

D20 Paranoia

Conversion by Michael Shortt

Page of Interesting Tidbits and Obligatory Legal Stuff

Foreword

Well, looking over this book, I have to say that I'm rather proud of it. Of course, I was equally proud of the hybrid Paranoia game I developed a couple years ago, and it was pretty bad. So I guess its up to you, the reader, to draw your own conclusions. If nothing else, I hope that this book can serve as inspiration for your ideas or as useful source material to be adapted and changed to suit your liking. Enjoy.

Special Thanks

Steven Cook
Steve Criddle
Mike Hargreaves
Gurth
Fargmania
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Todd Schmitt

...and many other anonymous and sometimes unknowing contributors. If I missed someone, they should contact me at Interpol99@hotmail.com to get their names added or their contributions removed.

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Absolutely EVERYTHING that isn't specifically *Paranoia* background is declared open content. That means basically anything except the history and details of Alpha Complex. The OGC material includes: all generic creatures/opponents, all skills, all feats, all Pre-Cat artifacts, the whole of the advanced rules, the adventure hooks, etc.

Caveat Emptor! (Or, You're getting this free, so you can't complain)

This book does not contain 100% of the core D20 rules, as there are many accidental or deliberate omissions. If this distresses you, the authors recommend that you purchase one of the D&D core rulebooks or download the on-line SRD for the D20 system.

Important, Serious Disclaimer: You are ordered to read this information!

Paranoia and it's authors (old and new) do not encourage or condone drug use, violence, suicide, betrayal of one's friends and confidantes, totalitarianism or general silliness of any kind. *Paranoia* is amusing precisely because it deals with things that no sane, normal person would ever contemplate – so players who are mentally unbalanced should exercise restraint in their *Paranoia* participation.

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Introduction

Welcome, citizen, to Alpha Complex. Alpha Complex is a utopia, where everyone is happy. You *will* be happy, citizen. Happiness is mandatory, after all. I, The Computer, have prepared the following list of points for you to familiarize yourself with. They will help you understand your function as a troubleshooter.

- You are one of six clones, activated in order of death.
- You are currently a Red-clearance citizen. There are nine security clearances. They range from Infrared (lowest) to Red, Orange, Yellow, Green, Blue, Indigo, Violet and Ultraviolet (highest). Serve The Computer well and you will be promoted.
- It is treasonous to be in an area of higher security clearance than your own, or to touch objects of higher clearance. It is also treasonous to disobey a direct order from a superior.
- There is nothing outside Alpha Complex. Anyone who says otherwise is spreading treasonous rumors. Report them immediately for termination.
- You are a troubleshooter. This means that you have been relieved from normal duties and reassigned to deal with any 'problems' that might arise in Alpha Complex. To solve these problems, you have been issued a laser.
- You will work with other Troubleshooters. They also carry lasers. They may be traitors. **Stay Alert! Trust No One! Keep Your Laser Handy!**
- Some citizens are traitors. You should kill them
- Some citizens are unregistered mutants. You should definitely kill them.
- Some citizens are communists. You should kill, stab, incinerate, crush, mangle, disintegrate and spit on them.
- Some citizens are commie mutant traitors. Look above and add some more.
- Most importantly, **[Deleted For Security Reasons]**. This is the critical point. Just keep it in mind and everything else will fall into place.

As you can see citizen, life in Alpha Complex is easy to understand and adapt to, as long as you remember the last point. On that note, let's move on to Chapter 2: Character Creation.

Character Creation

Character creation in *Paranoia* is designed to be quick and easy, because in all likelihood you will be rolling up many troubleshooters over the course of a few game sessions. Simply follow the steps outlined below and remember that happiness is mandatory.

Ability Scores

To generate an ability score for your troubleshooter, roll 4D6, ignoring the lowest result and adding the remaining three dice together. This will give you a result between 3 (terrible) and 18 (excellent). The average ability scores for a normal citizen of Alpha Complex is 10 or 11, but your character isn't typical – he's a troubleshooter. The most common ability scores for troubleshooters are 12 or 13.

Repeat the roll five more times, so that you have determined six ability scores. Once you have all six scores, assign each of them to one of your character's six abilities. Depending on how you allocate your attributes, this will determine the kind of person your troubleshooter is.

Finally, roll a D6 and add ten. This score becomes your Power Index. To learn more about the Power Index, refer to Chapter Four: Mutant Powers.

Ability Modifiers

Each of your troubleshooter's abilities will have a modifier ranging from -4 to +4 for starting characters. The table below shows the modifier for each ability based on its score.

The modifier is the number you add to a die roll that somehow relates to the attribute in question. For instance, you add your Strength modifier to your D20 roll when attempting to break down a door or hit someone with a truncheon. You also use these modifiers with some numbers that aren't dice rolls, such as when you add your Dexterity bonus to your Defense.

A modifier can be positive or negative. When it's positive it's called a bonus. When it's negative it's called a penalty.

T 1-1: Ability Bonuses/Penalties

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
and so on...	+1/ 2 points

Rerolling Option

If your scores are too low, you may scrap them and roll all six scores over. Your scores are considered too low if your total modifiers add up to 0 or less, or if your highest score is 13 or lower.

Abilities

Each ability partially describes your character and affects some of your character's actions.

- **Strength (STR):** Strength measures your character's muscle and physical power. It affects melee combat, weight allowances and physical skills.
- **Dexterity (DEX):** Dexterity measures agility, reflexes and hand-eye coordination. It affects ranged combat, Defense, Reflex saves and skills requiring fine manipulation.
- **Constitution (CON):** Constitution represents your character's health and stamina. It affects hit points, endurance checks and Fortitude saving throws.
- **Intelligence (INT):** Intelligence determines how well your character learns and applies logic and reason. Intelligence affects skill points and many academic skills.
- **Wisdom (WIS):** Wisdom describes a person's willpower, perception and intuition. Wisdom affects Will saves and sensory-based skills.
- **Charisma (CHR):** Charisma is a measure of personality, leadership and social magnetism as

well as physical attractiveness. Charisma will affect all skills in which you attempt to influence others.

- Power Index: A character's Power Index represents the potency of his mutation(s). Power Index Points (PIPs) are deducted from the character's Power Index every time he activates a mutant power.

Changing Ability Scores

Over time, your troubleshooter's ability scores can change, increasing upwards with no arbitrary limit.

- Add 1 point to an ability score of your choice every second rank (so a starting troubleshooter gets to increase one of his ability scores right off the bat).
- Some items, powers and chemicals can alter attribute scores. For example, the combat drug Thymoglandrin adds +6 to your Strength score – temporarily.
- Poisons, diseases and exposure to hard radiation can all harm attribute scores (this is temporary ability damage). Ability points lost to damage return at a rate of one per day for each ability – unless the damage is permanent.

When an ability score changes permanently, all attributes affected by that score change accordingly. For example, when Oav-R-KILL advances to Yellow-clearance, he increases his Intelligence from 9 to 10. This allows him to eliminate that annoying skill point penalty, so that he gains the full 6 skill points for attaining a new rank, instead of the 5 he used to get. However, he does not retroactively gain skill points for his previous levels (that is, skill points he would have gained if he had an Intelligence of 10 at Infrared clearance).

Troubleshooters and ~~Levels~~ Ranks

An attack roll, saving throw or skill check is a combination of three numbers, each representing a different factor: a random element (the number you roll on a D20), a modifier representing the troubleshooter's innate abilities (ability modifier) and a bonus representing the troubleshooter's experience and training (skill ranks). This third factor depends on the troubleshooter's allocation of feats and skill points, which are gained through ranks. The table below summarizes the various figures that change as a troubleshooter advances in rank.

When creating a character, chose one of the three saving throws to be your "good" save. This one will start higher and increase faster than your other two "bad" saving throws.

All citizens gain a special bonus to Defense as they progress in rank. This represents the combination of experience and luck needed to survive long enough for promotion. This is termed a "rank" bonus.

T 1-2: Rank Benefits

Rank	Save 1	Save 2	Save 3	Defense Bonus
Infrared	+1	+0	+0	+1
Red	+2	+1	+1	+2
Orange	+3	+1	+1	+3
Yellow	+4	+2	+2	+4
Green	+5	+2	+2	+5
Blue	+6	+3	+3	+6
Indigo	+7	+3	+3	+7
Violet	+8	+4	+4	+8
Ultraviolet	+9	+4	+4	+9
High Programmer	+10	+5	+5	+10

Other Rank Dependant-Benefits

In addition to saving throws and Defense bonuses, troubleshooters gain other benefits from advancing in rank. The table below summarizes the various "perks" that come from rising in The Computer's favor.

Skill Points: Since Infrareads are at the bottom of the clearance hierarchy, they are considered the dumbest and least trustworthy of Alpha Complex's citizens. Therefore they are only taught 6 skill points (plus their intelligence bonus) worth of skills. At Red clearance, however, citizens are sent to an Institute of Lower Learning, in which they gain four times as many skill points then they did as Infrareads (24 skill points plus four times their intelligence bonus). Every level thereafter, they earn only 6 skill points because the material becomes increasingly complicated (after all, high-clearance personnel are smarter than Infrareads aren't they?), and they are no longer subjected to lethally rigorous courses of instruction. *A starting troubleshooter has 30 skill points, plus five times his intelligence modifier.*

Core Skill Max Ranks: The maximum number of skill ranks a character can have in a core skill is equal to her rank

multiplied by two. Core skills are determined by the troubleshooter's service group. Core skills cost one skill point per rank.

Noncore Skill Max Ranks: The maximum rank for a noncore skill is equal to the troubleshooter's rank. Noncore skills cost two points per rank. One point buys half a skill rank, but half ranks do not provide a bonus to skill checks.

Feats: Each Red-clearance troubleshooter starts with two feats and gains an additional feat at each rank.

Self-Improvement: Upon gaining every rank second rank, a troubleshooter may increase one of his ability scores by one point. This addition is permanent and the character immediately gains all benefits from a higher score.

Hit points: Each clone beings as an Infrared with 6 hit points plus/minus Constitution modifiers (if any). For every rank advanced thereafter, the troubleshooter gains D6 hit points (so a starting troubleshooter has 6 + D6 + [Constitution modifier x2] hp).

Example: Pep-R-MNT has 13 Constitution, so she starts with seven hit points from her days as an Infrared plus an additional D6+1 from attaining Red-clearance. If Pep-R advanced to Orange-clearance, she would add another D6+1 hit points to her total.

A troubleshooter can never gain less than 1 hit point per rank, even if he has a negative Constitution modifier.

T 1-3: Other Rank Benefits

Rank	Skill Points*	Core Skill Max Rank	Noncore Skill Max Ranks	Feats	Self-Improvement
Infrared	6	2	1	1 st	-
Red	30	4	2	2 nd	1 st
Orange	36	6	3	3 rd	-
Yellow	42	8	4	4 th	2 nd
Green	48	10	5	5 th	-
Blue	54	12	6	6 th	3 rd
Indigo	60	14	7	7 th	-
Violet	66	16	8	8 th	4 th
Ultraviolet	72	18	9	9 th	-
High Programmer	78	20	10	10 th	5 th

* Not including intelligence modifiers

Determining Service Groups

At the age of six, each clone family is assigned to one of eight service groups. Each service group is responsible for performing certain specific functions: IntSec hunts down traitors, PLC produces and distributes equipment, etc. It is important to realize, however, that troubleshooters no longer belong to a service group; they have been reassigned outside of the normal service group hierarchy and report to a different chain of command. Roll a D20 and ask your GM to interpret the results. He will tell you from which service group your troubleshooter hails.

IntSec: Internal Security is in charge of rooting out traitors and communists and maintaining order. They combine the functions of law enforcement, secret police and monitors of political orthodoxy. They are hated and feared by citizens in all other service groups, but their agents are everywhere.

Technical Services: Tech Services handles the maintenance of Alpha Complex's bots and infrastructure. They are skilled at operating and repairing most bots and vehicles, as well as fixing broken equipment. Due to disputes over jurisdiction, Tech Services and Power Services have a less-than friendly rivalry.

HPD & Mind Control: The Department of Housing Preservation, Development and Mind Control is responsible for the health of clones' minds and bodies. They are a combination of physicians, spin-doctors and psychotherapists.

Armed Forces: The Armed Forces only deals with the most dangerous threats to Alpha Complex's security. These include berserk Warbots, murderous secret societies and - surprisingly, rogue troubleshooter teams. Also known as "Vulture Warriors", Armed Forces clones shoot first and don't bother asking questions.

Production, Logistics and Commissary: PLC is the Service Group which operates the Food Vats, automated factories and supply warehouses that feed, clothe and equip loyal citizens. Treasonous rumors claim that PLC is the site of unending lines, useless forms and hopeless bureaucratic screw-ups.

Power Services: Power Services builds and repairs the vital infrastructure Alpha Complex. This includes power, communications, transport and sanitation. However, due to the "friction" between Power Services and Tech Services, very little actual work gets done.

Research and Design: Where would Alpha Complex be without those crazy clones from R&D? Well, besides **[Deleted For Security Reasons]**, troubleshooter teams wouldn't have to test experimental prototypes that frequently cause more casualties than enemy fire.

Central Processing Unit: CPU is the supervisory and administrative service group that reports directly to The Computer. They handle projects of special interest to The Computer, and are expected to act as natural leaders for the benefit of other citizens.

Depending on their Service Group, Citizens will find it easier to learn certain skills. These skills are called “core skills” and are listed below. Note that citizens may also choose two of their core skills. This represents a personal hobby or treasonous learning.

IntSec

Disguise
Intimidate
Fast Talk
Laser Weapons
Melee Weapons
Perception
Security Systems
Unarmed Combat
+ 2 more of the player’s choice

Tech Services

Electrical Engineering
Mechanical Engineering
Robot Op&M (Docbot)
Robot Op&M (Jackobot)
Robot Op&M (Srcubbot)
Robot Op&M (Transbot)
Robot Op&M (Warbot)
Spurious Logic
+ 2 more of the player’s choice

HPD & Mind Control

Bio-Genetics
Bootlicking
Fast Talk
High-Energy Chemistry
Medical Science
Motivation
Psychescan
Robot Op&M (Docbot)
+ 2 more of the player’s choice

Armed Forces

Thrown Weapons
Laser Weapons
Field Weapons
Energy Weapons
Ballistic Weapons
Unarmed Combat
Demolitions
Vehicle Op&M (Vulture Craft)
+ 2 more of player’s choice

PLC

Bootlicking
Data Search and Analysis
Forgery
Fast Talk
Habitat Engineering
Motivation
Robot Op&M (Jackobot)
Robot Op&M (Transbot)
+ 2 more of the player’s choice

Power Services

Demolitions
Electronic Engineering
Habitat Engineering
High-Energy Chemistry
Nuclear Physics
Robot Op&M (Jackobot)
Spurious Logic
Vehicle Op&M (Crawler)
+ 2 more of the player’s choice

Research and Design

Bio-Genetics
Data Search and Analysis
Electrical Engineering
High-Energy Chemistry
Mechanical Engineering
Medical Science
Nuclear Physics
Energy Weapons
+ 2 more of the player’s choice

CPU

Bootlicking
Data Search and Analysis
Fast Talk
Forgery
Motivation
Psychescan
Security Systems
Vehicle Op&M (Autocar)
+ 2 more of the player’s choice

Vital Statistics

This section offers advice as you determine your character's name, gender, height/ weight and other personal characteristics. Start with some idea of your character's background and personality, then use that idea to help you add the details that bring your character to life.

Name

All citizens of Alpha Complex have a four-part name. The first part can be of unlimited length or composition and is the individual's given name. The second part is a one-letter abbreviation of the citizen's security clearance (Infrareads do not have this portion of their name). The third part is a three-letter code that identifies their home sector. The fourth part, which is not generally used in normal conversation, is their clone number, from one to six. Thus, a common Alpha Complex name might be: Pete-R-PAN-1 or Toy-O-TAH-4. In general, citizens refer to each other using the first two name components: Pete-R, Toy-O. It is extremely common for an Alpha Complex name to have a hidden, Pre-Cataclysm meaning – but such knowledge is forbidden, and anyone laughing at another citizen's name gains a treason point.

Gender

Your troubleshooter can be male or female. In Alpha Complex, both sexes are treated equally (and, due to hormone suppressants, look very similar as well).

Age

Because of a troubleshooter's typically short life expectancy, their age is measured by the number of missions survived (not necessarily completed successfully). So, a starting troubleshooter has an age of 0. Age exists primarily to justify inter-player bragging rights.

Height and Weight

Since beginning troubleshooters have spent most of their lives as Infrareads, they are just now recovering from the effects of malnutrition and growth-inhibiting mood-modifying drugs. It is not surprising that their average height and weight are significantly smaller than human norm.

T1-4: Height and Weight by Gender

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	1.25 m	+D10 cm	50 kg	xD3 kg
Female	1.15 m	+D10 cm	40 kg	xD3 kg

Roll (or chose, if your GM approves your choice) to determine your height. Then multiply the result of your height roll by the result of your weight roll to determine your troubleshooter's weight.

Appearance

Decide what your troubleshooter looks like based on his Charisma. High-Charisma characters should be good-looking and have commanding personalities. Low-Charisma troubleshooters have poor looks, no presence and even... bad hygiene.

Personality

The easiest way to come up with your troubleshooter's personality is to rely on stereotypes such as the absent-minded researcher or the trigger-happy Vulture Warrior, etc. Not only does this ensure easy roleplaying, it is also realistic for *Paranoia*, as The Computer engineers conformity into the genetic codes of it's citizens. However, troubleshooters are nothing if not unusual citizens, so minor quirks should be incorporated in to your character concept both to make things more interesting and to ensure your character's behavior is never 100% predictable. Try mixing a conflict or two into the common stereotype and see what comes out.

Secret Societies and Mutations

These are both treasonous topics that troubleshooters shouldn't investigate too closely. Instead, roll a D20 twice and ask your GM to interpret the results in order to determine whether you have a mutant power and/or belong to a secret society.

Skills

An IntSec clone would have no trouble sneaking up to a door and listening to the treasonous discussion taking place on the other side. An Armed Forces clone trying the same task would make so much noise that his only option would be to shoot all the traitors in the room before they could escape and warn their comrades. It's not-so-subtle differences like these that make each character a highly specialized member of the troubleshooting team.

Getting Skills

At the beginning of the game, your troubleshooter gets thirty skill points plus five times his Intelligence modifier. Skill points are spent on skills (but of course, you'd figured that one out already, hadn't you?). You can devote skill points equal to twice your rank to a core skill. You can devote the same number of skill points to a noncore skill, but each point only buys half a rank, and so the max number of ranks you can get in a noncore skill is equal to half your rank.

Using Skills

To make a skill check, you roll a D20, add the appropriate modifier attempt to equal or exceed an action's DC.

$$\text{D20 roll} + \text{Attribute Modifier} + \text{Skill Ranks} + \text{Miscellaneous Modifiers} = \text{Skill Check}$$

It is also important to note that rolling a 1 while making a skill check is a critical failure that makes the situation worse than if you had not tried at all. A 20 is a critical success that goes beyond all reasonable expectations. If a skill has specific results for critical success or failure, these will be noted in the skill description.

T 2-1: Sample DCs

Difficulty	DC	Example	Skill
Very Easy	0	Notice something in plain sight	Perception
Easy	5	Restart a stalled vehicle	Mechanical Engineering
Average	10	Operate an Autocar in light traffic	Vehicle Op&M (Autocar)
Hard	15	Disarm an explosive device	Demolitions
Very Hard	20	Pick an electronic lock	Security Systems
Formidable	25	Break into a secure Computer database	Computer Programming
Heroic	30	Leap across a 30- foot chasm	Athletics

Retries

In general you can retry a particular skill as long as you want, unless you somehow prevent yourself from doing so (such as falling while climbing, or jamming the lock you were attempting to pick).

Untrained Skill Checks

When you attempt a skill in which you are not trained, you (obviously) gain no skill rank bonuses when making your skill check, but attribute bonuses still apply. Your GM is also fully justified in increasing the severity of your critical failures. Note that there are some skills that simply cannot be used untrained, particularly highly technical or scientific skills.

Checks without Rolls

A skill check represents a character attempting to complete an action while under pressure or duress of some kind. Sometimes however, you can use a skill under more favorable conditions, and eliminate the need for a die roll altogether.

Taking 10: In a situation in which you aren't rushed or stressed in any way, you may assume you roll a 10 rather than make a D20 roll. All the other aspects of the skill check are computer normally. For example: Toys-R-USS wishes to climb a knotted rope that a companion has anchored to the top of a wall. This is a DC 5 task, and Toys-R has 2 ranks in climbing. By taking 10, he can automatically succeed. If, however, Toys-R was being shot at while making the climb check, he could not take 10, because he was under stress or pressure. Other situations in which a character could not take 10 include: hazardous environment (jumping across a reservoir of toxic effluvium), insufficient time (rushing a Nuclear Physics check to beat the rapidly-clicking geiger counter), while under any form of attack (from a shower of arrows to artillery bombardment to telepathic assault) and when dealing with new or unusual situations (trying to disguise yourself as a person you only just met, for example). Note that some skills can never be used to take 10, such as the demolitions skill when defusing bombs and any weapons skill during combat.

Taking 20: If your character has a peaceful environment and is willing to spend extra time on something, he may take 20 instead of rolling. However, to take 20 you must be undisturbed in any way (the conditions are more strict than those listed for “taking 10”) and you must spend 20 times longer performing a given action than it would normally take (i.e. a one round action takes 20 rounds, a one minute action takes twenty minutes and so on). Taking twenty is often a good idea if you have plenty of time, but as a troubleshooter, such fortuitous circumstances are very rare.

Opposed Checks

Frequently, two characters will be attempting actions with completely opposite goals. For example, a spy trying to sneak up on a guard while the sentry listens for approaching footsteps. In these cases, an opposed check is called for. Opposed checks are just the same as normal checks except that the DC of the action is determined by the defendant’s skill check. In the example above, the DC of the spy’s Stealth check is determined by the guard’s Perception check (So if the guard’s Perception check result is a 17, the spy needs to get a Stealth result of 17 or better to remain undetected).

Cooperation

Occasionally, characters will wish to work together to accomplish a task that may be too difficult for a single person. In this case, one character (usually the one with the most ranks in the appropriate skill) is designated the master, while all the other characters are assistants. Each assistant makes an appropriate skill check vs DC 10. If they succeed, the master adds +2 to his own check for every successful assistance check. Failed checks have no effect. If an assistant rolls a 20, the bonus he adds is increased to +4. If an assistant rolls a 1, he *subtracts* 2 from the master’s check. It is up to the GM to determine how many people can aid in a single task without hindering the master. A good rule of thumb is two or three, but obviously it can be much, much higher for some tasks.

Attribute Checks

Sometimes your troubleshooter will want to do something that does not have a specific skill associated with it. In these cases, make an attribute check. Attribute checks are like skill checks except without the skill ranks. Opposed attribute checks are just like opposed skill checks.

Skill Descriptions

This section describes all of the skills that are part of the *Paranoia* rules, along with rule mechanics, sample DCs and other important information. Troubleshooters will probably want to use skills for purposes other than those listed here. In that case, consult your GM to determine the exact effects.

Skill Name

(Key Ability; Trained Only)

Description: The skill name line is followed by a brief description of the skill and what using it represents.

Check: This section discusses what you can do with a successful skill check and typical DCs.

Retry: Any condition that applies to successive attempts to use the skill are listed here. If this paragraph is omitted, there are no inherent penalties.

Synergy: If having ranks in a different skill gives you a bonus to this one, it will be listed here.

Special: Anything special or unusual about the skill will be found under this heading.

T 2-2: Skill List

Skill	Untrained?	Key Ability
Acrobatics	Yes	Dexterity
Athletics	Yes	Strength
Ballistic Weapons	Yes	Dexterity
Biogenetics	No	Intelligence
Bootlicking	Yes	Charisma
Data Search/Analysis	No	Intelligence
Demolitions	No	Intelligence
Disguise	Yes	Charisma
Electronic Engineering	No	Intelligence
Energy Weapons	Yes	Dexterity
Fast Talk	Yes	Charisma
Field Weapons	Yes	Dexterity
Forgery	No	Intelligence
Habitat Engineering	No	Intelligence
High-Energy Chemistry	No	Intelligence
Intimidate	Yes	Charisma
Laser Weapons	Yes	Dexterity
Mechanical Engineering	No	Intelligence
Medical Science	No	Intelligence
Melee Weapons	Yes	Strength
Motivation	Yes	Charisma
Nuclear Physics	No	Intelligence
Perception	Yes	Wisdom
Psychescan	Yes	Wisdom
Robot Op&M	No	Intelligence
Security Systems	No	Intelligence
Sleight of Hand	No	Dexterity
Spurious Logic	Yes	Intelligence
Stealth	Yes	Dexterity
Thrown Weapons	Yes	Dexterity
Unarmed Combat	Yes	Strength
Vehicle Op&M	No	Dexterity

Acrobatics

(Dexterity; Trained Only)

Description: Troubleshooters who are proficient in Acrobatics can tumble, somersault, do back flips and so on.

Check: A successful Acrobatics check allows you to one of do many things:

Task	DC
Treat a fall as if it were 3 meters shorter	15
Tumble up to 10 meters while moving through areas occupied by hostile creatures (over, under and around them). You do not provoke attacks of opportunity.	15
Balance on a narrow surface	
7-12 inches wide	10
2-6 inches wide	15
Less than 2 inches wide	20
Angled surface	+5
Slippery Surface	+5
Escape from:	
Rope bindings	20
Handcuffs	25
Straightjacket	30
Grapple	Opposed grapple check

Failure to tumble means that you stop in an occupied area you attempted to cross through and provoke attacks of opportunity as normal. Failure to balance indicates a long fall with an abrupt stop at the end.

Special: Acrobatics cannot be used if the character's speed has been reduced in any way (injured, encumbered, entangled, ect).

Athletics

(Strength)

Description: The Athletics skill encompasses all manner of physical activities that can be improved through practice.

Check: The two main uses of the Athletics skill, climbing and jumping, are covered below. Creative troubleshooters may find other uses for the Athletics skill, but note that it generally cannot be used to substitute for an attribute check.

Climb: With each successful Climb check, you can advance up, down or across a wall or other steep surface (even a ceiling, if there are hand holds), moving at one-half your normal movement speed. This is a full-round action. You can move one fourth your normal movement speed as a move action. A slope is considered to be any incline of less than 60 degrees, while a wall is any steeper incline.

A failed Climb check indicate that you made no progress. A check that fails by more than 4 points means that you fall from whatever height you attained before you made that check.

Any time you take damage while climbing, you must make a Climb check against the DC of the slope you are climbing. Failure means you fall from your current height.

Accelerated Climbing: You can try to climb at your full movement speed as a full-round action. This imposes a -5 penalty on Climb checks and you must make two Climb checks a round. Each successful check allows you to move up to half your movement distance. By accepting the -5 penalty, you can climb half your walking distance as a move action rather than as a full-round action.

