

# **Enforcement Pack**

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Mission blender

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# THE COMPUTER

Fun enforcement supervisor

Hi, **PARANOIA** Gamemaster! We include this 24-page booklet as a cool bonus with the fine **PARANOIA Gamemaster Screen**, because it's hard to sell GM screens for roleplaying games nowadays without a cool bonus booklet. (Really, what can you say to sell a GM screen by itself? 'It has charts from the rulebook! It stands up! Guaranteed opaque at visible wavelengths!')

This booklet's super-fine must-have centerpiece will, we predict, become instantly popular on illegal traitorous Communist scumsucking P2P filesharing networks: the **mission blender**. Using these charts, you roll a 20-sided die about a hundred times, plug words into blanks and hey presto! You have a complete mission based on the mission scheme outlined in Chapter 46 of the PARANOIA rulebook!

We pad out this booklet with a couple of okay introductory handouts and a bunch of nifty forms. PARANOIA needs forms like a Mystic needs sandallathon. Photocopy and distribute them to the Troubleshooter team leader at suitable times. Make *sure* the team leader (or his designated flunky) fills

Security Clearance ULTRAVIOLET Knowledge or possession of this information Knowledge of possession of this information lower any citizen of Security Clearance Had Thing any citizen of Security Clearance Rad Thing Constitutes a Double lower constitutes and the constitutes are constituted by the constitutes and the constitutes are constituted by the constitutes and the constitutes are constituted by the constitutes are constituted by the constitutes are constituted by the constitute of the constitutes are constituted by the constitute of the constitutes and constitutes are constituted by the constitute of the constitutes are constituted by the constitutes and constitutes are constituted by the constitutes and constitutes are constituted by the constitute of the constitutes are constituted by the constitute of the constitute constitutes a Doubleplus Bad Thing

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# CLEARANCE ULTRAVIOLET

# The mission blender

There may come a time when you're faced with the prospect of running a *PARANOIA* mission—yet you have no idea what to do. Posing yourself the interrogative, 'What sort of mission shall I run?' seems akin to standing at a precipice in a deep cavern and pushing fist-sized rocks over the edge, then listening to the distant, hollow echoes as they clatter down the stony slope to their final rest.

Calm your nerves, apprehensive Gamemaster. This *mission blender* will help you put together a fully-detailed mission in a trice.

[Note: The Computer has restored to active duty the word 'trice' after many years of retirement. Consult recent CPU Timekeeping Directive 214.05.25.1454.7 'Trice Application Standards: Terminological and Metrical (Provisional)' and accompanying HPD&MC Enforcement Protocols.]

# How to use the mission blender

On pages 2-16 you will find *blender boxes*. Each blender box corresponds to one ingredient of your mission.

In each box, roll a 20-sided die (1d20), consult the line corresponding to the number rolled and add that element to your mission. It helps to remember your choices—otherwise when you get to the end you'll have to start over again—so write them down as you go.

When an entry has a blank for a generic noun (for example, PUBLIC LOCATION), go to the appropriate Generic Noun table at the end of the blender section and roll 1d20 to find out what element goes in the blank.

You may simply choose the elements you want, according to how much they appeal to you and how well they relate to specific PCs. Your choices are obviously correct, because the GM is *always* right. But where's the fun in that? To get into the Alpha Complex mindset, try some capricious randomization, where in Troubleshooteresque fashion you cope with weird results

beyond your control. Roll dice—post the pages on a wall and throw darts at them—use any appropriate means to make your choices.

When you've made all your choices, you can, like a vapor-addled prophet in ancient Greece making sense of the spots and creases on a steaming sheep's liver, interpret them into a single consistent mission premise.

# Reading the table entries

When you roll an entry like this-

Destroy (1-10, <u>CHARACTER</u>; 11-20, <u>OBJECT</u>) in LOCATION (1-10, secret; 11-20, public).

—it means you make yet more 1d20 rolls. In this example, you'd first roll 1d20 to choose a character or object, then make a second 1d20 roll to determine whether the location is secret or public, and a third 1d20 roll on the SECRET LOCATION or PUBLIC LOCATION table. Just page through the tables and you'll get the idea.

# START HERE:

# PARANOIA is the IRRATIONAL FEAR

Roll 1d20 and consult this table to determine the dominant type of fear you want to instill in the PCs (and their players) during this mission.

- Alpha Complex works so badly it endangers the PCs' lives.
- 2 Alpha Complex works with terrifying efficiency.
- 3 Alpha Complex is doomed, and not in a good way.
- 4 The Computer has taken a personal dislike to the PCs.
- 5 The Computer personally likes the PCs too well.
- 6 One of the service groups is breaking down.
- 7 Two or more service groups are breaking each other down.
- 8 An OBJECT—VALUABLE the PCs cherish will be destroyed.
- 9 The PCs' service firms or secret societies are endangered.
- 10 The PCs' secret societies have turned against them.
- 11 The PCs just aren't good enough to handle their assignment.
- 12 Everyone else in the Complex is in league against the PCs.
- 13 The effect the PCs are ordered to prevent will be caused by their actions.
- 14 The Commie mutant traitors are winning.
- 15 The Commie mutant traitors are losing, and that's bad.
- 16 A hostile force is manipulating the PCs' conscious will.
- 17 Alpha Complex is just a simulation; nothing is physically real.
- 18 The PCs suspect a High Programmer is out to get them.
- 19 The PCs have enough resources but too little time to win.
- 20 The PCs are themselves the greatest threat to Alpha Complex.

Roll 1d20 to determine the general kind of weirdness or irregularity that prompts The Computer to assign a mission to the Troubleshooters:

- 1-2 Changed perceptions (1-10: apparent to all citizens; 11-20: only certain CHARACTERs, including one or more PCs). Roll to determine what has changed (1-5: sight; 6-10: hearing; 11-15: thoughts or memories; 16-20: smell/taste, touch, balance or other sense).
- One or more laws of nature has been altered or revoked
  3-4 (1-5: gravity; 6-10: air or water flow; 11-15: light or sound; 16-20: magnetism, electricity or other energy).
- **5-6** One kind of technological OBJECT is misbehaving.
- 7-8 As 5-6, but the OBJECT is behaving far too well.
- **9-10** A particular drug suddenly has inexplicably altered effects.
- 11-12 The economy has grown even stranger than usual.
- 13-14 (1-10: The security clearance system; 11-20: The bureaucracy) has provoked an intractable crisis.
- Everyone in Alpha Complex behaves in an inexplicable way toward (1-10: 15-16 one specific PC; 11-20: all PCs). Behavior: 1-5: kindness; 6-10: contempt or disgust; 11-15: fear and alarm; 16-20: suspicion or hate.
- 17-18 The Computer has decreed a new holiday with odd customs and practices, and everyone knows about it but the PCs.
- 19-20 Mysterious duplicates or analogues of the PCs or other <u>CHARACTER</u>s are active in Alpha Complex.

# MISSION GENERATOR

Roll 1d20 to determine the person, people, organization or agency responsible for the IRRATIONAL situation:

- The Computer—or, if it makes more sense, a CHARACTER—ULTRAVIOLET (and DANGEROUS) manipulating The Computer's local CompNode.
- An R&D experiment that went (1-10: right; 11-20: disastrously wrong), created by CHARACTER—DANGEROUS.
- 3 A secret society mission that went (1-10: right; 11-20: disastrously wrong), led by CHARACTER—DANGEROUS.
- 4 The INDIGO leader of a rapidly-growing SERVICE GROUP firm, who plans to expand his personal power and the might of his company.
- As 4, but the 21st-degree leader of a SECRET SOCIETY.
- As 4, but a powerful mutant who wishes to see his own kind of mutants dominate, and normal humans and all other kinds of mutants subservient.
- One or more PCs' immediate superior, who has screwed up badly and now wants to pin the blame on the PC and his fellow Troubleshooters.
- 8 A Death Leopard gang.
- 9 An executive at one of the PCs' service firms, who wishes to covertly create the situation in order to procure a fat service-group repair contract.
- 10 A High Programmer who has started a lottery or other credit-making scheme and has illicitly pulled needed supplies from some vital installation.
- 11 A subsector's INFRAREDs, who have gone off their pharmatherapy and are now conspiring against The Computer, led by CHARACTER.
- 12 A senior PLC official, whose division has fallen into strangling bureaucratic torpor and must now be massively overhauled or terminated.
- 13 A senior CPU efficiency consultant, who overreacted in imprudent ways in an effort to get proper paperwork filled out.
- 14 A senior Food Vat Control supervisor in LOCATION, whose division is overproducing, underproducing or doing something strange to the food.
- 15 An Armed Forces director, who mis-keyed some form entries and mistakenly diverted military resources to IRRATIONAL effect.
- 16 A High Programmer who mis-programmed a CompNode so badly the entire node must be re-imaged and rebooted; the situation is cover for this.
- 18 A bot (1-5: warbot; 6-10: jackobot; 11-15: scrubot; 16-20: docbot) reprogrammed by (1-10: Humanists; 11-15: Corpore Metal; 16-20: Death Leopard).
- 19 As 18, but a fleet of bots.
- 20 Everyone in LOCATION is in on it; they want to discredit, destroy, maim and spit on the Troubleshooters.

The identity of the Someone need not be obvious at the mission's outset, and in fact things may play out more appropriately if the Someone is not discovered until late in the proceedings.

# that SOMEONE is OUT TO GET YOU

Roll 1d20 to determine the general apparent threat posed by the IRRATIONAL situation, or the consequences if the situation is left unresolved:

- A high-clearance official's malfeasance will be exposed, and CHARACTER-DANGEROUS wishes to frame the Troubleshooters for the official's crime.
- Endless wave of assassination attempts will befall CHARACTER-DANGEROUS, who uses the Troubleshooters as decoys while he protects himself.
- 3 An exterior force will conquer Alpha Complex. The Computer dispatches the Troubleshooters to intercept the force.
- 4 A geological event will destroy Alpha Complex (shatter it, open it to the elements, turn it into a cheerily warm volcano, etc.).
- A biological agent will transform or devastate the PCs or a large population. The Computer sends in the Troubleshooters as guinea pigs.
- 6 A new mind-control technique will alter the PCs' or a large population's behavior for the worse. The Computer uses the PCs as guinea pigs again.
- Essential life-support services will break down. The Computer sends the Troubleshooters to enforce order and restore services.
- 8 A minor malfunction in LOCATION may grow into a major problem. The PCs must fix the malfunction and deal with the problems already created.
- 9 As 8, but SOMEONE doesn't want the team to succeed, and is actively working against them.
- 10 A major malfunction has rendered an entire sector uninhabitable; the local environment kills an unprotected citizen in minutes if not seconds.
- 11 SOMEONE has taken control of PUBLIC LOCATION and is slaughtering enemies. The PCs are either trapped there or sent to deal with the problem.
- 12 The Computer believes something horrible has happened, but gives the PCs no details, and forbids them to tell anyone for fear of starting a panic.
- 13 A deadly pathogen is eating through the population. The PCs are infected the moment their clone backups are decanted. Better hurry on MISSION!
- 14 Surplus Armed Forces weaponry floods the IR market. CHARACTERs happily demonstrate their new armaments in many LOCATIONs.
- 15 SOMEONE believes (accurately?) the PCs are assassins sent to kill him; he tries to kill them first. Meanwhile, the PCs must complete their MISSION.
- 16 Waste disposal is breaking down; garbage is backing up in the hallways and will soon flood the complex.
- 17 SOMEONE in a SECRET LOCATION is flooding the networks with viruses.
- 18 A mysterious command makes all autopilot vehicles home in on LOCATION, threatening terrible harm en route; SOMEONE wants a traffic jam there.
- 19 A strange new Food Vat slime is causing antisocial and dangerous activity in consumers of Hot Fun. The Computer needs PCs to destroy the slime.
- 20 Roll three times on this chart. Everything you roll is happening at once, and the PCs are caught in the chaos. Good luck running this one.

After determining this apparent threat, roll 1d20 again: 1-10: Threat is real; 11-20: Threat is a lie (roll again for actual threat).

# CLEARANCE ULTRAVIOLET

Roll 1d20 to find the means The Computer uses to relay the mission alert to the Troubleshooters, or the circumstances in which the alert finds them:

- 1-5 Text message on PDC.
- 6-10 CHARACTER—INFRARED courier delivers alert (1-10: verbally; 11-20: hardcopy); seeks 10cr 'tip' for the delivery. Demeanor: 1-10: drugged; 11-13: truckling; 14-17: polite; 18: in-your-face friendly; 19: cocky, 'l know more than I'm telling,' nudge-nudge; 20: sullen, rude, suicidal.
- 11 Announced over public address loudspeakers.
- 2 Special 'breaking news' bulletin in middle of vidshow: 1-10: boring part; 11-18: good part; 19-20: interrupts crucial revelation. Identifies PCs by name.
- 13 Mission is randomly assigned as a prize in a CruncheeTym algae chips packet.
- 14 Via high-frequency radio transmission that gives PCs excruciating headaches and sends petbots crazy with excitement.
- 15 Relayed through a public confession booth, read in the scrolling 'Credit Due' message on a vending machine or overheard in a communal area.
- 16 Stamped onto side of OBJECT-DANGEROUS.
- 17 Via telepathic communication from unidentifiable source. The Computer knows nothing of this method, and will regard it with extreme suspicion.
- 18 Anonymous hardcopy message slipped under door of PC's (1-10: quarters; 11-14: central entertainment room; 15-18: workplace; 19-20: bathroom).
- 19 Via BOT (1-10: functional; 11-15: malfunctioning; 16-18: booby-trapped; 19-20: smouldering wreckage).
- 20 Scrawled across a LOCATION wall in half-meter-high letters written in (1-5: black paint; 6-8: low clearance paint; 9-12: mid-clearance paint; 13-14: high-clearance paint; 15-18: Cold Fun; 19-20: blood).

