic computer tape surround the computer, making up

the high programmer's seat. Tiny whiffs of smoke from burning plastic lifts into the air near the computer, giving the whole dome a stale, pungent odor.

As long as the characters do not try to damage the equipment or steal any of it while they are here, the Followers will not harass or accost them in any way. Expressions of skepticism about their computer-god's existence will not bother them, as they are too secure in their beliefs to be shaken by the unenlightened. Any claim that computers were made by humans will, however, rouse their undying wrath.

Secondary Bridge

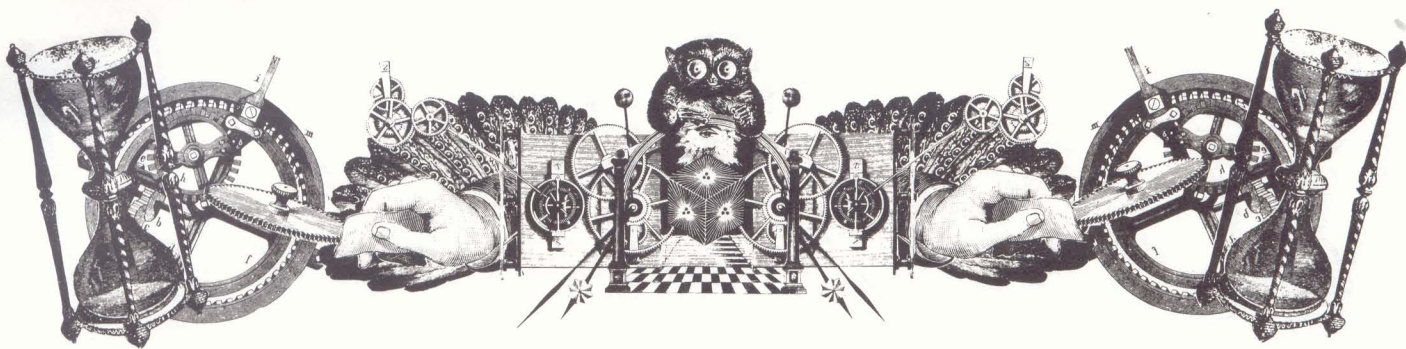
The layout of the secondary bridge is identical to the Command Nucleus, except that it is half the size of the main bridge. To accommodate the more restricted space, all buttons and knobs are closer together and half the size.

At this time, the secondary bridge is idle and cannot be used. Its controls cannot be activated from here, but only from the main bridge. Once the Secondary Bridge Control Release command is given, the main ship's computer will return to manual control, enabling the secondary bridge to perform all the functions of the Command Nucleus.

The only inhabitants of this section of the ship call themselves the Eloi, or the Children. They are descended from the children of the command crew, a few of whom escaped the Vendetti massacre. When it became clear that the command crew was doomed, their parents placed them in a compression unit that reduced their size by half. Those who survived the process were then able to enter some small service ducts much too narrow for a normal person or even a compressed adult. Even as the Vendetti overran the last barricades, the children were crawling through small passages that ran between the Codicil (the small section separated from the main fuselage of the ship) and the rest of Deck One. Eventually the few who lived through the long crawl came out here, where they and their descendants have lived unmolested ever since.

The Eloi are essentially a Tech O culture. They have forgotten how to provide for themselves; the bridge's replicator provides them with food and water when they ask for it, and when they are done with anything they deposit it in the recycler. They resemble pure-strain





humans except they are only half as large. Eloi are unusually gentle, welcoming any stranger with childlike trust. No Eloi will ever willingly leave the bridge for fear of the "bad men" who killed their ancestors.

If the PCs attack or mistreat the Eloi, four special defense borgs emerge from hidden cubicles and attack, first protecting any Eloi who might be exposed to harm with repulsion fields. Anyone deliberately damaging any of the bridge's consoles will likewise open himself or herself to attack.