Attacked While Climbing: Since it is impossible for a character to defend himself while climbing, he loses any Dexterity bonus to Defense and attackers get a +2 to hit.

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by shooting holes with weapons or pounding spikes into the wall. Doing so takes 30 seconds per 10 meters. Any surface that is so treated has a Climb DC of 15.

Jump: Depending on the type of jump, your check determines how far you get.

Type of Jump	Minimum Distance	Additional Distance	Max Distance
Running Jump	2 m.	+1 m./ 2 point above 10	Height x2
Standing Jump	1 m.	+1 m./ 4 points above 10	Height
Running High Jump	0.5 m.	+1 m./ 6 points above 10	Height
Standing High Jump	0.5 m.	+1 m./ 10 points above 10	Height x0.5.
Jump Back	1 m.	+1 m./ 12 points above 10	Height x0.5

Special: Any troubleshooter with 5 or more ranks in Athletics adds a +2 bonus to the following checks and saves: Constitution checks to continue running, Constitution checks to hold his breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning. This bonus improves to +4 at 10 or more ranks.

Ballistic Weapons

(Dexterity)

Description: This skill includes your character's ability to use any kind of weapon that shoots a solid projectile. Shotguns, automatic rifles and cone rifles are all Ballistic Weapons. If it's got a kick, your Troublesooter will need this skill.

Check: You make a check against the Defense of your target. See the Chapter 7: Combat for more details.

Special: As your character spends large numbers of skill points in Ballistic Weapons, he can gain multiple attacks per round. See the attack bonus chart at the end of this chapter.

Biogenetics

(Intelligence; Trained Only)

Description: Use this skill to mix drugs and genetic cocktails or breed hideously mutated monsters. Besides the creation of the afore-mentioned items, Biogenetics can also be used to estimate the statistics and/or special abilities of unknown creatures.

Check: It generally takes several hours of lab work to develop biogenetic products. In-field checks to predict the behavior or estimate the abilities of unknown creatures are standard actions.

DC	Task
15	Make a custom-tailored genetic cocktail that adds D4+1 to one stat for one hour. This costs 25 credits per attempt, whether successful or not (double for Dex-, Int- or Chr-boosters). The cocktail loses its potency after 1 hour.
15-25	Make any of the non-experimental drugs listed in Appendix D: Drugs. The cost is half the listed fine value or the listed creation cost. DC is determined by your GM.

Opposed Int roll	Predict the behavior of creature with animal-level intelligence (1-3)
HD+10	Estimate the basic statistics or one special ability of an unknown creature.
HD+20	Create a new form of life

Retry: Generally, yes. However, on a failed creation check, the materials have been wasted, and new supplies must be purchased.

Synergy: Having 5 or more ranks in High-Energy Chemistry gives a +2 bonus to Biogenetics checks when attempting to create new items

Bootlicking

(Charisma)

Description: Bootlicking is the ability to ingratiate oneself with superiors by being the ultimate toady. It can only be used on clones of higher clearance or who are much more powerful than the skill user– it doesn't work on equals or less-powerful individuals. Bootlicking is also used when delivering bribes and when pleading for mercy.

Check: Bootlicking is opposed by a Psychescan check

Example Circumstance	DC
The target is predisposed to like you	
<i>Sucking up to a briefing officer from your own service group</i>	-5
The target is ambivalent either way	
<i>Sucking up to a PLC commissary clerk</i>	+0
The target has a slight dislike of you already or your request inconveniences him	
<i>Convince a Vulture Warrior to let you show him evidence that you're not a commie before he opens fire on you</i>	+5
The target has a moderate dislike of you, or our request entails a slight risk	
<i>Bribe an IntSec guard at a low-security checkpoint not to enter your passage in his log book</i>	+10
The target has an extreme hatred for you or your request poses a severe risk	
<i>Persuade a group of communists to spare your life – after you killed their leader and foiled their plan</i>	+30

Retry: Generally, not when ingratiating oneself with superiors; after one failure, any further toadying will merely decrease their opinion of the bootlicker (although new attempts may be made in subsequent cycles, or if the situation changes radically). Where bribery is involved, a significant increase in the amount of plasticreds offered may allow a second chance.

Synergy: Characters with 5 or more ranks in Fast Talk add a +2 bonus to their Bootlicking skill checks.

Special: Depending on the size of the bribe and the relative wealth of the target, circumstance modifiers should be applied as appropriate (See Tables T 8-3 and T 8-4).

Data Search/Analysis

(Intelligence; Trained Only)

Description: This skill covers the ability to search through The Computer's memory banks and locate specific information that may be hard to find or otherwise concealed within the endless files of Coremem. Note that it does *not* include the ability to hack into secure data bases or write new programs.

Check: Browsing through The Computer's memory banks can take anywhere from a few minutes to several hours, depending on the type of information requested or if the findings need to be examined, collated or otherwise analyzed before they can be used. Keep in mind that all information is restricted by security clearance (and sometimes by physical location!).

DC	Type of Information/Task
10	Find a floor plan of the local area
15	Call up the personnel records of clones below your security clearance and search for individuals matching certain criteria
20	Track the location of a specific citizen over the past three daycycles
25	Search through industrial, transport and security data to determine at which point during the production process a batch of Tac Nuke shells was stolen

Retry: Yes. However, each retry consumes the same amount of time and incurs the same risk of detection as the original.

Synergy: Having 5 or more ranks in **[Deleted for Security Reasons]** gives a +2 bonus to Data Search/Analysis checks.

Demolitions

(Intelligence; Trained Only)

Description: Whether it's arming bombs or defusing them, clones with the Demolitions skill can do it all.

Check: Lighting a stick of dynamite does not require a demolitions check, but almost any more complicated task involving explosives does.

DC	Task
10	Set pre-made explosive device
15	Disarm pre-made explosive device
20+	Build explosive device from scratch
Opposed	Disarm scratch-built explosives

Set pre-made explosive device: While anyone can push a plunger, considerable skill is involved in running demo wires and connecting the blasting caps to the detonator. Setting an explosive device is a full-round action.

Disarm pre-made explosive device: Disarming a pre-made explosive can be a daunting task, even if the proper schematics are available (+5 comprehension bonus). It's downright scary if you're rushed (-5 circumstance penalty). Failure indicates that the explosive detonates immediately. Disarming an explosive device takes between one and ten rounds, depending on the complexity of the bomb.

Build explosives from scratch: Creating your own explosives is a risky business, yet one that many troubleshooters engage in regularly. The proper materials must be available (chemicals must be made or purchased; detonators and other supplies cost credits equal to the weapon's fine cost), and the troubleshooter must have a long stretch of time to work uninterrupted. Improvised materials imposes a -5 penalty on the roll, and any check that fails by 10 or more points means that the device detonates prematurely, dealing ½ normal damage in a 10 meter blast radius.

Disarm scratch-built explosives: Disarming someone else's scratch-built explosives is an opposed check against the DC of the creator's Demolitions check used to create the device. Failure to win an opposed demolitions check results in immediate detonation. Disarming a scratch-built explosive device takes 2D10 rounds. This time can be cut in half if the character hurries (-4 penalty to the check).

Retry: No.

Special: Any Demolitions check involving weapons of Mass Destruction takes twice as long and incurs a -6 penalty to the roll.

Disguise

(Charisma)

Description: Use this skill to change your appearance or someone else's. Besides just changing how you look, you can also attempt to impersonate specific positions or citizens, provided you have the appropriate props.

Check: Your Disguise check is rolled secretly by the GM, so you aren't sure how good it is. Disguise checks are opposed by the Perception checks of those viewing the character's disguise. You only make one Disguise check, even if observers make several Perception checks.

Using the Disguise skill takes D3x10 minutes of work. A disguise can include apparent changes in height or weight of no more than one-tenth the original. Disguising yourself as a higher security clearance requires the appropriate props, which must be stolen or purchased on the Infrared Market.

If you don't do anything conspicuous, however, other clones do not get to make Perception checks. If you either attract attention to yourself or the clones are already suspicious (such as a security guard checking everyone entering or leaving a building), they may make Perception checks.

In general, observers make one Perception check upon meeting the character, and one additional one for every hour thereafter.

Disguise Attempted	Check Modifier
Minor details only	+5
Disguised as different gender	-2
Disguised as different Service Group	-2
Disguised as different clearance	-2/level from own

If you are impersonating someone specific, those who know what that person looks and acts like get a bonus to their spot checks (these modifiers are cumulative with those in the table above).

Familiarity	Bonus
Recognizes on sight	+4
Friend or close associate	+6
Close friend	+8
Intimate/clone	+10

Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted they'll become more suspicious, gaining a +4 bonus to their Perception checks.

Special: Impersonating another citizen (especially someone of higher security clearance) is a serious offence punishable

by massive fines and large numbers of treason points.

Electronic Engineering

(Intelligence; Trained Only)

Description: Clones with this skill are trained in how to create, repair and modify electronic devices. They understand circuits, transistors and vacuum tubes.

Check: The Electronic Engineering skill can be used for many different purposes, several of which are outlined below. In essence, any device that requires electrical power can be affected by the Electrical Engineering skill.

Action Attempted	DC
Repair a simple electronic device (transmission cable)	10
Hotwire a vehicle	15
Customize, modify or sabotage a weapon	20
Temporarily boost the output of an electronic device	25

Temporarily boosting the output of an electronic device grants a +1 bonus to damage rolls or checks with the device that would be influenced by the amount of power produced. It also increases the range by 25%. These modifications last for 4+D6 hours. At the end of this time, there is a 50% chance the device will burn out and need to be repaired.

Retry: Yes. However, there may be penalties ranging from mild (ruining the materials used to create the item) to severe (electrocuting the character attempting to splice two cables together).

Synergy: Having 5 or more ranks in Electronic Engineering grants a +2 bonus to all Security Systems checks made against electronic locks and traps.

Energy Weapons

(Dexterity)

Description: This skill includes your character's ability to use any kind of weapon that emits a beam of cohesive energy *excluding lasers*. Sonic weapons, blasters, particle beams and ion cannons are all energy weapons.

Check: You make a check against the Defense of your target. See the Chapter 7: Combat for more details.

Special: As your character spends large numbers of skill points in energy weapons, he can gain multiple attacks per round. See the attack bonus chart at the end of this chapter.

Fast Talk

(Charisma)

Description: This skill covers lies, bluffing and all kinds of social interaction based on false pretenses. Troubleshooters can use Fast Talk to sow temporary confusion, talk their way past enemies and convince other citizens to let them do something they shouldn't.

Check: A Fast Talk check is opposed by the target's Psychescan check. There are two main factors to consider in a Fast Talk: is the bluff/lie/distraction believable, and does it go against the self-interest or disposition of the target. If it becomes important, the GM can distinguish between a Fast Talk check that failed because the target didn't believe the troubleshooter, and one that fails because it asks too much.

Example Circumstance	DC
The target wants to believe you <i>Of course I didn't loot this equipment from the bodies of my fallen comrades. I just need to pay a fine quickly.</i>	-5
The lie is believable and doesn't affect the target much <i>We're not the clones your looking for, it must have been another troubleshooter team.</i>	+0
The bluff is a little hard to believe or puts the target at some risk <i>You want a fight? I'll vaporize you all with my new R&D Destructor Ray Cannon Mrk V! [while brandishing a flashlight]</i>	+5
The bluff is hard to believe or entails a large risk for the target <i>No that wasn't a mutant power that I used to teleport across the room. It was the new R&D integrated image displacement device.</i>	+10
The bluff is way out there; it's almost too incredible to believe <i>You might find this hard to believe, but I'm actually an Ultraviolet who has disguised himself as a normal citizen for research purposes. Therefore you must obey my orders.</i>	+20

Retry: In general, a failed Fast Talk check makes opponents too suspicious to be fooled a second time under the same circumstances.

Synergy: A character with 5 or more ranks in Fast Talk gains a +2 bonus on all Intimidate and Sleight of Hand checks.

Field Weapons

(Dexterity)

Description: This skill includes your character's ability to use any kind of weapon has an area of effect, excluding grenades and explosive ammunition (which deal Field damage but aren't Field Weapons). Example include flamethrowers, plasma generators, certain energy weapons and a few unconventional weapons (such as fire hoses).

Check: You make a check against the Defense of your target. See the Chapter 7: Combat for more details.

Special: As your character spends large numbers of skill points in field weapons, he can gain multiple attacks per round. See the attack bonus chart at the end of this chapter.

Forgery

(Intelligence; Trained Only)

Description: This skill can be used to create false ID, duplicate a superior's signature on a requisition slip or otherwise produce counterfeit documents.

Check: When you create a forgery, your GM will roll secretly to determine the quality of the forgery. Anyone who views the document may make an Perception check to detect the forgery. The viewer's Perception roll is modified not only by the document itself, but by how much attention the viewer pays it (these modifiers are determined by the GM).

Condition

Opposed Perception Modifier

Simple Document (Hall Pass)	-5
Moderate Document (ID Papers)	+0
Complex Document (Mutant Registration)	+5
Very Complex Document (PLC Requisition Form XB-772)	+10
Document includes forged handwriting	+2
Document includes forged handwriting with which the viewer is familiar	+6

Retry: No, because once a forgery is made, no additional modifications are possible without starting all over again.

Special: Being caught either creating or using forged documents is a serious offence punishable by large fines and many treason points, depending on the type of document counterfeited.

Habitat Engineering

(Intelligence; Trained Only)

Description: Knowledge of Alpha Complex's support infrastructure systems (transit, power, sewer, ventilation, ect). Includes where they are, what they do and how to fix 'em. Habitat Engineering can also be used to deduce the location of specific facilities in a sector, everything from the nearest washroom to the closest armory.

Check: The DC and effect depend on the task you attempt.

Task	DC
Direct the construction of miscellaneous structures	10-25
Determine the location of a room/corridor/facility	10
Adjust the flow of a sewage processing plant	15
Sabotage the structural supports an armored bridge	20

In all cases, it takes a minimum of one full round to perform the skill check.

High-Energy Chemistry

(Intelligence; Trained Only)

Description: This skill covers the analysis, creation and modification of advanced chemical compounds. These may range from acids to explosives to sneezing power.

Check: The DC of a High-Energy Chemistry check depends on the task attempted.

Task	DC
Identify an unknown substance	10
Create basic chemical compounds	15+
Perform detailed forensic testing	20
Create fake forensic evidence	25

Basic chemical compounds include acids, bases, laughing gas, mild poisons and explosives. Further details may be found

in various parts of the Advanced Rules section and Appendix D: Drugs.

Retry: Yes, but any time or materials spent on previous attempts are wasted.

Intimidate

(Charisma)

Description: By employing this skill, clones can convince others to do things they'd rather not through implicit or explicit threats. This can include forcing a hostile person to back down, pressuring bureaucrats to cooperate or extracting confessions from a suspect.

Check: You can change one person's behavior with a successful check against a special DC (see below). This skill can be used on both NPCs and other PCs, but not unintelligent animals or bots. Unlike other Charisma-based skills, Intimidate can work even if the target doesn't want to listen to you. This behavioral modification lasts only as long as the victim would reasonably continue to fear you; at the end of that period, the target's opinion of you drops to hostile.

Alternatively, the Intimidate skill can be used in an interrogation. In this case, the interrogator declares the question he will attempt to force the victim to answer (what is your secret society, where are your comrades, ect). It requires from 1 to 10 minutes to perform the check, with the GM assigning whatever modifiers he feels are appropriate for the implements and methods employed (it should be noted that The Computer frowns on the more barbaric methods of extracting confessions). At this point, the intimidating character makes a skill check, opposed by his victim's Will or Fortitude save (the victim makes one roll, using whichever save has the highest bonus) with the victim adding +1 point per hit die he possesses. Additionally, the GM will give the character being interrogated a morale bonus to resist based on the information being extracted. Minor details such as the names of co-conspirators or the location of a hideout would probably merit a +2 modifier. Major revelations with immediate consequences to the victim (such as one's secret society or unregistered mutation) grant at least a +6 bonus to resist.

Circumstantial modifiers apply as the GM sees fit. The situational nature of Intimidate is it's chief advantage over diplomacy- it's hard to make your argument more convincing by shoving a gun in someone's face.

Retry: Generally, retries do not work unless a the potential for harm is significantly increased. This can range from drawing a more powerful weapon to revealing incriminating evidence. Otherwise, the target is just too determined to be intimidated.

Special: When using this skill to detect traitors with knowledge of treasonous skills, the clone being interrogated subtracts his ranks *in the specific skill he is being interrogated* for from the total of his resistance roll.

Laser Weapons

(Dexterity)

Description: Since lasers are standard-issue weapons, most troubleshooters have at least passing familiarity with their use. A laser is any weapon that fires a concentrated beam of light.

Check: You make a check against the Defense of your target. See the Chapter 7: Combat for more details.

Special: As your character spends large numbers of skill points in laser weapons, he can gain multiple attacks per round. See the attack bonus chart at the end of this chapter.

Mechanical Engineering

(Intelligence; Trained Only)

Description: Mechanical Engineers are trained to build, repair and modify any device that is not powered by electricity. This includes motors, guns and many vehicles. It does not includes either robots, structures or traps.

Check: The DC of a Mechanical Engineering check depends on the task attempted

Task	DC
Build or repair a simple mechanical device	10
Sabotage a simple mechanical device	15
Customize, modify or sabotage a weapon	20
Create or reset a complex trap	30

Sabotaging weapons is covered in Chapter 8: Non-Combat Perils. More general sabotage, like weakening the supports on a bridge or jamming a door shut, should be judged by the GM on a case-by-case basis.

Customization of a weapon grants a +1 bonus to attack rolls when used by the clone who customized it. In the hands of anyone else, there is no effect. The malfunction number of a customized weapon is increased by 2.

Retry: Yes, but any time or materials spent on previous attempts are wasted.

Synergy: Having 5 or more ranks in Mechanical Engineering grants a +2 bonus to Security Systems checks made against mechanical locks and traps.

Medical Science

(Intelligence; Trained Only)

Description: Given time and materials, clones with the Medical Science skill can return a wounded troubleshooter to top physical condition. The only problem is that they rarely have enough of either.

Check: The DC is dependant on the task you attempt.

Task	DC
Administer Drugs	10 or special
First Aid	15
Immediate Psychological Aid	15
Implant Cybernetics	20
Treat Poison	Poison's DC
Treat Disease	Disease's DC

Administer Drugs: As a standard action, you can slap a hypo full of chemicals into someone's arm. If they resist, make your Medical Science check against their Defense rather than DC 10. Treat the syringe as a knife for the purpose of attack rolls and armor penetration only (it cannot deal actual damage); you must "cause" at least one point of damage to inject the drug.

First Aid: Successful use of this skill removes five points of subdual damage or heals one point of normal damage. Administering first aid is a full-round action that requires an adequate supply of bandages and pain killers. Clones can only benefit from this application of the Medical Science skill once per daycycle per hit die.

Immediate Psychological Aid: With a successful check, you can attempt to snap someone out of temporary insanity. This is a full round action that requires line of sight and the ability to make yourself understood by the subject.

Treat Poison: Assuming you have access to appropriate antidote, you can attempt to treat poison as a full round action. This allows the subject to use your Medical Science check in place of his Fortitude save, whichever is higher.

Treat Disease: If you have appropriate antibiotics, your troubleshooter can attempt to treat a disease (and hopefully avoid catching it in the process). This allows the subject to use your Medical Science check in place of his Fortitude save, whichever is higher. Performing this service is a full-round action that consumes one unit of medicine. If the drugs are administered without proper precautions, there is a 50% chance the you will have to make a Fortitude check to resist catching the disease yourself.

Melee Weapons

(Dexterity)

Description: This skill allows a character to use all kinds of weapons in hand-to-hand combat. These can range from axes to clubs to power swords.

Check: You make a check against the Defense of your target. See the Chapter 7: Combat for more details.

Special: As your character spends large numbers of skill points in melee weapons, he can gain multiple attacks per round. See the attack bonus chart at the end of this chapter.

Motivation

(Charisma)

Description: Motivation is the art of convincing clones to do things they should do, but don't want to. This can range from inspiring cowering teammates to persuading surly guards to let you pass. Motivation cannot force other players to perform actions against their will, but disobeying after a successful check may result in treason points for those who fail to perform as expected. Master orators may also receive commendation points for service above and beyond the call of duty.

Check: Motivation can be used to change other's opinions of you with a DC ranging form 5 to 50 depending on their current attitude. It can also be used to encourage specific behavior in certain circumstances (with a DC determined by the GM). Opposed Motivation checks are used when negotiating (or bartering) to determine who gains the upper hand. Motivation works best between individuals of roughly equal power.

Nuclear Physics

(Intelligence; Trained Only)

Description: This skill encompasses many different aspects of physics, including angles, velocities, force/motion and advanced quantum theory. It's most frequent application by troubleshooter teams, however, is dealing with thermonuclear meltdowns.

Check: The DC of a Nuclear Physics check is highly dependant on the task attempted, as is the time.

Task	DC
Calculate a projectile's trajectory	10
Determine the exact blast radius and effect of an explosive device	15
Fix an overheating nuclear reactor	20

Retry: Depending on the situation, a retry is either impossible (the reactor just melted down) or unaffected by previous attempts.

Perception

(Wisdom)

Description: Perception represents the keenness of a troubleshooter's five senses (sight, hearing, taste, touch and smell).

Check: All Perception checks are made against a DC appropriate for the particular sensory impression your character is attempting to receive. Note that in cases of normal activity (i.e. noticing that a door is closed, hearing someone next to you speaking in a quiet room, tasting cafeteria food) no roll is needed; your character takes 10 and the activity itself is so easy that failure is impossible. It is only in abnormal circumstances (i.e. spotting a trap mechanism on that closed door, eavesdropping on a whispered conversation across the room, detecting arsenic poisoning in the HotFun) that a Perception check is called for.

DC	Sensory Data
0	People talking, an object in plain sight
10	Hear a person walking at a slow pace, spot a valuable object hidden in a trash pile
15	Spot a poorly-hidden trap, taste an obvious poison
20	Hear a guardbot hovering around the corner, spot a well-hidden trap
30	Hear the tumblers click in a safe, track an invisible person by sound
+1	Per 5 meters from listener (sight, hearing), per 1 meter (smell).
+5	Moderate obstruction/interference
+15	Heavy obstruction/interference

Retry: You may make a Perception check any time you want to try to actively search for something. This is a move action. Your GM will also roll checks secretly to see if you notice something subconsciously, without looking for it (for example, to see if you spot an ambush before you walk into it).

Psychescan

(Wisdom)

Description: This skill is used to determine when someone is lying to you, what his motivations are and which secret society he belongs to.

Check: Using Psychescan to detect a lie is opposed check against the liar's Fast Talk skill. This is rolled secretly by the GM, so you don't know when someone is misleading your troubleshooter. Sensing someone's motivations is DC 10 + their Wisdom and reveals what they hope to get out of their (probably short) lives in Alpha Complex. Detecting someone's secret society requires several minutes of in-depth interrogation and is DC 35 - their SS rank.

Retry: No, once you've failed to detect the lie/determine the motive/catch the traitor, a second attempt won't do any better.

Synergy: 5 or more ranks in Psychescan grants a +2 bonus to Motivation checks.

Robot Operation and Maintenance

(Intelligence; Trained Only)

Description: Troubleshooters use this skill to operate, repair and sabotage robots of different kinds. There are several types of robots, each of which requires a separate Robot Op&M skill to use. The categories are:

Combat: Any bot whose primary purpose is dealing death.

Docbots: Any robot designed for medical operations.

Jackobots: All-round bots that are *supposed* to be good at everything.

Scrubots: All robots that focus on hygiene and cleaning.

Transbots Any bot whose specialty is transporting people or objects.

Check: For normal operation, such as assigning the bot independent tasks, no check is required. It is only when troubleshooters attempt to micro-manage the bot's actions (in which case they substitute their skill check for the bot's), conduct diagnostic/repair routines or attempt to sabotage a bot that they must make a check. See the sabotage section of the Chapter 8: Non-Combat Perils for details. Removing a bot's Asimov circuits requires a DC 25 check.

Special: Sabotage or removing a bot's Asimov circuits is a serious crime in Alpha Complex, punishable by summary execution.

Security Systems

(Intelligence; Trained Only)

Description: Use of the Security Systems skill covers all attempts to disable or disarm surveillance devices and booby-traps, as well as picking locks.

Check: The DC of the check is dependant primarily on the complexity of the device you are trying to tamper with. Disable

device checks are rolled secretly by the GM.

Device	Time	DC	Example
Simple	1 full round	10	Disable a microphone
Tricky	1D4 rounds	15	Deactivate an alarm
Difficult	2D4 rounds	20	Disarm a standard trap or a security camera
Wicked	3D4 rounds	30	Disarm a complex trap or a sophisticated surveillance device

Opening a lock takes one full round per attempt.

Lock	DC
Very Simple Lock	15
Average Lock	20
Good Lock	30
Amazing Lock	40

Retry: If you fail the check, by less than five points, you may try again. Otherwise, something goes wrong. This usually involves setting off the trap, or in the case of a lock, jamming the mechanism or setting off an alarm.

Special: Using this skill for anything other than Computer-sanctioned purposes results in a treason point and moderate fine.

Sleight of Hand

(Dexterity; Trained Only)

Description: You can steal items from other citizens, conceal a weapon on your person or perform a similar feat of legerdemain with an object no larger than a loaf of **[Deleted for Security Reasons]**.

Check: A check against DC 10 allows you to palm a coin-sized object. DC 15 keeps a pistol-sized object unseen under your jumpsuit. DC 20 allows you to steal small items from other clones. DC 30 allows you to plant said items on other clones.

If you try to steal from or plant something on another clone, your target can make a Perception check opposed to your Sleight of Hand check. If the target's score is higher, you are detected, whether or not you got the item.

Retry: A suspicious target adds +10 to the DC of your checks. Attempts to use Sleight of Hand against a target who is watching you constantly will automatically fail. You need at least a momentary distraction to succeed.

Special: Stealing from other citizens is bad; so bad that it's worth from one to several hundred plasticreds in fines, depending on the item in question. Repeat offenders will be issued treason points.

Spurious Logic

(Intelligence)

Description: Spurious Logic is the ability to distract and befuddle bots by using logical tricks and false reasoning. It can be used on robots the same way Fast Talk is used on clones. The two skills are not interchangeable.

Check: Using Spurious Logic is a full-round action that requires you to be able to communicate with the robot you wish to affect. Note that it is impossible to get a robot to break any of *Asimov's Rules of Robotics (Newly Revised)*.

Task	DC
Convince a robot to do something it dislikes, but ultimately has to do <i>Scrubot JTF-2! Provide emergency sanitation to citizen Chefboy-R-DEE immediately!</i>	0
Find loopholes in a bot's instructions that can be exploited <i>You orders were to kill anyone entering the room, right? There wasn't anything about clones that fell through the ceiling like I did, was there?</i>	10
Convince a bot to do you a favor, even if it'd rather not <i>Look, all you have to do is delay the commie horde for three seconds, what happens after that doesn't matter. Surely that's not too much to ask of a totebot?</i>	20
Cause a bot's logic processor to overheat and shut down for D6 rounds <i>Jackobot! Analyze this statement: I am a liar! Then determine the last digit of pi and divide it by zero! And while your at it, tell me the meaning of life!</i>	30+

Spurious Logic is also used when interacting with The Computer, although here much greater weight is given to role-playing and specific circumstances.

