

# METAMORPHOSIS ALPHA

## BIOLOGICAL ANALYSIS

### PHYSICAL DESCRIPTION

name	<i>Carter</i>
concept	<i>Curious Scavenger</i>
stock	<i>Mutant Animal</i>
breed	<i>Rapteroid (Hawk)</i>

### ROUGH APPROXIMATION



### OBSERVED TRAITS

amazing (+3d)	<i>Dexterity</i>
good (+2d)	<i>Alertness, Tech</i>
competent (+1d)	<i>Athletics, Ranged Weapons</i>
weak (-1d)	<i>Deception, Influence, Unarmed Combat</i>
hopeless (-2d)	<i>Brawn, Leadership</i>

### WOUND CAPACITY

*12*

### FATIGUE CAPACITY

*15*

### MOVEMENT

*10 ft., 30 ft. fly*

### INITIATIVE

*5d*

### DODGE

*5d*

### RADIATION RESIST

*2d*

### PERSONAL EFFECTS

*Short Bow (25 ft increment, 1W),  
Quiver (24 arrows), Dull Knife;  
1 Frag Grenade (4d Wounds),  
2 Stun Grenades (4d Fatigue)*

### NOTES

*An intensely curious tinkerer who is extremely fond of explosions! Avoids up-close combat and uses speed and range to deal out damage while avoiding it.*

## OBSERVED QUALITIES

*Far-Sighted (1d): 1d penalty on vision-related actions within 10 ft.*

*Speech (1d): Capable of human speech with squawking voice*

*Talented at Fixing (1d, Crafting Specialty)*

*Talented at Responsiveness (1d, Alertness Specialty)*

## OBSERVED MUTATIONS

*Force Field Generation (2d): Once per day may generate a personal force field that blocks up to 15 W per turn, lasts up to 10 turns before requiring a check*

*New Body Parts: Wings (4d), Claws (1d, 1W dmg)*

*Phobia (1d): Irrationally afraid of turtles and all related species*

## GAME BASICS

**Standard action roll: 2 dice (2d).**

**Traits modify the standard roll. The normal maximum is 5 dice (5d).**

**Achievements Earned by Difficulty**

**Easy: 3+    Average: 4+    Hard: 5+**

# METAMORPHOSIS ALPHA

## BIOLOGICAL ANALYSIS

### PHYSICAL DESCRIPTION

name	Gnarl
concept	Quiet Brute
stock	Plant (Oak)
breed	n/a

### ROUGH APPROXIMATION



### OBSERVED TRAITS

amazing (+3d)	Constitution
good (+2d)	Brawn, Melee Weapons
competent (+1d)	Athletics, Unarmed Combat
weak (-1d)	Alertness, Influence, Ranged Weapons
hopeless (-2d)	Discipline, Stealth

### WOUND CAPACITY

19

### FATIGUE CAPACITY

13

### MOVEMENT

10 ft.

### INITIATIVE

1d

### DODGE

2d

### RADIATION RESIST

5d

### PERSONAL EFFECTS

Club (1F dmg)  
Small Shield (add 1d to blocking actions)

### NOTES

Slow-moving and mute, springs into terrifying action in combat and attacks with unmatched savagery. He then goes still and quiet as if nothing happened.

## OBSERVED QUALITIES

*Brutal (1d): May reduce attack by 1d to increase dmg by 2W.*

*Combat Rage (1d): Must succeed an Easy Discipline check or use next action to attack the most recent source of damage.*

*Determined (2d): Does not suffer penalty when injured (half Wounds).*

## OBSERVED MUTATIONS

*Cones (2d): Grows 1d stun-spore cones per day (10 ft. radius, 1d Fatigue)*

*Hardened Bark (2d): Armor 1*

*Vines (2d): Can grapple with a 10 ft. reach*

## GAME BASICS

**Standard action roll: 2 dice (2d).**

**Traits modify the standard roll. The normal maximum is 5 dice (5d).**

**Achievements Earned by Difficulty**

**Easy: 3+    Average: 4+    Hard: 5+**

# METAMORPHOSIS

# ALPHA

## BIOLOGICAL ANALYSIS

### PHYSICAL DESCRIPTION

name	<i>Iyam</i>
concept	<i>Talkative Healer</i>
stock	<i>Mutant Animal</i>
breed	<i>Musteloid (Weasel)</i>

### ROUGH APPROXIMATION



### OBSERVED TRAITS

amazing (+3d)	<i>Tech</i>
good (+2d)	<i>Medicine, Stealth</i>
competent (+1d)	<i>Alertness, Influence</i>
weak (-1d)	<i>Deception, Performance, Unarmed Combat</i>
hopeless (-2d)	<i>Artistry, Leadership</i>

### WOUND CAPACITY

*14*

### FATIGUE CAPACITY

*14*

### MOVEMENT

*15 ft., 1 ft. burrow*

### INITIATIVE

*3d*

### DODGE

*2d*

### RADIATION RESIST

*2d*

### PERSONAL EFFECTS

*Staff (1F); Doctor's Bag (only half-stocked, 10 Wounds of healing)*

### NOTES

*Wants to be helpful by narrating every situation or giving advice, tending to keep talking no matter what. Good with tech, compassionate, and gifted in healing.*

## OBSERVED QUALITIES

Burrower (1d): Grants bonus movement type

Inept at Emotional Control (-2d, Discipline Specialty)

Speech (1d): Capable of human speech with no problems, and talks a LOT.