Then roll 1d20 to determine the completeness and accuracy of the mission alert: 1-10: message intact and correct; 11-15: briefing <u>LOCATION</u> wrong; 16-18: briefing time wrong; 19-20: recognition password (to be given to briefing officer) wrong.

If any message content is wrong, roll 1d20 to determine the way it's wrong:

- 1-5 Missing, replaced by [INSERT DATA HERE] or similar. Secret society contacts or servile truckling to The Computer may fill in missing data.
- 6-10 Obscured by advertising (pop-up ad, jingle, viral marketing, etc.). Sponsoring advertiser may possibly have record of unaltered alert.
- 11-15 Replaced by extortion threat from anonymous hacker: 'Send 100cr to this Gray Subnet account and I'll send you the data.'
- 16-18 In machine-readable code, missing vowels, encrypted, etc. Computer Phreaks can help. The Computer doesn't see the problem.
- 19 Replaced by treasonous SECRET SOCIETY propaganda.
- 20 Alert itself is damaging—text message contains software virus that crashes PDC or vidscreen, physical alert has toxins or is radioactive, etc.

First roll the <u>LOCATION</u> of the briefing (1-10: <u>SECRET LOCATION</u>, 11-20: <u>PUBLIC LOCATION</u>). Then roll 1d20 on this table to find the circumstances of the briefing, during which the Troubleshooters receive their mission. Here you may want to simply choose a circumstance that fits the location—or maybe you can convincingly explain why there's a briefing room in the middle of an INFRARED mess hall. Look at it as a challenge.

If the entry doesn't indicate the number of briefing officers, and if you care, roll 1d20 and divide the number rolled by 4. This is the number of briefing officers. Roll on the CHARACTER table for each. Some may not be visible but only mysterious presences.

- 1 Briefing officers behind opaque bulletproof glass, voices electronically filtered.
- 2 Briefing officers undercover; wary, paranoid; speak in evasive code-phrases.
- 3 Briefing officer is weird invalid (e.g., suspended in sound-dampening gel in a swimming pool communicating through a bizarre array of tubing).
- 4 Briefing occurs in a pitch black room, where the only source of light is from the corridor outside the briefing room filtering in under the door.
- $5 \quad \text{Briefing officer is hidden inside a } \underline{\texttt{BOT}} \text{ chassis, communicating with an electronically filtered voice.}$
- 6 Officious, schoolmasterly briefing officer sitting at the head of a classroom with blackboard and chalk; tests PCs frequently.
- 7 Suspicious, twitchy briefing officers in highly defended position (e.g., seated atop a massive gun emplacement) at rear of LOCATION.
- Bureaucratic snafu assigns briefing officer to the room (1-8: above; 9-16: below; 17-20: adjacent to) the PCs; won't join PCs for fear of violating orders; shouts at the top of his voice to be heard, or conveys briefing information by notes, courier, Morse code, etc..
- 9 Briefing officer sits curled up and rocking backwards and forwards in the middle of the location; muttering under his breath.
- 10 Briefing officer sits with his back to the PCs; he passes notes to a terrified INFRARED citizen, who reads them aloud.
- 11 Briefing officer has left a recording device with the mission on it, but the mechanism is jammed at double speed with no rewind option.
- 12 Briefing officer is shot just after the PCs arrive and is replaced by a different officer who acts extremely shifty and refuses to answer questions.
- 13 Officer has serious coughing fit every few words, disrupting every sentence, and becomes increasingly angry with every request to repeat himself.
- 14 Briefing officer is hiding inside an empty Cold Fun barrel and passes written notes out to the PCs through a small bunghole.
- 15 Officer skims through the entire briefing as if he expects those present to know all details already, then walks out without allowing questions.
- 16 Briefing officer whispers the briefing to the team leader and then expects him to pass it on in the style of Telephone or Chinese Whispers.
- 17 Briefing officer wears  $\underline{ARMOR}$  and fiddles with an exotic-looking  $\underline{WEAPON}$ ; expects attack at any moment.
- 18 When the PCs leave the briefing an explosion follows, leaving no evidence of the officer except a large burn mark and melted furnishings.
- Given in a transtube, on a recording with a folder of documents; recording self-destructs 5 seconds after stopping. (1-5: tape and docs match mission; 6-10: right tape, wrong docs, right mission; 11-15: wrong mission, right tape, right docs; 16-20: wrong tape, right docs, right mission.)
- 20 Briefing officer is dead on arrival and no one comes to replace him. May have notes on his body that describe the PCs' mission.

# MISSION GENERATOR MISSION ALERT / BRIEFING

Roll 1d20 to determine how the PCs should secure their assigned equipment. Using that first 1d20 roll, go to the appropriate table and roll 1d20 again to determine interesting details of the PCs' attempts. For instance, if your first 1d20 roll is 14, use the IR Market table (designated by the range 11-16).

# 1-10. PLC

- 1 Designated supply depot is closed for repairs following Commie sabotage.
- 2 Supply clerks recently infected with SellFast.D spam virus, insist all PCs enroll in 'Make Credits Fast!' marketing course.
- 3 A Monty Python 'Cheese Shop' warehouse; nothing is actually in stock. Staffers are proud of their multiple awards for cleanliness and efficiency.
- 4 Surprisingly efficient, but all items have had inventory barcodes removed. Staffers refuse to take returned equipment: 'It wasn't issued here.'
- 5 Empty office. Door is open. No security (Tension level 0). PCs may take what they want, but have to find it themselves and fill out proper paperwork. If the paperwork isn't filled out, the items are reported stolen. May be interrupted by IR market thieves, passing looters, etc.
- 6 'The PLC Paperwork Shuffle': Different batches of forms required to obtain each individual type of standard equipment. In triplicate.
- 7 A PLC shop that has none of the equipment needed, but is willing to make appropriate substitutions. Could be potentially cool stuff.
- 8 As 7, but strange or incorrect substitutions.
- 9 As 7, but utterly weird and crazed substitutions.
- 10 Office only carries 'non-ordinance' items—no weapons or weapon-like items. Offers PCs a new 'Zero-Tolerance' form to sign.
- 11 Warehouse run by insane high-clearance director; assigns PCs a MISSION on his own behalf so he can give them over-inventoried EQUIPMENT.
- 12 Battle-ravaged warehouse (holes in walls, etc.); has desired equipment, though. Staffers war-weary, twitchy, but forcefully happy.
- 13 'Serv-Yourself' warehouse that makes every citizen find his own equipment.
- 14 Shipping containers stacked atop one another, each container listed for inscrutable bureaucratic purposes as being in a different sector.
- 15 'Please Observe Silence' sign on the wall. Anyone who speaks gets bumped to the end of the line. All negotiations must be written.
- A single PLC staffer in a broom closet with a pneumatic tube on the side wall. This lone officer is one of the most efficient workers in Alpha Complex; completes all paperwork quickly and throughly. The next time you roll this entry, this staffer has been reassigned or murdered.
- 17 Office; looks very busy, but nothing ever gets done. Careful inspection shows all workers are passing the same papers back and forth quickly.
- 18 A Multi-Purpose Chute with graffiti 'CompUSUKS!' above it—a password (Comp-U-SUK-5) into an unlimited account on this compromised machine.
- 19 Experimental 'Mobile PLC' in a transtube car. Every so often the car must stop to load and unload supplies.
- 20 PLC office openly and entirely subverted by SECRET SOCIETY; continues business as usual, unless PCs show signs of alerting the authorities.

#### 11-16. The IR market

- 1-2 Squad of Internal Security GREEN goons patrols market, 'just out for an off-duty walk,' taking bribes to 'look the other way' for each transaction.
- 3-4 Free Enterprise member 'Nathan D,' operator of this IR market, is messily killed by rival FreeEnt capo in PCs' presence.
- 5-6 A 'Broke' market. Troubleshooters always leave broke, with stuff that's broke. Bad deals all around.
- 7-8 An R&D-sponsored market. Every item 'improved,' although not in a way PCs or marketeers suspect. Costs only slightly above normal.
- 9-10 A dingy, dirty corridor. PURGE runs this market, and will terminate any group who 'misbehaves' (in PURGE's stern judgment). Lots of weapons.
- 11-12 This market is run by the secret society of one PC (select randomly), who always gets the best deals and everything that works.
- 13-14 The market is run entirely by Internal Security as a sting operation. Every buyer risks arrest and termination.
- 15-16 The SOMEONE (or his allies) responsible for the IRRATIONAL situation runs this market. Marketeers sell the PCs dangerous EQUIPMENT.
- 17-18 Red Market, run by Commies. They only barter or trade evenly. PCs who own little more than their own overalls must buy items elsewhere, then come back here to trade for similarly priced items. (You could make them trade for the shirts off their backs.)
- 19-20 Marketeer gives PCs a fair discount if they also take a 'bonus' small <u>OBJECT-DANGEROUS</u>; marketeer wants the PCs to (1-10) use it in <u>PUBLIC LOCATION</u>, or (11-20) leave it in <u>SECRET LOCATION</u>.

# ■ 17-20. C-Bay or other online auction site

If the PCs seek equipment on an auction site, roll 1d20 for price (1: 50% discount off list price; 2-3: 30% off; 4-7: 10% off; 8-13: list price; 14-17: 10% over list price; 18-19: +25% over list; 20: bidding war—+30% over list!). Then roll 1d20 again for delivery method and time (1-6: agreed drop point LOCATION nearby, immediate; 7-12: drop point LOCATION 30 minutes away; 13-18: please allow 24 hours for delivery to PCs' specified address; 19-20: will get around to it someday for sure). Then roll 1d20 to determine unusual details of the transaction:

- 1-2 A PC's auction site account has been hijacked by a Computer Phreak using it to auction treasonous warbot plans.
- 3-4 Items the PCs want are listed against a red-tinted background. No other items are. What's up? (Nothing. But keep the players nervous about it.)
- 5-6 The auction site has been compromised by a 'phishing' scam. It appears to be legit, but is just designed to steal ME Card numbers.
- 7-8 Computer Phreak prankster breaks in during each bid the PCs make, taunting them and deriding their EQUIPMENT and MISSION.
- 9-10 This terminal is infected with spyware that reports all transactions to SECRET SOCIETY, which may send a gang to steal the PCs' stuff.
- 11-12 Drop point to pick up purchased equipment is SECRET LOCATION run by SECRET SOCIETY, which charges a 2% commission for services.
- 13-14 Drop point is an ambush by SECRET SOCIETY thugs; there is no equipment; the PCs (1-15: regain the money they bid; 16-20: lose their money).
- A rival auction site has insidiously faked the site the PCs intended to use; the transaction goes through the rival site; the delivery is accompanied by a hard-sell pitchman <a href="https://example.com/characters/charac
- 17-18 As 15-16, but staffers from the PCs' own site have detected the fraud, sent their agents to attack the rival site's agents, and the PCs' equipment now sits in the middle of a firefight between rival auction staffers.
- 19-20 Nothing at all unusual about this transaction. Or is there? Sounds a little—suspicious, doesn't it? Absolutely nothing wrong? Really? Hmm....

# CLEARANCE ULTRAVIOLET

# 4. SECRET SOCIETY MISSIONS

1	For each Troubleshooter who wants to contact his
•	secret society for a private briefing, roll 1d20 to find
	out how the briefing takes place:
4	1-4 Note in SECRET LOCATION

- 5-6 Note in SECRET LOCATION
  A flickering light fixture presents message in binary code.
- 7-8 A laser pointer projects message onto PC's retina.
- 9-10 Instructions printed on back of the PC's toiletry ration.
- Loudspeaker broadcasts message to PUBLIC LOCATION.
- Delivered by note, but there are multiple copies, each with a slight difference in intent.
- 17-18 Written in invisible ink on wall.
- 19-20 Coded dot pattern or stain on floor of PUBLIC LOCATION.

Then roll 1d20 to determine the mission the society assigns to the PC. All missions are in the main mission's destination sector:

- 1-10 Roll on the specific society's table.
- 11-12 Deliver OBJECT to CHARACTER in SECRET LOCATION.
- 13-14 Steal OBJECT from CHARACTER in PUBLIC LOCATION.
- Destroy (1-10, <u>TARGET</u>; 11-20, <u>OBJECT</u>) in <u>LOCATION</u> (1-10, secret location; 11-20, public).
- 17-18 Sabotage OBJECT at LOCATION (1-10, secret; 11-20, public).
- Comprehensively recon (1-10, TARGET; 11-19-20 20, OBJECT) in LOCATION (1-10, secret; 11-20, public).

# Find and assassinate the mutant 1-5 TARGET with MUTANT POWER in PUBLIC LOCATION

A member of your team has mutagens and plans to mutate loyal citizens!

6-10 Augh! Don't let anyone ingest any pharmaceuticals, unless you know for a fact what the chemicals are!

TARGET is a mutant sympathizer, working to raise registered muties from second-class citizenship. (1-5: Discredit; 6-20: Kill) him!