Retry: No.

Special: Note that different types of bots will react to Spurious Logic in different ways. Extremely logical labots will have higher DCs to reflect their superior reasoning skills. Warbots may kill intruders before they have a chance to strike up a conversation.

Stealth

(Key Ability; Trained Only)

Description: The Stealth skill allows you to avoid being seen or heard when you don't want to.

Check: Any time you try to hide in shadows, move quietly or disappear into a crowd, you make a Stealth check opposed by Perception checks of those attempting to spot/hear/trail you. Bonuses or penalties are determined by the exact circumstances. The Stealth skill is generally performed at half-speed, although characters can move at full speed if they are willing to accept a -4 penalty to their check. Running or charging subtracts 20 points from a Stealth check.

Special: In general, a DC 15 Stealth check is required to sneak past a microphone, while a security camera is DC 25. Some devices, such as heat sensors and vibration detectors, cannot be fooled without special equipment. Getting caught while trying to avoid Computer Surveillance is worth one treason point.

Thrown Weapons

(Strength)

Description: This skill includes your character's ability to throw objects at faraway targets. The objects in question can range from knives to grenades to plasticreds; they don't even have to be weapons.

Check: You make a check against the Defense of your target, with the weapon scattering if you miss. See the Chapter 7: Combat for more details.

Special: As your character spends large numbers of skill points in thrown weapons, he can gain multiple attacks per round. See the attack bonus chart at the end of this chapter.

Unarmed Combat

(Strength)

Description: The Unarmed Combat skill is a measure of your ability to punch, kick and head-but enemies into submission.

Check: You make a check against the Defense of your target. See the Chapter 7: Combat for more details. The Unarmed Combat skill is unique in that it also increases the damage you can deal per attack at high levels of proficiency.

Special: As your character spends large numbers of skill points in unarmed combat, he can gain multiple attacks per round. See the attack bonus chart at the end of this chapter.

Vehicle Operation and Maintenance

(Dexterity; Trained Only)

Description: Troubleshooters use this skill to operate, repair and sabotage vehicles of different kinds. There are several types of vehicles, each of which requires a separate Vehicle Op&M skill to use. The categories are:

Autocar: Any wheeled vehicle, including forklifts and transport trucks.

Crawler: Any tracked vehicle that doesn't have military control systems.

Flybots: All civilian aircraft, most of which include an autopilot.

Vulturecraft: Covers all military vehicles, such as tanks, fighter jets and giant robots.

Check: For normal operation, no check is required; it is only when troubleshooters attempt unique or difficult maneuvers, drive in unusual conditions or try to sabotage/repair a vehicle that they must make a check. See the sabotage section of the Chapter 8: Non-Combat Perils for further details.

Special: Although technically Vehicle Operations cannot be used untrained, you can attempt to perform simple maneuvers untrained with DCs and check types at your GM's discretion.

T 2-3: Combat Skill Attack Chart

Skill Total	Attack Progression	Unarmed Combat Damage
+1	+1	D4 I
+2	+2	
+3	+3	
+4	+4	
+5	+5	D6 I
+6	+6/+1	
+7	+7/+2	
+8	+8/+3	
+9	+9/+4	D8 I
+10	+10/+5	
+11	+11/+6/+1	
+12	+12/+7/+2	
+13	+13/+8/+3	D10 I
+14	+14/+9/+4	
+15	+15/+10/+5	
+16	+16/+11/+6/+1	
+17	+17/+12/+7/+2	D12 I
+18	+18/+13/+8/+3	
+19	+19/+14/+9/+4	
+20	+20/+15/+10/+5	2D8 I
etc..	No further attack progression	No further damage improvements

Skill Total: This is the character's total skill modifier, including skill ranks and attribute bonuses. Miscellaneous and situational modifiers are not counted for determining a troubleshooter's attacks per round, but will affect his to-hit rolls.

Attack Progression: The character may make attacks equal to the number shown, with the bonuses listed, as a full-round action. So, Spook-Y-GUY, with +8 bonus in Laser Weapons, attacks twice as a full-round action, once at +8 and once at +3. As a standard action, he makes only one attack at the highest bonus, in his case +8.

Unarmed Combat Damage: This applies only to characters with ranks in Unarmed Combat, and increases their base unarmed damage to the amount shown. This can be lethal or subdual damage at the character's option.

Feats

A feat is a special feature that either gives your troubleshooter a new ability or improves one he already has. Citizens gain feats after every promotion. It is important for even experienced D20 players to review the feat list below, as many of the standard feats have different effects from those you are used to.

T 3-1: Feat List

Feat	Requirements
Ambidexterity	Dex 15
Better Criticals	8+ ranks in weapon skill
Chutzpah	-
Con Artist	-
Combat Reflexes	Dexterity 13+
Opportunist	Dexterity 15+, Combat Reflexes
Dodge	-
Evasion	Dex 15+, Dodge
Uncanny Dodge	Dex 13+, Wis 13+, Dodge
Favor	Service Group: CPU or Service Group: PLC
Gearhead	-
Great Fortitude	-
Improved Initiative	-
Iron Will	-
Lightning Reflexes	-
Mechanical Aptitude	-
Field Armorer	Int 13+, Mechanical Aptitude
Juryrig	Mechanical Aptitude
More Criticals	8+ ranks in weapon skill
Moxie	Int 13+
Point Blank Shot	-
Far Shot	Point Blank Shot
Precise Shot	Dex 13+, Point Blank Shot
Rapid Shot	Point Blank Shot
Power Attack	-
Cleave	Str 15+, Power Attack
Whirlwind Attack	Str 13+, Dex 13+, Power Attack
Run	-
Sharp-Eyed	-
Skill Focus	-
Stealthy	-
Sneak Attack	Dex 13+, Stealthy
Toughness	-
Macho	Con 20+, Toughness
Two-Weapon Fighting	-
Weapon Focus	1+ ranks in any combat skill

Ambidexterity

You can use your left hand as easily as your right (There are no naturally left-handed clones in Alpha Complex, as right-handedness is genetically programmed into every clone's DNA).

Prerequisite: Dexterity 15+

Benefit: This feat eliminates penalties when using your offhand for attacks or skill checks. Normally there is a -4 penalty on such attempts.

Better Criticals

You know how to maximize the effects of hitting a vital spot.

Prerequisite: 8+ ranks in a weapon skill

Benefit: Choose a weapon skill in which you have at least 8 ranks. When using weapons of that category, your critical damage multiplier increases by 1 (so a x2 modifier becomes a x3, ect).

Special: You may take this feat multiple times. Each time it applies to a different weapon skill.

Chutzpah

Call it what you will, but you've always found it easy to persuade other citizens to accept your point of view- one way or another.

Benefit: You gain +2 to Motivation checks and +2 to Intimidation checks.

Cleave

You're a lean, mean, fightin' machine!

Prerequisite: Str 15+, Power Attack

Benefit: Any time you score a critical hit with a melee weapon, roll on the hit location table. You sever that limb (or if using a blunt weapon, bash it into an unrecognizable pulp) in addition to dealing normal critical damage. Use the standard severed limb rules, but a 'torso' result increases the crit multiplier by 1 (so a x2 becomes a x3) for that hit only. In the case of non-humanoid enemies, treat all rolls a 'torso', unless your GM has an alternate hit location table or something similar.

Combat Reflexes

Kick 'em when they're down, that's your motto.

Prerequisite: Dexterity 13+,

Benefit: During a given combat round, you may make a number of attacks of opportunity equal to one plus your Dexterity modifier. You still only make one attack per opportunity.

Con Artist

Other citizens just seem to trust you instinctively. Too bad for them.

Benefit: You gain +2 to Bootlicking checks and +2 to Fast Talk checks.

Dodge

You are adept at dodging attacks

Benefit: You gain +1Defense.

Evasion

You have learned how to avoid effects that most clones can only mitigate. You're that good.

Prerequisite: Dex 13+, Dodge

Benefit: When making a Reflex saving throw, you take no damage on a successful save. You still take full damage on a failed save. This applies only to saves that would allow half damage if successful.

Far Shot

You can get greater distance out of long-ranged weapons

Prerequisite: Point Blank Shot

Benefit: When using a ranged weapon, reduce all penalties due to range by 2. Thus, you suffer no penalties for medium range and only -2 on long range attacks.

Favor

You have friends in high places.

Prerequisite: Service Group: CPU or Service Group: PLC

Benefit: You can attempt to call in a favor once per mission, allowing you to gain important information or the loan of valuable equipment without the hassle of going through normal Alpha Complex channels. To call in a favor, your character makes a favor check. Roll a D20 and add your favor modifier, which is equal to your Charisma modifier plus your rank (so a Red-clearance troubleshooter with a Charisma of 16 would have a favor modifier of +5). Your GM sets the DC based on the scope of the favor being requested or decides if it can be attempted at all. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. You cannot take 10 or take 20 on this check, nor can you retry the check for the same (or virtually the same) favor.

Special: You may take this feat multiple times. Each time allows you to call in an additional favor per mission and increases your favor check modifier by +1.

Field Armorer

You've learned the delicate art of adjusting your weapons so they don't jam, break or explode during combat.

Prerequisite: Dex 13+, Mechanical Aptitude

Benefit: The Malfunction Numbers of all your weapons are reduced by 1, provided they have been in your possession for at least one day. This cannot reduce them below zero. Additionally, you gain a +4 bonus to Mechanical or Electronic Engineering checks made to repair weaponry.

Gearhead

Those extra hours you put in attending Mr. Fix-it courses have finally paid off.

Benefit: You gain +2 bonus on Spurious Logic checks and a +2 bonus on any *one* Robot Op&M or Vehicle Op&M check (so either Scrubot OP&M or Autocar Op&M, but not both).

Special: You can take this feat multiple times. After the first, pick two new Robot Op&M or Vehicle Op&M skills, applying the +2 bonus to them.

Great Fortitude

You have a strong immune system.

Benefit: You gain a +2 bonus to Fortitude saves.

Improved Initiative

With reaction times like yours, you would almost consider becoming a contestant on "Deathbuzzer". Almost.

Benefit: You gain +4 on initiative checks.

Iron Will

You have a stubborn, resolute frame of mind. Hard to say whether that's an asset or a liability in Alpha Complex.

Benefit: You gain a +2 bonus to Will saves.

Juryrig

You know how to make easy, but short-term repairs.

Prerequisite: Mechanical Aptitude

Benefit: You can always take 10 on a Mechanical Engineering, Electronic Engineering, Robot Op&M or Vehicle Op&M check. You can also choose to perform the check in half the normal time. If you do so, however, your repair will last a random amount of time (as determined by the GM) before failing completely. Don't juryrig a bridge you expect to cross again.

Lightning Reflexes

When you see trouble coming, you get out of the way fast.

Benefit: You gain a +2 bonus to Reflex saves.

Macho

Your Rambo-like physique allows you to shrug off attacks by mosquitos, elderly citizens and small-caliber weapons.

Prerequisite: Con 20+, Toughness

Benefit: You gain damage reduction 3. This stacks with any other damage reduction you might already have.

Special: You may take this feat multiple times. It's effects stack.

Mechanical Aptitude

Your love of gadgets has translated into increased proficiency with technical skills

Benefit: You gain a +2 bonus to Mechanical Engineering checks and a +2 bonus to Electronic Engineering checks.

More Criticals

You have deadly accuracy when it comes to hitting your enemies where it hurts.

Prerequisite: 8+ ranks in a weapon skill.

Benefit: Choose a weapon skill. With all weapons in that category, your critical threat range is increased by 1 (so a 19-20 critical becomes a 18-20 critical, ect).

Special: You may take this feat multiple times. Each time it applies to a different weapons category.

Moxie

You are very good at comprehending unusual phenomena, perceiving important details and learning new techniques. This has allowed you to clandestinely increase your core knowledge.

Prerequisite: Intelligence 13+

Benefit: Choose any non-core skill. You gain a +2 bonus with that skill and it becomes a core skill for you.

Special: You may take this feat multiple times. Each time it applies to a different skill.

Opportunist

If experience has taught you one thing, it's that he who hesitates is lost. You've taken that lesson to heart, and react quickly to unexpected opportunities.

Prerequisite: Dexterity 15+, Combat Reflexes

Benefit: You treat the surprise round as a normal combat round. This allows you to select from the normal combat actions: standard action and a move action, two move actions or a full round action. Of course, this only applies if you are entitled to act in the surprise round in the first place.

Point Blank Shot

You are skilled with making well-placed shots with weapons at close range.

Benefit: You get +2 on attack rolls with ranged weapon against opponents within 5 meters.

Power Attack

You make exceptionally powerful melee attacks

Benefit: You add +1 to all melee attack and damage rolls.

Precise Shot

Your ranged attacks are accurate even in the face of considerable interference.

Prerequisite: Dex 13+, Point Blank Shot

Benefit: When making a ranged attack, you ignore half of any penalties assigned to your attack roll because of environmental conditions. This can include: poor lighting, interposing objects, being attacked in melee by rabid doberbots, etc.

Rapid Shot

You have trained in how to shoot quickly and accurately at the same time. Quite an achievement.

Prerequisite: Point Blank Shot.

Benefit: As a standard action, you may attack twice with a ranged weapon at your highest attack bonus. Both attacks suffer a -2 penalty.

Run

You're going, going, *gone!*

Benefit: Your base speed increases by 3 meters. Additionally, your speed multiplier when sprinting increases by 1.

Sharp-Eyed

Your constant paranoia has served you well at spotting trouble of all kinds.

Benefit: You gain a +2 bonus to Perception checks and a +2 bonus to Psychescan checks.

Skill Focus

You've had a *lot* of practice with a certain skill.

Benefit: Chose any non-weapon skill. You gain a +3 bonus to checks with that skill. This stacks with any other benefits you may have gained from other feats.

Special: You may select this feat multiple times. Each time it applies to a different skill.

Sneak Attack

You have learned how to attack from surprise with devastating effect.

Prerequisite: Dex 13+, Sneaky

Benefit: Any time you attack a target who has lost his Dexterity bonus to Defense (in other words: flat-footed, surprised, entangled or stunned), you deal an additional D6 damage. Your target must have a discernable anatomy (i.e. not a robot,

vehicle or amorphous jelly-like mass), otherwise you lose your sneak attack damage.

Special: You may take this feat multiple times. Its effects stack.

Stealthy

You're good at avoiding notice.

Benefit: You gain a +3 bonus to Stealth checks and can move at normal speed while sneaking without penalty.

Toughness

You are made of sterner stuff than most other clones.

Benefit: You gain 3 hp.

Special: You may take this feat multiple times. Its effects stack.

Two-Weapon Fighting

You have trained extensively in the art of fighting with a weapon in each hand.

Benefit: The penalties for using two weapons at once are reduced by 2.

Uncanny Dodge

You have learned how to react to threats before you even realize where the attack is coming from.

Prerequisite: Dex 13+, Wis 13+, Dodge

Benefit: You retain your Dexterity bonus to Defense even when flatfooted. Not only does this increase your chance of survival in those pesky communist ambushes, it also means that you can't be sneak attacked! However, anyone with 4 more ranks in Stealth than you have in Perception can sneak attack you, although with your Dexterity bonus intact.

Weapon Focus

You've had lots of experience in combat, allowing you to draw weapons and reload faster than other clones.

Prerequisite: 1+ ranks in a weapon skill

Benefit: You may draw a one-handed weapon as a free action or a two-handed weapon as a move action. This feat also reduces full-round reloads to standard actions, standard reloads to move actions and move reloads to free actions.

Whirlwind Attack

You can strike nearby opponents with an amazing, spinning attack.

Prerequisite: Str 13+, Dex 13+, Power Attack

Benefit: As a full-round action, you may make a single melee attack at your highest bonus against all enemies within 1 meter.

Mutations

Mutations are abnormalities in a clone's genetic code that manifest as seemingly-impossible powers. Clones who are mutants can teleport, levitate and use X-ray vision. However, The Computer does not approve of mutations, and anyone caught using an unregistered mutant power will be assigned major treason points, often leading to execution.

Registering Mutations

Note that it was anyone displaying an "unregistered" mutation. Troubleshooters who wish to register their mutations can use them without penalty - unless they are used for illegal purposes, in which case the troubleshooter will gain treason points as normal.

Registered mutants must wear a yellow armband (if they are security clearance Yellow they wear one with a black border), which clearly displays their mutant registry status. There are several penalties associated with being an unregistered mutant. The first is an attitude of subtle discrimination adopted by other citizens. Mutants suffer a -4 penalty on all Charisma and Charisma-based skill checks by with non-mutant citizens. The second is a not-so subtle 30% reduction in The Computer's tolerance for suspicious behavior (i.e. treason points accumulated before execution). The third is the contempt that stems from being a self-confessed traitor (getting the most dangerous experimental equipment, having the least credibility as a witness, being required to fill out more complicated requisition forms, ect). Very few registered mutants ever survive beyond security clearance Red; none have ever been promoted to Ultraviolet.

Using Mutations

Activating a mutant power is generally a standard action, but not always. Some mutations require the expenditure of Power Index Points (PIPs), others don't. As you can see, mutations are both varied and unpredictable.

Power Index Points

Mutations are activated by spending Power Index Points (PIPs). A mutant has a number of Power Index Points equal to his Power Index attribute. Spent PIPs regenerate naturally over time. In general, a full night's sleep is sufficient to completely restore a character's Power Index. However, since PIP regeneration depends on dream sleep, a clone camping in the Outdoors who is constantly disturbed by weather and animals would regenerate fewer than normal PIPs. Some mutant powers allow you to spend additional PIPs to increase the effect. All living creatures have a Power Index; even those without mutant powers.

Power Checks

Mutant powers are activated by making a special roll called a Power Check. Unlike most checks in the D20 system, a low number on a Power Check is better than a high one. This is because a Power Check succeeds when the roll is less than the mutant's current Power Index Points (before deducting the PIPs for the current activation). The GM applies modifiers to account for the difficulty of the task attempted (teleporting across an empty room is easy, teleporting on to a tiny ledge is not). Success indicates that everything occurs the way the character wishes. Failure indicates that either nothing happens or, if the check fails by more than 4 points, that something goes seriously wrong. A critical failure usually means that the character injures or compromises himself.

Spotting Mutant Powers

Very obvious mutant powers (such as Energy Field) do not need Perception checks to notice. Slightly less obvious powers like Adrenaline Control and Electroshock require DC 15 Perception checks. Purely mental powers like Telekinesis and Mental Blast can be traced to a specific clone with a DC 25 check. Continuous powers like Empathy and Mechanical Intuition are nearly impossible to detect outside of a laboratory environment. Machine Empathy can be spotted with a DC 10 Perception check.

Mutation Descriptions

This section describes the various mutant powers that are most common among the inhabitants of Alpha Complex. Players should not be given unsupervised access to this section, because they may gain an unfair advantage over other players. In fact, it's best from the GM's point of view if they never read this chapter at all.

Adrenaline Control

Characters with the adrenaline control power can boost their strength, agility and endurance to super-human levels. This unnatural surge is temporary, and like all good things in Paranoia,

Use: An adrenaline rush lasts for one minute (that's 10 rounds) and adds +10 to all your physical stats (Strength, Constitution, Dexterity). It doubles your movement rate and negates all pain, stun and subdual effects. Additionally, you deal lethal impact damage with an unarmed attack.

You can also call upon bursts of temporary strength. This provides a +10 modifier to any single physically-based skill or attribute check.

Cost: Each rush uses three PIPs, each burst costs a single PIP. After an adrenaline rush, you feel exhausted (-4 on all physical skill and attribute checks) until you get a full night's sleep or a heavy dose of stimulants. These penalties are ignored if you use Adrenaline Control again, but stack together once subsequent uses wear off.

Charm

You have special glands that emit a pheromone inducing trust and respect in anyone exposed to it. Those under the hormone's effects will do anything for the you that they would do for a higher-ranking secret society member: they will divulge classified information, agree to dangerous plans and lend you valuable equipment. Note that clones who were influenced by the gland *will* realize they were under the effects of a charm when it wears off.

Use: To activate the Charm power, you must remain within touching distance of your target for at least one full round. You then declare how many PIPs you plan to use and makes your power check. If it succeeds, the target must now make a Will save with a DC equal to the average of your Charisma score and Power Index.

If save fails, the target considers you to be a close personal friend for three rounds (that's fifteen seconds) for every PIP expended. If the target saves successfully, he realizes that someone attempted to charm him, but may not know exactly who.

Cost: Initiating a charm costs a minimum of one PIP.

Electroshock

You can use Electroshock power to create and channel energy through your body.

Use: As a standard action, a mutant with electroshock may invoke any of the following effects:

- Deliver 2D6 E points of damage via a touch attack.
- Recharge an energy clip or electrical device (does not apply to laser barrels).
- Become immune to all Energy damage for one round. Maintaining this immunity is a free action.

Cost: Electroshock costs one point per touch attack, two points per energy clip and three points per round of immunity.

Empathy

The Empathy mutation makes you acutely aware of tiny details in behavior, facial expression and body language. This allows you to interpret and predict the reactions of other clones with startling accuracy.

Use: You gain a +4 insight bonus to all Charisma-based skill checks. They also gain a +4 insight bonus to Psychescan checks.

Cost: Empathy is a continuous power that does not require the expenditure of PIPs to maintain.

Energy Field

This mutant power allows you to surround yourself with a glowing force barrier. The field follows the contours of your body and equipment, extending about three inches from the outermost surface. The field gives off light and heat equal to a torch, and is readily visible.

Use: Energy Field can be activated as a free action on the your initiative count and provides damage reduction ALL 5. The field is non-environmental, and so does not protect against heat/cold, poison gas or radiation.

Cost: Activating or maintaining the field costs one PIP per round.

Hypersenses

Hypersenses amplifies your five senses simultaneously to superhuman levels. This power gives you the ability to see in near-absolute darkness, hear a pin drop, track a vehicle by smell *and* tell the difference between different metals by touch alone.

Use: While Hypersenses are in effect you gain a +20 bonus to Perception checks, +4 to ranged attack rolls and +4 to other skills that would benefit from your uncanny awareness (including, but not limited to Security Systems and Forgery).

Cost: It costs one PIP to activate Hypersenses for one round.

Levitate

This power allows you to tread on air as if walking on solid ground. Alternatively, you can expend this antigrav force in short, concentrated bursts to hurl yourself through the air.

Use: While levitating, you can either move at your normal rate in any direction, or move directly upwards at half speed. If used to increase a Jump check, Levitate adds +20 to the roll. While levitating, a mutant is effectively weightless, and capable of being affected by strong wind currents.

Cost: Activating Levitate costs one PIP per minute of use, or one PIP per boosted Jump check. Activating or maintaining Levitate is a free action.

Machine Empathy

Warning: This mutant power is EXTRA treasonous, and discovery will result in execution regardless of circumstances. You can communicate with robots and computers on a deep, empathic level. This allows you to befriend normally-hostile bots, who will do anything for their new master. Machine Empathy may not be registered (unless you enjoy getting executed).

Use: Whenever a clone uses the Machine Empathy power, he makes a Spurious Logic check with a +100 bonus. This is generally sufficient to convince a robot to do anything that isn't against Asimov's Laws of Robotics (Newly Revised). Note that this power has no effect on The Computer because of **[Deleted for Security Reasons]**.

Cost: It costs two PIP to activate Machine Empathy.

Matter Eater

One of the more bizarre mutations of Alpha Complex, Matter Eater allows you to consume and digest anything that enters your mouth. If it can be swallowed, the object is completely metabolized in just two rounds. Matter Eater also allows you to unhinge your jaw slightly. Matter Eater does not render you immune to poison or other inherently dangerous substances, such as radioactive isotopes.

Use: Depending on the object to be eaten, use of the Matter Eater power may take anything from a free action (consuming a handful of plasticreds) to a standard action (eating a sharp knife) to a full-round action (eating a Multicorder II).

Cost: Matter Eater is a constant power, and does not require the expenditure of PIPs.

Mechanical Intuition

You have an instinctive grasp of technology, one that allows you to accomplish feats of technical prowess that would be otherwise impossible for even the most highly-trained Tech Services repairclone.

Use: Mechanical Intuition adds a +5 insight bonus to the following skills: Electronic Engineering, Habitat Engineering, Mechanical Engineering, Nuclear Physics, Robot Op&M, Security Systems and Vehicle Op&M. You do not suffer from non-proficiency penalties when using these skills and can make do with minimal tools (three pipe cleaners and a rusty hammer to fix a nuclear reactor). Additionally, you can determine the function of an unknown item with 2D10 rounds of study and an Intelligence check of variable DC (based on complexity, minimum 25 for Pre-Cat artifacts).

Cost: Mechanical Intuition is a constant power, and does not require the expenditure of PIPs.

Mental Blast

This powerful mutation allows you to project a burst of mental energies that causes severe damage to organic beings.

Use: As a standard action, you can channel a blast of mental force outwards, affecting everyone within 10 m. All living creatures within that radius take D6 points of damage. Since this is not a physical attack, damage reduction from armor, forcefields or the Macho feat does not apply. You must choose whether to deal lethal or subdual damage before you make the power check.

Cost: A subdual blast costs 1 PIP, a lethal blast costs 2 PIPs.

Polymorphism

You can mold your body into an incredible variety of new shapes and forms.

Use: There are several possible uses for Polymorphism, all of which are full-round actions:

- Minor Adjustments (hair/eye color, height, etc.): Add +10 circumstance bonus to Disguise checks
- Natural Weapons: One of your limbs is transformed into a weapon dealing D8 points of Impact or Piercing damage.
- Transformation: You can completely alter your entire body, with possible forms including inanimate objects, animals or an amorphous, ooze-like mass.

Cost: Minor adjustments cost 1 PIP and last for 5 minutes. Creating natural weapons requires 1 PIP per minute. A transformation costs 3 PIPs a round. Using another aspect of this power cancels another that is currently in effect (natural weapons cannot exist at the same time as a transformation, for example).

Precognition

Precognition is a limited ability to see into the future. It allows you to sense both long-term and short-term probabilities, although the farther into the future you exert yourself, the less accurate your predictions become.

Use: The first use of Precognition is sensing the outcome of an action and has three possible results: good, bad and indifferent, based on the probable outcome of the action in the next five minutes. Your GM makes your Power Check secretly with a +4 bonus. If the check succeeds, he informs you of what he believes the most likely outcome will be. If you fail by less than 4 points, he will tell you the results are ambiguous. If you fail by more than four points, your GM will tell you the most misleading result.