Talented at Fortitude (2d, Constitution Specialty)

## OBSERVED MUTATIONS

Hands of Power (2d): 5d ranged attack (fire), 60 ft. straight line; 1/hour

Healing Touch (2d): Heals others by touch, targets rolls average Constitution (Fortitude) restores Fatigue & Wounds; 2/day

New Body Parts: Teeth (2d, 2W dmg)

## GAME BASICS

Standard action roll: 2 dice (2d).

Traits modify the standard roll. The normal maximum is 5 dice (5d).

**Achievements Earned by Difficulty**

Easy: 3+    Average: 4+    Hard: 5+

# METAMORPHOSIS ALPHA

## BIOLOGICAL ANALYSIS

### PHYSICAL DESCRIPTION

name	Morris
concept	Warrior & Explorer
stock	Mutant Animal
breed	Felinoid (Lion)

### ROUGH APPROXIMATION



### OBSERVED TRAITS

amazing (+3d)	Brawn*, Melee Weapons
good (+2d)	Dexterity
competent (+1d)	Athletics, Unarmed Combat
weak (-1d)	Alertness, Influence, Stealth
hopeless (-2d)	Crafting, Ranged Weapons

### WOUND CAPACITY

16

### FATIGUE CAPACITY

15

### MOVEMENT

25 ft. \*

### INITIATIVE

1d

### DODGE

4d

### RADIATION RESIST

2d

### PERSONAL EFFECTS

Combat Leggings (Armor 1, add 1d to Athletics, Brawn, or Unarmed Combat actions that use the legs, add base speed, included);  
Long Blade (2W)

### NOTES

A natural hunter who likes to charge in and overwhelm a foe, Morris likes to fight hard, play hard, and sleep hard. Never do anything halfway!

## OBSERVED QUALITIES

*Dim Light Vision (1d): Can see normally in low-light conditions.*

*Light Sleeper (1d): Wakes at a moment's notice.*

*Restless (1d): -1d to social actions if stuck in one area for more than 6 hours.*

*Speech (1d): Capable of human speech with growling voice & thick accent.*

## OBSERVED MUTATIONS

*Energy Absorption (1d): Resist fire dmg 1*

*Heightened Physical Trait (2d): Brawn (included)*

*New Body Parts: Claws (1d, 1W dmg) & Teeth (2d, 2W dmg)*

## GAME BASICS

**Standard action roll: 2 dice (2d).**

**Traits modify the standard roll. The normal maximum is 5 dice (5d).**

**Achievements Earned by Difficulty**

**Easy: 3+    Average: 4+    Hard: 5+**



# METAMORPHOSIS ALPHA

## BIOLOGICAL ANALYSIS

### PHYSICAL DESCRIPTION

name	Sara
concept	Agile Scout
stock	Human
breed	n/a

### ROUGH APPROXIMATION



### OBSERVED TRAITS

amazing (+3d)	Ranged Weapons
good (+2d)	Melee Weapons, Dexterity
competent (+1d)	Alertness, Athletics, Stealth
weak (-1d)	Crafting, Discipline, Tech
hopeless (-2d)	Deception, Influence

### WOUND CAPACITY

14

### FATIGUE CAPACITY

14

### MOVEMENT

15 ft.

### INITIATIVE

3d

### DODGE

4d

### RADIATION RESIST

3d

### PERSONAL EFFECTS

Leather Armor (2),  
Laser Pistol (200 feet, 3W fire,  
10 shots per clip), Spare Energy  
Clips (2), Short Sword (2W)

### NOTES

Uses mobility and ambush-tactics to  
take down enemies. Distrustful of other  
pure humans based her experiences  
growing up.

## OBSERVED QUALITIES

*Agile Combatant (2d): Does not suffer a multi-action penalty if moving and making a ranged attack on the same turn.*

*Ambidextrous (1d): Does not suffer off-hand weapon penalty.*

*Lucky (1d): Gains extra 1d when using an action point for a re-roll.*

*Talented at Tech Lore (1d): Tech Specialty.*

## OBSERVED MUTATIONS

## GAME BASICS

**Standard action roll: 2 dice (2d).**

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**Achievements Earned by Difficulty**

**Easy: 3+    Average: 4+    Hard: 5+**