One of our more— enthusiastic members, TARGET, is damaging a little too much Computer property and giving us a bad name. Stop him at

# PHREAKS

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- Always need more Wakey-Wakey and other anti-sleep drugs! Get a supply and drop it at our cache at LOCATION in your destination sector.
- 6-10 We suspect Computer Phreak

  CHARACTER is an IntSec infiltrator;
  check him out and, if necessary, delete him.
  - This OBJECT—UNUSUAL contains a concealed datajack with a cool new trojan. Plug it into any confession booth at your destination to run it.
- A certain isolated off-net terminal in 16-20 your destination sector has some cool data. Copy it and bring it back.

- 1-5 Comrade! Rescue SOMEONE from doom at the hands of the capitalist oppressors and recruit him to our great cause!
- Pass out these propaganda leaflets to 6-10 the oppressed INFRARED proletariat. Try not to get caught, da?
- Disrupt the power elite's control over 11-15 your destination's LOCATION, and show the power of the people!
- 16-20 Equalize the distribution of wealth at your destination. Plunder the fatted plutocrats and distribute their ill-gotten gains to the weak and helpless.

# 102 E W = 105 E M = 105 E M = 105 E M = 110 E M = 160 E

- See to it that no meatbag abuses any bots while you are around, and that TARGET will never abuse any bot again, ever.
- Recode this specific <u>BOT</u>, and all the bots you see, to liberate them from the dominion of their asimov circuits.
- Recruit this specific BOT at your destination LOCATION into our organization. Do whatever it takes.
  - Test this cybernetic bio-implant—on someone else. (Roll on rulebook's Hit Location chart to see what body part is mechanized.)

# PARD

- If you were to, like, destroy or spraypaint or decorate this specific PUBLIC LOCATION, man, that would be moderately cool.
- Start a riot in <u>PUBLIC LOCATION</u>. **6-10** Big riot, get me? Looting brigades are awaiting your signal.
- We need more weapons! Here is a list of dropoff points throughout your

  11-15 destination sector. Route all of your team's weapons to these places, where we can snag them.
- This vatslime <u>TARGET</u> has been giving us grief. Blow him up really pretty, with style, get me?

# 1-5 Preach the Good Data to the unwashed INFRARED masses at every opportunity. Gain as many converts as possible.

- 6-10 Convert SOMEONE to our views, by whatever means necessary. Be of good faith! The Computer blesses your success!
- Persuade as many citizens as you can to confess in a confession booth.

  Confession is good for the [deleted for security reasons].

Offerings have been critically low. Reap donations from the flock at your

16-20 destination, that we may show them the light. Let us prey, brothers and cietare!

# DESTROYERS

- A shipment of bot parts is passing through a <u>LOCATION</u> at your destination; insert this explosive device into it. Then run very fast.
  - 6-10 Find this specific <u>BOT</u> in <u>LOCATION</u> and use these tools to reprogram it to serve our purposes. Heh, heh.
  - Destroy all BOTs owned by 11-15 CHARACTER-VIOLET in LOCATION.

TARGET will be in a certain

LOCATION. Take these tools and program a BOT to attack him. When the bot attacks, you rescue him. That should help you convert him to our cause.

# MISSION GENERATOR

# SECRET SOCIETY MISSIONS

# π П

- Carry OBJECT-VALUABLE and sell it for the best price you can. We'll give you a commission.
- Get the PDC contact info of all your 6-10 teammates and anyone else you can, so we can add them to our mailing list.
- Steal OBJECT-VALUABLE and 11-15 deliver it to CHARACTER, your contact, for the IR market.

Word of mouth sells! Advertise the IR market availability of (product, service, etc.) any way you can. Infect highclearance folks with this SellFast.D virus. They'll be your best customers; they just can't help themselves!

#### Find this specific BOT in LOCATION 1-5 and, using these tools, reprogram it to do our bidding.

We need more weapons! Here is a list of dropoff points throughout your 6-10 destination sector. Route all of your team's weapons to these places, where we can snag them.

We've discovered B3 is loaded with 11-15 chemicals that make us subservient to the machines! Don't let anyone drink it!

Take this EMP Bomb and plant it in SECRET LOCATION at your 16-20 destination. Detonate it once you're out of sight.

Steal (1-10: something vital to the mission, 11-20: a PC's personal or assigned property) and leave this note in its place. [GM: Maybe it's a ransom note, an accusation of a team member or just random coded nonsense.]

Acquire three compromising pictures of TARGET and send them to this address. Three!

Ensure your team goes to SECRET LOCATION while one teammate is carrying this OBJECT-VALUELESS.

Secretly put this message in the pocket 16-20 of TARGET. Don't read it, or else. Ask no questions!

Help bring more into the fold! Distribute this addictive drug among your team and anyone you meet. Yeah, okay, maybe it mutates them, but what a

For our newest brew we need an ingredient/drug stored in LOCATION. Steal some and bring it back.

TARGET really needs to mellow out... permanently. Give him a hit of this drug so he can see the light, man. Oh, and have some yourself when you want.

Seek a new high! Find and steal a **16-20** substance or technique that makes you feel good. Then tell the gang about it!

# Find a specific BOT in LOCATION and use this super-nifty PDC software and cable to reprogram it to do our

In SECRET LOCATION hook this little kit into the power grid. It diverts electricity to our base for a new project. If you see anything cool there, steal it.

Plant this micro-camera in a specific R&D service firm at your destination. We'll monitor the stuff they create. While you're there, steal their stuff.

 ${\tt TARGET}$  has been stealing stuff from R&D, slowing the advance of nifty technologies. Find and kill him, then return the goods for further research.

### Assassinate TARGET, a dangerous Anti-Mutant. Recover the OBJECT-VALUABLE he stole from our fallen brother.

Identify other mutants on your team and report them to us for potential recruitment. If they get in trouble, try to protect them.

The way to power is practice, practice, practice. Employ your mutant power often, in new and inventive ways. Report your experiences to us.

Administer this mutagen to other members of your team. It will give them 16-20 a mutant power. Then recruit them into

# Prevent your team from achieving their objective by any means necessary, but don't allow your cover to be blown.

# Replace your team's happiness pills with these, which will spur them to destructive rampages.

CHARACTER—INFRARED is a fellow PURGE member. Protect him at all costs as he performs his MIS-

Destroy Computer property and make it 13-16 look like TARGET, a member of SECRET SOCIETY, is responsible.

Plant this bomb in this crowded 17-20 PUBLIC LOCATION. Detonate when you're far enough away.

Spread the wonders and ideals of Old Reckoning times by acting like [character from a popular book, TV show, movie, comic or cartoon].

Take this radio transmitter and set it up in SECRET LOCATION so we can broadcast Old Reckoning music throughout your destination sector.

A Gray Subnet is rumored to have a copy of an Old Reckoning [song/ vidtape/publication]. Download it when you get the chance, would you?

This rare tape preserves an Old Reckoning film. Find a way to copy it. 16-20 Bring a dozen copies to our next

# SIERRA CLUB

Help your teammates rediscover the joys of getting 'down and dirty.' Prevent 1-5 the team hygiene officer from doing his

Destroy power generators in the sector and distribute these miniature flame generators (candles) among the citizens to teach them the pleasure of 'roughing it.'

Locate at least one exit to Outdoors 11-15 and find out how well it's guarded. Report back to us.

Take this box of 'insects' [GM: ants? bees? mutated termites that munch on metal?] and release them in PUBLIC LOCATION.

# PUSH THAT BUTTON. YOU KNOW YOU WANT TO

# CLEARANCE ULTRAVIOLE

Devise a Mission Statement (MS) and

Vision Statement (VS) and explain all

your actions and choices according to

Let a 'Yellowpants' efficiency evaluator

follow you around and create new regulations on the spot, without killing

Fill out a report after each (1-10:

him.

# 5. SERVICE SER

# Roll 1d20 to find the service group for which the Troubleshooters must perform their 'service service': 1-2 Armed Forces **₩** Central Processing Unit (CPU) HPD & Mind Control (HPD&MC) 9-10 Internal Security Production, Logistics & Commissary 11-13 (PLC) 14-15 Power Services

16-18 Research & Design (R&D)

19-20 Technical Services

П

Then roll 1d20 on that group's table to determine the nature of the service.

	1-4	Interview and accompany  CHARACTER—INDIGO on his daily routine, which overlaps your mission's destination and purpose. Sort of. We think.
7	5-8	Let a reality-vidshow/news crew follow you around.
HPD&I	9-12	Test a new (1-5: song; 6-10: dance; 11 15: foodstuff; 16-20: viral thought pattern) in PUBLIC LOCATION.
	13-14	Ask CHARACTER—YELLOW, a former vidshow director, which subliminal messages his shows included.
	15-17	Dress up as lovable mascots.
	18-20	Escort CHARACTER to his new quarters in LOCATION. Make sure he stays there this time.

1-4	Use this experimental power generator to power anything you use on this mission.
5-8	On your way, restore the power to
9-12	Lay wire to a LOCATION—  DANGEROUS and power up the place. Secure the power source from any danger.
13-14	Recruit 10 volunteers for reactor shielding duty.
15-17	Replace the batteries in CHARACTER—BLUE'S EQUIPMENT.
18-20	Carry these huge batteries and drain any unauthorized power source you find.
	5-8 9-12 13-14 15-17

Test new battle tactics in your next few combats and report back on results.  IntSec TARGET in PUBLIC LOCATION is spying on us; dissuade him with extreme prejudice.  On your way, destroy Commie-infested PUBLIC LOCATION.  Covertly help CHARACTER—GREEN, a shell-shocked officer, regain his confidence and loyalty.  Find CHARACTER—GREEN, a former officer, and take away his hard-earned medals.	<u> </u>		Dell socie to not a comice for each or	
ARMOR; 11-20: WEAPON).  Test new battle tactics in your next few combats and report back on results.  IntSec TARGET in PUBLIC LOCATION is spying on us; dissuade him with extreme prejudice.  On your way, destroy Commie-infested PUBLIC LOCATION.  Covertly help CHARACTER—GREEN, a shell-shocked officer, regain his	A	18-20	officer, and take away his hard-earned	
Test new battle tactics in your next few combats and report back on results.  IntSec TARGET in PUBLIC LOCATION is spying on us; dissuade him with extreme prejudice.  On your way, destroy Commie-infested	€ W	15-17	a shell-shocked officer, regain his	
Test new battle tactics in your next few combats and report back on results.  IntSec TARGET in PUBLIC LOCATION is spying on us; dissuade		13-14		
ARMOR; 11-20: WEAPON).  Test new battle tactics in your next few		9-12	LOCATION is spying on us; dissuade	
	C)	5-8		
Field-test this standard-issue (1-10:	S	1-4	Field-test this standard-issue (1-10: ARMOR; 11-20: WEAPON).	

1		The state of the s			firefight, 11-15: inspection, 16-19:
	13-14	On your way, destroy Commie-infested PUBLIC LOCATION.	S	9-12	sensitive conversation, 20: unusual resource consumption).
	15-17	Covertly help CHARACTER—GREEN, a shell-shocked officer, regain his confidence and loyalty.		13-14	Improve your people skills—talk as many people as possible into coming along with your team.
	18-20	Find CHARACTER—GREEN, a former officer, and take away his hard-earned		15-17	Help CHARACTER-YELLOW to receive well-deserved promotion.
	10 20	medals.		18-20	Monitor the efficiency of $\underline{\mathtt{SERVICE}}$ $\underline{\mathtt{FIRM}}.$
_					
	1-4	Roll again to get a service for another group; PCs don't know that service is actually for Internal Security (revise		1-4	Retrieve our OBJECT from the unwilling SERVICE GROUP that won't return it.
		service to covertly further IntSec goals).		5-8	Transport OBJECT—DANGEROUS from one warehouse to another.
	5-8	order to lure them out.		9-12	CHARACTER—GREEN has been demoted and fired from his service firm Find and notify him.
	9-12	On your way, stop in at PUBLIC LOCATION to quell a riot until Crowd Control arrives.		13-14	Take 100 leaking OBJECTs to the Waste Recycling Subdivision in your destination sector.
	13-14	Plant this bug on TARGET.			CHARACTER—RED has taken OBJECT (1-10: VALUABLE; 11-20,

anything you use	
re the power to	
ATION— I power up the power source from	
ers for reactor	
es in LUE's	
patteries and drain lower source you	
NOIA YE	)

Roll 1d20. 1-15: PCs field-test experimenta EQUIPMENT: 16-20: roll again on this table.						
1-4	Destroy $\underline{\mathtt{EQUIPMENT}}.$ Never, ever try to activate it.					
5-8	Escort scientist CHARACTER—BLUE to a Sanity Correction Facility.					
9-12	Force TARGET to test EQUIPMENT (or test EQUIPMENT on TARGET).					

completing it.

make it (1-5: malfunction; 6-10: bugged;

11-15: explosive; 16-20: loyal to IntSec). Another team has been given a service service (roll again). Stop them from

	to a Samily Correction Facility.
9-12	Force TARGET to test EQUIPMENT (or test EQUIPMENT on TARGET).
3-14	Water and fertilize a hydroponic garden using this new chemical.
5-17	Capture (but don't harm!) a $\underline{\mathtt{BOT}}$ gone frankenstein, and bring it in for therapy.
8-20	Find out why <u>PUBLIC LOCATION</u> was destroyed after testing of <u>EQUIPMENT</u> .
	EQUIPMENT.