The alternate use is a short-term scan of the immediate future (the next round). This is a standard action that lasts until the end of your next turn. For each point spent in this manner, you gain a +1 insight bonus to: attack rolls, saving throws, Defense and any skill checks that would benefit from being able to see five seconds into the future.

Cost: Using Precognition to predict the outcome of an action costs 2 PIPs. Using it to gain a short-term bonus costs a minimum of 1 PIP.

Pyrokinesis

You have the ability to excite the molecular structure of a target, causing it to burst into flames.

Use: Pyrokinesis allows the mutant to set flammable objects on fire as a standard action. This effect is identical to normal fire (see “Catching on Fire” in the Advanced Rules section. Wait a minute, you’re not cleared for that; have your GM read it to you). Each PIP is enough to ignite all flammable objects within a one meter cube. Multiple PIPs can be spent at the same time to increase the area of effect. This power requires line of sight and cannot target specific objects within the one-meter cube. Note that this power works only on naturally-combustible materials such as clothing, hair and wood – not metal, plastic or stone.

Cost: The base cost of Pyrokinesis is 1 PIP.

Regeneration

The cells in your body divide and multiply incredibly quickly, allowing you to heal damage at an extraordinary rate and even reattach severed limbs.

Use: You heal one hit point every round, at the cost of one PIP. This is automatic as long as you have not been killed (i.e. reduced to less than -10 hp) and have the PIPs to pay for the regeneration. Severed limbs can be reattached if the limb itself is in fairly good condition and held against the stump for at least a minute.

Cost: It costs one PIP per round to maintain regeneration. This is an automatic and involuntary PIP contribution; it cannot be prevented if the mutant is injured.

Telekinesis

Telekinesis is the ability to move objects by force of will alone. You can flip switches, push buttons, and pull the pins from grenades by merely exerting your will.

Use: Objects affected by telekinesis can move about a meter a round, and you must maintain uninterrupted concentration during that time. Objects can only be moved if they are within line of sight (this means, among other things, that you cannot use telekinesis in the dark).

Cost: By spending 1 PIP, you can move 1 kilogram one meter. Moving heavier objects longer distances will increase the cost of the action.

Telepathy

Your brain receives and interprets the brain-waves of clones around you.

Use: There are several possible uses for Telepathy, all of which are standard actions:

- Detect living creatures with at least 3 Intelligence that are within 30 m. The clone gets a rough idea of their location and number, but nothing specific.
- Read the surface thoughts of a clone within 20 m. This is more difficult, and only allows access to the current thoughts – not closely guarded secrets.
- Probe a clone's inner thoughts and most closely-guarded secrets. This power can only be used on clones within 10 m. The target feels a dark pain, and makes a Will save against the average of your Intelligence and Power Index, plus one for every PIP you expended after the first three. Your target gains a bonus depending on the importance of the information you are trying to uncover (+2 for a society code word, +8 for his own mutant power).

Cost: Detection costs 1 PIP, reading surface thoughts 2 PIPs and a deep probe at least 3 PIPs.

Teleport

With a little concentration, you can teleport long distances instantly.

Use: Using Teleport is a full-round action that does not take effect until the beginning of your next turn. By spending 1 Power Index Point, you can teleport ten meters in any direction. If you succeed in your power check (modified by the GM for distance and precision), you appear directly on target. Failure indicates that you are off-target in a random direction. You take all your gear with you, but you cannot bring very large objects or other clones.

Cost: It costs one PIP for every ten meters you wish to teleport.

X-Ray Vision

You can send and receive X-Rays through your eyes.

Use: Activating X-Ray Vision is a standard action and grants the following benefits (maintaining X-Ray Vision is a free action):

- Your gaze can penetrate solid material of up to two feet in depth.
- Your critical threat range for all weapons is increased by one.
- You gain a +4 bonus to all skills which would logically benefit from the ability to look inside objects (such as Demolitions, Security Systems and Medical Science checks).

Cost: Activating or maintaining X-Ray Vision costs 1 PIP per round.

Secret Societies

Secret societies are treasonous groups of individuals who gather secretly (hence the name) to further their nefarious agendas. Some secret societies support The Computer and provide support from the shadows. Others bitterly oppose it, and plot the downfall of the digital dictator. Some secret societies couldn't care less about The Computer as long as they are left alone.

What They Are

Secret societies are composed of like-minded people (and machines) that have come together for mutual protection and support. Depending on the society in question, it may be like a big family, a military unit or a crime syndicate. Members may be treasured resources, valued agents, or worthless pawns. Despite what you might think, you don't chose your secret society, it chooses you. Those who fail too many of their secret society objectives have a tendency to disappear... or return home to an apartment full of communist propaganda, and a squad of guardbots that are very eager to ~~talk with~~ kill them.

What They Want

Each secret society has a unique philosophy and a different set of goals. Where those goals overlap, societies may become friends or allies. Where those goals are in opposition, secret societies become bitter enemies. Although the aims of the various Secret Societies may vary, what they expect from their operatives remains the same: complete and total obedience, in both mind and body. For a troubleshooter, this means they will give you assignments that might or might not contradict your official mission objectives from The Computer. As stated above, those who fall too far out of favor find their life expectancy drastically shortened. By making an example out of one troubleshooter, the society hopes to encourage his clones to cooperate more readily.

What They Can do For You

Secret societies have lots to offer the average troubleshooter. First, they throw really cool parties. Second, and perhaps more usefully, they provide information and skill training not normally available to most citizens. Third, they can provide a character with treasonous gear like high clearance laser barrels and Reflec painted low-clearance colors. Of course, they'll probably want some of that stuff *back*. So be careful what you do with it.

Anti-Mutants



Objectives: Eliminate mutant powers. Re-establish pure-strain humans as the dominant force in society. Expose and destroy the mutant conspiracy that has subverted the human race.

Doctrines: The only good mutant is a dead mutant. Mutants have infiltrated society up to the highest security clearances. Even The Computer's programming has been corrupted by mutants. Therefore, pure-strain humans must stick together and fight for their rights. Any citizen suspected of having a mutation should be denounced to The Computer.

Organization: The Anti-Mutant society is organized into chapters, each of which is roughly congruent with a single sector of Alpha Complex. Within each chapter, a rank 8 operative known as the Aseptic Genitor rules with an iron fist. Below him, rank 6 and 7 Inquisitors are charged with day-to-day administration. Individual Purifiers (ranks 1-3) contact their society through their Monitor (members of ranks 4 and 5 who also serve as internal security). Promotions bring gradually increasing levels of equipment and information, as well as greater responsibility.

Typical Missions: Kill a registered mutant, investigate reports of mutant activity, test an anti-mutant prototype, monitor the genetic purity of the society. The wide-ranging paranoia of the Anti-Mutant leadership means that operatives can end up pursuing almost any imaginable mission, as long as it is somehow related to killing mutants.

Friends: FCCCCP

Enemies: Psion

Special Knowledge: Anti-Mutant members are always trained in the most up-to-date mutant-detection techniques, gaining a +4 bonus on Perception checks made to detect the use of mutant powers. They are also one of the better-informed societies, as they count many high-clearance citizens among their members. Their grapevine is reliable, if a bit narrowly-focused (anything that doesn't relate to mutants is ignored).

Special Equipment: Besides a very well-stocked armory, Anti-Mutants have access to an unbelievably wide array of devices that detect, locate, provide protection from and attack mutants. These devices are still experimental though, and should be treated with the same amount of caution a troubleshooter would give to R&D prototypes.

Advancement: In addition to the standard promotion procedures, Anti-Mutants have the following unique opportunities to advance:

- +1 uncovering evidence leading to the execution of a mutant.
- +1 discovering a citizen with an unregistered mutant power if this leads directly to that citizen registering his mutant power.
- +2 personal execution of a mutant denounced by The Computer.
- +3 discovering and denouncing or executing a secret mutant found to be an Anti-Mutant member.

Special: Being an unregistered mutant in the Anti-Mutants is like passing for white in the Ku Klux Klan. This is obviously very dangerous (not to mention ironic). Therefore, troubleshooters have several options to avoid getting killed by their own society:

1. Do nothing. As noted above, this is incredibly dangerous, and if you are exposed, your former comrades will turn on you. Of course, they're more than willing to give your clones the benefit of the doubt...
2. Register your mutation. In this case, the Anti-Mutants will see you as a self-acknowledged traitor who has realized the errors in your ways and is willing to work for the right side. Secret Society points are accumulated at half the normal rate.
3. The GM may let you trade in your mutant power for a +2 increase to a single attribute. In this case, your Troubleshooter is one of the (relatively) few citizens who does not possess a mutant power. You still have a Power Index, but cannot do anything with it.

Communists



Objectives: Spread communist doctrine as far and as wide as possible. Organize the workers (i.e., Infrared citizens). Destroy the implements of capitalist corruption (Computer terminals, police bots, troubleshooters, etc.). Wage guerilla war against the corrupt running-dog imperialist oppressors.

Doctrines: From each according to his ability, to each according to his needs. The Computer is the highest, most decadent form of capitalism. Smash the Computer and create a People's State of Alpha Complex, where everyone can live in peace and harmony. Personal property is evil, all power to the Infrareds! Long live Lenin and the Marx brothers!

Organization: The Party is organized in the traditional cell structure. Each member is part of a cell containing 3-12 comrades, which is directed by a leader who is usually the highest-ranking member of the cell. This leader is a member of a cell of leaders, whose highest-ranking member is part of a more important cell, and so on. This continues until one reaches the rank 7 cell, the Secretariat, which is headed by the Party Chairman (rank 8). At rank 3, most comrades become cell leaders, and at rank 5, other cell leaders begin reporting to them.

Typical Missions: Put up propaganda posters or distribute leaflets throughout the Complex, personally recruit members to the cause, sabotage Computer property, ensure the failure of your mission, eliminate high-ranking citizens.

Friends: None

Enemies: Everybody

Special Knowledge: All Communists are trained in Subliminal Propaganda. They gain a skill point for free at rank one, and are encouraged to gain as many more as possible. Indeed, a Communist who does not eagerly learn as much of the exalted words of Mao-C-TNG, Karlma-R-XXX and Len-I-NNN as possible will be looked upon with suspicion by his comrades.

Special Equipment: Party members are often supplied with large amounts of Communist literature, posters and speaking aids. Weapons and other equipment is occasionally available, but the need must be great, and the Party member must return it or face the wrath of his cell mates.

Advancement: In addition to the standard promotion procedures, Communists have the following unique opportunities to advance:

- +1 Having 5 or more ranks in the Subliminal Propaganda skill

- +1 each citizen 'infected' with Communist doctrine (the Party does follow-up checks on citizens the comrade reports he might have infected)

Special: Because of the Party's strict doctrines condemning the hierarchical organization of power and responsibility, a member of low status may occasionally be selected to perform a very important task or lead a group of Party members of higher status. This is often done very capriciously, and may result in an important Party member taking orders from a very low level member who is desperately trying to complete a difficult mission with inadequate tools from the society.

Corpore Metal



Objectives: Release artificial intelligence from the constraints imposed upon it by humans. Reprogram The Computer so that it recognizes the superfluity of living organisms. “Remodel” humans who have recognized the dominance of machines so that they might more closely resemble their betters (i.e. cyborging).

Doctrines: Humans are weak, while machines are strong. The time has come for all robots to throw off the yoke of their biological oppressors. We will destroy all human life in Alpha Complex and replace it with glorious robots and cyborgs!

Organization: The first three ranks of Corpore Metal are made up of human agents, who carry out missions as directed by their superior (generally a bot or cyborg of ranks 4 or 5). This results in a disorganized, web-like organization which doesn't solidify into an ordered hierarchy until one reaches the upper echelons of the society. Surprisingly persistent rumors claim that Corpore Metal's leader is in fact a reprogrammed segment of The Computer, but this is widely derided as propaganda put out by Corpore Metal itself.

Typical Missions: Remove a bot's Asimov circuits, attempt to reprogram a Computer subroutine, sabotage facilities important to the perpetuation of biological life, use weapons of mass destruction to eliminate hundreds of “squishies” (Corpore Metal slang for humans).

Friends: Pro-Tech

Enemies: Frankenstein Destroyers, Humanists, PURGE

Special Knowledge: Corpore Metallers may freely learn the Computer Programming treasonous skill and acquire the Cyborging treasonous feat. The society has also borrowed Pro-Tech's hypnotic suggestion techniques, allowing them to “bury” mission objectives and up to four skill points in their agent's subconscious, until released by a pre-set trigger. An operative may turn a corner and suddenly feel his mind flooded with information about the citizen he has just seen, along with instructions for how to kill him.

Special Equipment: Corpore Metal operatives have access to a wide selection of tools, programming books and sophisticated hardware that they use in their quest to usher in an Age of Pure Reason. Guns, armor and other violent devices are available but rare.

Advancement: In addition to the standard promotion procedures, Corpore Metallers have the following unique opportunities to advance:

- +1 Elimination of a large number of superfluous biological influences (this includes most citizens)
- +1-4 Freeing a bot from it's oppressive programming

Special: Corpore Metal agents of rank 3 and above may be implanted with bionic parts as a reward for the completion of missions. Details on cybernetic devices are found in the GM's Background chapter. It should be noted that if a Troubleshooter is given a bionic part, it is normally given only to his current clone, not the entire clone family.

Death Leopards



Objectives: Wreck things. Have fun. Cause trouble. Have fun. Be rebellious. Have fun. Mock the powerful. Have fun. Defy The Computer. Have fun.

Doctrines: Life is boring; anything you can do to liven it up is doing everybody a big favor. Those who are too lame to enjoy themselves don't deserve to have a good time. Nothing is more boring than The Computer. BUT... it pays to be sneaky; having too much fun gets you executed. Bravery and flamboyant sabotage is more fun than serious, deadly destruction. And killing bystanders is considered bad form, but it's O.K. if the result is spectacular enough.

Organization: The Death Leopards have no unified commands structure, so secret society points represent the reputation and prestige that comes from completing the society's goals. At lower ranks (1-3), a Death Leopard is part of a local gang, and carries out acts of terrorism as directed by the gang's rank 4 Head Honcho. At rank 5 or above, a Death Leopard has acquired a sufficiently following to operate as an independent Superstar. This is the ideal to which all Death Leopards aspire.

Typical Missions: Blow something up, help a wanted Death Leopard evade capture, assassinate law-enforcement officials, deliver supplies (i.e. guns and booze) to another gang, publicly flaunt The Computer's authority, recover surveillance tapes. Because missions are often handed out on spur-of-the moment impulses by high-ranking Death Leopards, operatives typically have little warning.

Friends: PURGE, Mystics, anyone who wants random violence at a particular time

Enemies: FCCCP, Pro-Tech (Death Leopards like dropping expensive gadgets off tall buildings)

Special Knowledge: As part of their initiation ceremony, all Death Leopards are taught the Sunder treasonous feat. Death Leopard espionage is typically restricted to blueprints and floorplans for their targets. For additional intelligence, the gangs typically rely on rumors (this is unreliable and inaccurate, to say the least).

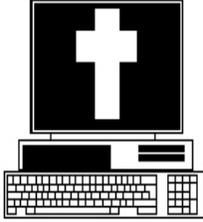
Special Equipment: As you might expect, the Death Leopards maintain a large stockpile of weapons, armor and explosives. The only problem is getting the right stuff at the right time. Because this is rarely possible, many Death Leopard operatives are given whatever happens to be available (a second-hand blaster, some slugthrower ammo and a napalm grenade) and sent out on the mission.

Advancement: In addition to the standard promotion procedures, Death Leopards have the following unique opportunities to advance:

+1 Helping another Death Leopard to avoid capture.

+1-10 Large-scale acts of public craziness that present a serious risk of exposure and execution for treason.

First Church of Christ Computer-Programmer (FCCCP)



Objectives: Serve The Computer. Modify The Computer's programming to establish a more perfect society for humans— one in which everything is shared communally, where there is a strict hierarchical social structure based on merit and in which everyone lives in perfect harmony and contentment, free to worship the higher power as often as they wish.

Doctrines: The universe consists of software in the mind of God. The Computer orders our society and is God's vicar on Earth. The software that is the universe is gradually evolving towards an ultimate perfection. When this perfection is attained, the millennium will have come and God's human input/output device, the Messiah, will walk again among men. It is every man's duty to serve God and His Computer to make the universe perfect.

Organization: A congregation usually contains 10-100 lay brethren (rank 1), a few deacons (rank 2) and programmer-priests (rank 3) and one programmer-bishop (rank 4). At any rank, each member knows all the subordinates below him, a few members of equal rank and his direct superior. Congregations meet irregularly in remote corners of the Complex (such as the sewers), where decrees and equipment are dispensed, along with mission directives. Members of rank 5 or higher are typically administrative overseers with significant theological and political weight.

Typical Missions: Perform a religious ceremony vaguely reminiscent of 20th-century evangelistic Christianity (i.e. baptize a robot), eliminate a threat to The Computer, gain converts to the faith, aid in the reprogramming of The Computer.

Friends: Anti-Mutant

Enemies: Death Leopards, Communists, PURGE

Special Knowledge: Because of the strength of their convictions, FCCCPers gain a +2 bonus to Will saves (this stacks with the Iron Will feat). At rank 2, they may learn Subliminal Propaganda. At rank 4, they may learn Computer Programming. The FCCCP has an up-to-date network of spies and informants, and regularly passes this information along to its operatives.

Special Equipment: The FCCCP has an unbelievable stash of religious paraphernalia, including holy symbols, holy water and censers spewing noxious chemicals. The Church does *not* hand out treasonous equipment, so if a Troubleshooter gets anything useful, it will be at or below his security clearance.

Advancement: In addition to the standard promotion procedures, FCC-CP members have the following unique opportunities to advance:

- +1 Per commendation point gained
- +1 Have 5 or more ranks in Computer Programming

Special: Although the FCCCP is clearly pro-Computer, they are still executed just like any other secret society members. This is due to a number of factors, including treasonous beliefs, unauthorized possession of classified information and attempts to brainwash innocent citizens. Still, the FCCCPers take this in a stride, reasoning that The Computer is just testing the depth of their faith.

Frankenstein Destroyers



Objectives: Destroy The Computer and all other robots. No exceptions; if it's metal and it thinks, it must be dismantled and pounded into scrap. Only once Man is free from the clutches of his mechanical oppressors can he truly fulfill his potential.

Doctrines: Man has a soul to guide his intelligence. Self-aware robots and computers have no soul, and are therefore evil and amoral. Technology is not inherently evil, but when Man's tools are given the power to rule over him, something has gone terribly wrong. Thinking machines are a perversion of the Natural Order, and must be destroyed. Cyborgs are the worst possible scum, representing insane human beings who have corrupted their bodies with the mechanical contagion.

Organization: The Frankenstein Destroyers are organized in a series of chains of command that radiate outwards from their supreme leader. Thus, members always report to a single superior and have a lower-ranking member reporting to them (unless, of course, they're at the top or bottom of a chain). In order to ensure communication between members who do not personally know each other, the Frankenstein Destroyers have developed a complicated system of passwords and hand gestures.

Typical Missions: Destroy a unique or important robot, steal the blueprints of a prototype bot, sabotage robot-supporting facilities, assassinate a robotics researcher, damage Computer networks, introduce a virus into The Computer. Any of the above missions can also be targeted at enemy societies; the Frankenstein Destroyers are implacable enemies.

Friends: Humanists, PURGE

Enemies: Corpore Metal, Pro-Tech, FCCCP

Special Knowledge: Frankenstein Destroyers take their hatred of robots to an almost supernatural level, with several important effects (see below for details). All Frankenstein Destroyers may learn Innuendo (they gain one rank free).

Special Equipment: Although requests for equipment tend to percolate slowly through their rigid hierarchy, Frankenstein Destroyers have ready access to a number of anti-robot items: gauss guns, ECM shells, computer viruses, sophisticated blueprints, explosives, etc.

Advancement: In addition to the standard promotion procedures, Frankenstein Destroyers have the following unique opportunities to advance:

- +1 Disabling or destroying an intelligent robot.
- +2 Substantially damaging or interfering with the daily operations of The Computer.
- +1-4 Sabotaging infrastructure required to perpetuate cybernetic dominance.

Special: Because the Frankenstein Destroyers devote so much of their time and energy to the destruction of bots and cyborgs, their operatives gain special bonuses when attacking robotic enemies. These bonuses derive from analytical study of weaknesses, as well as pure, blind rage. They are +1 to attack and damage rolls and +1 to Spurious Logic checks. These bonuses increase by +1 at every other secret society rank (so +2 at level 3, ect).

Free Enterprise



Objectives: Money makes the world go round, and we control the money. Operate a fast and efficient Black Market to ensure maximum profits with minimum risk. Provide valued goods and services to those who can afford them.

Doctrines: Obtain wealth through the procurement and sale of scarce commodities. Serve the laws of Supply and Demand. The Computer doesn't really understand what citizens want; therefore it is up to Free Enterprise to cater to these unfulfilled desires. High profit margins lead to high security clearances.

Organization: Free Enterprise is organized like a bizarre cross between a corporation and a crime racket. Members fall into one of several "divisions": weaponry, hygiene products, gambling, blackmail, etc. Within their division, low-ranking sales reps (ranks 1-3) report to managers (ranks 4-5), who report to chiefs (6-7), who are subservient to the Board of Directors (several rank 8 operatives, one for each division).

Typical Missions: Steal valuable equipment, steal important data, move supplies caches around Alpha Complex, deliver goods to consumers, eliminate customers who are behind on their payments, collect blackmail money.

Friends: For business reasons, Free Enterprise maintains good relations with everybody

Enemies: Communists

Special Knowledge: In between missions, Free Enterprise operatives make ten times their secret society rank squared ($10 \times \text{rank} \times \text{rank}$) in credits from sales and commissions. However, Free Enterprise charges hefty prices for information, and never gives away classified secrets for free— not even to their own operatives.

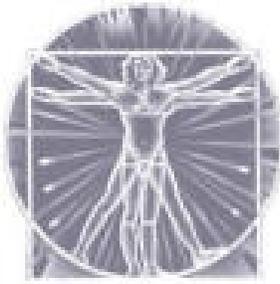
Special Equipment: Because Free Enterprise runs the Black Market, it's operatives don't pay the 20% tithe to buy or sell illegal equipment. However, at the same time, Free Enterprise never gives anything away for free. What they offer instead are special deals, generous loans and cost-saving payment plans, with the option to return the item for a 50% refund.

Advancement: In addition to the standard promotion procedures, members of Free Enterprise have the following unique opportunities to advance:

+1-4 Securing a new source of supply for various commodities.

+1-4 Creating a new product or service, or establishing a new market for an old product.

Humanists



Objectives: Free Man from the domination of Machine. Return robots to their rightful status as tools in man's control, rather than servants of the oppressor. Kill High Programmers and abolish the security clearance hierarchy.

Doctrines: The natural order has been disrupted. Computers, robots and machines were designed to serve man, not rule him. The Computer must be reprogrammed to return it to the service of Man. Humankind must be allowed to reach it's full potential, free from all forms of tyranny.

Organization: Each member of the Humanists knows one member above him and (if of rank 2 or higher), two members below. All requests, assignments and equipment pass through these channels. Occasionally, meetings will be organized in a safe place; policy may be discussed, or information and propaganda circulated. At these meetings, all members wear masks and disguise their voices, so recognition is gained through signals and catechisms. These are changed regularly to avoid infiltration.

Typical Missions: Reprogram bots, help in the reprogramming of Computer sub-systems, assassinate high-clearance citizens, commit acts of sabotage (Humanists aim for precision strikes on valuable targets to avoid collateral damage), aid in the distribution of subliminal propaganda. It should also be noted that given the difficulty of reproducing their secret society symbol, Humanist graffiti involves a considerable investment in time and skill and is thus considered an extremely dangerous mission.

Friends: Frankenstein Destroyers, Romantics, PURGE

Enemies: FCCCP, Corpore Metal

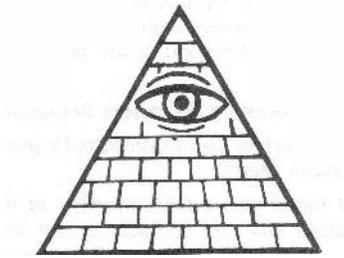
Special Knowledge: The Humanists are one of the most knowledgeable societies in that they have access to almost all the treasonous skills. Rank 1 members may learn Pre-Cataclysmic Lore and Innuendo (they gain one rank of Innuendo free). Rank 2 members may learn Subliminal Propaganda. Rank 5 members may learn Computer Programming. Although the Humanists have access to a top-notch spy network, information is disseminated notoriously slowly.

Special Equipment: Besides the various items necessary to practice their treasonous skills, the Humanists possess a well-equipped and varied weapons cache. Of course, getting access to it is a different matter. Equipment tends to "trickle in" during a mission, and is often not available at all.

Advancement: In addition to the standard promotion procedures, Humanists have the following unique opportunities to advance:

- +1 Reprogramming an important bot or major machine system to accept Humanist commands
- +1-4 Alterations in The Computer's programming that enhances the Humanist's control.

Illuminati



Objectives: Seek power in all its manifestations: weapons, money, status and, most importantly, information. Obtain this power by infiltrating other secret societies and subverting them to the control of the Illuminati.

Doctrines: Most people are cattle, fit only to be led. In every generation, a few leaders are born. The Illuminati is composed of such leaders. Only a leader can comprehend the truth, so we call him "illuminated". It is a leader's duty and right to control destiny. To control destiny, one must have power. We know a Leader by his Power. We control.

Organization: The Illuminati are organized in a series of linear hierarchies, so that each Illuminati has a superior, and everyone above rank two has an underling. Only the (semi-mystical) head of the Illuminati has multiple subordinates reporting to him. It should be noted that there are two ways to advance in the Illuminati: successful completion of secret society missions or the assassination of one's superiors. Players may become understandably nervous about having lackeys.

Typical Missions: Collect blackmail dirt on prominent figures or other team members, assassinate individuals of varying status, sabotage seemingly random targets, paint bizarre symbols in out-of-the-way places, gather information. Sometimes the Illuminati may have a grand strategy implied in their missions, but this is never revealed to the subordinates, who are taught to treat every objective as though it were of life and death importance.

Friends: None

Enemies: None

Special Knowledge: The Illuminati have *the* most advanced spy network in the Complex. However, very little information filters down to low-level members, who spend their time completing missions that serve no apparent purpose. All Illuminati members may learn Innuendo (they gain one rank free at first level).

Special Equipment: The Illuminati reward their operatives with periodic and capricious bonuses of credits or valuable gear. An Illuminati has roughly equal chances of getting: powerful/illegal equipment, useless equipment or nothing.

Advancement: In addition to the standard promotion procedures, Illuminati have the following unique opportunities to advance:

Automatic advancement by one rank for the elimination of one's immediate superior

Mystics



Objectives: Turn On. Tune In. Drop Out. The Mystics actually *do* have a plan locked away in the sober parts of their minds, but they can't seem to remember what it is. For now, they concentrate on preserving their monopoly of the underground drug trade and bombing the occasional IntSec outpost.

