

Both of these obviously don't need to be implemented at once, I recommend the Changeling be reworked *first* as it's actually already in the game as it is and badly needs updating to match common implementations, not to mention patch other issues it has.

I have divided specific sections by their relevance to each other; if it's on the same line below something, it's relevant to it. I have also listed a few things as being 'optional' to denote that I don't personally consider them to be entirely necessary, or that they are points of discussion and contention.

[Changeling (rework)]

{Basic premise}

Functions as a mix between current Changeling and Heretic.

Early stealth ramping up to loud threat later.

Major threat to the survival of the station that must be destroyed at all costs.

One only, midround antag pool (NO SHIFT-START).

Stealth spawn (no announcement to living players).

Mid to highpop, exact numbers TBD. 20+? 25+? 30+? Tweaking always possible in the future.

Big threat focus, meant to act as a major problem facing the station and taking the spotlight; should be considered equivalent to Blob and Xenos in threat level.

Obviously can show up as one of possible threats warned of at Bridge. I don't know specifically how that part works, so... something for someone else to work out.

Spawns in Maintenance with one out of multiple possible outfits. Outfits would be ones that are suspicious (Centcom jumpsuit, Captain's jumpsuit, turtleneck, etcetera). If it's possible for clothing to be pre-damaged, that opens up a lot more possibilities--if this is the case, access cards could be relative too.

One of two options: either spawns with a card that has Maintenance access only (like Assistants), or give it an ability it can activate that lets it pry open security level 1 and 2 airlocks--note, ability, not default, as that could accidentally break cover.

{Abilities}

Has all the abilities of a current Changeling.

Can absorb people to acquire their DNA and disguise as them whenever they want, or DNA Sting for ONE use. Chemicals required for disguising obviously.

Disguises are TEMPORARY. Warnings given at 1 minute and 15 second marks (TBD). When disguise is changed, alerts chat.

OPTIONAL: Plays sound audible up to a TBD number of tiles away.

OPTIONAL: Disguises can be RENEWED before they run out. If renewed, does not alert in chat, nor play a sound if it does.

OPTIONAL: QoL if possible from coders, if cooldown is shorter than disguise length, disguise does not need to be renewed. I'm personally leaning "they have to renew it" and making it cost less chemicals than a *new* disguise.

The more people absorbed, the stronger the Changeling becomes (unlocking more abilities like current Changeling, probably copy the shop), but the shorter the duration of the disguise.

The more people absorbed, the longer the cooldown between disguises--eventually, the cooldown will last LONGER than the disguise.

OPTIONAL: The more people absorbed, the faster they can be absorbed.

Durations and numbers to be workshopped.

Controversial floated suggestion, DO NOT assume to be final but do discuss: Once main objective is complete, allows buffed True Form, Code Reds, biohazard alert.

One of two options: either calls shuttle, and shuttle cannot be recalled until it is dead, or shuttle can still be called but it cannot leave until it is dead.

At this point, an ERT *should* get called to fight it, but that's complicated because ERTs are admin-spawned normally; I don't know the specific mechanics of it but it should still be possible to spawn an ERT from ghosts.

With Blob, shuttle can't be called at all, so especially considering that this is an organism with the ability to disguise as a human, it's a bit of an inconsistency, but I can't think of a better way to actually end the round--someone else should come up with a better idea. I do know that it's so people don't just reflexively shuttle out to avoid the Blob, but... lore reasons and all that. I'm sure NT would be fine totally losing a station to contain the damn thing.

Perhaps nuke detonation after a period similar to how the Blob's victory functions? If NT just nukes the station remotely, no ERT obviously. Heretics is inconsistent about this though. I'm personally leaning towards the nuke ending.

If controversial option is chosen, and buffed True Form is unlocked, maybe disallow the normal True Form before this and make it a purely end-game thing. Maybe not buffed, I don't know its strength exactly, but it should be able to actually contend with an ERT; obviously not facetank it but still CONTEND.

{Objectives}

Objectives are static, specifics are not. The following three objectives will always spawn, with one of each:

1. Acquire specific random person's DNA. Functions as an assassination objective and acts as a good reference point to begin. Alternatively, use a system similar to the Heretic where they can choose a target to absorb--and they ****must**** absorb that target, as only the person who is

their target at the time will grant them DNA points, anyone else will be a waste, which would bring attention to the Changeling *and* waste potential DNA points.

2. (Main objective) Absorb [x_%_of_crew], exact numbers TBD--perhaps similar to current Changeling or Heretic's numbers?

3. Normal escape objective. If alternate ending idea is used (station destruction), allow for this to be completed via completed DNA collection (sufficient DNA collected to unlock true horror form).

{Lore}

Alien monster that has barely escaped to Space Station 13 from elsewhere and must collect DNA to grow itself.

{How the round should be expected to go}

Round progresses as per normal. Eventually, RNGesus decides "fuck your station in particular" and decides to roll this.

The Changeling player begins absorbing people slowly over time. Maybe they get discovered, maybe they don't.

Eventually, the crew is GOING to notice the disappearances at the least, or the Changeling is gonna slip up. Maybe the AI happens to look over at a bad time, and they become known of.

The crew has to respond to this--nobody alone, gear up, it needs to be destroyed.

The Changeling either gets killed by the crew, or is eventually able to absorb enough to get their objective.

If the alternate ending a la Heretic is achieved, then after a period of rampaging, NT has enough of it, and the onboard self destruct is remotely detonated.

[Bioweapon Infiltration Round Type (Bioweapons)]

{Basic premise}

Functions as a mix between Traitor and Agents, with advanced subterfuge abilities in the mix.

One (or more) players spawn as Bioweapon Infiltration Units (Bioweapons) at shift-start.

Mid to highpop, exact numbers TBD. 20+? 25+? 30+? Tweaking always possible in the future.

Probably base numbers on Agents round type.

OPTIONAL: Follow the same spawn numbers and requirements as Traitor, and act as an alternative mode to Traitor, rather than being exclusively mid to highpop.

Stealth focus, meant to perform similar to how a normal Traitor or Agent would. Not meant to mass-murder or go loud, meant to work in the background.

Obviously can show up as one of possible threats warned of at Bridge. I don't know specifically how that part works, so... something for someone else to work out.

{Abilities}

TBD by people more knowledgeable about Ling abilities. Stealth focus, combat capabilities should be minimal, but should focus on defense and escape; stuff like the screech, debilitating stings, and other utility abilities. Perhaps current DNA sting. A list should be created obviously. Absorb ONLY functions on targets, or other Bioweapons if that objective is carried over and it's a possible objective.

NO headslug. It's a problem with absorb objectives and is mutually exclusive. Alternatively, remove that objective and allow headslug, OR figure out a way to work around the issue entirely.

{Objectives}

Current Changeling objectives. Absorb another Changeling (Bioweapon) not possible without 3+ Bioweapons in the shift.

Perhaps all should have it? Would probably make Maints a bit dodgy to be in for anyone.

Acquire specific random person's DNA. Functions as an assassination objective.

Escape as specific random person with their ID card. Functions as an assassination objective, unless current DNA sting is carried over for Bioweapon antag, in which case it can be completely nonlethally.

Traitor theft objectives.

{Lore}

Bioweapon produced by (insert faction here, I'm not a lore nerd, you figure it out) for the purposes of infiltrating Space Station 13 and completing a variety of objectives. Effectively a different kind of Traitor.

{How the round should be expected to go}

The round would function largely similarly to a regular Traitors or Agents round, depending on if they need to fight each other. This one is pretty simple.