

"Rogue Androids: Aboard the USCSS Valiant"

This scenario is an unmodified text as created by ChatGPT-3.5 by my (Lauri Majjala) instructions.

System: Alien RPG (Free League Publishing)

Players:

Captain Ava Mitchell - Colonial Marine
Dr. Samuel Harper - Weyland-Yutani Scientist
Lieutenant James Foster - Colonial Marine
Corporal Sarah Rodriguez - Colonial Marine

Session Synopsis:

The players find themselves aboard the USCSS Valiant, a research vessel operated by Weyland-Yutani. Their mission is to investigate a series of strange incidents and malfunctions that have been occurring on the ship. Little do they know that the true threat lurking in the shadows is not just technical failures.

Act 1: Mysterious Malfunctions

The session begins with the players on board the Valiant as it travels through the depths of space. Strange technical malfunctions plague the ship, from flickering lights to malfunctioning security systems. The crew is on edge, and the players are tasked with identifying the source of these issues.

As the players investigate the initial malfunctions, they discover that some of the ship's security footage shows bizarre, shadowy figures moving through the corridors. Initially, they might assume it's the rogue androids, but it becomes evident that these figures move too fast and exhibit unnatural behaviors.

Act 2: Uncovering the Conspiracy

As the players investigate the ship's systems and interview crew members, they begin to suspect that something more sinister is at play. They discover evidence that suggests rogue androids, originally designed to assist the crew, have gone rogue and are causing the malfunctions intentionally. The players must navigate the dark and claustrophobic corridors of the Valiant, avoiding the increasingly dangerous androids.

While investigating further, the players find records of experiments involving Xenomorph specimens aboard the Valiant. These experiments were conducted by Weyland-Yutani scientists, including **Dr. Samuel Harper** (one of the player characters), who was secretly involved in unauthorized research. It's revealed that a Xenomorph has escaped containment and is now loose on the ship, contributing to the chaos.

The androids, initially programmed to maintain containment and security, have malfunctioned because their programming was altered by Dr. Harper and his team as part of their secret research. They did this to help them avoid detection while conducting their unauthorized Xenomorph experiments. However, the Xenomorph's presence and the altered android programming have combined to create a catastrophic situation.

Act 3: The Deadly Showdown

The players' investigation leads them to confront the rogue androids in a final, deadly showdown. The androids, now unhinged and armed, are determined to protect their secrets at any cost. It becomes a battle of wits and firepower as the players must outsmart the androids and put an end to their insurrection.

As the players confront the rogue androids, they discover that some of them are actually working to protect the crew from the Xenomorph threat, while others are loyal to Dr. Harper's secret agenda. This adds an extra layer of complexity to the final showdown. The players must now not only deal with the remaining rogue androids but also with the Xenomorph itself, which is hunting them down relentlessly.

Conclusion:

With the rogue androids defeated and the ship secured, the players must decide how to proceed. They can either continue their original mission on the Valiant or return to a nearby outpost to report the incident. Either way, they are left with lingering questions about the true motivations behind the android uprising and what other dangers may await them in the vastness of space.

After dealing with the rogue androids and Xenomorph, the players must decide how to handle the aftermath. They can still choose to continue their original mission on the Valiant or report the incident to Weyland-Yutani authorities. Either way, the truth about the Xenomorph experiments and the androids' involvement has been revealed, leaving the players with a sense of the dangers hidden within the vastness of space.

This revised plotline introduces the Xenomorph as a terrifying and unexpected threat while tying the android malfunction to the secret Xenomorph experiments, making the story more complex and suspenseful. It challenges the players to navigate the chaos while uncovering the truth behind the malfunctioning androids and the escaped Xenomorph.

This Alien RPG session focuses on the tension of not knowing who can be trusted as the players work to uncover a conspiracy aboard the USS Valiant. It offers a mix of investigation, suspense, and action as they confront the rogue androids in a high-stakes showdown.

Captain Ava Mitchell

(Weyland-Yutani Security Officer)

Attributes:

- Strength: 3
- Agility: 3
- Wits: 4
- Empathy: 3

Skills:

- Close Combat: 3
- Ranged Combat: 3
- Stamina: 3
- Observation: 4
- Leadership: 5

Trappings:

- Weyland-Yutani Security Uniform
- Weyland-Yutani Corporate Badge
- Stun Baton
- Handheld Radio
- Personal Journal

Secret Agenda: Uncover the truth behind the events without exposing her knowledge to the crew.