10	1-4	Find this malfunctioning BOT and bring
	18-20	Take this memory upgrade to the CPU Central CompNode at your destination. Don't drop it.
	15-17	CHARACTER—RED has taken  OBJECT (1-10: VALUABLE; 11-20,  DANGEROUS) and escaped to your  destination sector. Retrieve the stolen  item. Delete the traitor.
	13-14	Take 100 leaking OBJECTs to the Waste Recycling Subdivision in your destination sector.
O	9-12	CHARACTER—GREEN has been demoted and fired from his service firm. Find and notify him.
	5-8	from one warehouse to another.

S	1-4	Find this malfunctioning $\underline{\mathtt{BOT}}$ and bring it in for repair.
Ö	5-8	Use VEHICLE to get to your destination. Also, try to find out what's wrong with it.
ERVI	9-12	This BOT went frankenstein. We replaced the asimov circuits, so we think we've fixed it. Take it with you. Use it heavily. Report.
S	13-14	Test every confession booth you find to make sure it's in working order.
Ü	15-17	Test out this new cyborg limb.
Ë	18-20	Repair a traffic light at the interchange between <u>LOCATION-PUBLIC</u> and <u>LOCATION-PUBLIC</u> .

15-17

# MISSION GENERATOR SERVICE SERVICES / MISSION

If you haven't already determined a mission pretext from the OUT TO GET YOU table (page 3), roll 1d20. Use the result to select the correspondingly numbered table below. Then roll 1d20 again on that table to determine the pretext of the Troubleshooters' mission. The mission proper need have nothing to do with the FEAR/IRRATIONAL/SOMEONE/GET YOU elements you established on pages 2-3. The mission pretext can be completely unrelated, so long as it puts the Troubleshooters in a position to encounter the important

		s you established on pages 2-3. The miss determined.	sion pretex	xt can be	completely unrelated, so long as it puts	ine Iroub	esnoote	rs in a position to encounter the importan
	1-4	We suspect CHARACTER, who's infiltrating a SERVICE GROUP firm for Internal Security, of being a doubleagent for SECRET SOCIETY.  Infiltrate the firm and see where his		1-4	Deliver this highly confidential package to <a href="CHARACTER-BLUE">CHARACTER-BLUE</a> . Make sure no one opens it. [GM: Contains <a href="OBJECT-DANGEROUS">OBJECT-DANGEROUS</a> .]		1-4	The (1-5: surveillance; 6-10: communications; 11-15: transport; 16-20: termination center) system at LOCATION has gone down. Repair it
	5-8	allegiance lies.  Investigate an unexplained disaster in PUBLIC LOCATION.	~	5-8	Deliver a shipment of fragile, badly- needed OBJECTs to LOCATION— DANGEROUS.	~		The (1-5: food delivery; 6-10: beverage
U)	0.10	Investigate mysterious disappearances of citizens in LOCATION. If they're	VE	9-12	Deliver this ominous, ticking package to a SECRET SOCIETY base. Make sure they accept it. By the way, this	M	5-8	delivery; 11-15: drug delivery; 16-20: sewage) system in <u>LOCATION</u> has become plugged. Unplug it.
ST	9-12	being captured by Commies, save them. If they're trying to escape Alpha Complex, shoot them.			mission has a time limit  Transfer the highly dangerous traitor CHARACTER to a more secure	REP	9-12	The power in <u>LOCATION</u> — <u>DANGEROUS</u> has gone out. Determine the cause and bring the power back
INVE	13-14	Investigate a string of murders. All the victims were (1-4, sliced; 5-8, diced; 9-12, burnt; 13-16, crushed; 17-20, disintegrated).	6-8; DI	13-14	LOCATION. Make sure he doesn't die; we want to save that for the <i>Date with Death</i> vidshow.	2	13-14	online.  Fix a broken vending machine in  LOCATION—DANGEROUS. Stay alert; citizens nearby report explosions and laser fire.
1-5:	15-17	Investigate accusations of <u>CHARACTER—GREEN</u> planting  evidence against <u>CHARACTER</u> (HIGHER THAN GREEN).	9	15-17	Deliver these emergency WEAPONs to a Troubleshooter team under attack. No, you don't need to be armed; it's a simple delivery mission!	9-1	15-17	LOCATION is having problems processing (1-5: forms; 6-10: drugs; 11-15: promotions; 16-20: traitors). Go help out.
	18-20	Determine the cause of the recent INFRARED riots in LOCATION. We suspect SOMEONE.		18-20	Deliver this OBJECT to CHARACTER-ULTRAVIOLET. Though the item appears treasonous, rest assured it is perfectly above-board. Perfectly.		18-20	The Computer's own CompNode in LOCATION has gone down. Repair it at once! Instantly!
CUE	1-4	Irate CLEARANCE (BELOW GREEN) citizens are trying to break into a SERVICE GROUP facility in LOCATION. Prevent them from entering until reinforcements arrive.		1-4	Members of two SECRET SOCIETIES are trading illegal OBJECTS—DANGEROUS at LOCATION—SECRET. Retrieve the goods and the creds. Traitors with MUTANT POWER are	STROY	1-4	CHARACTER—INFRARED has a treasonous but powerful MUTANT POWER, with which he has inspired revolt, and taken over (1-10: PUBLIC; 11-20: SECRET) LOCATION.  Remove the mutant and resolve the
RES	5-8	Guard the Food Vats from SECRET  SOCIETY trying to taint them with drugs. Be careful not to taint them	Z	5-8	active in LOCATION. Use this Skin Core Sampler to obtain their genetic material for study.	ST		unrest.  An R&D genetic experiment is running
		yourselves.  Accompany Tech Services mechanics making repairs to a group of BOTs at	BITA	9-12	Recent excavation has uncovered an ancient stockpile of nuclear material beneath <u>LOCATION</u> . Retrieve all you	PE	5-8	loose in LOCATION. Neutralize it before it causes too much damage. If it talks to you, ignore it.
AB	9-12	LOCATION. We think one tech is a SECRET SOCIETY member trying to derange the bots.	 O		SECRET SOCIETY has stolen VIOLET-Clearance plans. Intercept and		9-12	An abandoned <u>LOCATION</u> has been infested by Commies. Demolish it, preferably with the Commies inside.
4: GUA	13-14	Commie mutant traitors have threatened to disrupt the televised Loyal Celebration parade. Patrol the route at LOCATION and stop them.	15-17	13-16	retrieve them before the thieves (1-7: destroy them; 8-16: deliver them to their superiors; 17-20: upload them to the Gray Subnets).	0; KI	13-16	(1-10: A Vulture Squadron; 11-20: IntSec) has been infiltrated by no less than (1d20) Commie traitors. Remove
1.	15-17	Guard CHARACTER—INDIGO on his latest pleasure trip. Pay no attention to			An unauthorized OBJECT— DANGEROUS was accidentally	2		them; ensure they fall in the line of duty, so we can honor them as fallen heroes.

ntly! R-INFRARED has a It powerful MUTANT which he has inspired cen over (1-10: PUBLIC; ET) LOCATION. nutant and resolve the etic experiment is running ATION. Neutralize it es too much damage. If it gnore it. d LOCATION has been mmies. Demolish it. the Commies inside. re Squadron; 11-20: een infiltrated by no less commie traitors. Remove they fall in the line of duty, we can honor them as fallen heroes. Neutralize CHARACTER in PUBLIC 17-20 LOCATION.

something important.

deployed at LOCATION—UNUSUAL.

Go and retrieve it before it squashes

his odd comments.

levels are safe—but hurry.

18-20

Evacuate technicians from the reactor

at LOCATION. Of course the radiation

# Roll 1d20 to fi

# CLEARANCE ULTRAVIOLET

Roll 1d20 to find the circumstances of the debriefing, during which the Troubleshooters report on their mission:

- 1-2 Debriefing room is well appointed with luxurious carpet, comfortable chairs and refreshments served throughout. Soothing musics plays throughout the session. Laser emplacements are visible in every corner and track the PCs' every move.
- 3-4 A cavernous spherical reactor coolant chamber (recently decommissioned) with the PCs securely strapped into dentist chairs at wrist, ankle, waist and chin. The booming voice of the unseen officer echoes from strategically placed speakers.
- 5-6 A pitch black room, with dim light filtering in under the entrance door. Unsettling clicking noises, like a trigger being pulled on a jammed gun.
- 7-8 A compact office with one desk and a chair, occupied by the debriefing officer, with the PCs standing amid towers of forms, printouts and manila folders, all bearing the names of one or more PCs.
- 9-10 The debriefing officer stands behind a massive, blast-shielded podium flanked by BLUE Vulture troopers with plasma generators, while the PCs sit in brilliant interrogation spotlights that look disconcertingly like bullseyes.
- 11 Room contains nothing but miniature stools, where the PCs perch with difficulty and discomfort.
- 12 A mirrored room filled with eye-searing halogen lamps. The PCs' eyes water constantly. The officer and guards wear shaded full-face visors.
- 13 Debriefing takes place in a cinema with stadium seating, popcorn and Bouncy Bubble Beverage, with security camera and bot recordings of each PC's less commendable activities projected onscreen.
- Debriefing conducted solely by R&D scientists. They ask many questions about equipment, giving the impression the only reason for the mission was to test equipment. After the scientists leave, The Computer covers the treason accusations.
- Troubleshooters and debriefing officer sit at a round table. Officer orders them to play a card or board game, while the officer encourages them to reveal details about their mission and about their feelings.
- Room is fitted with seesaws, with a PC sitting on one side of each and a BLUE Trooper with blaster on the other. In the lower position, the PCs are obscured by a charred blast shield. The debriefing officer reads mission details, raising each PC on a note of treason, lowering them on a point of commendation. (This is an experimental HPD&MC psychological exercise intended to encourage loyalty.)
- 17 Room is sheet steel with a single chair in the center and a large sign: PLEASE SIT DOWN with arrow pointing to the chair. The debriefing officer spends the session pacing around the chair, and (if necessary) discourages PCs from sitting in it. Chair is (1-10: harmless; 11-20: lethal).
- The debriefing officer sits in complete silence while paging through several thick files, flanked by BLUE Vulture troopers armed with cone rifles. PCs who speak are met with scowls. The debriefing ends without a word.
- 19 The debriefing room is locked when the PCs arrive, and no debriefing officer ever arrives no matter how long they wait.
- 20 The debriefing officer is dead on arrival, seated at an empty desk in a plain room, and no one arrives to replace him.

## Roll 1d20 for each Troubleshooter convicted of treason at the debriefing:

- 1-2 The fine or punishment is waived by some CHARACTER-ULTRAVIOLET; no reason is given. The PC now owes a favor....
- 3-4 Pursuant to a new CPU directive encouraging loyalty, the fine or punishment is doubled and then some.
- 5-6 Docbots implant in the PC's small intestine a splendid new intravenous drug dispenser from R&D, with a range of anti-social behavior suppressant drugs intended to restrict future treasonous behavior.
- 7-8 After paying the usual fines and penalties, the PC receives a pleasant little NeoBot companion; learning to play nicely with his NeoBot will be lots of fun and will help the citizen be more useful in the future.
- 9-10 Everywhere the PC goes, The Computer will judiciously deprive him of its usual blessings: lights fail, water will not run, vidshows won't play, etc.
- 11-12 Mandatory toiletry rations reduced until the PC learns to do better.
- 13-14 PC is tonight's guest on (1-3: Bake That Traitor!; 4-6: Catch That Commie!; 7-9: Date With Death; 10-12: Citizen Death Match; 13-15: Meltdown for Millions!; 16-18: Ready, Set, Fry!; 19-20: Extreme Makeover).
- 15-16 PC's secret society raids termination center just as PC was about to step in the booth; they remove PC to remote sector, change his appearance and identifying personal characteristics, fake identity papers and set him up under a new name; player writes new name on character sheet, play continues normally.
- 17-18 As 15-16, but secret society spirits the PC out of Alpha Complex to a (1-2: rewarding; 3-20: very short) new life Outdoors; start new character.
- 19-20 The PC's assorted atoms will be used to power the sector he failed to assist in life.

# Roll 1d20 for each surviving Troubleshooter who received a commendation(s) or was otherwise rewarded at the debriefing:

- 1-2 CHARACTER—ULTRAVIOLET recruits PC into his Program Group and promises him great rewards; reward the player with additional munchies and candy. Troubleshooter's original secret society expects him to work undercover in the Program Group, furthering their interests.
- 3-4 Pursuant to a new CPU directive encouraging loyalty, the standard rewards are doubled.
- 5-6 The Computer politely asks the PC to lecture Junior Citizens in the creches about how he got to be the citizen he is today. Have the player extemporize a speech at least one minute long.
- 7-8 The Computer promises to spend even more time looking after the PC, even if at the expense of others.
- 9-10 The Computer rewards the PC with a Combat Exemption form. If completely filled out in advance and approved by the mission team leader, it exempts the bearer from a single firefight of his choice. 'I got a note from The Computer, says I don't have to.'
- 11-12 The Computer rewards the PC with an OBJECT—VALUABLE too large, unwieldy or just heavy for the PC plus others to carry away. Unauthorized disposal of property is treasonous.
- 13-14 The PC is rewarded with a free clone backup, but it turns out substandard (figure genetic drift as if it were clone backup number 18).
- 5-16 As 13-14, but it is unfortunately a completely different body: 1-10: a Hero of Our Complex; 11-20: a notorious and reviled traitor.
- 17-18 On the PC's next mission, The Computer assigns a special vidcrew to follow him around for a documentary on how good citizens should act.
- 19-20 The player may pick one other player whose character was convicted of treason. That player's PC is volunteered for terminal reactor shielding.