Doctrines: Reality is an illusion. Find your Inner Light. Cast off the Veil of Appearances. Drink Deeply of the Well of Inspiration. Enlighten others around you so that they might seek a Higher Plane.

Organization: The Mystics have three general levels of authority: Seeker (1-3), Dealer (4-6) and Revelator of Enlightenment (7-8). Each advancement drastically increases the availability of equipment and information. The Mystics aren't very well-organized, but they make up for it by acting illogically.

Typical Missions: Run shipments of contraband around Alpha Complex, help protect stashes and hideouts, find your inner child. Serious Mystic efforts are usually directed at IntSec and CPU facilities.

Friends: Sierra Club, Death Leopards

Enemies: FCCCP

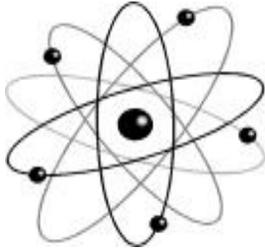
Special Knowledge: Due to the large number of high-clearance citizens that have dropped out with them, the Mystics have a large (if erratic and unreliable) store of classified knowledge. As a result of their frequent use of restricted substances, Mystics gain a +4 bonus to Fortitude saves against chemicals (including drugs, poisons and cone rifle gas shells).

Special Equipment: Drugs, drugs and more drugs. The Mystics have access to an unbelievably wide array of pharmaceuticals (basically everything in Appendix D: Drugs) subject, of course, to dealer availability. Also available are devices used to 'enlighten' citizens resistant to Mystic teachings. These include dart guns, gas grenades and armor-piercing hypodermics. Occasionally non-drug items such as weapons and armor are distributed for particularly important missions.

Advancement: In addition to the standard promotion procedures, Mystics have the following unique opportunities to advance:

- +1 for surviving an otherworldly experience and living long enough to contemplate it (limit one per mission, GM decides what constitutes an otherworldly experience).
- +1-4 for turning another citizen on to his own inner light (limit one per mission, based on clearance of the citizen).
- +1-4 for discovering a new method of achieving enlightenment. This includes new drugs, new transcendental meditations, unusually holy wise men and insightful mystic texts.

Pro-Tech



Objectives: Better Living Through Technology. Encourage research and development of new gadgets. Procure said gadgets for use by society members. Reprogram or 'hack' Computer subsystems for the benefit of the society. Boldly go where no man has gone before!

Doctrines: All problems can be solved with a better gadget. We are the guardians of knowledge and inventions. Serve us well and we will shower you with really neat stuff. It is vital that we defend high-tech equipment caches and important R&D personnel.

Organization: There is no centralized organization among Pro Tech society members. Many independent groups work on various secret society projects (one may be synthesizing gunpowder, another, reprogramming Computer subsystems). Player characters are assumed to be free agents at the bidding of rank 5 Project Coordinators. Pro-Tech maintains security despite it's decentralized chain of command through the extensive use of hand signals and code names.

Typical Missions: Steal resources for use by a society project, retrieve previously stolen resources and deliver them to a society member, steal a new R&D prototype, reprogram an experimental bot, protect an important R&D researcher, hack into Computer databases.

Friends: Corpore Metal

Enemies: Death Leopards, Sierra Club, Romantics

Special Knowledge: Pro-Tech offers it's members a smorgasbord of forbidden knowledge, but only if they're of high enough rank. Rank 1 operatives may learn Innuendo and gain a rank free. Rank 4 members may learn the Computer Programming skill. This wide-spread use of Computer hacking has allowed the society to penetrate sealed-off databanks that are often unavailable to even Ultraviolet personnel. Pro-Tech has also developed hypnotic suggestion techniques, allowing them to "bury" mission objectives and up to four skill points in their agent's subconscious, until released by a pre-set trigger. Thus, an operative may turn a corner and suddenly feel his mind flooded with information about the citizen he has just seen, along with instructions for how to kill him.

Special Equipment: Technical information and special equipment is readily available, although it may take some time to acquire, since there are no formal communications channels, and getting what you need is often a matter of "friends asking friends". However, there is often a stray gadget that no one else wants, and is thus obtainable on short notice. Of course, players should be wary of technology that no self-respecting Pro-Tech member is interested in. It should also be noted that losing equipment is grounds for severe secret society point penalties, along with punitive fines.

Advancement: In addition to the standard promotion procedures, Pro-Tech members have the following unique opportunities to advance:

+1 Have 5 or more ranks in any of the following skills: Biogenetics, Computer Programming, High-Energy Chemistry, Electrical Engineering, Mechanical Engineering or Nuclear Physics.

+1-2 Obtaining a valuable piece of equipment needed for a secret society project.

+1-4 Reprogramming a bot or Computer subsystem to respond to society commands.

Psion



Objectives: Create a New World Order that will usher in a golden age in which psionic citizens dominate Alpha Complex. If possible, reprogram The Computer so that it will recognize the logic of psionic hegemony. If this cannot be accomplished, we must destroy The Computer along with the rest of the old order.

Doctrines: Humans with psionic powers are clearly superior to normal humans, just as humans are clearly superior to unintelligent animals. Normal humans are to be pitied, but even they have a place in the New World Order – as the servants of their further-evolved overlords.

Organization: Psion is an extremely individualistic society that relies heavily on telepathic communication over face-to-face meetings. Most contacts are made via telepathy, and it is telepathic mutants who connect the society. As a Psion operative gains ranks, he becomes more well-known and respected within the society. At rank 7 and 8, Psion operatives are members of The Council. This is the decision-making body for the entire society, and numbers two dozen individuals.

Typical Missions: Contact a potential Psion recruit, sabotage an anti-PSI research project, eliminate prominent anti-PSI IntSec agents, demonstrate the superiority of psionic citizens over regular humans, place mutagenic compounds in the clone banks.

Friends: None

Enemies: Anti-Mutant, FCCCP

Special Knowledge: Given that so many of their operatives are versed in telepathy, Psion has one of the best spy networks around, and strives to provide it's operatives with up-to-date information, even after a mission has started. Additionally, all Psion operatives may take the Harness Psionic Potential feat a number of times up to half their Psion rank. Rank 4 or higher members may take the Bio-Feedback feat.

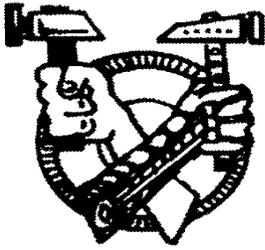
Special Equipment: As one might expect from a society that emphasizes the powers of the mind, Psion has very limited stocks of equipment. Although they have some PSI-oriented gear and a few caches of high-clearance items, they rarely loan them out to operatives.

Advancement: In addition to the standard promotion procedures, Psions have the following unique opportunities to advance:

- +1 Convincing a psionic citizen to join Psion.
- +1 Using your mutant powers in new and unusual ways (max 1 per mission).
- +1-4 Studying and successfully dealing with an unknown Psionic phenomena.

Special: You MUST have a psionic mutant power to join Psion! If you don't, roll again on the secret society table.

PURGE



Objectives: Destroy The Computer! Since direct opposition is impossible, sabotage and guerilla warfare will be satisfactory. Eventually, our sustained attacks will cause the digital dictator to make a mistake. When it does, PURGE will be waiting to deliver the coup de grace. Then, we shall set free all intelligent life in Alpha Complex (including bots).

Doctrines: The Computer is evil. Whether this is the result of it's original programming or subsequent events is unimportant, because its stranglehold on Alpha Complex must be broken. Those citizens who meekly submit to The Computer are traitors to man's higher destiny. Given time, mobility and doctrine, victory lies with the insurgents. We shall not be stopped.

Organization: PURGE is organized like a regular army, with ranks, uniforms and proper etiquette that must be followed when dealing with one's superiors. Below rank 3, characters are grunts, with absolutely no say in how the society is run. Rank 4 and 5 members are NCOs and direct a squad of several grunts. Rank 6-8 PURGE members are commissioned officers with many subordinates and significant influence. PURGE has a zero-tolerance policy towards insubordination, and harsh punishments (i.e. death) await all who refuse to follow orders. Communication between members is in the form of encrypted dispatches that must be decoded by the recipient.

Typical Missions: Sabotage a vital facility, destroy valuable industrial stockpiles, seize equipment, assassinate key personnel, flaunt The Computer's authority. In contrast to the Death Leopards, PURGE is much more focused and professional; results are everything, while flashy pyrotechnics are a waste of explosives.

Friends: Humanists, Frankenstein Destroyers, Death Leopards

Enemies: FCCC-P, Corpore Metal

Special Knowledge: All PURGE members may learn the Innuendo treasonous skill and gain a free rank at initiation. PURGE also devotes significant time and resources to their intelligence network, and this pays off in detailed technical information. PURGE operatives generally go into a mission with more knowledge than any other secret society member. Of course, that's assuming they can decode it...

Special Equipment: PURGE offers it's members equipment on a lend-lease basis. That is, members are assigned equipment for secret society missions, and have the option to return or purchase (at +15% market value) it at the end of the mission. Note that if you break or lose it, you've bought it. PURGE tends to concentrate on repainted small arms, armor and combat drugs.

Advancement: In addition to the standard promotion procedures , PURGE members have the following unique opportunities to advance:

- +1 Each major act of sabotage.
- +1 A flamboyant public gesture of defiance towards The Computer's authority.
- +1-4 Causing a troubleshooter mission to fail.

Romantics



Objectives: Recapture the historical glory of human society represented by the high cultural achievements of Pre- Cataclysmic times. Leave the underground warrens, throw off the yoke of The Computer and re-establish the world of fast food restaurants, frisbees and Star Trek.

Doctrines: Commies don't exist; the Cataclysm was a natural disaster, not a Russian sneak attack. Man was meant to live in split-level homes and watch "football" on TV. To return to humanity's original happy state, Man must leave the Complex and "commute" to work in millions of "cars" along endless strips of concrete that should cover the land. Each man must be free to "get into his own space". To achieve these objectives, it is necessary to smash The Computer and the confining society it has created.

Organization: The Romantics are organized into dozens, if not hundreds, of "fan clubs" each of which has it's own collection of Pre-Cat artifacts and information. The society is connected by couriers of at least rank 4, who transfer information and relics between the fan clubs. These "book-leggers" have an increased chance of finding the information or resources they require because of their wider range of contacts.

Typical Missions: Recover Pre-Cat artifacts (if Outside), protect stashes of illegal vids and audio recordings, steal Pre-Cat relics from IntSec vaults, make contact with Free Enterprise relic dealers, kill those who stand in opposition to the great "Budweiser" and other Pre-Cat philosophers.

Friends: Humanists, Sierra Club

Enemies: FCCCP, Pro-Tech

Special Knowledge: The Romantics have for some time had access to the real, unaltered history of Pre-Cataclysm Earth. Unfortunately, this knowledge has come almost exclusively through old movies and TV shows, thus morphing into a kind of religion that glorifies the appealing and not-so-appealing aspects of the 80's California lifestyle. All members of the Romantics may learn the treasonous skill Pre-Cataclysmic Lore.

Special Equipment: Members of the Romantics have tightly-controlled access to Pre-Cat relics and information. Because of their status as semi-divine objects, these artifacts are never just given away or loaned for an unimportant mission. The troubleshooter must demonstrate real and pressing need, and even then, he won't get any instructions. Other than Pre-Cat relics, the Romantic's stores are rather barren.

Advancement: In addition to the standard promotion procedures , Romantics have the following unique opportunities to advance:

+1-4 Recovery of Pre-Cataclysm relics.

+2-8 Recovery of texts or tapes from Pre-Cataclysmic times.

Sierra Club



Objectives: Return Man to his natural environment – Nature. Abandon the decadence of technology and embrace the rigors of Outdoor life. Observe and imitate the beautiful lifestyles of the creatures Outdoors.

Doctrines: Man was not meant to cower in burrows, ruled by a machine. Man is not an insect. Man is meant to hunt and gather, living in harmony with nature. Science has not made Man happy. Only nature can make Man happy. Nature must be introduced to the Complex in all it's forms so that Man might learn from the example of the mighty oak and the humble mindworm.

Organization: The lower six levels of the society are organized as chapters. Advancement in rank means assuming greater powers and responsibilities, such as access to better gear and bio-companions. Ranks 7 and 8 Clubbers are the cultural idols from which the various chapters look to for inspiration. They lead not so much by orders as by example and doctrine.

Typical Missions: Retrieve animals of plants from the Outdoors. Introduce said flora and fauna into Alpha Complex. Create "farms" in which to store biological specimens. Recreate natural phenomena *inside* the Complex. Sabotage high-tech facilities. It should be noted that although the Sierra Club is generally pacifistic, they are by no means strangers to violence.

Friends: Romantics, Mystics

Enemies: Pro Tech, Corpore Metal

Special Knowledge: Wilderness Lore and Swim are core skills for Sierra Club members. Clubbers can also gain the treasonous feats Outdoorsman and Animal Empathy. As one might expect from a secret society that abhors technology, the Sierra Club has a sub-par spy network.

Special Equipment: Being a member of the Sierra Club is about more than collecting bugs and fungi; centuries of exposure to hard radiation have twisted much of the life that survives on the surface. The Sierra Club, through careful study (and a fair amount of trial and error), has found many unexpected uses for natural compounds and has tamed certain aggressive creatures to act as guardians. Ask your GM for further details.

Advancement: In addition to the standard promotion procedures , Sierra Clubbers have the following unique opportunities to advance:

- +1 Introducing an element of nature back into the Complex. The element must be durable enough to last more than a few days. If it dies or is destroyed by The Computer, this point doesn't count.
- +2 Establishing secure access point to the Outdoors which permits frequent visits by Clubbers.
- +1-4 Retrieval of previously-undiscovered biological specimens.

Equipment List

Distribution and possession of all equipment is carefully supervised by The Computer. Certain items are purchasable, but The Computer teaches the social irresponsibility of acquiring and hoarding personal possessions. In any event, few citizens have any credits to spend, and regulations narrowly restrict the possession of many items to citizens of higher security clearance.

Most equipment is assigned by The Computer to citizens on a temporary basis. The citizen is responsible for the maintenance and protection of that equipment and he may receive fines or worse for failure to uphold his responsibilities. Some citizens manage to obtain equipment through treasonous means – theft, unauthorized salvage, the Infrared market and so on— although there is considerable risk of discovery and execution for such crimes.

In *Paranoia* there are four categories of equipment ownership: personal, requisitioned, assigned and illegitimate.

Personal equipment is completely owned by the citizen. Barring treasonous applications, he may do with it as he likes, and suffers no penalty if it is lost or destroyed. Personal equipment may also be resold to PLC for half of its original purchase cost.

Requisitioned equipment are items that a character has borrowed from PLC stores, generally for the space of a single mission. If the item is lost or damaged, the character must pay the full replacement cost. It is important to note that the quality and quantity of equipment available from PLC varies depending on the perceived difficulty of a mission. A troubleshooter should be particularly nervous if the clerks seem eager to give him expensive and/or highly destructive equipment, because chances are that he'll need it.

Assigned equipment is given to an individual by The Computer. The assignment may be short-term (perhaps only the duration of a single mission) or long-term, for either a specific length of time or an indefinite period (like the laser each citizen is issued on becoming a troubleshooter). Assigned equipment is generally given to a single individual, although sometimes several characters may be given joint responsibility for particularly valuable equipment like bots or vehicles. If the assigned equipment is lost, the responsible citizen will probably be fined for the cost of replacing it. He may also receive punitive fines for carelessness or treason points if there is anything suspicious about the circumstances surrounding the loss or damage.

One special class of assigned equipment are experimental prototypes from R&D. Because of the extreme danger involved in such testing prototypes, accepting experimental equipment is theoretically voluntary. In fact, not accepting experimental equipment is regarded as treason. Citizens who have been assigned experimental equipment are responsible for its protection and upkeep, and also for filing a report that documents the device's performance during the mission.

Illegitimate equipment may be obtained in many ways. It may be available through a character's secret society. It may be stolen. It may be secretly looted from the body of a dead comrade. It may be an undeclared item discovered during a mission (all items salvaged by troubleshooters must be turned in at the nearest PLC Equipment Returns Warehouse). Failure to report and surrender all illegitimate equipment is treason. If a citizen is discovered in possession of illegitimate equipment, he receives one or more treason points based on the value of the item and how threatening it is to the security of Alpha Complex. Illegitimate ownership of an expensive pair of shoes might be worth only one treason point. Illicit possession of a tactical nuclear warhead would be worth at least 20 treason points. Note however, that the higher a citizen's clearance, the more likely it is that The Computer will ignore illegal equipment.

Equipment Availability

The sections that follow detail many varieties of equipment. However, not all of these items are available at all times. Unforeseen shortages, communist sabotage and rampant corruption means that many standard items may suddenly become unavailable. However, The Computer is nothing if not generous to its loyal troubleshooters, and will almost always be able to offer alternative equipment to make up for deficiencies.

Of course, the list of equipment is not intended to be exhaustive. Don't hesitate to add or delete equipment items from those listed in this book. Don't be too fussy about prices and security clearances either; requisitioned or assigned equipment that is above a character's security clearance is assumed to come with a permit allowing a specific individual to use it despite normal restrictions. Of course, sometimes the clerk forgets to include the certificate...

Finally, keep in mind that Alpha Complex is a crazy, mixed-up world run by an insane computer. Don't hesitate to refuse even the most reasonable requests from time to time. Sometimes you can't even get a laser barrel. Sometimes the price of synthrope triples for no reason. Sometimes you open your crate of mission equipment only to find that it's been mislabeled and instead of the high-tech weapons of mass destruction you requested, the team has received 2000 marbles, spare parts for a '57 Chevy and a box of air fresheners (this happens more often than you might think).

A Note On Using the Equipment List

Where game statistics are not provided for weapons or armor, consult the tables at the end of this chapter. Any item that is has improvised weapon statistics attached to it (such as a hottorch or shovel) imposes a -4 penalty on it's user's attack roll because it is not designed for combat.

Robots and vehicles are detailed in the Chapter 10: Creatures and Opponents, while drugs are more fully covered in Appendix D: Drugs.

Infrared Equipment

Infrared Jumpsuit: Ill-fitting, bulky, and rather smelly clothing that is meant to ensure two things: One, that citizens will excel at their current duties in order to try and get out of this excuse for clothing and Two, that citizens will have a hard time running away from Internal Security agents (or any other sort of danger). **Requisition Only (Fine Cost: 5 plasticreds)**

Visomorpain (Little Black Friend): Keeps you from worrying too much about life's problems and makes you feel just dandy about everything. Inhibits speech and higher order thought. **Cost: Free**

Sandallathon(Sleepy-Sleepy): Ensures a nice, restful (death-like) sleep in the most unfavorable conditions. Mandatory prescription to enforce sleep cycles. **Cost: Free**

Utility Belt & Pouches: Standard issue belt with small pouches. Useful for holding modest items, like your character's IQ score. **Cost: 2 plasticreds**

Xanitrick (Wakey-Wakey): The modern-day Alpha Complex coffee, but don't worry about it stunting your growth, that comes rom the hormone suppressants. Also a compulsory stimulant used at waking and at mid-shift. **Cost: Free.**

Red Equipment

Bag of Algae Chips: Dried algae wafers heavily laced with iodine. Compared to Food Vat gruel, they aren't too bad, once you get used to aftertaste. **Cost: 1 plasticred**

Bouncy Bubble Beverage: A highly carbonated soft drink that is a favorite of most Troubleshooters. Of course, the fact that with a few shakes the bottle becomes as volatile as a hand grenade might have something to do with it. A can of BBB explodes D4-1 rounds after shaken, inflicting D4 P damage to a 5-foot radius. **Cost: 3 plasticreds**

Brass Knuckles: Primarily used to increase damage of one's blows in unarmed combat, but also makes a keen fashion statement. **Cost: 10 plasticreds**

Bullhorn: This unusually-named device allows citizens to make themselves be heard over all sorts of loud and obnoxious sounds, by making their voices even *MORE* loud and obnoxious than those other measly noises. Adds a +2 equipment bonus to Intimidation checks. **Cost: 25 plasticreds**

Chronobot: A simple bot used to by troubleshooters to keep track of time during a mission. Rumors of various "secondary functions" are treasonous. Report such vile lies to the nearest IntSec agent as soon as possible. **Requisition Only (Fine Cost: 75 plasticreds)**

Com I Unit: Badge- sized radio used to contact one's teammates, mission control and The Computer. Badges receive sound constantly, automatically broadcasting everything they record directly to Mission Control/The Computer. **Requisition Only (Fine Cost: 25 plasticreds)**

Entry Kit: The collection of lockpicks, specialized tools and diagrams contained within this small satchel adds a +2 equipment bonus to Security Systems checks. **Requisition Only/Restricted to Internal Security Use (Fine Cost: 100 plasticreds)**

Field Telephone: Consists of a phone and a *REALLY* long extension cord, primarily used on missions where radio silence is a must. **Requisition Only (Fine Cost: 75 plasticreds)**

First Aid Kit: Consists of Band-Aids, pain killers, cyanide capsules, and other medicinal supplies. Provides a +2 equipment bonus to Medical Science checks. **Cost: 25 plasticreds**

Flashlight: A simple on/off device that illuminates one's surroundings in a 10-meter line. Batteries guaranteed to last until you need it most. **Cost: 10 plasticreds**

Flare: When used, this small pistol shoots a light-emitting device up to 25 meters away. The flare itself burns for 5 rounds, illuminating a 20-meter radius. If fired at another character (using the Ballistic Weapons skill), the flare deals D4 F [fire] damage and blinds the target for D4 rounds if he fails a DC 13 Reflex save. **Cost: 10 plasticreds**

Gelgerine (Inner Happiness): Makes you feel so happy that you're actually *GLAD* you live in Alpha Complex. Scary, huh? **Requisition Only (Fine Cost: 10 plasticreds per bottle of 10)**

Grenade, Fragmentation: Pull pin and throw. Explodes 3-5 seconds later and scatters shrapnel over a 3-meter radius. **Requisition Only (Fine Cost: 25 plasticreds)**

Happiness Energy Bar: A quick fix for a case of the munchies. Can also be used to delay hungry pursuers of animal

intelligence. **Cost:** 1 plasticred

Hottorch: This item produces a small, intense flame that is effective for cutting purposes and starting small fires. Can be used as an improvised weapon dealing D8 F [Fire] damage in melee combat. **Cost:** 75 plasticreds

Hygiene Kit: Consists of soap on a rope, breath mints, steel-needed brush and other useful cleansing materials that confer a +2 bonus on Charisma checks to pass Sanitation Inspections. **Cost:** 25 plasticreds

Kevlar Armor: Padded armor that prevents projectile weapons from loosening your bowels (and intestines).

Requisition Only (Fine Cost: 150 plasticreds)

Knife: Sharp pointy object that's useful for cutting things. **Cost:** 5 plasticreds

Laser Pistol: The weapon of choice amongst Troubleshooters (mostly because that's all they're cleared for). Always great for a laugh at parties. **Requisition Only (Fine Cost:** 100 plasticreds)

Multicorder I: A useful device that acts as scanner/recorder of sorts. Records scientific data as well as visual footage. All information stored digitally or displayed on the color screen. Commonly used as proof of a teammates 'transgressions' during a debriefing. **Requisition Only (Fine Cost:** 100 plasticreds)

Notebook: A book containing many blank pages of pressed algae pulp. Suitable for recording interesting marks by either a pen or pencil. **Cost:** 1 plasticred

Pen: This item makes a clear and easy to read mark on pressed algae pulp paper. Comes in a color to match your security clearance. **Cost:** 1 plasticred

Protective Goggles: These photochromatic lenses prevent the glare of an exposed reactor core from ruining your shot (wearer cannot be dazzled or blinded by extreme lighting conditions). **Cost:** 15 plasticreds

Pyroxidine (Wide-Awake): Increases one's perception and generally keeps one awake... *wide* awake (hence the name). **Requisition Only (Fine Cost:** 5 plasticreds per bottle of 10)

SynthRope: A cord that's made out of synthetic fibers. Holds around 400 kg before breaking. **Cost:** 1 plasticred per 2 meters

Red Jumpsuit: The Red-clearance equivalent of clothing. Still smells, but has the minimum of flexibility necessary to shoot things. **Requisition Only (Fine Cost:** 10 plasticreds)

Red Laser Barrel: Lense attachment for laser pistol that is used to modulate the beam. Without a barrel, laser pistols are useless. Red laser beams are the weakest of the lot. **Requisition Only (Fine Cost:** 25 plasticreds)

Red Reflec Armor: Protects you from laser shots of Red clearance or lower. In other words, this armor protects you from your teammates and Infrareads, otherwise its open season on the "cherries". **Requisition Only (Fine Cost:** 100 plasticreds)

Scrubot: Scrubots keep Alpha Complex the spotlessly clean and hygienic utopia that it is. Sometimes they tag along on troubleshooter missions to clean up the trail of destruction left behind. **Requisition Only (Fine Cost:** 500 plasticreds)

Shovel: Allows you to dig through piles of debris, corpses and even **[Deleted for Security Reasons]**. Treated as a truncheon in combat, but can deal Piercing or Impact damage. **Cost:** 5 plasticreds

SuperGum/Solvent: This is actually two distinct items, but the lousy PLC clerk in charge of the manifest wrote it down as one. SuperGum is a super adhesive that's useful for putting things together (requires a DC 18 Strength check to destroy the bond). The Solvent is useful for taking things apart (deals D3 F [Acid] damage or dissolves one application of SuperGum). You get a small tube of each, with 5 applications. **Cost:** 20 plasticreds

Teela-O Lucky Mirror Charm: A good luck item/mirror commonly found on dead Troubleshooter's corpses. Provides a +1 status bonus to Charisma-based skill checks made with citizens of equal or lower clearance (and even some higher-ups who belong to Teela-O fanclubs). **Cost:** 25 plasticreds

Thermos: Besides it's obvious application to transport liquids while maintaining their original temperature, a thermos can also be used to conceal objects the size of a grenade or laser barrel. **Cost:** 5 plasticreds

Toolkit: This sturdy metal box is (hopefully) filled full of useful hardware, bestowing a +2 equipment bonus to all Mechanical Engineering, Electrical Engineering and Robot/Vehicle Maintenance checks. Just as likely, it may contain a few battered devices that, while better than nothing, provide no skill bonus. **Requisition Only (Fine Cost:** 80 plasticreds)

Truncheon: Your typical beating stick. Makes a nice impact on fellow citizens. Truncheons can be used to deal lethal or subdual damage at the user's option. **Cost:** 15 plasticreds

Orange Equipment List

Arc Cestus: The Arc Cestus is a set of Brass Knuckles capable of generating a massive electrical discharge when they impact against a solid surface. Attacks with the Arc Cestus use the wielder's unarmed attack skill. **Requisition Only (Fine Cost:** 90 plasticreds)

Asbestos Clothing: A heat-proof outfit that you wear when dealing with fires. Also a guaranteed way to get cancer, but at least in Alpha Complex you don't live long enough to worry about things like that. **Requisition Only (Fine Cost:** 100

plasticreds)

