



POLYALIEN

A ONE-PAGE TTRPG OF COSMIC INFILTRATION

You are a Polycule—a crew of aliens sharing one braincell and a wardrobe of rubbery Humansuits. Earth is a damp mudball, but its inhabitants are desperately needed for probing. Your ship, the Polyhedron, departs at Dawn. Don't miss it.

CLASSIFIED: X-992

FILE REF: POLY-2025 // THE TRUTH IS OUT THERE

FIELD MANUAL: OPERATIVE GUIDELINES

Listen up, space meat. You are a **Polycule**—a highly efficient, deeply weird crew of aliens sharing a single braincell and a wardrobe of rubbery **Humansuits**. Earth is a damp mudball, but its inhabitants are desperately needed for [REDACTED] and bureaucratic cataloging.

FIELD NOTE #047

"Remember to hydrate the flesh-suits. Last time Gary forgot, his face inverted at the DMV. The paperwork was... extensive." — Commander Zorg

THE DICE & STATS

You have two stats:

- **HUMAN** — blending in, taxes, small talk
- **ALIEN** — mind-reading, laser eyes, eating metal

Start with a **d8** in both. Roll Equal or Higher than Difficulty to succeed. Wrong stat? Roll **d4**.

HUMANSUITS & GLITCHES

Your Humansuit keeps the Men In Black off your back. It's fleshy, smells weird, and requires "breathing."

CRITICAL FAILURE: Roll a **1**? Your action fails AND your suit glitches. Roll on the *Wear & Tear Table*. Glitches stack. Too many = cover blown.

THE MAGICAL GIRL TRANSFORMATION

Sometimes, pretending to be an accountant named Greg isn't enough. Shed your Humansuit in a blinding flash of cosmic energy, glowing ribbons, and unearthly synth-pop. Doing this loudly grants **2 NOVA POINTS**.

Spend **1 NOVA POINT** to:

- Auto-succeed on an ALIEN roll
- Upgrade your die for one roll (d8 → d10)
- Activate your **Ace Move**



Warning: Transforming in front of humans increases Heat. The government is watching. The synth-pop cannot be silenced.

YOUR ACE MOVE

Every alien gets one unique power. Create your own or pick:

- **Memory Wipe Flash** — Human forgets 5 min. Costs 1 NP.
- **Flesh-Mending** — Repair one glitch instantly.
- **Grav-Boots** — Reverse gravity for a scene.
- **Telepathic Scream** — Paralyze minds for 10 sec.
- **Quantum Duplicate** — Clone yourself (1 min).
- **Proboscis Extension** — Reach through solid matter.



The Polycule: The wordplay is intentional. You are a polycule—a group in complex relationships. The Polyhedron is your ship. The polyhedral dice are your fate.

THE POLYHEDRON

Your ship, the **Polyhedron**, is a massive D20-shaped vessel. It's your hub, armory, and ticket home. It needs a quota of humans to unlock ignition.

THE DISGUISE (D6)

The ship projects holographic cloaks:

1. Abandoned Blockbuster Video
2. Giant roadside peach attraction
3. Heavily guarded Amazon warehouse
4. Hipster craft brewery
5. Defunct laser tag arena
6. World's largest ball of yarn

THE SNOWBALL EFFECT

Each human captured grants **+1 ADVANTAGE** permanently.

BUT each raises **Global Difficulty by +1** (starts at 4). Cops, MIBs, and podcasters catch on. Easier to act, harder to hide!

THE GAMING LOOP

1

FIND TARGET (GM Oracle)



2

INFILTRATE (Roll/Transform)



3

SURVIVE EVENT (Surprise!)



4

RETURN (+Adv, +Diff)

THE CRYSTALIZER (5D PRINTER)

Synthesizes any object *except* Earth currency (anti-counterfeiting makes it puke). Roll **d6**:

ROLL	RESULT
1	Defunct & Dangerous – Radioactive, screaming, or allergic to oxygen.
2	Completely Wrong – Wanted a gun? Got an aggressive toaster.
3	Flawed – Close, but breaks after one use or smells of sulfur.
4	Technically Accurate – Exactly what you asked for, but ugly.
5	Perfect Match – Pristine and functional.
6	Alien Upgrade – What you wanted, plus sci-fi feature (laser crowbar?).

WEAR, TEAR & DEFUNCT (GLITCH ORACLE)

Roll **d12** on critical failure (roll 1). These stack. Good luck explaining to locals:

D12	GLITCH
1	Detachment – Left arm detaches. Must hold manually.
2	Modem Voice – Voicebox makes dial-up noises when stressed.
3	Horizontal Blink – Eyes blink horizontally. Loudly.
4	Translucency – Skin turns translucent; organs visible.
5	Sugar Craving – Must eat raw sugar every 10 min.
6	Joint Lock – Only moonwalk or crab-walk.
7	Coolant Leak – Neon green liquid from ears/nose.
8	Bioluminescence – Face glows when you lie.
9	Scent Failure – Smell like opened dog food.
10	Auto-Chatter – Shouts conspiracy theories randomly.
11	Antenna Growth – Hair falls out, replaced by vibrating antennae.
12	Draft – Back zipper jams open. Constant draft.