Stratonome

The Command Nucleus fills a relatively small section of the Codicil; the Stratonome, or Air Deck, encompasses the remaining area. Designed as an aviary for birds like the eagle that require a great deal of height, the stratonome is a 3km-tall deck that consists mainly of synthetic sky.

The walls of the Stratonome are rocky cliffs, while the floor is a grassy plain. The cliffs were carefully designed to include many ledges—some rocky, where birds could nest; others filled with pockets of soil where plants could take root. The plain was carefully seeded

with small game for the hawks, owls, and eagles: rabbits, mice, and the like. A lake at one end of the plain provides fish for osprey, herons, and kingfishers.

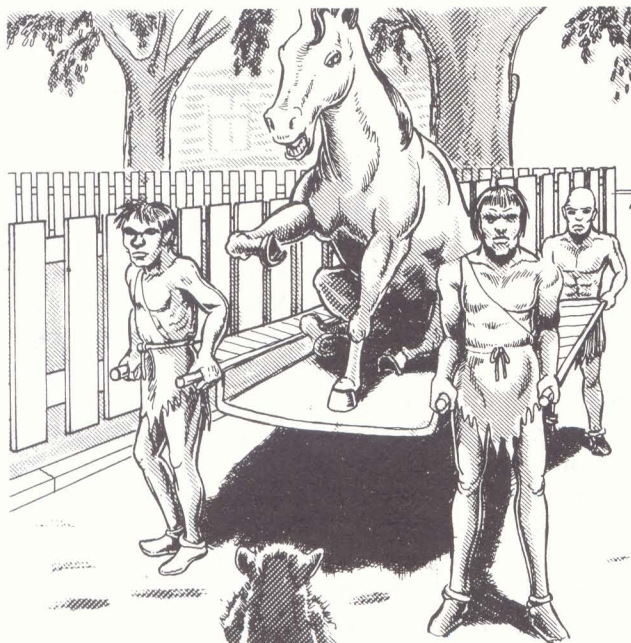
The tables below depict the creatures commonly encountered on this deck. The first table shows air-based creatures, the second land-based, and the third water-based.

d100 Roll Air Result

01-05	Arn (2d10)
06-10	Blight (1)
11-20	Carrin (1d6)
21-40	Flynn (4d8)
41-55	Hawkoid (1d10)
56-85	Normal nonmutated bird (3d10)
86-95	Obb (1d8)
96-00	Terl (1d6)

d100 Roll Land Result

01-02	Ark (1d6)
03-04	Attercop (1d6)
05-07	Bloomer (2d6)
08	Cal-then (1)
09-11	Dart Weed (1d4)
12-16	Ecobot (1)
17	Ghost Tree (1)
18-19	Hisser (1d6)
20-26	Hoop (3d8)
27-28	Horl Choo (1d6)
29-38	Houyhnhnm (1d8)
39-44	Human, devolutionary (3d10)
45-47	Jawed Plant (1d4)
48	Kreel Torn (3d6)
49	Mirror Oak (1d2)
50-67	Normal nonmutated animal (1d10)
68	Orlen (1)
69	Seroon Lou (1d6)
70-72	Skeeter (2d10)
73	Squeeker (2d8)
74-76	Sword Bush (1d8)
77-86	Tangler (2d10)
87-91	Veterinary Robot (1d6)
92-00	Roll on the Air Result Table





d100 Roll Water Result

01–05	Fen (1d6)
06–15	Fleshin (2d6)
16–25	Gator (1d6)
26–85	Normal nonmutated water creature (1d10)
86–00	Roll on the Air Result Table

The three dominant races on the Air Deck are the flynn, the hawkoids, and the houyhnhnm. The flynn could easily rule the skies if they were so inclined, but that would take away valuable flying time. Almost all their waking hours are spent on the wing mastering intricate turns, dives, and loops. The hawkoids, by contrast, are rapacious hunters who kill without mercy when they please. Most of the surface-dwellers ignore the flynn and run for cover when hawkoids appear.