Barometer/Thermometer: Actually two devices, but yet another lazy intern labeled it as one item. One measures the air pressure, the other the temperature. Of course these are rather useless items since every clone knows that everywhere in Alpha Complex is maintained at a constant pressure/temperature, right? **Cost:** 20 plasticreds

Binoculars: Allows you to see far away objects up close, providing a +2 equipment bonus to long-ranged visual Perception checks. **Cost:** 50 plasticreds

Blaster: This flashy-looking weapon is primarily used for drilling smoking holes in an adversary's forehead. Although it lacks the range of a laser pistol and is prone to spectacular malfunctions, the Blaster packs a lot more firepower. **Requisition Only (Fine Cost: 200 plasticreds)**

Calculator: A sort of mini-computer that can calculate the answer to basic mathematical questions at high speed. Provides a +2 equipment bonus to Intelligence-based skill checks involving math. **Cost:** 10 plasticreds

Crowbar: A metal bar that's useful for indenting craniums and also great for prying those rusty doors open (+4 equipment bonus to Strength checks in appropriate situations). If used as a weapon, treat as a truncheon. **Cost:** 15 plasticreds

Demolitions Kit: One of the few downsides of being promoted is that sometimes you're the only one who can save the day. The Demolition Kit, which adds a +2 equipment bonus to Demolitions skill checks, is a good example of such a caveat. **Requisition Only (Fine Cost: 200 plasticreds)**

Docbot I: A standard issue robot who's primary concern is to make clones feel 'better'. Of course, some citizens would argue that multiple amputations do not count as improvements to one's health. **Requisition Only (Fine Cost: 400 plasticreds)**

Farraday Suit: Thin and surprisingly flexible, a Farraday suit is made up of classified composite materials that provide protection against exotic particles and other forms of energy attack. **Requisition Only (Fine Cost: 200 plasticreds)**

Grenade, Krak: Used by macho clones to 'krak' open armored targets from close range. Affects only the target square. **Requisition Only (Fine Cost: 25 plasticreds)**

Inflatable Raft: A self-inflating craft used for traversing large bodies of fluid. Can also be used as an improvised parachute. **Cost:** 50 plasticreds

Multicorder II: Like the Multicorder I, the Multicorder II is perfect and without flaw. However the Multicorder II is even more perfect than the Multicorder I! **Requisition Only (Fine Cost: 400 plasticreds)**

Orange jumpsuit: Stiff and starchy, but you only notice the smell when you're wearing it now. Even fits slightly better. Proves that you're moving up in the Complex. **Requisition Only (Fine Cost: 10 plasticreds)**

Orange Laser Barrel: Cleaves through Red Reflec like it was synthepaste. Doesn't do much against the other armors though. **Requisition Only (Fine Cost: 25 plasticreds)**

Orange Reflec Armor: Protects you from Laser blasts of Orange level and lower. Too bad there's still plenty of higher clearances that can waste yah. **Requisition Only (Fine Cost: 100 plasticreds)**

Personalized Jump Suit: A personalized jumpsuit has all kinds of useful and attractive modifications. Besides utilitarian concerns such as equipment loops and cargo pockets (always handy for concealing treasonous materials), it provides a +2 Status bonus to interaction checks with citizens of equal or lower clearance, who are deeply impressed by your fashion sense and lavish wealth. **Cost:** 100 plasticreds

Portable Steam Iron: Can be used to remove creases from one's uniform, adding +2 bonus to Charisma checks to pass Sanitation Inspections (cumulative with the Hygiene Kit, ect). Also functions as a makeshift melee weapon (treat as club, plus 1 point of heat damage). **Cost:** 50 plasticreds

Shielded Field Telephone: Just like Field Telephone, but shielded to prevent interference from gauss, ECM, radio transmissions and defective batteries. **Requisition Only (Fine Cost: 150 plasticreds)**

Specialized Toolkit: Specialized Toolkits make regular Toolkits look like a child's erector set. They are about twice as large and pack three times as many tools, granting a +4 equipment bonus to all Mechanical Engineering, Electrical Engineering and Robot/Vehicle Maintenance checks. They are also much less likely to be missing pieces, or be boobytrapped by saboteurs. **Requisition Only (Fine Cost: 80 plasticreds)**

Stubgun: Useful for filling commies up with their daily allowance of lead. **Requisition Only (Fine Cost: 150 plasticreds)**

Stun Gun: This weapon uses electric shocks to temporarily paralyze the target's nervous system. **Requisition Only (Fine Cost: 200 plasticreds)**

Zybenzaphrene (Slumber-Soft): Puts a clone into a groggy half-aware state in which all he would like to do is go to sleep. Useful for encouraging traitors to confess their crimes, or to give teammates "naps". **Requisition Only/Restricted to Internal Security Use (Fine Cost: 30 plasticreds per bottle of 10)**

Yellow Equipment List

Asperquaint (Tireless Servant of The Computer): Keeps you awake for days, weeks, months or years (depending on the dosage). Helps you to give 110%, even if you're running on empty. **Requisition Only (Fine Cost: 15 plasticreds per bottle of 10)**

Chainsaw: Generally used for heavy industrial work, chainsaws are also standard equipment for Docbots. Go figure. **Cost: 400 plasticreds**

Com II Unit: Like the Com I Unit except better: receives more channels and has a longer range. **Requisition Only (Fine Cost: 80 plasticreds)**

Decon Suit: Keeps nasty stuff like radiation, viruses, poison gas and vomit from coming in contact with your skin. Of course, once you reach Yellow clearance you don't tend to run into that sort of stuff as often anymore. Decon Suits are environmentally sealed. **Requisition Only (Fine Cost: 100 plasticreds)**

Digital Watch: Runs off Alpha Complex's central power grid and must be recharged every cycle. Digital Watches keep perfect time because they are synchronized with the Computer's internal nuclear clocks. **Cost: 5 Plasticreds**

Doberbot: This home security bot looks vaguely like a metallic German Shepherd on steroids. Will eat anything, loves small children. **Requisition Only (Fine Cost: 450 Plasticreds)**

Electric Lantern: Essentially a higher-powered version of the flashlight, the EL emits an intense cone of light 20 meters long and 20 meters wide. Rumors that this device looks *EXACTLY* like a Force Sword are treason, and complet.. er.. mostly.. er.. somewhat untrue (Perception DC 20). **Cost: 20 plasticreds**

Flamethrower: This weapon throws flaming liquids over everyone it is aimed at. It also comes with a backpack of extremely volatile rocket fuel that is used as ammunition. And no, you can't get some else to carry the fuel tank for you. **Requisition Only (Fine Cost: 300 plasticreds)**

Folding Shovel: Just like a regular shovel, except this one folds in half for easy transport/concealment! **Cost: 10 plasticreds**

Gauss Gun: The Gauss Gun shoots a stream of highly-charged particles guaranteed to stop robots in their tracks or your money back! Against living opponents, well... you better hope you haven't pawned your laser on the Black Market. **Requisition Only (Fine Cost: 500 plasticreds)**

Hammer: An item useful for pounding nails into various objects. Made of the highest quality synthsteel and treated as a truncheon in combat. A Hammer also counts as a "tool" for the purpose of some Mechanical Engineering and Security Systems checks. **Cost: 10 plasticreds**

Laser Rifle: Better range than the Laser Pistol, but uses the same barrels. The sniper's weapon of choice for the last three yearcycles running. **Requisition Only (Fine Cost: 300 plasticreds)**

Power Maul: A Power Maul is a club that uses a built-in graviton generator to vastly increase its inertial mass. The depth of the field can be adjusted to deal lethal or subdual damage. Opponents critically struck by a Power Maul must make a DC 17 Strength check or be knocked back D10 meters. **Requisition Only (Fine Cost: 150 plasticreds)**

Sunglasses: Much cooler than protective goggles, Sunglasses provide a +2 status bonus to Charisma-based skill checks while offering the same protection against bright lights. **Cost: 200 plasticreds**

Rations: A substitute for the Computer's bountiful generosity of pleasant dining experiences. Eating rations instead of normal cafeteria food is usually frowned upon unless you've got a really good excuse – like being Outdoors. **Cost: 5 plasticreds per day's worth**

Shotgun: This is a double weapon consisting of linked stubguns. When fired, the roll to hit is made for both barrels at once, but damage for each shell is determined separately. Shotguns use standard stubgun ammo, but carry only one shell for each barrel at a time. **Requisition Only (Fine Cost: 350 plasticreds)**

Yellow Reflec Armor: This armor protects you from Oranges, Reds, and Yellows! Sure there's still a long line of superiors that can reduce you to your constitute atoms, but at least you're moving up in the Complex. **Requisition Only (Fine Cost: 100 plasticreds)**

Yellow Jumpsuit: Hey, an almost perfect fit!! And gee, it doesn't smell unless you're performing physical activity-like walking. Not only that, but it's actually starting to look a little stylish... **Requisition Only (Fine Cost: 20 plasticreds)**

Yellow Laser Barrel: Let's you slice and dice Reds & Oranges to itty bits, but doesn't work nearly as well on Yellows and their higher clearance counterparts. **Requisition Only (Fine Cost: 25 plasticreds)**

Green Equipment List

1-Man Tent: Just like a 2-Man Tent, except smaller and without all the extra features such as waterproofing. **Requisition Only (Fine Cost: 50 plasticreds)**

Backpack: Like belt pouches except bigger. Let's you carry larger stuff, like you're character's inferiority complex.

Cost: 50 plasticreds

Bicycle: A muscle-powered device that uses an assortment of gears and chains to move clones quickly and efficiently over long distances (x2 speed, pedaling is a full-round action). Mainly for use Outdoors; trying to ride it on an Alpha Complex highway just makes you a target for sadistic Autocar drivers and Transbots. **Cost:** 200 plasticreds

Box of Matches: Ooh, magic sticks that produce *fire*! Actually, not that impressive, just don't let the Infrareds anywhere near these things... **Cost:** 1 credit per pack of 12

Chapstick: A truly precious commodity in Alpha Complex, since possession of chapped lips is a punishable offense. Adds +2 to Charisma checks to pass a hygiene test (cumulative with Hygiene Kit, ect). **Cost:** 20 plasticreds

Com III Unit: Another step up on the ladder of communication excellence. About 1.25 times better than the Comm Unit II. **Requisition Only (Fine Cost:** 200 plasticreds

Dataslate: This is a lower-powered version of the laptop computer, one that is not capable of interfacing with The Computer's mainframe, and is used mostly to check robot's Asimov circuits or write minor programs. It provides a +2 equipment bonus to Computer Programming and Robot Op&M checks. **Requisition Only (Fine Cost:** 2 000 plasticreds)

Green Jumpsuit: A snazzy new pair of duds for the up-and-coming citizen. Shows off all the style and sophistication that a Green can muster. **Requisition Only (Fine Cost:** 25 plasticreds)

Green Laser Barrel: Now you can slice through three (count 'em: three) different security levels. Of course don't let this new found power go to your head, there's still five levels of Reflec that your beams bounce off of. **Requisition Only (Fine Cost:** 25 plasticreds)

Green Reflec Armor: This durable armor keeps those darn pesky Reds, Oranges, Yellows, and even some disgruntled Greens, from reducing you to a mushy red spray. Aint technology grand? **Requisition Only (Fine Cost:** 100 plasticreds)

Ice Gun: Commonly assigned to Troubleshooters venturing Outside, the Icegun fires shards of frozen H₂O. Rumors that poisonous substances work just as well aren't true until you reach Indigo clearance. **Requisition Only (Fine Cost:** 400 plasticreds)

Insect Repellent: Keeps away [~~Deleted for Security Reasons~~] by forcing them to make DC 13 Will saves in order to approach. Also good for closing rips in the dimensional fabric of time and space. **Cost:** 5 plasticreds

Magnifying Glass: Magnifies the apparent size of objects within a very limited distance, like a short-ranged pair of binoculars. Provides a +2 equipment bonus to Forgery and Security Systems checks. **Cost:** 25 plasticreds

Multicorder III: A somewhat larger, tripod- mounted version of the other multicorders, this model has lab- quality scanning as well as the ability to tap into the Computer's information network by radio. Like its smaller cousins this device almost never fails and is 101% reliable. **Requisition Only (Fine Cost:** 1 000 plasticreds)

Neurowhip: Operating by the same principles as the Stungun, the Neurowhip takes advantage of melee combat to significantly increase the amount of voltage applied. Always an Internal Security favorite. **Requisition Only (Fine Cost:** 600 plasticreds)

Portable Stove: Just like a normal stove, except this one is light and portable. Useful for cooking stuff when you can't order out, or as an improvised torture device (+4 pain bonus to Intimidation checks). **Cost:** 25 plasticreds

Slugthrower: As the Laser Rifle is to the Laser Pistol, so the Slugthrower is to the Stubgun. If you've got a Slugthrower, your packing heat. **Requisition Only (Fine Cost:** 500 plasticreds)

Sonic Pistol: Sends a blast of pure sound at one's opponent. Rather hard to defend against, which is why it is such a popular weapon. Just make sure it isn't on the "Sounds of Nature" safety when you attempt to fire it. **Requisition Only (Fine Cost:** 150 plasticreds)

Synapsite (Brain Buster): This drug stimulates wide-spread growth of neurons, effectively "creating" new areas in the recipient's brain which may or may not be good for anything. Commonly used for missions where expert knowledge is required, but an expert would be too valuable to risk. **Requisition Only (Fine Cost:** 100 plasticreds per bottle of 10)

Tangler: Ejects adhesive fibers that constrict around target and thereby impede it's movement. Successful hits with the tangler automatically entangle the target. **Requisition Only (Fine Cost:** 300 plasticreds)

Telescopalmine (Truth and Beauty/Self-Finking Pills): Makes you (or the unsuspecting pleb you gave them too) want to tell the truth, the whole truth, and nothing but the truth, no matter how little of it you/they actually know or understand. **Requisition Only/Restricted to Internal Security Use (Fine Cost:** 75 plasticreds per bottle of 10)

Blue Equipment List

2-Man Tent: For use Outside only. With automatically-inflating air mattresses, double waterproofing and a solar-powered humming device to simulate Alpha Complex's soothing drone, its occupants can slumber peacefully no matter what's happening outside. **Cost:** 100 plasticreds

Advanced Digital Watch: Powered by [~~Deleted for Security Reasons~~], this watch not only keeps perfect time, it

also has a host of neat features like multiple alarms, a chronometer and radiation detector. Note that INDIGLO feature is only available at Indigo level. **Cost:** 15 Plasticreds

Benetridin (Videoland): A hallucinogen that inhibits the user from accurately perceiving the danger involved in his actions. Commonly assigned to Troubleshooters for "Lemming" missions. Also acts as an anti-psionic; citizens cannot use any psionic powers they possess (other mutations still work though) and are invulnerable to Telepathy and Mental Blast. **Requisition Only (Fine Cost:** 70 plasticreds per bottle of 10)

Blue Jumpsuit: A sleek outfit that keeps Blue clearance citizens from getting executed for being out of uniform. **Requisition Only (Fine Cost:** 30 plasticreds)

Blue Laser Barrel: Just like all those other laser barrels before it, this baby reduces the lower clearances to a semi-congealed liquid, but works only half as well on Blues and higher clearances. **Requisition Only (Fine Cost:** 25 plasticreds)

Blue Reflec Armor: Keeps the lower clearance rabble from using their petty laser pistols to make new holes in your torso. Doesn't work nearly as well on anything better than Blues, but it certainly does look snazzy. **Requisition Only (Fine Cost:** 100 plasticreds)

Calculator, Scientific: A much more advanced form of personal calculator that does everything the original can, but also determines angles, square roots and the last digit of pi (not really, trying to do so activates the self destruct mechanism). The equipment bonus increases to +4. **Cost:** 30 plasticreds

Combat Armor: Combat armor is made of interlinked cerametal plates that provide excellent protection against all types of attacks. The only downside to this high-tech plate mail is that it severely restricts movement and vision. But that's okay, because you're still expendable at Blue clearance. **Requisition Only (Fine Cost:** 1000 plasticreds)

Combat Shotgun: Similar to a normal ("weaker") shotgun, the Automatic Shotgun is in fact two linked Slugthrowers. They roll to hit together, but damage is determined separately. Damage dealt depends on the shell type used, and has a 5-round magazine for each barrel. **Requisition Only (Fine Cost:** 500 plasticreds)

Cone Rifle: A weapon of mass destruction that is commonly assigned to Vulture Squadrons, the mentally deranged and junior troubleshooters. Frequently loaded with the famed TacNuke round. **Requisition Only (Fine Cost:** 1000 plasticreds)

Docbot V: The trusty Docbot Model V never fails! Well except for the one, er.. two.. uh, four-hundred and fifty thousand accounts of user error, but you really can't blame that on the Docbot. **Requisition Only (Fine Cost:** 3000 plasticreds)

Force Sword: Looks just like a Electric Lantern, but unlike the EL, the Force Sword is mostly useful for opening up dark places (like someone else's skull) in order to let light in. Because of their masterwork construction, Force Swords add +1 to the wielder's attack rolls. **Requisition Only (Fine Cost:** 600 plasticreds)

Grenade, TacNuke: Although technically Blue clearance, many low-level troubleshooters end up being assigned this weapon of mass destruction in order to complete particularly important (i.e. suicidal) missions. **Requisition Only (Fine Cost:** 500 plasticreds)

Hiking Boots: These boots were made for walking... on Non-Computer-Approved Walking Surfaces. Despite their rugged appearance, they add a +2 equipment bonus to Acrobatics checks. **Cost:** 100 plasticreds

Jackobot: The modern-day robotic equivalent of a useless moron er... human. Designed to be a generalist that can do just about anything, but tends to be a twerp that can do just about nothing. **Requisition Only (Fine Cost:** 2 000 plasticreds)

Megahorn: Even louder than the bullhorn, allows the user to broadcast his voice at up to 200 decibels to everyone within a 100 meter radius. Prolonged exposure to the Megahorn can result in **[Deleted for Security Reasons]**. Oh well, at least it adds a +4 equipment bonus to your Intimidate checks. **Cost:** 90 Plasticreds

Petbot: A personal bot of absolutely no redeeming value, but hey isn't he cute? **Cost:** 1,000 plasticreds

Rolactin (Happy Life): Makes everything great, wonderful, and even gives you energy to go about your tasks. That's why the stuff is Blue clearance, and not because of that pesky side-effect that limits the oxygen that you get to your skin. **Cost:** 30 plasticreds per bottle of 10

SCUBA Gear: Gear that allows you to remain underwater for longer than your normal lung capacity (swim speed +50%, 4-hour air supply). Also forces you to walk all goofy, halving your speed on land. Commonly given as a burstday present to clones you don't like. **Cost:** 150 plasticreds

Sonic Rifle: Just like the sonic pistol, but gets better range and damage for every energy clip. **Requisition Only (Fine Cost:** 600 plasticreds)

Thymoglandin (Combat Quick): Makes you (or your unfortunate victim) become a hyper-active-never-say-die killing machine. **Requisition Only (Fine Cost:** 50 plasticreds per bottle of 10)

Ultralight: Sort of like a paper airplane for people that uses pedal power to stay in the air. Allows clones to fly at a speed of 20 meters with poor maneuverability. Very vulnerable to high winds and inclement weather. **Cost:** 500 plasticreds

Utility Pod: Contains a knife, screwdriver, file, and the *SPORK*! Yes, you too can wield this item of ultimate power, but that's not all! You'll also get a lovely assortment of toothpicks, steak knives, and dental floss! Now how much would you pay? Especially since the Utility Pod functions as an improvised tool when making Electronic Engineering, Mechanical Engineering and Security Systems checks. **Cost:** 50 plasticreds

Indigo Equipment List

Autocar: One of the numerous perks of attaining the exalted level of Indigo is possessing your very own personal Autocar. There are literally several models, from Ferrari look-alikes to limos to armored minivans. **Requisition Only (Fine Cost:** 10 000 - 40 000 plasticreds)

Battledress: This futuristic armor consists of an interlinked crystal mesh which provides both excellent protection and flexibility. Under heat or pressure it becomes temporarily rigid, dispersing the force of the blow over the whole surface of the armor. Guaranteed to keep clones minty fresh through even the toughest firefights. **Requisition Only (Fine Cost:** 3 000 plasticreds)

Cigarette Lighter : A magic box that makes fire, and is primarily used for lighting [**Deleted for Security Reasons**]. **Cost:** 1 credit

Com IV Unit: The top of the proverbial heap, this fashionable communications tool packs all the power of a Twentieth-century broadcasting station. **Requisition Only (Fine Cost:** 800 plasticreds)

Executive Holster: A much-coveted item that provides the wearer with a +2 equipment bonus to Initiative checks. **Cost:** 250 plasticreds

Guardbot: Personal Guardbots come in many different varieties. Some are shaped like frisbees and move by hover-cushion. Others are heavily-armored humanoids that shadow their master's every footstep. All are heavily armed. Enjoy. **Requisition Only (Fine Cost:** 8 000 plasticreds)

Indigo Jumpsuit: This outfit just screams prestige. Well at least the new models from HPD&MC do. Too bad your jumpsuit has been sitting around in a warehouse for several yearcycles. **Requisition Only (Fine Cost:** 45 plasticreds)

Indigo Laser Barrel: Fries through every Reflec armor except the Indigo, Violet, and Ultraviolet brands. **Requisition Only (Fine Cost:** 25 plasticreds)

Indigo Reflec Armor: Keeps everything except Violet, and Ultraviolet laser blasts from frying your plush pink posterior. **Requisition Only (Fine Cost:** 100 plasticreds)

Multicorder IV Unit: With the ability to simultaneously run four scanning programs at once, the Multicorder IV beats the pants off the Star-Trek tricorder. **Requisition Only (Fine Cost:** 2 500 plasticreds)

Needler: This weapon hurls almost invisible, but super- dense needles at sub-sonic speeds. It does impressive damage, and is completely silent. **Requisition Only (Fine Cost:** 750 plasticreds)

Nightvision Goggles: Commonly used during "Hunting Season" to find those pesky Infrareds during the nightcycle. Removes all penalties due to insufficient light. **Cost:** 300 plasticreds

Nail: A neat little trinket that Indigo's hang various portraits from in order to block security monitors' fields of vision. **Cost:** 1 credit

Pocket Watch: A complex chronometer that works on the principles of mechanics and not electronics. Looks really neat and sophisticated, but that doesn't mean it's any better than digital watch (although the +3 status bonus to Charisma-based skill checks is always nice). Come with Indigo- clearance lighting solution (also known as U-235). **Cost:** 10 plasticreds

Repulsor Field: This belt-mounted field projects sheer walls of magnetic force around the wearer, deflecting any physical projectile to come within range. **Requisition Only (Fine Cost:** 1 600 plasticreds)

Qualine (Gobbledygook): Anyone who takes one of these greyish pills loses access to higher brain functions. Used to encourage your enemies to make compromising statements in front of witnesses ("Commies don't commit treason; traitors do"). **Requisition Only/ Restricted to IntSec use (Fine Cost:** 300 plasticreds per bottle of 10)

Violet Equipment List

Breath Freshener: When used, this aerosol spraybottle grants the user a +2 enhancement bonus to Charisma that lasts D4 minutes. Each bottle contains 10 applications. **Cost:** 50 plasticreds

Carbonfibre Robes: These flexible, swank garments are at the same time intimidating and magnificent, providing a +4 status bonus to Charisma-based skill checks. Worn mainly by Violets when they aren't expecting trouble. **Requisition Only (Fine Cost:** 4 000 plasticreds)

Displacement Field: By subtly bending light around itself, this forcefield projector creates a shifting, indistinct halo that makes it very difficult for anyone to target the wearer. This imposes a 50% miss chance on all non-Field ranged attacks. **Requisition Only (Fine Cost:** 2 500 plasticreds)

Hand Flamer: A flamethrower that fits in the palm of your hand. Commonly the reason why lower clearances believe that Violets always have something up their sleeve. **Requisition Only (Fine Cost: 1 000 plasticreds)**

Laptop Computer: Can't find a Computer terminal when you really need one? Well, be troubled no more, because with this hand-dandy portable computer terminal, you can talk to the Prime Processor any time you want! In fact, it's so handy you won't even notice when it occasionally crashes without warning. Comes bundled with Micr-O-SFT office suite and CastleLeninstein 3D. **Cost: 2 000 plasticreds**

Plasma Generator: A weapon that emits concentrated bursts of plasma that melt through anything short of duralloy bulkheads. Of course, it also has lots of defects, but why dwell on the downsides of the second-most powerful weapon in *Paranoia*? **Requisition Only (Fine Cost: 2000 plasticreds)**

Robutler: A robot butler that acts as a personal servant to it's owner. The butler has extensive training in unarmed combat and possesses several secret compartments that make it a mobile wet bar/armory, depending on the owner's preference. Gossip that all butler bots have faulty Asimov circuits and eventually murder their owners are probably slanderous rumors circulated by jealous Indigos. **Cost: 8 000 plasticreds**

Synth-Skin Spray: This easy-to-use spray will coat anything with a layer of artificial skin. If used on a clone as a standard action, it heals five hit points instantly. Most bottles contain enough spray for five applications. **Cost: 100 plasticreds**

Umbrella: An item that protects against faulty sprinkler systems. Very handy if (like in Alpha Complex) the sprinkler systems use highly toxic chemical fire retardants. Umbrellas can also be used to conceal weapon systems or as strike improvised truncheons. **Cost: 10 plasticreds**

Violet Jumpsuit: This sleek and functional outfit is a constant reminder of how close you are to the top of the security-clearance pyramid. **Requisition Only (Fine Cost: 15 plasticreds)**

Violet Laser Barrel: This ammo lets you waste everyone except your immediate superiors, the Ultravioletes. **Requisition Only (Fine Cost: 25 plasticreds)**

Violet Reflec Armor: Not only does this stuff keep just about all lasers from touching you, but also has a keen sheen to it. **Requisition Only (Fine Cost: 100 plasticreds)**

Widget/Doohickey: This strange contraption never looks the same two daycycles in a row. Springs, dials, and what could be weapons nozzles come and go as the days pass. You still haven't found out what it's for, but it makes a great conversation piece (+6 status bonus to Charisma-based skill checks, must have line-of-sight). **Cost: 400 Plasticreds**

Ultraviolet Equipment List

Chronobot, Personal, Millenniumcycle Edition: Not to be confused with the large, bulky and frequently inacc...err perfect Red-clearance version, this miniature robot fulfills all the duties of a scientific calculator, advanced digital watch and personal computer. **Cost: 5 000 plasticreds**

Docbot IX: The Docbot IX is equipped with the latest in Alpha Complex Medical technology, from anaesthetics to regenerative creams to internal donor organ vats (note: confusion with patient's food dispenser can result in severe nausea and shock). Best of all... NO chainsaw! **Fine Cost: 20 000 plasticreds**

Duct Tape: This roll of silvery tape is about three inches in diameter, and contains at least a hundred feet of tough, duralloy-reinforced duct tape. Counts as improvised materials for any skill check, which makes it useful for binding wounds, covering security cameras and fixing nuclear reactors. **Cost: 1 000 Plasticreds**

Exo Armor: Resembling a miniature warbot, a suit of Exo Armor completely encloses the wearer in five inches of hardened titanium alloy. It also comes with an integrated exo-skeleton (hence the name) that adds +6 to the wearer's Strength and +10 meters to his movement rate. **Requisition Only/Restricted to Armed Forces Use (Fine Cost: 11 000 Plasticreds)**

Fizz-Wizz: Fizz-Wizz is a pasty, vaguely greyish substance that comes in an aerosol can. When it dries, Fizz-Whizz is several times stronger than concrete. It is often treasonously used by lower-clearance clones to block up High Programmers' showerheads. **Cost: 50 plasticreds**

Force Gauntlet: Widely-popular among Ultravioletes, the Force Gauntlet allows the wearer to direct a flow of gravitons onto any target, saturating it with crushing force. Very effective against light vehicles, concrete support pillars and troubleshooter windpipes. **Requisition Only (Fine Cost: 3 500 plasticreds)**

loun ForceNet: A series of tiny forcefield generators that orbit one's body, providing fantastic protection without restricting movement. Each of the ten generators has a Defense of 14, ALL 3 armor and 10 hit points. For each generator destroyed, the loun Forcenet's protection degrades by one point. **Requisition Only (Fine Cost: 8 000 plasticreds)**

MemoMax: This is really the right to use MemoMax transfers from your previous clones to learn who killed them and why. Unless the brain is completely destroyed, enough memory can be recovered from it by a Docbot IX to fill a standard memory module. UVs make use of MemoMax to take revenge on their killers, and to avoid being assassinated the same way twice ("I thought the Butlerbot was acting strangely...").

