

METAMORPHOSIS ALPHA

OFFICIAL ERRATA SHEET

We can all thank the many fans of the MA game for this material. I'm happy to say all the versions of MA are still played around the world. I'm constantly getting email with questions about this mutation or that creature. I'm also happy to say there are lots of families enjoying the game as the Dad or Mom started in the '70s and now play with their kids. The erratum contained on these pages is official and designed to enhance the understanding and enjoyment of the original edition of Metamorphosis Alpha, released by TSR Hobbies in 1976, and the electronic edition released by Mudpuppy Games in 2007.

Where possible, page numbers have been used to identify where the correction should be inserted, or listed in a logical order to help make using these corrections a little easier.

James M. Ward

Winter of 2007-01-17

SHIP DEVICES AND UNITS:

The following items of equipment should be added to the equipment listed on pages 6 and 7 of the Metamorphosis Alpha rules:

Chemical Radiation Neutralizers:

These are small, two-foot tall cylinders that contain a blue gel having the power to absorb radiated material and completely neutralize it. The gel from one cylinder can cover a 100-square yard area. The effects are permanent and the cylinders can commonly be found in any radiated area that was dangerous before the starship passed through the radiated gas cloud.

Chemical Flammable Retardants:

These are simply CO₂ fire extinguishers that are 1 foot tall cylinders, with a nozzle on top. These little tanks shoot out blasts of cold air. The tank can last for 30 minutes of constant action. There are many plants and creatures that cannot stand the intense cold given off by the extinguisher, making it a very good weapon.

Radioactive Material in Containment:

This is usually some type of material (liquid, sand, ball bearings, or solid metal wedges) that is radiated to a variable intensity. This containment is always in the form of a duralloy cube with a screw top. A loud buzzing occurs whenever these containers are opened. When out of this container, the material has an effective damaging range of 90 yards.

Sensory Intensifiers:

These clever devices are pendants that hang from the neck and run for thousands of years on a tiny atomic battery. These devices increase the natural bodily senses many times over. A being with this device on their person can see, hear, smell, and move at one and one half times the normal human rate. They can, therefore, not be surprised, because they can hear beings approaching or laying in wait for them. They can follow a scent like the best bloodhound. In battle the being gets two turns every other melee turn-example; attacked and not surprised, the being strikes normally the first time with his weapon and on the next melee turn gets two attacks with his weapon while the attacker gets only one.

Weapon Systems:

The following entries should be added to the descriptions under the Weapons Systems section on page 9:

I. Vibro Blade

This portable cutting tool looks like a simple plastic tube about 4 inches long. A button on one end of the tube creates a blade-shaped force field, 8 inches in length. A single hydrogen energy cell will power this device for 20 minutes. Fully charged, this device weighs 1lb. Damage is listed on page 19. The weapon class of all vibro-weapons is 9.

J. Vibro Saw

This device is a larger, industrial version of the vibro blade (above). When found in its unpowered state, the device resembles a 20th century flashlight. It works on a similar principle to the vibro blade, but has a longer, wider blade (18 inches long and 6 inches wide), and is powered by three hydrogen energy cells for 30 minutes. The device weighs 3lbs when fully charged. Damage is listed on page 19 of the Metamorphosis Alpha rules.

ABILITY EXPLANATIONS

F. CONSTITUTION

The following text should be added between the first and second paragraphs after the poison chart on page 11:

"For any given poison it is only logical to assume that large concentrations in the

body will disturb the system, no matter what the intensity, and/or the poison resistance. For the purposes of the game, assume that the second and further applications of any poison within one hour will reduce the being's poison resistance by a factor of two for eight hours or until neutralized."

Physical Mutations:

The following information should be added to the descriptions of the physical mutations on page 13:

1. Taller: In deciding how tall to make any given mutation simply roll a die for a 1-20 score and translate the number in terms of feet, adding five feet to the total. For every four feet or over its normal height, a mutant adds one die of striking damage, and for every eight feet subtract one point of striking potential.

2. Shorter: In deciding how short to make any given mutation simply roll a die for a 1-20 score and translate the number in terms of inches and subtract from the normal height of the player or animal.

4. New Body Parts: These parts might also include a human head for a plant, a poison resistance gland (giving the mutation a resistance of 18), or suction pads on the arms of any given creature.

28. Wings: This mutation will not work for any being weighing over 125 lbs.

Mental Mutations:

The following information should be added to the descriptions of the mental mutations on pages 14 and 15:

2. Mental Paralysis: This mutation has a range of 100 feet and the being affected gets a saving throw every melee turn, until death.

7. Precognition: When mutants foresee their own death, the shock to their nervous system is so great that the mutant instantly takes six hit points of damage. If the mutant foresees their own injury, the mutant takes 1 hit point of damage.

10. Telekinesis: There is a range limitation of 50 feet for this power.

12. Repulsion Field Generation: When creating the sphere, mutants can mentally lift objects within; up to and including any weight they could normally lift by hand. These spheres of force can also be placed around the creator or be used to block openings.

13. Mental Blast: These blasts have a maximum range of 100 feet.

19. Life Leech: When points are leeched away and the leeching mutant takes damage, the hit points are first subtracted from those leeched first. While the mutant only gets to keep leeched points for 24 hours, these points never return to their owners.

22. Density Control (others): This power has a range of 100 feet.

25. Molecular Disruption: This mutation has a range of 100 feet.

31. De-Evolution: This mutation has a range of 100 feet.

33. Dual Brain: This mutation allows two mental saving throws to be used for every mental attack, but triple the number of attacks is needed to raise a mutant's mental resistance by a factor of one.