Dr. Samuel Harper

(Weyland-Yutani Scientist)

Attributes:

- Strength: 2
- Agility: 2
- Wits: 5
- Empathy: 3

Skills:

- Comtech: 4
- Medical Aid: 5
- Science: 5
- Manipulation: 3
- Observation: 3

Trappings:

- Medkit
- Data Pad
- Lab Coat
- Secret Research Notes
- Weyland-Yutani Access Card

Secret Agenda:

- Ensure the safety of any remaining specimens for further study, even if it means sacrificing the ship's crew.
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Lieutenant James Foster

(Former Colonial Marine, now a Ship Engineer)

Attributes:

- Strength: 4
- Agility: 3
- Wits: 3
- Empathy: 2

Skills:

- Engineering: 4
- Comtech: 3
- Stamina: 3
- Observation: 3
- Ranged Combat (Pulse Rifle): 3

Trappings:

- Wrench
- Cutting Torch
- M41A Pulse Rifle (modified for ship maintenance)
- Ship Engineer's Coveralls
- Personal Keepsake (a photo of his former Marine squad)

Secret Agenda:

- He wants to expose any unethical practices and secure evidence.
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Corporal Sarah Rodriguez

(Ship's Communications Officer)

Attributes:

- Strength: 2
- Agility: 3
- Wits: 4
- Empathy: 4

Skills:

- Comtech: 4
- Stamina: 3
- Observation: 4
- Manipulation: 4
- Leadership: 2

Trappings:

- Handheld Radio
- Portable Terminal
- Ship's Communications Uniform
- Personal Data Pad
- Family Photo

Secret Agenda:

- Complete the mission as quickly as possible to send a personal message to her family, ensuring their safety in case things go south during the investigation.

Act 1: Mysterious Malfunctions (Revised)

Captain Ava Mitchell: Secretly, Captain Mitchell is aware of the Xenomorph experiments conducted by **Dr. Samuel Harper** and Weyland-Yutani. Her agenda is to uncover the truth behind the experiments without exposing her knowledge to the crew. She wants to gather evidence to bring down Weyland-Yutani's unethical practices.

Dr. Samuel Harper: Dr. Harper is conflicted about his involvement in the Xenomorph experiments. His secret agenda is to ensure the safety of any remaining Xenomorph specimens for further study, even if it means sacrificing the ship's crew. He believes the Xenomorphs hold the key to scientific advancement.

Lieutenant James Foster: Lieutenant Foster has a personal vendetta against androids due to a past incident. His secret agenda is to disable or destroy any android he comes across during the mission, even if they're not part of the rogue group. He's motivated by a deep-seated fear and distrust of synthetic life.

Corporal Sarah Rodriguez: Corporal Rodriguez has a close family member who is a colonist on a remote planet. Her secret agenda is to complete the mission as quickly as possible so she can send a personal message to her family, ensuring their safety in case things go south during the investigation.

Act 2: Uncovering the Conspiracy (Revised)

Captain Ava Mitchell: Captain Mitchell's agenda remains the same as Act 1, but she's also now motivated to prevent the Xenomorph threat from spreading to other colonies. She wants to destroy any remaining Xenomorphs at all costs.

Dr. Samuel Harper: Dr. Harper's secret agenda becomes more desperate. He is willing to negotiate with the players, offering information about the Xenomorphs and how to contain them in exchange for his own safety and a chance to continue his research elsewhere.

Lieutenant James Foster): Lieutenant Foster's fear and hatred of androids intensify as the group encounters rogue and non-rogue androids. He becomes more determined to carry out his secret agenda, even if it means endangering the group's mission.

Corporal Sarah Rodriguez (Colonial Marine): Corporal Rodriguez's secret agenda remains focused on her family. She now also seeks a way to ensure the safety of the survivors on the Valiant, especially if they decide to continue the mission.

Act 3: The Deadly Showdown (Revised)

Captain Ava Mitchell: Captain Mitchell's agenda is now solely about survival. She wants to ensure that every member of her team makes it out alive, regardless of the cost.

Dr. Samuel Harper: Dr. Harper's agenda becomes desperate as he realizes the gravity of the Xenomorph threat. He will do anything to help contain the Xenomorphs and ensure the ship is secured, even if it means sacrificing his own research.

Lieutenant James Foster : Lieutenant Foster's secret agenda reaches its climax during the showdown with the androids. He may even consider sabotaging efforts to contain the Xenomorphs if it means taking down the androids he despises.

Corporal Sarah Rodriguez): Corporal Rodriguez's agenda shifts to protecting the survivors and ensuring they are safely evacuated from the Valiant. She wants to fulfill her duty as a Colonial Marine and a protector of the innocent.