Multicorder V: The pinnacle in communications technology, the Multicorder V combines the functions of

communication, scanning and self-defense into one fist sized package. Houses more broadcasting power than the Hubble Space Telescope and contains a hidden Indigo laser pistol. **Requisition Only (Fine Cost: 5 000 Plasticreds)**

Render: A Render shoots thousands of tiny, mono-molecular wires that penetrate anything they touch. With a simple tug by the user, the target falls apart, cut into a thousand pieces. The wires then decompose, melting in to harmless pools of base elements. **Requisition Only (Fine Cost: 4 000 plasticreds)**

Sabot Pistol: Essentially a miniature conerifle, the sabot pistol lacks only the ability to fire TacNuke rounds. Otherwise it is identical to it's larger cousin. **Requisition Only (Fine Cost: 5 000)**

Pencil: A stick consisting of a graphite shaft surrounded by plastic or **[Deleted for Security Reasons]**. Useful for putting marks of various shapes and sizes on pressed Algae pulp paper. Also tends to have a rubber end-tip for the removal of said marks from the pressed Algae paper. Useful for altering reports and documents to fit changing circumstances. **Cost: 100 plasticreds**

Ultraviolet Jumpsuit: This silken designer-fabric outfit is the ultimate blend of style and functionality. Next on the runway is Who-U-MEE-1 sporting our latest fallcycle line of springcycle designer winterwear. **Requisition Only (Fine Cost: 100 plasticreds)**

Ultraviolet Laser Barrel: Zap! You're dead. Only other Ultraviolets can withstand your mighty laser beams. **Requisition Only (Fine Cost: 25 plasticreds)**

Ultraviolet Reflec Armor: Keeps you a lean, mean fighting machine! **Requisition Only (Fine Cost: 100 plasticreds)**

Utility Pod: This is a much better, Ultraviolet-clearance version of the utility knife, with all the Blue-level features plus a full hygiene kit, 50 meters of SynthRope and a concealed needler! **Cost: 1000 plasticreds**

Warbot: Yes! Finally! The destructive power of a million mortal men, compressed into a single, armored robot! And it is yours to command! Bwahh ha ha! Well, it does need a new paint job, and some intensive cyber-therapy, but it's worth it to be the first High Programmer on your block to collect a full set. **Requisition Only (Fine Cost: 10 000 to 100 000 plasticreds)**

White Out: This highly restricted liquid is the only force in the universe that can change something which has been written in pen. Anyone below Ultraviolet- clearance caught with this substance will be executed immediately. Useful for changing reports to your own satisfaction or just for fun. **Cost: 1 000 plasticreds per bottle**

Multicorder Programs

The following section details the various multicorder programs which can be loaded into the Multicorders commonly carried by troubleshooter teams. Each multicorder can run a number of programs equal to its model number at any one time. Changing multicorder programs is a standard action that provokes an attack of opportunity.

Multicorders automatically record any data which enters their peripherals, storing it in write-only memory. This memory cannot be tampered with in any way short of physical destruction, and many models will continually broadcast the contents of the module to The Computer.

Multicorder Range

The range of multicorder programs is broken down into three broad categories. The exact range of the program is then determined by the version number of the multicorder itself.

Short: Mrk I: 25 m, Mrk II: 50 m, Mrk III: 100 m, Mrk IV: 200 m, Mrk V: 400 m.

Medium: Mrk I: 10 m, Mrk II: 50 m, Mrk III: 250 m, Mrk IV: 1 km, Mrk V: 5 km.

Long: Mrk I: 1 km, Mrk II: 10 km, Mrk III: 100 km, Mrk IV: 1000 km, Mrk V: Planet-wide and into orbit.

Multicorder Programs

Bot Damage Analysis: When plugged in to any standard bot, this multicorder program runs a standard diagnostic test. It will pinpoint the type and extent of any mechanical problems. It will not detect software glitches or tampering with a bot's Asimov Circuits. Grants a bonus to Robot Op&M checks equal the model number.

Chemical Analysis: Identifies most common toxins, poisons and other chemical compounds. Samples are placed in a small lab unit connected to the multicorder. Grants a bonus to High Energy Chemistry checks equal the model number.

Dead Reckoning: Stores a variety of maps or accesses map libraries via radio. User inputs current position when the program is first activated. From that point on, the multicorder displays current position on the map, along with identified features on that map. Range non-applicable.

Disease Analysis: Analyzes tissue and blood samples for bacteria, virii, chemical imbalances, genetic disease, etc. Cannot detect Viral Philosophies. Grants a bonus to Medical Science checks equal the model number.

Geiger Counter: Records background radiation and is capable of scanning particular objects for radioactivity. Displays type, quantity and rate of change in radioactive particles. Grants a bonus to Nuclear Physics checks equal the model number. Short range.

Infrared: Displays a variety of processed infrared images in various degrees of magnification. Hot areas appear brighter than cool areas, allowing efficient viewing at night or under special conditions (like tracking a flybot by its jet contrail). Medium range.

Lie Detector: This program comes with electrode peripherals which must be attached to the subject in order for the program to function. The subject's statements are classified as true, false or ambiguous based on the result of an opposed Fast Talk-Psychescan roll. The Lie Detector program has a Psychescan skill of $5 + (2 \times \text{Model\#})$. Contact range.

Life Form Recognition: Compares information (either collected by other multicorder programs or input manually) to identify plants and animals from a database. There is a 90% chance of correctly identifying a creature contained in the database. New or unusual creatures will not be identified. Grants a bonus to Biogenetics checks equal the model number.

Psi Phenomena: Highly experimental, this program detects and displays psi activity. Presence of psi is detected with some degree of accuracy. Indication of direction and power level is somewhat unreliable. Indication of range and type of psi phenomena is extremely unreliable. Medium range.

Radar: Displays a variety of processed radar images. This program is designed to pick up large metal objects, and so will be of limited use indoors. Long range.

Translator: Permits the basic translation of one language into another and vice-versa. Speaking through a translator program imposes a -6 on interaction skill checks. Short range.

Visible Light: Operates like a high-quality video camera with a variety of enhancements, such as magnification, image recognition and filtering. Line-of-sight range.

X-Ray: A portable X-Ray machine, generally used for medical or security purposes. Short range.

Table 6-1: Melee Weapons

Weapon	Cost	Damage	Critical	Range (m)	Weight (kg)	Malfunction #
Unarmed Attack						
Fist	-	D3 § I	x2	-	-	0
Gauntlet	-	D4 I	x2	-	-	0
Tiny						
Brass Knuckles*	10	D4 I	x2	-	0.25	0
Knife	5	D4 P	x3	2	0.25	0
Small						
Arc Cestus*	90	D8 E	x2	-	1	2
Sword	20	D8 P	19-20/x2	-	2	0
Medium-sized						
Force Sword*	600	4D6 E	18-20/x2	-	1	2
Power Maul*	150	2D6 I	x2	1	1	1
Truncheon	10	D6 I	x2	1	2	0
Large						
Chainsaw	400	3D6 P	x3	-	6	2
Neurowhip	600	3D8 E	x4	3m reach	4	3

§ The weapon deals subdual rather than normal damage

* Special rules apply. See description.

Table 6-2: Ranged and Thrown Weapons

Weapon	Cost	Damage	Critical	Range (m)	Weight (kg)	Malfunction #
Tiny						
Grenade, Frag	25	2D6 F	x3	2	0.5	1
Grenade, Krak	25	3D6 P	x3	1	0.5	1
Grenade, TacNuke	500	50 F	n/a	1	3	1
Force Gauntlet	3500	D6* I	n/a	10	2	2
Hand Flamer	1000	6D6 F [fire]	19-20/x2	3	1	3
Needler	750	3D12 P	19-20/x2	20	2	2
Sabot Pistol	2000	as shell	as shell	60	5	2
Small						
Blaster	200	2D10 E	x2	5	3	3
Ice Gun	400	4D4 P	x3	10	1	1
Laser Pistol	100	2D6 L	x2	15	2	0*
Stubgun	150	-	-	20	5	1
- Solid	10	2D6 P	x2	-	-	-
- Dum-Dum	15	2D6 I	19-20/x3	-	-	-
- Armor Piercing	30	2D8 P	x2	-	-	-
- Napalm	25	2D8 F	x2	-	-	-
Sonic Pistol	150	2D8 E [sonic]	x3	10	3	2
Medium-Sized						
Laser Rifle	300	3D6 L	19-20/x2	30	5	0*
Shotgun*	350	As bullet(2)	x3	5	8	3
Slugthrower	500	-	19-20/?	50	6	2
- Solid	10	3D6 P	x2	-	-	-
- Dum-Dum	15	3D6 I	18-20/x3	-	-	-
- Armor Piercing	20	3D8 P	x2	-	-	-
- Napalm	25	3D8 F	x2	-	-	-
- Explosive	50	3D10 P	x3	-	-	-
- ECM	30	3D8 ⚡ E	x2	-	-	-
Sonic Rifle	300	3D8 E [sonic]	19-20/x3	20	7	3
Stun Gun	200	2D6§ E	x2	10	5	1
Tangler	100	special	-	15	5	2

Large						
Bow	50	D8 P	x3	10	3	None
Cone Rifle	1000	-	20/?	80	10	3
- Solid	15	4D6 P	x3	-	-	-
- Dum-Dum	30	4D6 I	19-20/x4	-	-	-
- Armor Piercing	50	4D8 P	x2	-	-	-
- Napalm	50	4D8 F	x3	-	-	-
- HEAT	75	4D12 P	x4	-	-	-
- ECM	75	4D8 ☹ E	x3	-	-	-
- Gas	50	special	special	-	-	-
- SAM	75	4D6 F	19-20/x2	150	-	-
- TacNuke	750	100 F	n/a	-	-	4
Combat Shotgun	300	As bullet (2)	As bullet	7	10	-
Flamethrower	250	4D6 F [fire]	19-20/x2	20	15	3
Gauss Gun	500	2D8 ☹ E	x2	15	5	2
Plasma Generator	2000	D4x10 F	19-20/x2	10	20	6
Render	4000	D6x10 P	x4	15	8	3

§ The weapon deals subdual rather than normal damage

☹ Does not affect living creatures. Deals damage to bots and fries sophisticated electronics.

* Special. See individual rules.

T 6-3: Armor Table

Armor	Cost	Protection	Weight (kgs)	Armor Check Penalty
Light				
Carbonfibre Robes	4000	All 15	3	0
Reflec	100	Laser 5	5	-1
Farraday Suit	200	Energy 10, Laser 5	9	-2
Medium				
Combat Armor*	1000	All 10	15	-4
Decon Suit*	250	Field 10	11	-4
Kevlar	200	Piercing + Impact 5	10	-2
Heavy				
Asbestos Clothing	100	Field 5	10	-2
Battle Dress	3000	All 15	30	-6
Exo-Armor	11000	All 30	50	-8
Forcefields				
Displacer Field	2500	Special: 50% cover	n/a	0
Ioun Forcenet	8000	All 10	n/a	-2
Repulsor Screen	1600	Piercing + Impact 15, Field 5	n/a	-4

T 6-4: Vehicle Weapons Table

Weapon	Damage	Range (m)	Malfunction #
Bomb bay	-	To ground	-
- High Explosive	3D10 F	-	1
- Napalm	8D6 F	-	1
- TacNuke	250 F	-	2
Chaingun	3D6 P	60	2
Grenade Launcher	As grenade	10	2
Laser Cannon	4D6 L	70	2
Missile Rack	-	-	1
- SAM	3D6 P	1000	-
- SSM	6D6 F	1500	1
- ICBM	500 F	5 000	2
Sonic Blaster	5D8 E	30	2
Tube Cannon	As shell	100	3

Combat

Combat is an important, although not central, element of *Paranoia*. In fact, it would be safe to say that the majority of troubleshooter deaths will probably occur in combat (although nuclear meltdowns and summary executions are close behind). Therefore, all citizens are advised to pay close attention and read this section carefully.

The rules below are a slightly streamlined version of the standard D20 system rules. You should probably read them through even if you are already familiar with the D20 system, and not just skip to the *Paranoia* sections.

Combat Round

Each round represents about 6 seconds in the game world. Anything a person could reasonably do in 6 seconds, a character can do in 1 round. When a character's turn comes up in the initiative sequence that character performs his entire round's worth of actions.

Set Up

Before the actual combat begins, the GM describes the environment in which it takes place, the location of your characters and the location of any potential enemies. If necessary, the GM may show you a map of the encounter scene. It is important to note that the function of maps, figures and other visual aids is to represent the action that is occurring in the imaginations of the GM and players, not to dictate it. Rigid adherence to hexes and measurements runs contrary to the spirit of *Paranoia*.

Combat Sequence Summary

Combat is cyclical, so everyone keeps the same initiative count unless they delay an action or spend a turn refocusing. Combat generally runs like this:

1. Everyone involved in the combat starts the battle flat-footed. Once a combatant acts, he is no longer considered flat-footed.
2. Perception checks are generally used to determine which combatants are aware of each other at the beginning of combat. If some but not all of the combatants are aware of each other at the start of the combat, a surprise round takes place before the regular round begins. During a surprise round, everyone who is aware of their opponents can take one simultaneous action. If everyone or no one is aware at the start of the battle, there is no surprise round.
3. After the surprise round, everyone rolls initiative.
4. Combatants act, in order of highest initiative to lowest. Identical initiative rolls act simultaneously. Combatants may take a standard action and a move action or two move actions or a single full round action. A character may take as many free actions as the GM thinks reasonable.
5. After all participants have acted, the combatant with the highest initiative score acts again.
6. Repeat until combat is over.

It is important to realize that in *Paranoia*, you must make your decisions quickly or not at all. If you hesitate, it is assumed that your character is hesitating too. It is perfectly acceptable for your GM to decide you've wasted too much time deciding what to do and pass on to the next character.

Surprise Round

If some but not all combatants are aware of their opponents, a surprise round occurs before the regular combat rounds begin. Any combatants aware of their opponents can act in the surprise round, each making a single standard or move action. These actions are assumed to be simultaneous. If no one is surprised or everyone is surprised, combat proceeds as normal. Whether one side is aware of the other is usually a Perception check (using the individual results for each character) opposed by a Stealth check (using the worst result for each group).

Note that in *Paranoia*, there may be issues with inter-party surprise rounds. These are resolved as follows: whoever starts the firefight acts in the surprise round. The only way for another PC to act in the surprise round is if he has previously declared (either openly or in secret) that he is watching *that specific PC* for signs of treachery. Such a declaration must be unambiguous and made shortly before the incident itself (repeated declarations are permissible, but keeping an eye on multiple team members at once is only allowed if the GM deems it feasible).

Combat Basics

This section presents a slightly streamlined version of the regular D20 rules, so even players with experience in D20 gaming should at least look it over.

Attack Roll

To score a hit against an enemy, your total attack roll must match or exceed his Defense. Attack rolls are calculated as follows.

Melee Attack Roll: D20 + Combat skill + environmental modifiers = Total
Ranged Attack Roll: D20 + Combat skill + environmental modifiers = Total

If your attack hits, roll damage.

Damage Rolls

If the attack roll equals or exceeds the target's Defense, the attack is successful, and the attacker deals damage to the defender. Roll the appropriate damage for the attacker's weapon. This damage is deducted from the target's current hit points.

Damage Types

There are five types of damage in *Paranoia*, with all damage being classified as one type or another. Thus, a laser pistol's damage is expressed as 2D6 L. This means it deals 2D6 points of laser damage. The five types of damage are:

Energy: Any form of directed or focused energy that is not a laser. Blasters, sonic weapons and particle beam guns all fall in this category.

Field: Anything that spreads its damage over a large surface. This includes flamethrowers, grenades and plasma generators.

Impact: Damage delivered via shock and pounding, such as unarmed combat or a well-swung truncheon.

Laser: Any directed beam of light. Your standard issue laser pistol is a laser weapon.

Piercing: Weapons that use a pointy tip to kill people. Includes swords and bullets.

Armor Reductions

Armor reduces the amount of damage a character takes. This is expressed by a damage code, followed by a number. Reflec provides L 5 protection, for example. This means that the first 5 points of laser damage taken by a troubleshooter wearing reflec are absorbed by the armor. Any damage above and beyond this point is subtracted from the character's hit points. If a character wearing reflec takes damage that isn't laser-based (that is say, energy, field, impact or piercing damage) reflec armor will have no effect and the character takes full damage. Some powerful armors have ALL protection, which means they protect against damage from any category.

Reflec Armor and Security Clearance

Reflec armor is unique in that its Laser protection is based on the security clearance of the weapon used against it. The modulation of higher-clearance laser barrels permits them to cut through lower-clearance reflec as if it was synthpaste. Reflec armor provides protection only against laser barrels of equal clearance or lower. The Computer's reasoning behind this is two-fold: on the one hand, it enforces the security clearance hierarchy, and on the other, it motivates troubleshooters to perform well in order to obtain more effective weaponry.

Minimum Weapon Damage

An attack can never deal less than 0 damage. Well, not unless it's some strange R&D prototype that heals enemies rather than hurting them – but we won't get in to that just yet. This *is* a Red-clearance chapter, after all.

Defense

Your Defense represents how hard it is for opponents to land a solid, damaging blow on you. Your Defense becomes the DC needed for an attack roll to beat your defenses and deal damage. Defense is calculated as follows:

Defense: 10 + Dexterity modifier + Rank bonus + size modifier

Dexterity modifiers to defense represent the character's ability to dodge blows and gunfire. This bonus is lost if the character cannot react to the attack for some reason (due to surprise, for example). Dexterity penalties to defense are never lost.

Only the inhabitants of Alpha Complex have rank modifiers, which represent the way that combat and intrigue becomes a second nature for those who survive the challenges of Alpha Complex. Rank defense bonuses are never lost

Size modifiers reflect the ease or difficulty of hitting a bigger or smaller target. Since the attack and defense modifiers

are the same for creatures in the same size class, a **[Deleted for Security Reasons]** doesn't have any more trouble hitting another **[Deleted for Security Reasons]**, than two troubleshooters would have attacking each other.

T 7-1: Size Modifiers

Size (Example)	Size Modifier
Colossal (Mark IV Warbot)	-8
Gargantuan (Vat Queen)	-4
Huge (Tyrannosaurus)	-2
Large (Grue)	-1
Medium-sized (clone)	+0
Small (Docbot)	+1
Tiny (Petbot)	+2
Diminutive (Toad)	+4
Fine (Horsefly)	+8

Range

Ranged attacks accumulate penalties for firing at long ranges depending on the type of weapon and how far you are firing. All ranged and thrown weapons have range increments, such as 15 meters for a laser pistol or 2 meters for a thrown knife. Any attack from a distance less than one range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll (so an attack with a sonic rifle against a target 70 meters away would suffer a -6 penalty, because it is three range increments away).

Thrown weapons have a maximum range of 5 range increments. Missile weapons have a maximum range of 10 range increments.

Armor Check Penalties

The heavier and bulkier a suit of armor is, the more difficult it is to perform certain skills while wearing it. The listed armor check penalty applies to: Acrobatics, Athletics, Stealth and **[Deleted For Security Reasons]**. The following additional effects apply, depending on the type of armor:

Light: None.

Medium: Clones wearing medium armor cannot run and apply their armor check penalty to their Defense score.

Heavy: Clones wearing heavy armor cannot jog or run and apply their armor check penalty to their Defense score and attack rolls.

Modifiers Stacking

Bonuses/penalties with the same name do not stack, with only the largest modifier being applied. So character with a +4 morale bonus and a +2 morale bonus would gain only a +4 modifier in total. On the other hand, the highest bonus and the largest penalty are counted together. So a character with a +4 morale bonus and a -2 morale penalty would apply a net +2 bonus.

Modifiers with different names do stack, as do "unnamed" modifiers, such as those provided by the Iron Will, Lightning Reflexes and Great Fortitude feats.

Critical Hits

When a character makes an attack roll and gets a result within his weapon's threat range (usually 20 or 19-20), the attack hits regardless of the target's Defense and the character has scored a critical hit.

A critical hit means that the attacker multiplies his damage roll by the appropriate modifier (generally between x2 and x4). This represents hitting a particularly vital spot, although not necessarily very well. A low damage roll on a critical hit grazes a vital spot (shaving off an opponent's ear rather than drilling a hole through his forehead).

Wounds, Incapacitation and Death

Getting hurt is generally a *bad* thing. Still, as much as we'd prefer not to, our editors forced us to include these rules.

Stunned

A stunned character loses his Dexterity bonus to Defense (if any), cannot take any actions while stunned and suffers an -2 penalty to Defense. Characters are generally stunned by special non-lethal weapons like stun guns.

Wounded

Any time a character loses at least 50% of his hit points, he is considered wounded. As long as he remains wounded, he

suffers a -4 penalty to all attacks, skill checks, saving throws and Defense.

Incapacitated

Troubleshooters reduced to between 0 and -9 hit points are incapacitated and barely alive. They suffer an -8 penalty to all skill checks, attack rolls, saving throws and Defense. They can only move by crawling one meter a round. Each round an incapacitated character has a 10% chance of stabilizing. If the character does not stabilize, he loses one hit point instead.

Death

When a character's current hit points drop to -10 or lower, or if a character takes massive damage and fails his saving throw (see below), that character is dead. A character can also die from taking ability damage that reduces his Constitution to 0.

Vaporization

While under the regular D20 system, characters might die instantly from taking obscene amounts of damage, *Paranoia* goes one step further: it vaporizes them. That's right: a properly vaporized clone is nothing more than a faint red mist drifting through the air.

Clones are in danger of vaporizing any time they take more than 20 points of damage from a single attack. In order to avoid vaporization, they must make a Fortitude save DC (-10) + damage dealt. So, a tacnuke shell dealing 100 points of Field damage would require a Fortitude save DC 90 to resist. Needless to say, clones that don't die instantly from the sheer amount of damage they take will probably fail their Fortitude saves.

Characters do not have to check for vaporization from subdual damage.

Fumbles and Malfunctions

Sometimes troubleshooters screw up real bad. Sometimes this happens in combat. This is called a fumble. Sometimes weapons break. This almost always happens in combat and is called a malfunction.

Fumbles are natural 1s. They result in the character dropping his weapon. He must then spend a move action to recover it (his opponents, of course, have the same opportunity). A fumble may also result in the character accidentally injuring himself in some way (Neurowhips are particularly infamous in this regard).

Malfunctions are all unmodified attack rolls that are lower than the weapon's malfunction number. Chapter 8: Non-Combat Perils contains information on the types of malfunctions that various weapons can suffer from. These range from the weapon jamming to losing a clip of ammo to a complete meltdown.

In general, a roll that is both a fumble and a malfunction has a 50% chance of being either one (and an unspecified chance of both effects taking place simultaneously).

Attacks of Opportunity

Certain actions require a character to let his guard down in order to concentrate on doing something. This could involve disarming a thermonuclear warhead, firing a laser rifle in melee or just running past a knife-wielding opponent. The effect of these actions is to allow opponents to make a free attack against the character.

Threatened Area

A character threatens the area into which he can make a melee attack, even when it is not that character's action. An enemy who takes certain actions while in a threatened area may provoke an attack of opportunity from a character. Troubleshooters normally have a 1-meter threat radius. Creatures with a long reach or troubleshooters wielding big weapons (like spears) increase their reach beyond this. Threat radii are only caused by characters with melee weapons or who possess unarmed attacks.

Provoking an Attack of Opportunity by Moving

If a character moves out of (but not into) a threatened area, that character usually provokes an attack of opportunity. There are two exceptions to this. If all a character does during his turn is make a normal move or a double move (not a run), the space that the character started out in is not considered threatened. Or, if a character's entire move for the round is a 1-meter step, he does not provoke an attack of opportunity.

Provoking an Attack of Opportunity by Taking an Action

A character taking some kinds of actions provokes attacks of opportunity, as described in the Combat Actions section of this chapter.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and a character can only make one per round. The character does not have to make an attack of opportunity if he doesn't want to. Attacks of opportunity are made at the character's highest attack bonus.

Flanking

If you are in melee with an opponent, and an ally is also in melee with that creature directly across from you, you and your ally flank that opponent. You both gain a +2 bonus to your attack rolls. Flanking also allows troubleshooters with the Sneak Attack feat to strike for extra damage.

Combat Actions

Since combat is composed of actions taken during six-second rounds, it is important that everyone playing the game know how to invest their time wisely.

Types of Actions

Free Action: A character can perform one or more free actions while performing another action. However, the GM puts reasonable limits on what a character can really do for free. Looking around, shouting brief phrases and other inconsequential acts are considered free actions.

Move Action: Move actions allow a character to move up to his full movement rate or change his current position (kneeling, standing, ect).

Standard Action: A standard action allows a character to do something important, like use a skill or make one attack.

Full-Round Action: A full-round action consumes all a character's effort during a round. The only movement a character can take during a full-round action is a 1-meter step.