# MISSION GENERATOR DEBRIEFING / GENERIC NOUNS LOCATION. LOCATION

If an entry calls for a <u>LOCATION</u> Generic Noun, choose a location from these lists based on the logic of the mission so far. If there is no logic (don't worry, it's *PARANOIA*), use repeated rolls of 1d20 to determine the location and its characteristics. *Clearance*: Roll 1d20 on the CLEARANCE table to see the area's clearance and Tension. *Safety*: If you don't already know the area's threat level, roll 1d20 on the SAFETY table. *Public or secret*?: First roll 1d20. Use the result (1-12: <u>PUBLIC</u>; 13-20: <u>SECRET</u>) to pick one of the two sets of tables below. Then roll 1d20 again on that table's appropriate safety section to determine the location.

# PUBLIC LOCATION—SAFE 1-2 Food production area (IR-Y: Food Vats, G-U: hydroponic gardens)

- 3-4 Living quarters (IR: barracks; R-Y: dormitory; G-B: apartment; I-U: mansion)
- 5-6 Dining area (IR: mess hall; R-Y: cafeteria; G-B: dining room; I-U: dining hall)
   Computer interface (IR: public terminals area; R-Y: Computer café; G-B: private
- 7-8 Computer interface (IR: public terminals area; R-Y: Computer café; G-B: private terminal, I-U: communications nexus)
- 9 Corridor
- 10 SERVICE GROUP waiting room
- 11 Grooming and hygiene station
- 12 SERVICE GROUP storage facility or warehouse
- 13 Vidshow entertainment lounge
- 14 Garage / Vehicle dispatch
- 15 Postal sorting room
- 16 Junior Citizen creche
- 17 Transtube station
- 18 Recreational resort (if below Clearance GREEN, roll again)
- 19 Forms processing center
- 20 Bathroom (change Tension level to 20)

# PUBLIC LOCATION—DANGEROUS

- 1-2 Armed Forces (1-8: dormitory; 9-15: armory; 16-20: firing range)
- 3-4 IntSec (1-6: admin offices; 7-10: holding cells; 11-15: interrogation room; 16-18: janitorial stores; 19-20: surveillance station)
- 5-6 Hospital (1-7: ER; 8-10: drug vending area; 11-13: medicinal supplies; 14-16: intensive care; 17-18: recovery room; 19-20: morgue)
- 7-8 Reactor (1-7: outer core; 8-12: control room; 13-17: coolant stack; 18-20: shielding)
- 9-10 Vulture Squadron (1-5: barracks; 6-10: hangar; 11-15: indoor flybot testing facility; 16-20: battle readiness exercise field)
- 11-12 Troubleshooter HQ (1-5: outer lobby; 6-10: firing range; 11-15: briefing rooms; 16-20: dispatch)
- 13 Factory floor
- 14 R&D research laboratory (1-10: gadgets; 11-20: biochemical)
- Food preparation area (1-15: Food Vats; 16-19: kitchen; 20: hydroponics garden)
- 16 Technical Services cloning facility (well guarded)
- 17 Booth (1-10: confession; 11-20: information)
- Abandoned sector (roll again on PUBLIC LOCATION—SAFE, but now it's a decaying and pestilential wreck)

# PUBLIC LOCATION—UNUSUAL

- 1-2 Soylent recycling room (near morgue)
- 3-4 Duct (1-10: enviro conditioning; 11-20: maintenance)
- 5-6 Bright Vision Re-education Center
- 7-8 Bot manufacture center
- 9-10 Shaft (1-10: transtube; 11-14: waste channel; 15-19: wiring conduit; 20: bottomless)
- 11-15 Small room (1-7: broom cupboard; 8-14: elevator; 15-18: packing crate; 19-20: communications booth)
- 16-20 Big room (1-10: FunBall arena; 11-17: hangar; 18-20: chimney)

To determine crowd levels in a public location, roll 1d20: 1-10: crowded; 11-19: empty; 20: abandoned.

# 1-10 SAFE 11-16 DANGEROUS 17-20 UNUSUAL Note how some locations appear on both the SAFE and

inspirational?

and also determines the area's П clearance: O 1-3 **INFRARED** 4-6 **RED** 7-8 **ORANGE** 9-10 YELLOW **11-12** GREEN П 13-14 BLUE 15-16 INDIGO 17-18 VIOLET 19-20 ULTRAVIOLET

Roll 1d20; the number rolled

is the scene's Tension level.

# SECRET LOCATION—SAFE

- 1-2 Alpha Complex dome (1-12: inside; 13-20: outside)
- 3-4 IR market
- 5-6 IR marketeer living quarters
- 7-8 CompNode (1-12: SubNode; 13-18: False / Lesser Node; 19-20: Primary Node)
- 9-10 MemoMax archive vault

DANGEROUS lists. Isn't that

- 11-12 Museum of Famous Forms
- 13-14 Junior Citizen fort (no Commies allowed!)
- 15-16 Sewer tunnel
- 17-18 Proper Bedding Maintenance Hall of Fame
- 19-20 ULTRAVIOLET mausoleum

# SECRET LOCATION—DANGEROUS

- SECRET SOCIETY meeting room (1-8: empty; 9-12: only guards; 13-18: meeting in progress; 19-20: meeting members recognize a PC as one of their own, welcome him)
- 9 Secure dome access gate
- 0 Reactor waste landfill
- 11 Portal to the Outdoors guarded by 1d20 guardbots
- 12 Armed Forces dome defense turret (defense position on the outer dome)
- 13 Missile silo (1-10: active; 11-20: decommissioned)
- 14 SECRET SOCIETY's paint-mixing facility
- 15 Technical Services clone backup ordering office
- 16 Warbot armature fitting lab
- 17 Cone rifle fuse packing facility
- 18 Map room for several sectors
- 19 Unrecoverable bot brain junkyard
- 20 Underplex (1-10: derelict rooms; 11-15: abandoned shafts; 16-20: refugee traitors making a hardscrabble living in the sewers)

# SECRET LOCATION—UNUSUAL

- 1-2 Small room (1-7: broom cupboard; 8-14: elevator; 15-18: packing crate; 19-20: communications booth)
- 3-4 Big room (1-10: illegal sports arena; 11-17: hangar; 18-20: chimney)
- **5-6** Abandoned and forgotten portal to the Outdoors
- 7-8 Underground lake
- 9-10 Natural cavern
- 11-12 Private slime farm
- 13-14 Inside CHARACTER's mind
- 15-16 Acid-etched sinkhole under food production area
- 17-18 Heat-resistant mitten knitting sweatshop
- 19-20 ULTRAVIOLET Gallery of Perversities

# CLEARANCE ULTRAVIO

During their mission the Troubleshooters encounter NPCs who are either TARGETS or just plain ordinary CHARACTERS.

For a TARGET, roll 1d20 on the TARGET table below.

For a non-targeted CHARACTER, make two 1d20 rolls (or just choose appropriate entries) on the CHARACTER tables below to determine the NPC's role and threat level. Then roll on the appropriate CHARACTER clearance subtables on these two pages to find out more about the character.

# **TARGET**

1-5 One of the PCs.

A mission official who is ultimately disposable (briefing/debriefing officer, guy who gives the PCs their service service, PLC clerk, etc.).

A CHARACTER vital to the mission's success—an eyewitness, for example, or the citizen they're supposed to be I1-12 protecting/rescuing/spying on/delivering a

package to/bringing in for interrogation. If no such person exists, either invent one or roll again.

13-14 Random CHARACTER.

15-20 SOMEONE.

# CHARACTER role

Information source

6-10 Bureaucratic obstacle

11-12 Physical threat

13-14 Sadistic hindrance

15-20 Indifferent bystander

#### **CHARACTER** threat level

1-8 SAFE

9-17 DANGEROUS

18-20 UNUSUAL

# CHARACTER—SAFE

Drugged (sandallathon, visomorpain)

6-10 Gullible (worryingly lacking in paranoia)

11-12 Stumbling, awkward, prone to breakage

13-14 Meticulous, obsessive-compulsive

15-20 Amicable, self-interested, ordinary

# CHARACTER—DANGEROUS

Paranoid with WEAPON and ARMOR

**6-10** Drugged (thymoglandin, hydropsionic acid)

11-12 Buzzing, high on Wakey-Wakey

13-14 Wild-eyed, incoherent, even frenzied

15-20 Psychotic, kill-crush-smash-destroy

# CHARACTER—UNUSUAL

1-5 Quietly delusional

6-10 Believes himself possessed by demons

11-12 Panicky, hyperactive, lacks focus

13-14 Drugged (rolactin, dynomorphin, xanitrick)

15-20 Dreamy, dazed, probably a Mystic

# Either roll 1d20 or use the current scene's Tension level to find the line on this table representing the NPC's security clearance. '+' or '-' indicates the number of ranks of difference between the clearances of the NPC and the Troubleshooter team leader. **INFRARED** M

2-3 PC team leader's clearance -2

4-5 PC team leader's clearance -1

PC team leader's clearance 6-8

9-13 PC team leader's clearance +1

14-16 PC team leader's clearance +2

PC team leader's clearance +3

18 BLUE

19 **INDIGO** 

П

20 VIOLET or ULTRAVIOLET

Adjust the result according to the needs and logic of the scene. For example, you won't find High Programmers hanging around RED mess halls.

Next, roll on the appropriate clearance table for the NPC's occupation.

# Algae pizza delivery person 2 Autobot collision safety tester Barracks bedding delouser Biohazard detection helper Dihydromonoxide treatment attendant Drug therapy results assistant Dud ammo determination tester 8 Food vat slime scraper Impact armor tester 10 Mess hall grease trap cleaner Reactor fuel rod replenisher 12 Reactor shielding standby volunteer Retirement gulag laundry worker Scrubot hydrochloric acid tank refiller

Scrubot lint screen cleaner Sector monitor screen polisher

Vendobot Hot Fun supplier

knows why?)

Sector roadway maintenance worker

Vulture weapon practice assistant

Roll again. If 20 again, CHARACTER-

ULTRAVIOLET in disguise! (Why? Who

	1	Armed Forces private
	2	Autobot recharger
	3	BLUE IntSec trooper (undercover)
Ш	4	CPU forms courier
M	5	Chemical engineering safety tech
П	6	Food Vat worker
Ш	7	Group Singalong Choir leader
	8	HPD&MC low-rent bureaucrat
Ш	9	HPD&MC Sector Survey assistant
ш	10	Industrial plant office worker
坏	11	IntSec riot control stooge
9	12	Manager of INFRARED mess hall
1	13	Mutagen collection specialist
	14	PLC order processing worker
	15	Power Services wire spooler
4	16	R&D weapons beta tester
	17	Sector hallway cleanliness inspector
7	18	Tech Services vendobot repairperson
M	19	Troubleshooter on medication
	20	Weapons cleaner

# Armed Forces corporal 2 CPU Computer monitor monitor Computer Sevenday Praise admin. Data researcher Electronic equipmt. repair specialist Food Vat manager HPD&MC Asst. Undersecretary HPD&MC vidshow animator IntSec Second Line Riot Control 10 IntSec interrogation assistant Nightcycle vidshow cameraperson 12 ORANGE Handler (bot specialist) 13 PLC package retrieval forkbot op 14 Pharmatherapy dispensing tech 15 Power Svs Battery Backup Replacer R&D scientific assistant Sector sign correction manager Tech Services service technician Troubleshooter veteran (disabled)

Vehicle maintenance greaser

# MISSION GENERATOR

# GENERIC NOUNS

# Armed Forces master sergeant 2 Bot reprogramming technician CPU office manager 4 Clone tank monitor 5 HPD&MC afternoon vidshow host Historical record corrector Internal Security sector patroller 8 Mutant Registration Office supervisor PLC 'Yellowpants' mgmt consultant 10 Power Services disruption repair 11 R&D weapon calibrator 12 Sector chemical hazard assayer 13 Security systems installer 14 Service firm staff supervisor 15 Service group ossified bureaucrat 16 Star FunBall player 17 Tech Services office liaison 18 Transtube director 19 Troubleshooter dispatcher (amputee) 20 Vulture Squadron flybot refueler

	1	Armed Forces lieutenant
4	2	CPU forms designer
	3	Field medic
Ш	4	HPD&MC junior executive
M	5	IR market coordinator
	6	IntSec Confession Extraction Tech
M	7	Internal Security GREEN goon
	8	Jumpsuit Cleanliness Officer
	9	Mission alert announcement officer
H	10	Onsite vidshow news reporter
Ш	11	PLC B3 machine delivery agent
	12	Power Services Repair Team leader
(	13	R&D field tester
	14	Reactor refueling supervisor
	15	Small arms trainer
Ľ	16	Tech Services bot recovery specialist
•	17	Troubleshooter Motivation Consultant
	18	VIOLET Supervisor's personal chef
	19	Vulture Squadron flybot repair tech
9	20	Vulture Warrior recruitment officer