The undisputed masters of the plain are the houyhnhnm, intelligent horses served by devolutionary humans they call “fetches.” The houyhnhnm have built a civilization by using their mental mutations to dominate the fetches. They are aware that more advanced humans exist elsewhere but rarely see them, so they are likely at first glance to assume human PCs are runaways. Once they realize their mistake they will apologize and invite the visitors to dinner to make up for their social gaff. Staying with the houyhnhnms can provide PCs a chance to rest and recover from any injuries, although the houyhnhnm tendency to treat all humans as if they were trained animals or rather clever pets rather than true sentients may prove gratifying in the long run.

Houyhnhnm believe they live in the best of all possible worlds, so it is unlikely that one will join the PCs in their wanderings. Should the PCs take a fetch away from this deck with them (either with or without permission), he or she will require constant instructions to perform even the simplest tasks.

GM's List of Things to Remember

When Operation Exodus is initiated, the characters, and every other living creature on the ship, realize at once that something is happening. Suddenly, robot activity increases dramatically, as does their numbers.

The lighting on every deck brightens suddenly, and the illusion of sky and the holograms along the walls all disappear. A calm voice that seems to come from all around calls out strange words that the characters can almost understand; they are distorted just enough to be indistinguishable.

The whole ship shakes as the agrifrigate separates from the rest of *Warden*. A second shock comes moments later when the main computer disengages Deck Nine through a series of exploding bolts. The agrifrigate attaches itself to the loosened deck and takes it to an appropriate location on the planet's surface (this is largely determined by the need to match up the eco-setting within to the proper climate).

When the agrifrigate sets an environment deck on the ground, it detaches the roof and walls and takes them back up into orbit near the *Warden*. When the agrifrigate returns to the *Warden*, it sends a signal, and the next lowest deck is detached. This process continues until only the engines, the Command Nucleus, and the outer hulls of each deck remain.

The agrifrigate reassembles the walls and roofs, connects them to the engine, and affixes the Command Nucleus to the empty deck shells. The empty ship then turns around and heads back to Earth at its highest possible speed. The agrifrigate remains in orbit for use as a planetary shuttle under radio control from the Secondary Bridge.

The agrifrigate can be given orders to split the populations among the two planets—e.g., mutated forms to one planet and non-mutated ones to the other, or any combination whoever is directing Operation Exodus pleases. If this is the case, the computer must be given specific orders as to which decks to send where. If these orders are not given, the agrifrigate will deposit the odd-numbered decks on one planet and the even-numbered decks on the other. It is up to the Gamemaster to decide which planet the *Warden* is currently orbiting, Scion or Essence, and up to the PCs to decide which of the brave new worlds they want to settle on or whether they want to stay on board for the long trip home.



PC Sheet

Name _____ Genotype _____

Stamina Points _____ Body Points _____

Experience: Core _____

Experience: PC _____

Physique

Fitness (F) _____

Reflexes (R) _____

Intellect

Learning (L) _____

Intuition (I) _____

Spirit

Psyche (Ps) _____

Willpower (W) _____

Influence

Charm (C) _____

Position (Po) _____

Mutations

Equipment/Artifacts

SKILLS

Artifacts

- ☐ Avoid Artifact Disaster (I)
- ☐ Computer Programming (L)
- ☐ Engineering, Electrical (L)
 - ☐ *Electronic Engineering (L)*
 - ☐ *Computer Engineering (L)*
 - ☐ *Force Field (L)*
 - ☐ *Robotics (L)*
 - ☐ *Surveillance Systems (L)*
- ☐ Engineering, Environmental (L)
- ☐ Read Schematics (L)
- ☐ Tinkering (I)
 - ☐ *Jury-Rig (I)*
 - ☐ *Makeshift Weapon/Armor (I)*
 - ☐ *Repair Artifact (I)*