Plant Mutations:

The following information should be added to the descriptions of the plant mutations on page 16:

12. Mobility: For deciding how fast any given plant creature moves, roll a die for a score of 1-12 and translate the number into yards per melee turn.

18. Symbiotic Attachment: As animal mutation number 44; not as it is written.

WEAPONS AND COMBAT

The following list replaces the list on page 19:

	ARMOR CLASS
NO ARMOR AND NO SHIELD	8
HEAVY FUR, SKINS, LIGHT SHIELD BY ITSELF	7
SHIELD OF A NON-METAL SUBSTANCE, PARTIAL CARAPACE, OR LIGHT SHIELD WITH HEAVY FURS OR SKINS	6
CURED HIDE, PLANT FIBER ARMOR, OR DURALLOY SHIELD BY ITSELF	5
CURED HIDE, PLANT FIBER ARMOR & SHIELD, OR DURALLOY SHIELD WITH HEAVY FURS OR SKINS	4
THIN METAL ARMOR, TOTAL CARAPACE, OR DURALLOY SHIELD WITH CURED HIDE OR PLANT FIBER ARMOR	3
THIN METAL ARMOR & SHIELD	2
THIN METAL ARMOR & DURALLOY SHIELD	1

The following text should be added between the first and second paragraphs after the armor class chart on page 19:

“When using a shield, the benefit gained is determined by the size and material the shield is constructed from. For example, the use of a small wooden shield or a shield constructed out of wicker, cured hide, or plant fiber would provide the protection of a light shield, while attaching a piece of duralloy to a wicker frame would provide the full protection of a duralloy shield.”

In using the alternate hit/miss chart for bows on page 19, the numbers represent targets having an armor class of 7 and referees should add 1 for every armored target above 7 in each range.

The following list replaces the list on page 19:

WEAPON CLASS	TYPE OF WEAPON
1	BOWS & BLOW GUNS
2	CROSSBOWS & SPEAR TYPES
3	SWORDS & DAGGERS & BLUDGEON TYPES
4	PARALYSIS DART EJECTOR
5	GAS PELLET & SLUG EJECTOR
6	LASER PISTOL
7	DISRUPTOR PISTOL “METAL”
8	DISRUPTOR PISTOL “PROTEIN”
9	VIBRO-WEAPONS

The following table replaces the table on page 19 and 32:

WEAPON CLASS	1	2	3	4	5	6	7	8	9	
ARMOR CLASS	1	18	17	16	18	14	18	12	18	10
	2	17	16	15	17	14	16	10	19	9
	3	16	15	14	16	13	15	9	17	8
	4	15	14	13	14	12	10	NE	13	7
	5	13	11	12	13	11	9	NE	12	6
	6	11	10	9	11	8	8	NE	10	6
	7	9	8	7	8	6	7	NE	*	4
	8	7	6	5	6	4	6	NE	*	3

SPECIAL MOVEMENT TABLE

The following table replaces the Special Movement Table on pages 20 and 31:

Human/ Humanoid	Spaces Moved per Melee Round		
	Normal	Evasive	Charging
No armor	6	10	12
Furs, shield or leather	6	8	10
Leather & shield	5	7	9
Plate armor	4	6	8
Plate & shield	4	5	8

DEVICES, EQUIPMENT, DUALS AND WEAPONS

The following paragraph corrects and replaces the Devices, Duals and Weapons paragraph on page 21:

“Because the items found or encountered for the first time on the ship are foreign to the character, the ability to properly employ each item should be based on the nature of the item and the intelligence of the finder. Items are listed below by categories numbering from 1-10, with 1 being most complicated and 10 least complicated. Items are also listed in four categories according to the danger involved in mishandling them. While there is no separate category of intelligence, it is subsumed in Mental Resistance. To determine successful uses of

an item simply cross index the complexity rating of the item against the Mental Resistance of the character; the number shown is the score to be made with percentile dice in order to successfully utilize the item.”

ITEM COMPLEXITY

The following table corrects and replaces the Item Complexity Table on page 22:

Character Mental Resistance	ITEM COMPLEXITY LEVEL										
	1	2	3	4	5	6	7	8	9	10	
3.	-	-	-	-	-	-	-	-	-	100	90
4.	-	-	-	-	-	-	-	100	90	90	85
5.	-	-	-	-	-	-	100	90	85	80	80
6.	-	-	-	-	-	100	90	90	80	80	75
7.	-	-	-	100	95	90	90	85	75	70	70
8.	-	-	-	95	95	90	85	80	70	65	65
9.	-	-	100	95	90	85	80	75	65	60	60
10.	-	100	95	90	85	80	75	70	60	55	55
11.	100	95	90	85	80	75	70	65	60	55	55
12.	95	90	85	80	75	70	65	60	55	50	50
13.	90	85	80	75	70	65	60	55	50	45	45
14.	85	80	75	70	65	60	55	50	45	40	40
15.	80	75	70	65	60	55	50	45	40	35	35
16.	75	70	65	60	55	50	45	40	35	30	30
17.	70	65	60	55	50	45	40	35	30	25	25
18.	65	60	55	50	45	40	35	30	25	20	20

A roll equal to or greater than the number listed means the item has been understood by the character. He now can use the item. This roll should be made once a week until the use of the item is learned or the item is lost.

If the dice roll is less than the listed number, the item has a chance of harming or killing the handler or somebody standing nearby.

Human players receive a +1 to any die roll on how to figure out tech items.

Credits

James M. Ward, Christopher Hinderliter, Brayden Bull, John Raner, Craig J. Brain, Marv Breig, Robert S. Lotze, the other members of the Official Metamorphosis Alpha forums and all players of the game since 1976.

www.metamorphosisalpha.net