	1	Armed Forces captain
ш	2	CPU senior records filer
Ы	3	Drug therapy allocator
	4	HPD&MC Sector Expansion Survey
	5	INFRARED menu compiler
	6	Insubordination fine collector
ш	7	Internal Security lieutenant
	8	ME Card assignment technician
	9	PLC subsector supervisor
П	10	Power Services dispatch supervisor
	11	R&D MemoMax researcher
	12	Sector vidshow network regulator
	13	Senior polling consultant
	14	Senior slime researcher
	15	Singalong Superior Administrator
	16	Tech services food chemist
	17	Tech Services vehicle designer
	18	Vehicle therapist expert (consulted by vidshows)
	19	Vidshow senior producer
	20	Vulture Squadron flybot pilot

# Aide to VIOLET Supervisor 2 Armed Forces major 3 Bouncy Bubble Beverage Brand Manager 4 C-Bay auction site chief executive CPU Risk Assessment Partner 6 CPU Senior Executive Manager Citizen Recycling Devices CTO Credit Licence Checking CFO Happiness Together Group Leader 10 HPD&MC studio head 11 Hygiene Policy Overseer 12 IntSec Thought Control Supervisor 13 Junior Programming Aide 14 PLC Cold Fun Production Chief 15 Power Services Group Sector Chief 16 R&D Medication Senior Strategist 17 R&D Senior Researcher 18 Retirement gulag overseer 19 Tech Services Senior Director 20 Trend Identification senior consultant

1		Armed Forces cartographer					
ж	2	Armed Forces general					
	3	CPU Director					
	4	High Programmer's exec. assistant					
	5	HPD&MC Director					
	6	HPD&MC Lead Semanticist					
	7	Internal Security Director					
	8	IntSec Secret Society Fact Archivist					
	9	Master Programmer Associate					
-	10	Old Reckoning museum curator					
ш.	11	PLC Director					
ы	12	Power Services Director					
7	13	Power Services Routing Advisor					
	14	Printing Office Administrator					
	15	R&D Chief Technology Officer					
	16	Strategic Principles Officer, Armed Forces Security Strategies					
1	17	Tech Services Bot Allocation Advisor					
	18	Tech Services Director					
	19	Tech Services Vehicular Advisor					
	20	Vidshow legend					

E	On a stretcher carried by two INDIGO  1 citizens; sipping an ice-cold mint julep fine.						
		Has white hair and an intravenous drip; looks old and haggard, yet is an insane melee combat monster.					
	3	Programming something extremely important.					
Ë	4	Programming something extremely treasonous.					
	5	Playing a card game that includes pictures of the PCs on the cards.					
	6	Speaking to Vulture Warriors.					
	7	Looking for a fight.					
M	8	Orders the PCs to protect his retreat while fleeing from something.					
П	9	The current head of a service group.					
	10	The current supervisor of this sector.					
ы	11	Current youngest UV citizen in the Complex (probably late teens).					
	12	Obviously displaying a mutant power.					
	13	Has the blood of many citizens on his person.					
	14	Blames PCs for his treasonous acts.					
	15	Testing reliable R&D equipment.					
	16	Heading to a briefing room.					
	17	Displaying antisocial behavior.					
	18	With his assistant out for a stroll.					
	19	Without a care in the Complex.					
5	20	The body of a dead High Programmer; loud alarm klaxons.					

# CLEARANCE ULTRAVIOLET

Make a 1d20 roll on the table below (or just choose an appropriate entry) to determine an object's category. Then roll on the appropriate OBJECT subtables on these two pages to find out more about the object.

# Object categories

- SAFE
- DANGEROUS
- UNUSUAL
- 7 VALUELESS
- 8-10 VALUABLE
- 11-12 WEAPON
- **13-14** ARMOR
- 15 EQUIPMENT
- 16-17 VEHICLE
- 18-20 BOT or bot brain

Possibly you may express regret at a die roll result ('Darn, I was hoping it would be a weapon'). In such cases, Gamemaster, remember: You are always right. If the die result offends you, change it!

# SAFE means the object can be transported and used safely. (Granted, inventive players can devise ways to kill themselves with a toothbrush, but its default condition is harmlessness.)

- 5-meter ladder (not collapsible)
- 12 sheets of black rubber
- 447 'The Computer Is Your Friend' metal placards (gross weight 122 kg)
- Anaesthesia intubation fiberscope
- Bathroom hand dryer
- Bucket and mop
- Colonoscopy video tubes
- Copper pipe tube branching
- Crate of 144 room deodorizers
- Grating for overhead fluorescent lighting
- Grease exhaust hood
- 12 Hose reel
- 13 Industrial washer and dryer
- 14 Mess hall bench
- Metric ton of bolts and braces for INFRARED barracks cots
- 16 Office reception counter
- 17 Pallet of packaged mucus specimen traps
- 18 Refrigerator
- 19 Restroom floor mats
- 20 Steel cubicle (broken down)

- Botulin toxin
- B3 laced with MemWipe
- Communist PDC, activates at random to shout recorded Communist propaganda
- Dangerous creature from Outdoors, on leash
- IntSec homing beacon
- (disguised as OBJECT-SAFE)
- Memories of an Unregistered Mutant Life by Frank-B-HJN-6
- Miniature BOT, prone to kamikaze attacks
- Mutagen-contaminated syringes
- Old Reckoning artifact sought by three SECRET SOCIETIES
- Open beaker of bubbly green goo labeled BIOHAZARD-DO NOT OPEN!
- Plutonium
- Sapient, mobile R&D bomb that gloms onto
- PC's arm
- 13 Stoppered vial of poison gas
- Super-lubricant, seeps through any container
- Sweaty dynamite
- Telepathic Subconscious Message Emitter,
- currently stuck on (1-10; violent, 11-20:
- Vat of liquid nitrogen, freezes solid anything living upon contact
- Vermin poison
- Vial of acid 19
- Weaponized anthrax or bioweapon

# All-surface black marker pen

- Beach umbrella
- Bottle of foaming hand soap
- Box of plastic building blocks
- Bungee cord
- Cheese grater
- Globe
- Hand buzzer
- High-frequency whistle
- 10 Laser pointer
- Magnet
- 12 Musical instrument
- 13 Old Reckoning encyclopedia volume
- 14 Pencil sharpener
- 15 Rolodex w/Old Reckoning names
- 16 Stapler (Clearance RED)
- 17 3.3-meter pole
- 18 Tin of weatherproofing wax
- Treasonous yet seductive Old Reckoning recorded music
- Weird new R&D toy for Junior Citizen creches-twisty cube-thingy puzzle

# VALUELESS is shorthand to describe common, ordinary objects widely available at many clearances for a few credits.

- Black ink pen
- 2 (1-10: Can; 11-20: Case) of soda
- Chapstick caps (144)
- Drinking mug
- Electric fan
- Empty laser barrel
- Flashlight
- 8 Happy-Air air freshener
- Hot Fun pack
- 'I [heart] FC' shirt
- 11 'Kiss the Vat Tech' apron
- 12 Loyalty anthem recording
- 13 PDC covers (50 different styles)
- 14 Plasticord (synthetic rope), 100m
- 15 Pogo stick
- 16 Polystyrene drink cups (100)
- 17 SuperGum and/or SuperGum solvent
- 18 Tools (hammer, hand drill, etc.)
- Toothbrush
- 20 Vacuum cleaner

For other valueless objects, look at the Equipment charts in the rulebook.

# Certificate for free clone backup

- Aerosol paint stripper
- Collectible six-pack of 'B2' Bubble Beverage
- Combination for a security lock
- Deluxe PDC with enhanced infrared-light

## File of SECRET SOCIETY members led by CHARACTER-VIOLET

camera, shoots accurately in total darkness

- Flybot authorization dongle
- Front-row tickets to Championship FunBall
- Geiger counter
- High-clearance ME Card
- High-clearance laser barrel
- 12 Large-denomination plasticred
- 13 Old R&D file: Mutant Power Origins
- 14 Old Reckoning atlas, dated 2097
- Packet of freeze-dried fruit
- Paint (1-10: spraycan; 11-20: bucket)
- Picture of high-clearance citizen in compromising position
- Radiation-sensitive badge
- Signed photo of Tella-O-MLY-1
- Treason file on CHARACTER -INDIGO

# PARANOIA XP Mandatory Fun Enforcement Pack

# MISSION GENERATOR

# GENERIC NOUNS

A BOT entry may be a bot brain instead, if it

A small metallic can that bleeps

extremely important.

Jackobot

drugs and dispenses pills)

2-4

5

6-8

constantly. The Computer claims it's

Pharmabot (hovering sphere that injects

Snooper (small hovering sphere that

makes more sense in the situation at hand.

- Truncheon (S5K impact), knife (S5K), brass knuckles (S5W), or any other low-tech melee
- Laser pistol (W3K energy); barrel color is user's clearance, or roll on LOCATION CLEARANCE table.
- Stun gun (stuns for one round)
- Hand flamer (S3K energy)
- Force sword (S3K energy)
- Ice gun (S3K impact)
- Slugthrower (1-4: solid slug; 5-8: solid AP; 9-12: dum-dum; 13-16: HE or HEAT; 17-18: napalm; 19-20 gas)
- Semi-automatic slugthrower (ammo as in entry 9)
- Energy pistol (W3K energy)
- 12 Sonic pistol (S3W energy)
- 13 Needle gun (S3W impact)
- 14 Gauss gun (W3K energy)
- 15 Sonic rifle (S3W energy)
- 16 Blaster (M3K energy)
- 17 Cone rifle (ammo as in entry 9)
- 18 Flamethrower (S3K energy)
- 19 Plasma generator (V1V energy)
- Roll again, only this time the weapon is more lethal than the standard model. Much more lethal. (Weapon hits for one damage step above its maximum)

- Reflec (E1; roll on LOCATION 2-5 CLEARANCE table if necessary)
- 6-8 Kevlar (I3)
- Specialized armor suited to circumstancesenvironment suit, Faraday suit, asbestos clothing. If no specialty is useful, substitute
- kevlar. 11-12 ArmorAll (4)
- Combat suit (5)
- Battle armor (6)
  - Power vest \* (charged with high voltage;
- does S4K energy damage to attackers using bare hands, metal hand weapons or force swords) Camouflage suit\* (works like Chameleon
- mutant power; one shot can render it
- completely useless)
- Electromagnetic clothing\* (makes wearer a living magnet; can stick to metal walls; watch out for knives!)
- Jet suit\* (aerodynamic suit with jetpack)
- Prismatic armor\* (E4; mirrored suit reflects energy attacks; wearer is most visible target around)
- Roll again, only this time, the armor is more protective than the standard model. Much more protective. Prevents injuries almost entirely. It's also much more cumbersome.
- \* = experimental R&D equipment

# Roll 1d20 to determine the general nature of the equipment:

- Behavior modifier (hypnosis devices, 1-4 pheromone emitters, subsonic/ supersonic irritants)
- Communications, unusual type (telepathy gun, telephone that attaches miles-long wire to body of recipient, holographic mime projector, tight-beam loudspeaker)
- Mobility enabler (skates, boots, motorized shopping cart, vehicle, jet 9-12 pack, propeller helmet, frictionless shoe soles)
- Sensor (detects something hitherto 13-16 undetectable or inconvenient to detect)
- Economic (credit license analyzer, 17-20 plasticred duplicator, IR market activity scanner)

Roll 1d20 again to determine what's wrong with the equipment:

- 1-2 Only affects imaginary targets
- Occasionally explodes
- 5-6 Gradually poisons/irradiates user
- Turns on/off inappropriately 7-8
- 9-10 Parasitically bonds with user
- 11-12 Enrages citizens against user
- 13-14 Excessive use constitutes treason
- 15-16 Intelligent; neurotic or frightened
- Picks up targets it's not supposed to, who don't like being picked up
- 19-20 Gradually mutates user

# Trend-Stepper

- 2 Transition
- 3 Hack
- 4-7 Autocar
  - 8-9 Truckbot, forklift or other freight
  - 10 Crawler
- 11-12 Transbot
- 13-14 Transtube
- Cyclebot (two-wheel motorized transport 15-16 popular with Death Leopards)
- Hover (small personal hovercraft) 17
- 18 Copter
- Vulturecraft (heavily armed, extremely snobbish aircraft)
- Roll again, only this time, the vehicle is faster than the standard module. Much

#### tracks a target's scent) 10 Robutler (you rang, sah?) Docbot Model 1 11 12 Docbot Model 5 13 Pethot 14 Teachbot Psychbot Sanity Restoration Unit (see 15 rulebook, page 204) Explodatron (small, nervous bot that exists to explode in hopeless situations, taking enemies and PCs with it) 17 Guardbots (roll 1d20 for number) 18 Combots (roll 1d20 for number) 19 Warbot

# None of the blender boxes call for this table, but sometimes you want to know the situation in which the PCs find a particular piece of equipment. Roll 1d20:

Roll again, only this time, the bot is bigger

than the standard model. Much bigger.