RECOVERY PROTOCOL

Repair at Polyhedron via Crystalizer (roll for med supplies) or spend 2 Nova Points to "reboot" suit.

GAME MASTER EYES ONLY

Throw weird Earthly obstacles at the Polycule. Set initial Difficulty at **4**. Track Time—they have until Dawn to gather quota (3 humans = short, 5 = long).

TARGET LOCATION (D6)

1. Massive, sweaty TTRPG Convention
2. Suburban Tupperware & Wine Party
3. Underground EDM Rave in sewer
4. UFO Believers Support Group
5. High School Prom under siege
6. 24-Hour Gas Station at 3 AM

GM DIRECTIVE

Make 'em sweat! On failure, don't say "no." Make it WEIRDER. Sentient toaster. Human speaks Klingon. Reality is optional.

ARCHETYPE ORACLE (D12)

Roll for Archetype + **d6** for Secret Desire:

D12	THE MEATBAG	ATTITUDE
1	Government Agent	Paranoid / Rule Follower
2	Tinfoil Conspirator	Suspicious / Anti-Establishment
3	Crystal Healer	Serene / Thinks you're "Angels"
4	Frazzled Scientist	Over-caffeinated / Hyper-rational
5	Bratty Kid with Phone	Bored / Will livestream everything
6	Stressed Parent	Exhausted / Will do anything for quiet
7	Ominous Cat	Judgmental / Knows what you are
8	Massive Brawler	Aggressive / Solves with fists
9	Fashion Teen	Snobby / Judges your suit's fit
10	Militant Citizen	Armed / Looking for excuse
11	Religious Zealot	Preachy / Thinks you're demons
12	Minimum Wage Worker	Apathetic / Literally doesn't care

SECRET DESIRE (D6)

1. Actually *wants* to be abducted
2. Needs 50 bucks for rent
3. Wants to cause chaos
4. Looking for lost dog
5. Wants to impress crush
6. Just wants a decent sandwich

HERD GENERATOR (D6)

They belong to...

1. Competitive bowling league
2. Chaotic family reunion
3. Localized flash-mob
4. Bachelorette party
5. Neighborhood watch
6. High school marching band

POST-GRAB SURPRISE (D6)

Roll when they try to leave. Use Ace Powers!

D6	WHAT GOES WRONG?
1	MIB Ambush – Black SUVs block exit. Anti-alien tech.
2	Rival Polycule – Lizard-people want human for <i>their</i> quota. Fight!
3	The Ex – Human's toxic, dramatic ex arrives. Loudly.
4	Total Blackout – EMP bursts. Lights out. Doors lock.
5	Thief! – Pickpocket stole vital alien tech.
6	Feral Beast – Escaped zoo animal or angry raccoon attacks.

OPERATION: HOUSE PARTY

Ready-to-run scenario. The Polyhedron detected a target: house party in suburban Ohio. Drunk, distracted, numerous. Perfect.

THE SETUP

Location: 742 Evergreen Terrace

Time: 11 PM, Saturday

Quota: 3 humans

Difficulty: 4

Status: Peak chaos. Cops already called once.

KEY LOCATIONS

- **Living Room:** Dance floor, 12+ humans
- **Kitchen:** Snacks, alcohol, the Host
- **Backyard:** Smokers, easy grab
- **Upstairs:** Bedrooms, privacy, witnesses
- **Basement:** "Cool kids," locked door

NOTABLE PARTYGOERS

CHAD (THE HOST)

Attitude: Bro-ish but welcoming | **Secret:** Wants to be taken seriously as poet | **Willingness:** High (compliment his playlist)

DEBORAH (THE CONSPIRACY THEORIST)

Attitude: Intense, eye contact too long | **Secret:** She's RIGHT about everything | **Willingness:** Extreme (she's been waiting)

KEVIN (THE COP)

Attitude: Tired, wants to go home | **Secret:** Actually believes in aliens | **Willingness:** Low (unless you prove it)

COMPLICATIONS (D6)

D6	PARTY TWIST
1	The Ex Arrives – Chad's ex shows up with new partner. Drama. +2 Difficulty.
2	Power Outage – Someone tripped breaker. Darkness. Perfect for alien activity.
3	Karaoke Starts – Machine is cursed. Singers reveal deepest secrets.
4	Pool Party – Living room filled with inflatable pools. Wet humans.
5	Actual Ghost – House is haunted. Ghost <i>also</i> trying to abduct humans.
6	Double Booking – Another alien polycule is here. Awkward.

MISSION SUCCESS

Polyhedron needs exactly 3 humans to depart. Fewer = stranded. More = ship's AI gets "ideas." Choose wisely.

ENDING THE NIGHT

When quota is met (or failed), Polyhedron's engines rumble. Hologram flickers, revealing the D20 before shooting skyward—leaving confused partygoers, trashed house, and new believers.

Failed to gather enough? Ship leaves without you. Stranded on Earth, malfunctioning Humansuits, no way home. *Congratulations, you're now a campaign.*