Combat

- ☐ Armed Combat (R)
- ☐ Brawling (F)
- ☐ Combat Leadership (C)
- ☐ Demolitions (L)
- ☐ Firearms (R)
 - ☐ *Sidearm (R)*
 - ☐ *Longarm (R)*
- ☐ Martial Arts (R)
- ☐ Size-Up Opponent (I)
- ☐ Strategy (L)
- ☐ Throwing (R)

Culture

- ☐ Bluffing (C)
- ☐ Diplomacy (I)
- ☐ Food Preparation (L)
- ☐ History (L)
- ☐ Hypnosis (Ps)
- ☐ Identify Mental Power (Ps)
- ☐ Languages (L)
- ☐ Literacy (L)
- ☐ Photographic Memory (W)
- ☐ Religion (L)

Healing

- ☐ First Aid (I)
- ☐ General Medicine (L)
 - ☐ *Poison Care (L)*
 - ☐ *Radiation Care (L)*
 - ☐ *Surgery (L)*

Science

- ☐ General Sciences (L)
 - ☐ *Biology (L)*
 - ☐ *Botany (L)*
 - ☐ *Chemistry (L)*
 - ☐ *Physics (L)*
 - ☐ *Psychology (L)*
- ☐ Mathematics (L)

Scout

- ☐ Camouflage (I)
- ☐ Climbing (R)
- ☐ Detect Ambush/Trap (I)
- ☐ Disguise (C)
- ☐ Foraging (I)
- ☐ Luck (Ps)
- ☐ Navigate (L)
- ☐ Searching/Hiding (I)
- ☐ Security Systems (L)
 - ☐ *Locks, High-tech (L)*
 - ☐ *Locks, Low-tech (R)*
- ☐ Stealth (R)
- ☐ Survival (I)
- ☐ Swimming (F)
- ☐ Tracking (L)

Other

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____



AMAZING
ENGINE™
System

METAMORPHOSIS ***ALPHA to OMEGA***

GAME

by Slade, Hensley, and Rateliff



Unce, it was a generation ship, carrying one and a half million colonists from Earth through the emptiness of space to the distant worlds of the Xi Ursae Majoris system. Then came the Crisis. During the anarchy that followed, most of the ship's crew perished, while others mutated into strange, wonderful, and deadly new species. Now, centuries later, descendants of those survivors strive to explore their strange new world and discover its secrets.

Welcome to the strange world of the Starship Warden, where sentient plants and intelligent animals share the crowded decks of a giant spaceship with mutants and primitive pure-strain humans. This is the world of *Metamorphosis Alpha to Omega*—a world of weird science where centaur cowboys tend intelligent cattle while keeping a sharp eye out for minotaur rustlers; a world where Amazons hunt robots and your most trusted friend could be an android in disguise; a world where mutant and pure-strain humans strive to come to terms with one another, while other new races fight to establish their own niches. All the old knowledge about how the ship's technology works, even the fact that they are aboard a spaceship at all, was lost long ago. Will your player characters survive all these challenges and be the ones to unravel the ship's many secrets and initiate Operation Exodus?

- ✦ Originally published in 1976, *Metamorphosis Alpha* has been adapted, expanded, and updated to fit in the AMAZING ENGINE system.
- ✦ This is a complete, stand-alone role-playing game: all the rules you need to play are included within.
- ✦ This rulebook includes new skills, mutations, new races, high-tech weaponry and gadgets, and robots, as well as a detailed description of the ship's many ecosystems.

TSR, Inc
P. O. Box 756
Lake Geneva
Wisconsin 53147
USA



TSR Ltd
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
United Kingdom

\$12.95 U.S.A.
CAN \$16.95
£7.99 U.K.

AMAZING ENGINE and the TSR logo are trademarks of TSR, Inc.
©1994 TSR, Inc. All Rights Reserved.