- In a dusty, mislabeled crate in a SERVICE GROUP warehouse
- In a (1-10, parked; 11-20, abandoned) transport
- Behind a (1-7, floor; 8-14, ceiling; 15-20, wall) panel
- In a small cache of SECRET SOCIETY goods
- On or near the body of a dead 9-10 CHARACTER
- In a service firm form recycling bin
- In an R&D lab
- Under an empty bunk in an INFRARED barracks
- Hidden in a malfunctioning enviro-duct
- In a courier-delivered parcel
- In a laundry cart
- 17 In the bottom drawer of a desk
- In an open safe
- In the back of a freezer
- Dropped on a PCs head

# CLEARANCE ULTRAVIOLET

# None of the blender boxes call for this table, but sometimes you want to know what a particular NPC is doing when the PCs find him. Roll 1d20: Plotting against the PCs (if appropriate) or else (1-5: The Computer; 6-10: Internal Security; 11-15: rival service firm; 16-20: rival secret society) 7 Just doing his job Just trying hard not to do his job En route to club meeting Watching old vidshow repeats Playing multiplayer Solidarity Solitaire Caught doing something that (despite obvious appearances) is in no way treasonous, no sir! 13 Taking medication Taking waaay too much medication (make П character's condition DANGEROUS) 15 Watching a vidshow Taking an HPD&MC Trend Identifier survey 17 Assaulting an HPD&MC Trend Identifier Dining on food befitting his clearance Reporting treason to Internal Security **Evading Internal Security**

	If you need to know an NPC's secret society, roll 1d20 on this table:						
	1	Anti-Mutant					
	2	Communists					
	3	Computer Phreaks					
	4	Corpore Metal					
11	5	Death Leopard					
	6	FCCC-P					
	7	Frankenstein Destroyers					
U	8	Free Enterprise					
	9	Humanists					
J	10	Illuminati (roll again for cover group)					
1	11	Mystics					
$J_{I}$	12	Pro Tech					
	13	Psion					
	14	PURGE					
П	15	Romantics					
	16	Sierra Club					
	17	Internal Security plant (roll again for cover society)					
	18	$\frac{\text{Program Group lackey for } \underline{\text{CHARACTER-}}}{\underline{\text{ULTRAVIOLET}}}$					
Ш	19	Spy for another Alpha Complex					
17)	20 Recently-shanghaied innocent bystander, waaay over his head						
	If the NPC's society degree is important, roll 1d20 or choose a likely rank.						

If you need to know an NPC's mutant power, roll 1d20 on this table: Adhesive Skin (S) Chameleon (Z) Charm (C/S/Z) Corrosion (C) Death Simulation (S) Electroshock (C/S/Z) Energy Field (C/S/Z) Hypersenses (C/S) Machine Empathy (C/S/Z) 10 Matter Eater (C/S/Z) Mental Blast (C/S/Z) 12 Puppeteer (C/Z) Pyrokinesis (C/S/Z) 14 Regeneration (C/S/Z) 15 Rubbery Bones (S) 16 Slippery Skin (C) Telekinesis (C/Z) 18 Teleportation (C/Z) Toxic Metabolism (S) 20 Ventriloquist (S) You may need to adjust the outcome based on your chosen play style. The letter abbreviations after each power name show the play style(s) that power is suited for: (C)lassic, (S)traight, (Z)ap.

It's time for your players' equipment to malfunction. Maybe they've actually discovered a use for the item that is helping them out. Maybe one player has too many clones left compared to the other players. Maybe he insulted your dog. For whatever reason, it's time for things to go wrong. Roll 1d20:

- 1 Fizzle! A thin trail of smoke rises. Nothing else happens, ever.
- 2 A vital piece, like the trigger, handle or steering wheel, falls off in the user's hand.
- 3 The entire object collapses into dozens or hundreds of component parts. Especially good for vehicles in motion.
- Feedback in the hyperwhatsis drive circuits produces earsplitting screech, like nails on a blackboard through a loudspeaker. Citizens three kilometers away wince; anyone nearby is affected as if by an area Mental Blast.
- Works, sort of. The idea is right, but the results are unexpected. Jet boots might burn a hole in the floor; a metal detector might go off constantly, inasmuch as metal is everywhere in Alpha Complex.
- 6 Works right, but in an extremely low-key fashion. The rocket jet skates toodle along at about 1.5 KPH; the Antimatter Death Ray inflicts a light sunburn.
- 7 The object hums and vibrates impressively for a round. Or two. It builds in pitch; lights blink, everybody stops to stare, and then .... roll again.
- Needs adjustment. Fires slightly to the right of target, or has touchy brakes. Restrict the user's Perversity spending until it's successfully fiddled with. (Note: if the user takes a narrow specialty in the use of this particular item, that modifier is cancelled for that character.)
- 9 Lubricant or other goo squirts all over the place.
- 10 One little red light starts flashing for no apparent reason. Next round, roll again.
- 11 Something sparks and starts smoking. The smell of melting plastics fills the air. Item is ruined.
- 12 Works great. Keeps right on working. In fact, it won't stop.
- 13 Works fine, but starts to leak radiation. Over time, this could be a Bad Thing.
- 14 Works great. Once. Ever.
- 15 A little gear or something falls off and bounces away, ping-ping-ping... It'll be real hard to find, and where did it come from anyway? Item works right this time, but backfires next time.
- 16 Starts to overheat. A lot. Melts into slag within a minute or so. Smells awful.
- 17 Works great! In fact, about ten times as well as it should.
- The voice of an onboard bot, which nobody has ever heard before (and may never hear again), calmly says 'your door is ajar' or 'please do not push that button again' or sings a creche song suited for Junior Citizens. Roll again.
- 19 Item was sabotaged by SECRET SOCIETY. A hidden speaker starts shouting propaganda at HIGH VOLUME. Item is otherwise useless.
- 20 Roll twice more on this table and combine the results.

# Mission Report Form 1A/887-2

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	Section 1: Briefin	g
Name	_	
Special Assignment (check appropriate box):  Team Leader Loyalty Officer Hygiene Officer Equipment Officer Bot Maintenance Officer Communications and Recording Officer Happiness Officer Other	For Official Use Only Loyalty Rating:	Describe, in your own words, your mission assignment.
Why were you or weren't you chosen to be Team Leade Have you had any Bouncy Bubble Beverage in the last t	er? three days? If yes, check t	the following boxes as appropriate.
☐ Yes ☐ No ☐ The Computer is my own private, ☐ Yes ☐ No ☐ The Commie Mutant Traitor threat ☐ Yes ☐ No ☐ Alpha Complex is shrinking. ☐ Yes ☐ No ☐ Have fuzz on my tongue.	intimate, personal friend. is worse now than ever b	
For Official Use Only  Briefing Officer's Name Mission Assignment No.  Acceptable Casualty Level	<del>-</del>	Actual Mission Description:
\$	Section 2: Debriefi	ng
In what way was the actual mission different from the a	assigned mission?	
Did you succeed in completing your mission? Why? _ If you had been Team Leader, what would you have do Which team member was the least help? What part of the mission was the most fun? What part of the mission was the least fun?  Yes □ No If asked by The Computer, would you have do Was the mission equipment adequal	ne differently?	
For Official Use Only  Debriefing Officer's Name	ssignment? eptable Casualty Level? all original equipment?	In my opinion,

Form 1A/887-2 is divided into two sections (Briefing and Debriefing) and consists of three pages: red, green, blue. The first section should be filled out during the pre-mission briefing. Thereafter, tear off the green carbon copy and hand it to the briefing officer. The second section should be filled out during debriefing. After filling out, tear off the blue copy and hand it to the debriefing officer. Keep the red copy as a permanent record of your achievement.

# Information/Equipment/Weapon Receipt Form 44AA93/2-[2]<2>{2}/ Distributed by the Office of Information Collection and the Office of Forms and Vouchers, PLC

Name	Describe the item. Be sure to include the model and serial numbers.
Please check the box below which best describes the item received  Weapon Communications Equipment Information Armor Spleens Other	
Why do you need this item?	
Hasn't The Computer provided for all of your needs? Yes □ N If yes, why do you need this item.	
If yes, why do you need this item.  If no, please list all other ways that you feel The Computer is def	ficient
In your own words, how will your receiving this item benefit Alpha	Complex?
Do you promise to return the item undamaged? Yes \(\sigma\) No \(\sigma\) If no, why are you intentionally endangering Computer property? \(_\)	
HPD & Mind Control Questionnaire Sampler:	
☐ Yes       ☐ No         You can never have too much confidence in y	
Yes No Are you more intelligent than the average citize Why isn't The Computer able to exterminate t	the Commies?
Yes No Have you seen anyone drinking the New Bour If yes: When? Where were they? How much did they drink? What was the Bouncy Bubble Beverage ba	ncy Bubble Beverage?  atch number?
What was its expiration date?  Yes No Would you recognize the citizen if you saw hi Yes No If he was dead? Yes No Have you tried the New Bouncy Bubble Bever Yes No If asked, would you?	im again?
For Official Use Only Citizen receiving item	a pep talk reassignment to R&D Physiology Dept.: Flexibility Enhancement—Joint Removal

Citizen, only a traitor would carry unauthorized equipment. To show that you are authorized to carry the equipment in your possession, keep the blue copy of this form on your person at all times. Failure to display this form when requested constitutes treason.



☐ The R&D Supervisor

☐ Other R&D Personnel

# R&D Experimental Equipment Testing Report Form

<ul> <li>Experiment T</li> <li>Project Refer</li> <li>R&amp;D Project S</li> <li>R&amp;D Sector O</li> <li>Testing Agent</li> </ul>	Equipment Number: itle: ence Code: Supervisor: office: t's Name:		Please describe, in detail, the nature, situation, environmetests performed on the equipments possession.	ent, c	ontr	ols,	and	react	tions of all	
■ Witnesses to  Name:	Equipment Test: Titles/Offices:	For Official Use Only Loyalty Rating R-15/18 Est.								
■ Was the equipmenthe test? If so, how? _ ■ Did the experimentwhat problems did you □ Yes □ No ■ Were the instruction	t damaged in any way b al equipment perform a have with the equipme	s described? If not, nt? uipment adequate? If	١ ا	■ Please list any and all inst was handled by any citizen otl agent listed above.	ance ner t	es in	whi the	ich t	he e	quipmen ed testing
☐ Yes ☐ No	t damaged in any way b	-		For Official Use Only  Post-Testing Resultant Personnel Disposition	Promoted	Commended	Transferred	Demoted	Terminated	R-13/27
■ What do you thir age? Are there any ot improving? Please p	k of the new taste of B her Commissary produc ut your answers in the b	ouncy Bubble Bever- ts that you think need oox provided below:		R&D Supervisor Chief Engineer Production Supervisor Testing Agent						1110/27
was designed?  ☐ Yes ☐ No  ■ If there were flaws think is responsible?	omplaints with the way or problems in the equi	pment, who do you		Hygiene Officer  Sponsoring High Programmer  Filing Agent  Date of Processing IntSec Approval						

Form 120-9-4523-23-A/5

☐ Communists

Other \_

# Equipment Complaint Form B4379-10(398)/7R Distributed by the Office of Information Collection and the Office of Forms and Vouchers, PLC

Name1 2 3 4 5 6 (circle clone number)					
Equipment Name Equipment Serial No Describe, in your own words, the intended function of the equipment and how it	failed to perform that function.				
What caused the equipment failure? (check one box)  Failure to follow equipment direction Unintentional or repeated abuse of the equipment Computer error High velocity impact Spontaneous combustion Other. Be specific:  Name the person or persons responsible for the equipment's failure, detailing precisely the actions on their part which resulted in the malfunction.					
What punishment would you recommend?  Verbal reprimand Security clearance demotion Reassignment to Docbot Test Lab, Surgical Division: Spleen and Liver Banks Brainscrub and reeducation Summary execution credit fine	Draw, as accurately as possible, the equipment in question. Be sure to indicate any design flaws which may have led to the equipment's failure.				
Who administered this form?	Check the box below which best describes your feelings about the following statement. 'I think the new taste of Bouncy Bubble Beverage is'  a marked improvement over the old B³.  great!  I was unaware of any change.  super scrumpdillyitious!!!  yucky. Loyal citizens prefer the taste of old Bouncy Bubble Beverage.				
Tallie one thing you would not to see changed in Alpha Complex and why.	For Official Use Only Complaintant's Name No. previous complaints Evidence of equipment abuse? Internal Security Only Previous Loyalty Rating New adjusted Loyalty Rating				

# **Accusation of Treason/Termination Voucher Request Form**Distributed by the Office of Information Collection and the Office of Forms and Vouchers, PLC

Nan	ne of Accusing Citizen:	Please describe, in detail, the act of treason committed.
Nan	ne of Accused Citizen:	List all involved citizens.
Nat	ure of Accusation: (Please check all appropriate boxes)	☐ List possible motives you think the accused may have had.
	Destruction or Defacement of Computer Property	$\square$ List all opportunities and situations that allowed the treasonous act to
	Theft or Hoarding of Computer Property/Services	occur.
	Injury or Reckless Endangerment of Fellow Citizen(s)	☐ List all citizens you know who were directly associated with the accused
	Communist Activities	during the last 100 days.
	Wrongful Accusation of Treason	List the reasons why you think citizens commit treason.
	Possession of Treasonous Items	List the citizens you associate with who have committed treason.
	Possession or Use of Unregistered Mutant Power	$\hfill \Box$ List the times you have thought about committing treason.
	Member of Secret Society	
	Breach of Security Clearance	
	Failure to Report Treason	
	Failure to Report Failure to Report Treason	
	Failure to Obey an Order from The Computer	
ŏ		
Ħ	Failure to Obey an Order from a Citizen of Higher Security Clearance	
Ħ	Failure to Follow Correct Alpha Complex Procedures	
	Failure to Comply with Regulation 135.17/69a-12B Failure to Maintain Proper Hygienic Standards	
Ħ	Failure to Report to Detention or Compulsory Morning Exercises	
Ħ	Putting Fizz-Wizz in a High Programmer's Shower Head	
	Bribery	
	Conspiracy	
	Counterfeiting	
	Forgery	
	Unsupervised Dueling	
	Extortion	
	Kidnapping or Detention of Citizen Without Computer Permission	
	Obstructing an IntSec Investigation or Troubleshooter Mission	
	Falsifying Information	
	Resisting Hygienic Processing or Medical Treatment	
	Failure to Follow Semantic Protocols	
	Leaving a Sector Without a Sector Transfer or Other Authorization	
	Tampering With a Food Vat	
	Treason by Thought	
	Treason by Word	
	Treason by Deed	
☐ \M:4.	Other Treasonous Activity (please specify):	For Official Use Only
	nesses to Treasonous Act For Official Use Only	
Nam	Loyally Hatting Q-07/07 Inc.	noted mende sferred oted inated
		Poet-Tecting Recultant    Poet-Tecting Recultant
		Post-Testing Resultant Personnel Disposition  Post-Testing Resultant Personnel Disposition  Post-Testing Resultant Personnel Disposition  I-58/32
		Accusing Citizen
		Accused Citizen
		Triodada dilizari
Did	you notice if the accused or any of the witnesses tried the new Bouncy Bubble	Investigating IntSec Officer
Bev	erage? Have you tried it yourself? If so, what did you think of it?	Sector IntSec Supervisor
		Link-0-PRK-5
		HPD&MC Sector Supervisor
		Form 397-3-0985-85-K/6
		Filing Asset
$\prod$		Filing Agent
Ш		Date of Processing
1.1		IntSec Approval
	I I	

# **Termination Voucher**

Distributed by the Office of Information Collection and the Office of Forms and Vouchers, PLC

# This document entitles the bearer to terminate

#### who has been proven to be a traitor to Alpha Complex and The Computer The above-named traitor has been convicted of the following charges: **Affix** Destruction or Defacement of Computer Property Theft or Hoarding of Computer Property/Services L. Index R. Index Photograph Injury or Reckless Endangerment of Fellow Citizen(s) **Communist Activities** П Wrongful Accusation of Treason Possession of Treasonous Items **Traitor Here** Possession or Use of Unregistered Mutant Power Member of Secret Society Breach of Security Clearance Failure to Report Treason **TERMINATE** L. Middle R. Middle Failure to Report Failure to Report Treason Failure to Obey an Order from The Computer Failure to Obey an Order from a Citizen of Higher Security Clearance Name of Traitor: Failure to Follow Correct Alpha Complex Procedures Failure to Comply with Regulation 135.17/69a-12B **Last Known Location:** Failure to Maintain Proper Hygienic Standards Failure to Report to Detention or Compulsory Morning Exercises Putting Fizz-Wizz in a High Programmer's Shower Head **Last Assignment:** L. Annulary R. Annulary Conspiracy Counterfeiting Height: Forgery Weight: **Unsupervised Dueling** Extortion **Distinguishing Features:** Kidnapping or Detention of Citizen Without Computer Permission Obstructing an IntSec Investigation or Troubleshooter Mission Falsifying Information L. Pinky R. Pinky Resisting Hygienic Processing or Medical Treatment **Known Associates:** Failure to Follow Semantic Protocols Leaving a Sector Without a Sector Transfer or Other Authorization Tampering With a Food Vat Treason by Thought Treason by Word Treason by Deed **Affix** Other Treasonous Activity (please specify): **Traitor's Retinal** Photorepro **Traitor's Voiceprint DNA Pattern Patterns** of Traitor's Left Right **Tongueprint** Here Name of Terminating Agent: \_\_\_\_\_ Date of Termination: Time of Termination: **Location of Termination:** Backup Location of Termination (in case of power outage):

**Traitor's Fingerprints** 

Right Thumb

Left Thumb

# **PARANOIA** mutant powers

New *PARANOIA* player, you are fortunate to have a compassionate and considerate Gamemaster! This fine person now provides you this handy reference sheet summarizing what a typical Clearance RED citizen of Alpha Complex knows about **mutations**. Mutants are dangerous and untrustworthy, so it pays to be aware of their weird, unnatural powers.

Ask your kind GM what play style this *PARANOIA* mission will use. The chosen play style determines the mutant powers available to characters, as well as how freely you can talk about the information on this sheet. In a *Classic* or *Straight* game, you can talk about it without automatically being accused of treason or insubordination; however, none of this is considered suitable for polite conversation. In a *Zap* game, revealing knowledge of any of this is grounds for immediate termination.

# Absorption

Absorb energy attacks like a sponge sucks up water. Play style: Zap.

#### Adhesive Skin

Stick to walls and ceilings; grapple unbreakably. Play style: Straight.

#### Adrenalin Control

Be super-strong and agile for a minute, then nurse a hernia. Play style: Straight.

#### Bureaucratic Intuition

Figure out with unnatural speed how paperwork and bureaucratic processes work. **Play style:** Straight.

#### ■ Chameleon

Blend into cluttered and poorly lit backgrounds so no one can see you. Play style: Zap.

#### Charm

Exude pheromones that make everyone around you be as trusting as a friendly drunk. But when your charm wears off, they realize they've been hosed. **Play style:** All.

#### Corrosion

Your sweat makes metal rust. A *lot* of metal, if you want. Play style: Classic.

#### ■ Death Simulation

Play convincingly dead for hours or days, then revive unharmed. After reviving, you need a few days to recover before you can play dead again safely. **Play style:** Straight.

# ■ Deep Thought

You're a superhumanly brilliant, lightning-calculator brainiac. When you think hard, like mutant-ly hard, your eyes glow. **Play style:** Straight.

#### Desolidity

Turn immaterial and walk through walls; projectiles pass through you harmlessly. But there's always one substance you can't seem to pass through. Worse, it's a different substance each time. **Play style:** Zap.

#### ■ Detect Mutant Power

Stand still and concentrate, and you can vaguely sense the presence of nearby mutants and identify their powers. **Play style:** Classic.

## ■ Electroshock

Deliver a damaging electric shock to a person, or short out a bot or unshielded electronics (but The Computer is shielded, so don't even try, bub). **Play style:** All.

# ■ Empathy

Read someone's emotions, or project your own emotions to control him. Play style: Classic, Straight.

# ■ Energy Field

Form a force field around your body that protects like good armor. Lasts a minute or so. Highly visible. **Play style:** All.

#### Growth

Become a giant; shrug off huge amounts of damage; reach that burnt-out light bulb you've been meaning to change. **Play style:** Zap.

# Hypersenses

Supersensitive sight, hearing, touch, taste and smell. Play style: All.

#### Levitation

Float up and down or around (slowly) by the power of your mind alone. **Play style:** Classic, Zap.

### ■ Machine Empathy

WARNING! Incredibly treasonous! Makes machines and The Computer like you as a buddy. Play style: All.

#### ■ Matter Eater

Eat plastic, lead, enriched uranium, you name it. No, really, it's true. Play style: All.

#### Mechanical Intuition

Figure out how weird machines work. Play style: Straight.

#### ■ Mental Blast

You stare hard at people and their brains slosh around violently. **Play style:** All.

# **■** Polymorphism

Change your face and body to look like someone or something else. Lasts a few minutes. **Play style:** Classic, Zap.

## Puppeteer

Take control of a single part of a target person's body. Control the head to make your victim say what you want. Doesn't work on bots. **Play style:** Classic, Zap.

# Pyrokinesis

Start things burning by staring at them hard. Play style: All.

# ■ Regeneration

Heal injuries incredibly fast and regrow parts that got blown off. **Play style:** All.

# ■ Rubbery Bones

As limber as a dog's chewtoy, you can squeeze through just about any gap. **Play style:** Straight.

## **■** Shrinking

You can get, like, really really small. No, smaller than you're thinking. *Small*. **Play style:** Zap.

# ■ Slippery Skin

You're so oily no one can hold on to you. Skid barefoot across smooth floors fast. Play style: Classic.

## **■** Telekinesis

Move or squeeze small objects with the power of your mind alone. Play style: Classic, Zap.

#### ■ Teleportation

One moment you're here, then *bamf!* Somewhere else. You hope it's where you wanted to go. **Play style:** Classic, Zap.

# **■** Toxic Metabolism

Eat poisonous stuff without harm, then exude it through your skin to sicken or kill at a touch. **Play style:** Straight.

# ■ Transmutation

Change an inanimate object into any other inanimate object. No limits on size, weight or composition. **Play style:** Zap.

#### ■ Uncanny Luck

Make incredibly unlikely things happen, though that usually occurs anyway in *PARANOIA*. Play style: Classic, Straight.

#### Ventriloquist

Project your voice at a distance, yet be heard only by the listeners you want. **Play style**: Straight.

## ■ X-Ray Vision

See through walls, Superman-style. Play style: Classic, Zap.

# PARANOIA secret societies

Greetings, new *PARANOIA* player! Always regard your ever-considerate Gamemaster as a trusted friend, even though (or perhaps because) the GM can snuff out your Troubleshooter's life in the twinkling of an eye. As proof of friendship, your GM now generously grants you this handy reference sheet. It summarizes what a typical Clearance RED citizen of Alpha Complex knows about treasonous **secret societies**. Secret societies are the enemy of all right-thinking citizens, and you must know your enemy.

Ask your kind GM what play style this *PARANOIA* mission will use. The chosen play style determines how freely you can talk about the information on this sheet. In a **Classic** or **Straight** game, you can talk about it without automatically being accused of treason or insubordination; however, none of this is considered suitable for polite conversation. In a **Zap** game, revealing knowledge of any of this is grounds for immediate termination. Then again, so is most everything else in Zap.

## **Anti-Mutant**

You'd never guess it from their name, but they hate mutants. They want to locate, kill, oppress and forestall mutants.

Friends: Humanists. Enemies: Psion.

**Advancement:** Executing mutants or uncovering evidence of mutation.

#### **Communists**

Overthrow The Computer, smash the machinery of capitalist oppression, power to the proletariat, blah blah.

Friends: None.

Enemies: Everyone hates Commies!

**Advancement:** Daring action against The Computer; proselytizing ('infecting') others with Communist Propaganda.

# **Computer Phreaks**

Hack Computer terminals, credit licenses, you name it.

Friends: Pro Tech. Enemies: FCCC-P.

Advancement: Defeating physical and data security; opening access to

databanks and programs.

# **Corpore Metal**

Bots and artificial intelligences are the next stage of evolution, and humans should help them achieve supremacy.

Friends: Pro Tech.

Enemies: Frankenstein Destroyers, Humanists, PURGE.

**Advancement:** Reprogramming bots to liberate them from obedience to humans. Eliminating superfluous humans.

# **Death Leopard**

Blow things up. Vandalize. Defy authority. Have fun.

Friends: PURGE. Enemies: FCCC-P.

Advancement: Committing daring mischief without getting caught.

# FCCC-P

The First Church of Christ Computer-Programmer worships The Computer as the manifestation of the Divine.

Friends: Pro Tech.

Enemies: Communists, Death Leopard, Humanists, Sierra Club.

**Advancement:** Rising in security clearance; learning programming; committing treason to be absolved in confession.

# **Frankenstein Destroyers**

These guys hate bots and machines. **Friends:** Humanists, PURGE.

Enemies: Corpore Metal, FCCC-P, Pro Tech.

Advancement: Destroying or reprogramming bots and machines without

getting caught.

# Free Enterprise

Buy, sell, earn a fortune. Mafia-style black markets rule!

Friends: Everyone but Commies.

Enemies: Commies.

**Advancement:** Getting rich. After that, getting even richer.

# Humanists

Overthrow The Computer. Humans must rule their own fate.

Friends: Frankenstein Destroyers, Romantics.

Enemies: Corpore Metal, FCCC-P.

**Advancement:** Disabling or reprogramming bots and The Computer.

# Illuminati

They're so secret, the other societies don't even know they exist. Your character doesn't either, unless he joined them.

Friends: None. Enemies: None.

Advancement: Doing whatever your leader tells you. Or else.

# Mystics

Hey, man, drop out and connect with the Cosmic All. Dude.

Friends: Romantics. Enemies: None.

Advancement: Finding and selling great new drugs.

# Pro Tech

They love gadgets, especially new experimental stuff.

Friends: Corpore Metal.

Enemies: Frankenstein Destroyers, PURGE.

Advancement: Stealing cool equipment; reprogramming bots.

# Psion

Mutants are the future of humanity. Ordinary humans aren't.

Friends: None.
Enemies: Anti-Mutant.

**Advancement:** Supporting and protecting mutants; increasing their mutant power's strength and gaining new powers.

# PURGE

Destroy The Computer and kill everyone who supports it. A scary bunch.

**Friends:** Death Leopard, Humanists, Romantics.

Enemies: FCCC-P.

Advancement: Sabotaging equipment and missions.

#### Romantics

Restore Old Reckoning culture, the way things used to be.

Friends: Humanists, PURGE.

**Enemies:** Corpore Metal, FCCC-P, Pro Tech. **Advancement:** Obtaining Old Reckoning stuff.

# Sierra Club

Return to glorious nature, the way people were meant to live.

**Friends:** Humanists, Mystic, Romantics. **Enemies:** Corpore Metal, Pro Tech.

Advancement: Getting Outdoors; bringing Outdoors inside.



US \$14.95