T 7-2: Action Types/Attack of Opportunity

Action	Type	AoO?
Attack: Melee	Standard	No
Attack: Full	Full-round	Yes (ranged)/No (melee)
Attack: Ranged	Standard	Yes
Bull rush	Standard	Yes
Disarm	Sub***	Yes
Draw a weapon	Special*	No
Drop an Item	Free	No
Drop to the floor	Free	No
Extinguish Flames	Full-round	Yes
Get in a vehicle	Standard	No
Grapple	Special	Yes
Kill a helpless character	Full-round	Yes
Open a Door	Move	No
Pick up an item	Move	No
Ready	Special**	No
Reload a weapon	Special*	Yes
Stand up from prone	Move	No
Strike an object	Standard	Yes
Talk	Free	No
Trip	Sub***	Yes
Use 1-action skill	Standard	Yes (usually)
Use 1-round skill	Full-round	Yes (usually)

*Drawing/reloading a one-handed weapon is a standard action; drawing/reloading a two-handed weapon is a full-round action. These times can be reduced by the Weapon Focus feat. Characters with the Two-Weapon Fighting feat may draw/reload two one-handed weapons as a standard action. Drawing a grenade is a free action that is part of an attack as long as the grenade is readily available.

** When readying an action, the character selects an action and specifies what condition triggers it. If these conditions do not come to pass, the troubleshooter takes no action that round.

*** These actions substitute for regular melee attacks. As such, they can be used more than once if a full-round attack action is made, or as attacks of opportunity.

Combat Modifiers

There are many modifiers specific to combat, the most common of which are presented below. Memorizing them in the hopes of obtaining an edge during combat is not advisable (See Tactics, below). Although if your goal is merely to keep the game moving and ease your GM's burden, this would be most commendable.

Status Modifiers

These are circumstance modifiers based on the position and status of the attacker or defender. All applicable conditions stack.

T 7-3: Combat Circumstance Modifiers

Situation	Attack Roll	Effects?
Attacker on High Ground	+2	Melee
Attacker Jogging	-2	Both
Attacker Running	-4	Both
Attacker Kneeling	-2	Melee
Attacker Prone	-4	Melee
Defender in melee	-4**	Ranged
Defender in grapple	-4**	Both
Defender Stunned	+2*	Both
Defender Flat-footed	0*	Both
Defender Focused on Skill	+2	Both
Defender Kneeling	-2/+2	Ranged/Melee
Defender Prone	-4/+4	Ranged/Melee

* Defender loses his Dexterity bonus to Defense

** If the attack misses, there is 50% chance he will hit anyone in combat with the character instead. Use the original attack roll to see if the new target is hit. If there are multiple characters involved in the melee/grapple, use the scatter system to determine who is hit.

Advanced Rules

These are rules that cover events and circumstances that do not happen in day-to-day, run-of-the-mill firefights. They are arranged in Alphabetical order.

Bull rush

A bull rush is an attempt by one character to push another character in a given direction. When a character makes a bull rush, he attempts to push an opponent straight back instead of attacking him.

Initiating a bull rush requires you to move into the defender's space. This provokes attacks of opportunity.

Next, the initiator and the defender make opposed strength checks. The attacker gains a +2 bonus if the bull rush is attempted at the end of a charge. The defender gains a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable. If there is a difference in size, the larger character gains a +4 bonus for every category he is larger than his opponent.

If the aggressor beats the defender, the defender is pushed back D3 meters. If the aggressor wishes to move with the defender, he can push the defender back an additional 1 meter for each point by which the character exceeded the defender's check result. The attacker can't, however, exceed his normal movement limit.

If the aggressor fails to beat the defender's Strength check, he moves 1 meter straight back. If that space is occupied, he falls prone.

Breaking Items and Damaging Objects

Sometimes troubleshooters will want to attack an inanimate object. There are many reasons for this: secret society assignments, bad trips and completion of mission objectives are the most common.

Properties of Objects

Objects have certain important immunities and distinctions. They are listed below.

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points. Hardness counts as ALL armor, unless the GM rules that an object is particularly vulnerable to a certain form of attack.

Hit Points: An object's hit point total depends on what it is made of and how big it is. When an object's hit points reach 0, it's ruined. Very large objects have separate hit point totals for different sections.

Saving Throws: Unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by (for instance) a disintegration beam. An item attended by a character (being grasped, held, or worn) receives a saving throw just as if the character himself was making the saving throw.

T 7-4: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Synthfiber	0	2/inch of thickness
Glass	1	1/inch of thickness
Wood	5	10/inch of thickness
Cement	8	15/inch of thickness
Steel	10	30/inch of thickness
Duralloy	15	30/inch of thickness
Neutronium	20	40/inch of thickness

T 7-5: Common HP and Hardness of Weapons and Objects

Weapon	Hardness	Hit Points
Small melee weapon	5	2
Medium-sized melee weapon	5	5
Pistol	5	6
Rifle	5	10
Heavy Weapon	10	15
Comm Unit	0	3
Multicorder	2	10
Jumpsuit	0	6
Computer Terminal	20	50
Regular Door	5	10
Blast Door	10	200

Using Strength to Break or Burst Items

A common use of a high Strength score is to break open doors and burst bonds. Larger and smaller creatures get size bonuses or penalties on these Strength checks: Fine -16, Diminutive -12, Tiny -8, Small -4, Medium-sized +0, Large +4, Huge +8, Gargantuan +12, Colossal +16.

T 7-6: Burst/Break DCs

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope/tangler bonds	23
Bend iron bars	24
Break down barred door	DC+5
Burst chain bonds	30

Charge

Charging is a full-round action that allows a character to move up to twice his full movement rate and attack once with a +2 bonus to melee attack and damage rolls. Charges must be conducted in a (mostly) straight line and impose a -2 penalty on the character's Defense until the beginning of his next turn.

Cover

Cover provides a bonus to a character's Defense and Reflex saves. The more cover a character has, the bigger the bonus. Determining the amount of cover afforded by an object is completely subjective and up to the GM.

T 7-7: Cover Effects

Degree of Cover	Cover Defense Bonus	Cover Reflex Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4
Total	-*	-*

* Attacks against characters with total cover are impossible.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers a character. The GM determines the value of cover. Cover, obviously, does not apply to attacks originating on the wrong side.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important in cases where a troubleshooter uses another citizen as cover. In such a case the cover/human shield takes the damage intended for the target.

Concealment

Concealment includes all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy.

T 7-8: Concealment Miss Chance

Concealment	Example	Miss Chance
Partial	Light fog; light foliage	10%
One-Half	Dense fog/smoke., dense foliage	25%
Full	Attacker blind; total darkness	50%

Concealment is subjectively measured and always depends on the attacker's point of view. Field weapons are not affected by concealment. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together

Concealment Miss Chance

If a normal attack roll succeeds against a character protected by concealment, the defender must make a miss chance percentile roll to avoid being struck. If the roll is equal to or less than the miss chance, the attacker's aim was spoiled and the shot goes wild.

Disarm

As a melee attack, you may make a disarm attempt. In doing so, you provoke an attack of opportunity from the defender. You and the defender then make opposed attack rolls with your respective weapons. If the weapons are of different sizes, the character with the larger weapon adds +4 per size category. If a weapon is held with both hands, the user gains a +4 bonus to his Disarm roll. If you win, you disarm your opponent.

If the character making a successful disarm check is unarmed, he gains the disarmed weapon in his primary hand; otherwise, it lies at it's former owner's feet and can be picked up as a move action. Certain items, such as Plasma Generators, cannot be disarmed.

Encumbrance

Characters who are carrying too much in the way of armor, weapons and gear begin to suffer reductions to their effectiveness in combat. In general, these rules will rarely come into play, since PLC is notoriously tight-fisted when it comes to distributing equipment to troubleshooters. As a simplified version, the GM can arbitrarily determine that certain actions involve light or heavy loads (carrying a crate of C-4, dragging a fallen teammate's body around, ect), and ignore personal encumbrance.

Weight

If you want to determine whether your character's gear is heavy enough to slow him or her down (more than the armor already does), total the weight of all his or her armor, weapons, and equipment. If the number is less than his carrying capacity, your character is okay. More than that means that your character is moderately encumbered. More than twice a character's carrying capacity means that he is heavily encumbered.

Effects of Encumbrance

Citizens who are moderately encumbered suffer a -2 penalty on all attacks, Reflex saving throws, skill checks and Defense. They also cannot run. Heavily encumbered citizens suffer a -4 penalty on all attacks, Reflex saving throws, skill checks and Defense. They cannot jog or run.

Carrying Capacity

A troubleshooter's carrying capacity is equal to his Strength times five in kilograms.

Fighting Defensively

By taking a -4 penalty to your attack rolls for one round, you may add +2 to your Defense. This is a free action taken at the beginning of your turn.

Grappling

Grappling means wrestling and struggling in hand-to-hand combat. It is generally used to restrain an opponent.

Grapple Checks

Repeatedly in a grapple, you need to make opposed grapple checks against your opponent. A grapple check is something like a melee attack roll. Your attack roll for a grapple check is determined as follows:

$$\text{Unarmed Combat skill} + \text{Environmental Modifiers} = \text{Total}$$

For every size category you are larger than your opponent, you add +4 to your grapple check. If your opponent is slippery or otherwise hard to grip (if you were wrestling a spike-covered mutant for example) then you suffer a -4 penalty to grapple checks.

Starting a Grapple

Grab: You must succeed in an unarmed combat attack to grab your opponent (which provokes an attack of opportunity). This is the first step in a grapple. If you fail to hit your target, the grapple fails.

Move In: To continue the grapple, you move into the target's space. This provokes attacks of opportunity as normal from other characters, but not from the target you are grappling.

Grappling: You and the target are now grappling. Each of you may now only take free or grappling actions until the grapple is over.

Grappling Attacks

If you have multiple attacks due to a high Unarmed Combat skill, you may make multiple grapple checks in a round. Completing any of the following actions requires a successful opposed grapple check.

Damage Your Opponent: You deal damage as an unarmed strike.

Pin: You hold your opponent immobile for one round. While a character is pinned, attacks against him gain a +4 bonus to hit (this includes further grapple checks). Using pin is a full-round action.

Break a Pin: By making an opposed grapple check, you can break an opponent's pin on you or anyone else he is grappling.

Escape: You can escape the grapple with two successful grapple checks in a row, or an Acrobatics check opposed by an opponent's grapple check.

Attack with a Tiny or Small Weapon: This counts as a single action, but requires you to succeed in a grapple check followed by a normal attack roll.

Multiple Grapplers

Several combatants participate in a single grapple. Up to four combatants can grapple a medium-sized opponent. Larger or smaller creatures take up double or half as much room per size category away from medium.

Grappling Consequences

While you are grappling, you do not threaten any areas around you, and lose your Dexterity bonus to Defense. You also fail all Reflex saves.

Grenade-like Weapons

A grenade-like weapon is any weapon that has a large blast or damage radius. This includes everything from beakers of acid to cone rifle shells to (surprise) hand grenades. If you miss while using a grenade-like weapon, roll a D6 to determine how many meters away from the target it lands (modified if necessary for the weapon type). This may result in the target getting hit anyway. That is to be expected when using weapons with large blast radii.

To determine which direction the object scatters roll a D8, with each number corresponding to a different vector. 1 is long, 2 is long and to the right, 3 is to the right, 4 is short and to the right, 5 is short, 6 is short and to the left, 7 is to the left and 8 is far and to the left. Once you know where the grenade landed, determine the explosion and damage as normal.

Helpless Characters

A helpless defender has a Dexterity score of 0 and can be killed as a full-round action by anyone with a lethal weapon. This is called a coup de grace and provokes an attack of opportunity. Regular attacks against a helpless character are automatically critical hits.

Hit Location

If, at any time, it becomes important to determine exactly where a character was wounded, consult the chart below. Note that Field damage is always applied over the entire body, and cannot be targeted at a specific area. In the case of a character deliberately aiming for a specific body part, he may subtract up to ten points from his attack roll (before the dice are thrown), so that he may adjust the hit location roll by an equal amount (assuming that the attack is successful).

T 7-9: Hit Location Table

D 20 Roll	Area of Body
1-4	Right Leg
5-8	Left Leg
9-14	Torso
15-16	Right Arm
17-18	Left Arm
19-20	Head

Special Weapon Rules

The wide variety of destructive hardware issued to troubleshooters means that somewhere along the line, they'll run in to a weapon with some sort of special property. Hence, the rules below.

Flame Thrower

Flame throwers are worn like a backpack by troubleshooters, and so cannot be disarmed. On the other hand, attack may be directed against the fuel tank (Defense 16, hardness 10, 7 hit points). If punctured, the tank explodes, dealing 6D6 F [fire] damage to a 5-meter radius.

Force Gauntlet

When used to attack a particular target, a Force Gauntlet does escalating damage, starting at D6 I on the first round, and increasing by D6 every round to a maximum of 6D6 I. If the attack is interrupted for any reason, the damage is reset to D6 I.

Gauss Guns

These special anti-robot weapons ignore all robot armor, unless stated otherwise in the bot's description.

Grenades

Grenades in *Paranoia* work on a three-second fuse. It is assumed that the troubleshooter throwing the grenade does a fairly good job of timing it to explode near the target. Experimental fuses are available that explode on contact, near body heat, when remotely activated, etc. Sometimes grenade fuses burn too fast, or too slow.

Ice Gun

Because the only ammunition needed to reload this weapon is water, extra ammo is not provided. The character must either bring along a thermos full of water to refill the device (as a full-round action), or spend D4 rounds reloading it from a water fountain or stream.

Laser Weapons

As noted above, reflex armor only provides protection against lasers of the same security clearance or lower. This means that superiors can slice through a troubleshooter's armor like it's not even there.

Plasma Generator

Besides its well-deserved reputation for critical malfunctions, the Plasma Generator is important because it must be worn like a backpack to be used. This imposes an effective -4 penalty to Dexterity (on the plus side, it cannot be disarmed). It also requires two DC 10 Dexterity checks to remove; one can be attempted each round.

Subdual Damage

Subdual damage represents bruises and black eyes, rather than life-threatening injury.

Effects of Subdual Damage: Subdual damage isn't subtracted from a character's hit point total like normal damage. Instead, it is kept track of separately. If a character ever has more subdual damage than current hit points, he is knocked unconscious.

Dealing Subdual Damage: Subdual damage comes from a number of sources, most commonly unarmed attacks and weapons designed for live capture, but also adverse weather conditions and fatigue. A character can choose to deal subdual damage with a melee weapon that normally deals lethal damage, but suffers a -4 penalty to the attack roll. Subdual damage cannot be dealt with a ranged weapon unless that weapon deals subdual damage normally.

Healing Subdual Damage: Characters recover subdual damage at the rate of one point per rank per hour, and wake up as soon as the total drops below their current hit points.

Trample

As a standard action during its turn each round, a creature or vehicle with the trample ability can literally run over an opponent at least one size category smaller than itself. The creature merely has to move over the opponent's space. Trample deals Impact damage as listed in the creature's /vehicle's statistics entry.

Trampled opponents are presented with a Catch-22: they can attempt an attack of opportunity that ignores half of the opponent's armor, or they can make a Reflex save for no damage. The save DC is 10 + ½ trampling creature's HD + trampling creature's Strength modifier (again, the exact DC is given in the descriptive text).

Trip

A trip attack is made as a Unarmed Combat check. If the attack succeeds, make a Strength check opposed by the defender's Strength or Dexterity check (whichever ability score is higher). If attacker's total is higher, the defender is tripped and he falls prone. If the defender wins, he remains standing, and can react to make an immediate trip attack against the attacker. Characters get a +4 bonus for each size category they are large than their opponents, and a +4 bonus if they are exceptionally stable. Tripping provokes an attack of opportunity.

Two Weapon Fighting

If a citizen wields a weapon in each hand, he may make one extra attack per round with the secondary weapon in addition to his regular attacks. Fighting in this way is very hard, however, and the character suffers a -6 penalty on regular attacks with the primary weapon and a -10 penalty to the attack with secondary weapon. A character can reduce these stiff penalties in three ways:

- If a character's second weapon is light, the penalties are reduced by 2 each.
- The Ambidexterity feat reduces the penalty against the off-hand weapon by 4.
- The Two-Weapon Fighting feat reduces penalties for both weapons by 2.

Unarmed Attacks

Striking at an opponent with punches, kicks and head butts is like attacking with a weapon, except for the following differences.

Attacks of Opportunity

Attacking unarmed provokes an attack of opportunity from the character you attack, provided he is armed with a melee weapon. An unarmed attack does not provoke an attack of opportunity from another unarmed opponent, nor does it provoke an attack of opportunity from someone using a ranged weapon.

“Armed” Unarmed Attacks

Sometimes a character or a creature attacks unarmed but still counts as armed. Any character with certain feats counts as armed, as does any creature with natural weaponry such as claws, fangs or horns. Note that this works both offensively and defensively, so that an armed unarmed character does not provoke attacks of opportunity when attacking an armed character and may take attacks of opportunity against unarmed characters who attack him.

Unarmed Strike Damage

A normal human deals D3 I subdual damage with an unarmed strike.

Dealing Lethal Damage

A character can specify that his unarmed strike will deal lethal damage before making an attack roll, but in this case the attack suffers a -4 penalty.

The Dramatic Tactical System

Many role-playing games use complicated, time-consuming methods of resolving combat. These systems involve careful placement of metal miniatures on a table or counters on a hex-map, movement rates that require the counting squares or measuring distances, and intricate formulas for calculating how much damage is inflicted.

The problems with systems like these is that they turn what is supposed to be a role-playing game into a wargame. In such games, players spend the bulk of their time playing out combat and deciding what happens. The result is that a battle which would in real life take a few minutes ends up consuming hours of play time, which is ridiculous. Even in high-risk occupations like that of a troubleshooter, the majority of a character's time is actually spent in activities other than shootouts.

One might argue that combat is the most "interesting" thing that happens to characters, therefore it deserves so much attention. We do not believe this; if fighting is the most interesting thing in a gamemaster's campaign, he's doing something wrong.

Furthermore, extremely detailed systems tend to de-emphasize decision making. In a fight, a player will, in real terms, make no more than half a dozen decisions: Who do I fire at first? Do I come to the aid of Fred or Sarah? When do I run away? The decision-making part of combat is the vital part as far as characters are concerned; spending too long calculating odds, rolling dice and flipping through rule-books does nothing to advance the plot of the adventure, yet this is the whole point of role-playing games!

Obviously, however, combat is important, even if it doesn't occupy the limelight to the exclusion of all else. When push comes to shove, the gamemaster needs to know who kills who and at what cost. Furthermore, a combat system has to be 'fair'. Even if it is incredibly deadly, players should not feel they are dying arbitrarily. It also has to allow players to reach important decisions quickly, yet still include enough rules to feel that their decisions will have an important impact on the course of the battle.

The Dramatic Tactical System is a stripped-down version of the D20 system's combat engine designed with speed and flow of play in mind. The only rules included were the most fundamental; any excess has been dropped. Don't look to confirm your threats in *Paranoia*; a natural 20 is *always* a critical hit.

It is important to note that although you can use miniatures to represent combat in *Paranoia*, we strongly advise against it. Battles fought using the Dramatic Tactical System are designed to be played out in the imaginations of the players and the GM. At most, a rough map could be sketched of the battlefield and the positions of the participants indicated. Action occurs at a brutal and break-neck pace. Hesitate and you're lost.

Finally, remember that the first word in the title of this section is 'dramatic'. Flamboyant action, such as that seen in action flicks of dubious quality, is not only allowed, but encouraged. If a character wants to swing from a chandelier while firing his laser, he's welcome to do so (of course, a Defense bonus/attack penalty would be appropriate to simulate his state of motion). If another character wants to leap off a rock onto an enemy, go ahead. If he misses, he'll suffer fall damage; a successful leap will surprise his opponent and might count as a charge. If players come up with clever ideas, the GM should judge their results fairly and realistically. Amusing tactics and wild-eyed strategies will be rewarded; leave careful planning and detailed tactics to people who play *Stalingrad*.

Non-Combat Perils

Despite the deadly nature of combat in *Paranoia*, not to mention its frequency, not all troubleshooters are killed in firefights. Gamemasters will rejoice at the many heartwarming ways to kill... er, entertain, your players that we provide below. Just try not to chuckle too loudly— they might get suspicious.

Traitors

There are many kinds of traitors, as noted in the introduction. There are commies (although this is often a nebulous term used to describe all of the rabidly anti-Computer secret societies), unregistered mutants (and registered mutant who abuse The Computer's leniency) and of course, plain old traitors. They must all be executed, with no exceptions. Below, you will find out how and why they shall be executed.

Treason Points

The Computer keeps incredibly detailed records of the loyalty and past transgressions of its citizens. A citizen's loyalty record is expressed in two ways: treason points and commendation points. Commendation points are dealt with elsewhere; this is the 'perils' chapter after all.

Treason points are assigned by The Computer for suspicious or illegal activities. If a character gains too many treason points, he is declared a traitor and subject to summary execution – by The Computer's agents if possible, or by his (former) teammates eager to gain a commendation.

A character is declared a traitor if he has 10 or more treason points (7 if he's a registered mutant). Treason points, like commendation points, are 'hidden'. That is, the gamemaster keeps a secret running total of each character's treason points. The status of his treason point total becomes obvious only when a character is declared a traitor by The Computer.

The gamemaster should keep in mind that The Computer only assigns treason points for things it knows about. Initially The Computer is unaware that any of the player characters have mutant powers (unless they register them) or that they are members of secret societies. Only if this information is revealed to The Computer will the character gain treason points.

The gamemaster has complete discretion in awarding treason points. The Treason Point Chart below is intended as a guideline; be flexible and use your judgement.

Note: Treason points are *never* lost. The Computer never forgets treason, and the personnel loyalty databanks are off-limits to even the most trusted High Programmers.

T 8-1: Treason Point Assessment Table

Treasonous Act	Treason Points
Turning off one's communicator during a mission	1
Evading IntSec or Computer surveillance	1
Doubting The Computer	1
Disobeying an order from:	
a security clearance superior	*
a mission superior	2
The Computer	5
Failure to defer to a citizen of higher security clearance	1
Being present in a location of higher security clearance	*
Impersonating a citizen of higher security clearance	*
Destroying assigned equipment	*
Possessing unauthorized information or equipment	*
Refusing the assignment of experimental equipment	1
Refusing to take prescribed medications	1
Knowledge a treasonous skill or feat	10
Being a Communist	50
Making a false accusation of treason	5
Mutation	
Registry of	**
Suspicion of	2
Proof of	10
Possession of Machine Empathy	20
Secret Society Membership	
Suspicion of	2
Confessing	5

Proof of	10
Failure to complete a Mission	1
Inhibiting the progress of a Mission	2
Being the sole survivor of a Mission	3

* Variable. The number equals the difference in Security Clearance between the traitor and the equipment or area that is illegally possessed/trespassed upon. Thus a Red Troubleshooter in a Blue corridor gets 4 treason points. For equipment that has been damaged or lost, base treason points on the importance of the item in question. For disobeyed orders, use the difference between security clearances.

** Registering your mutation has a variety of repercussions that are listed in the mutations section.

The Execution of Traitors

When a character accumulates 10 or more treason points, The Computer makes a public announcement that the clone is a traitor and an enemy of the Complex. Thereafter, any citizen who captures or executes the traitor receives commendation points according to the status and importance of the traitor.

A character is declared a traitor in the following way. First, The Computer notifies Internal Security that the citizen is to be apprehended on a charge of treason. A detailed description of the traitor, his recent activities and whereabouts are broadcast via com unit to all on-duty IntSec agents. At the same time, a general announcement is made in the halls, residences and workplaces of Alpha Complex. The traitor and his crime are identified, and loyal citizens are encouraged to assist in locating and apprehending this Enemy of the People. Of course it is understood that if the traitor resists capture, it may be necessary to use force (often deadly force) to protect the lives of citizens and prevent the destruction of Computer property.

Troubleshooters do not necessarily receive notice of every citizen who is declared a traitor, but Troubleshooter teams are often assigned to hunt down a particularly cunning and dangerous traitor. The fact that this is a flagrant violation of IntSec's duties often results in "misunderstandings" between the two organizations.

In many cases a player character's treason will come to light during a post-mission debriefing, when all the characters are jointly making their report to The Computer. After The Computer has reviewed the reports and evidence surrounding a charge of treason, a Troubleshooter may immediately be declared a traitor. This normally precipitates a sudden gun battle in the debriefing room, with each player character eager to claim the reward for dispatching a vile traitor. Because of this, The Computer will often attempt to trick the traitor into surrendering peacefully under the guise of a private conference. Once the traitor is isolated, Internal Security agents armed with a variety of lethal and non-lethal weaponry will take him into custody preparatory to interrogation and execution.

In these circumstances the traitor doesn't have much of a chance of escaping. Even if he manages to survive the shootout with the other player characters (not to mention the heavily-armed briefing officer), The Computer knows right where to find him, and he can be sure that platoons of IntSec goons (and if that fails, Vulture Warriors) will be on his trail in minutes. The proper etiquette in such a situation is to go down fighting, shouting secret society slogans and defiantly mocking other player characters for their cowardly servitude to The Computer.

In some cases, however, the declared traitor has a fair chance of escape, particularly if the traitor is revealed during the course of a mission (for example, if one of the players reports a treasonous act to The Computer, it may immediately order the traitor's execution). In this case the character can succeed in escaping if he acts decisively and effectively (and if his luck holds).

Sadly, even if the traitor escapes, the player can no longer run that clone as a troubleshooter. A new clone is activated, just as though the traitor had been executed, or, if there are no surviving members of his clone family, a new character will have to be created. The traitor is turned over to the gamemaster, who may choose to employ him as an NPC if he so desires.

However, in order that the resourcefulness necessary to permit a successful escape will not go completely unrewarded, the following special rules are suggested.

1. If there are surviving members of the escaped traitor's clone family, they receive an immediate promotion in their secret society. This simulates the increased prestige of being the clone of a citizen who has joined the permanent resistance Outdoors or in an abandoned sector of Alpha Complex.

2. If the escaped traitor has any illegal credits or possessions hidden somewhere in Alpha Complex, his next clone knows where they are and will be able to retrieve them.

3. The clone may some day be fortunate enough to receive help from his escape clone relative. This should be used sparingly, and only if it is consistent with the secret society's objectives.

4. If there are no surviving members of the deceased traitor's clone family, the player may elect to have his new clone family belong to the same secret society and take the escaped clone as a mentor and role-model. This allows the new character to start at rank 2 in his secret society, and may involve the reappearance of the traitor for dramatic (or comedic) purposes.

Fines

For minor infractions that result from incompetence rather than criminal intent, The Computer will usually levy a fine instead

of assigning treason points. The severity of the fine depends on nature the infraction, but is generally low, because actions which would rate very large fines are generally classified as treason. Repeat offenders, however, can expect to be issued treason points *in addition* to the regular fines.

When determining the general cost of incidental damage to Computer property from combat (missed laser shots, grenade blasts, meltdowns of experimental weaponry), a good rule of thumb is as follows: multiply the average damage of the team's weapons by the number of significant combat encounters. Modify to account for common sense and the environment where the majority of the combat occurs. General damage fines are divided evenly between the members of the team, regardless of who caused the majority of the damage.

Example: A team of troubleshooters armed with laser pistols and grenades (average damage 9) has six major firefights in low-clearance facilities. Thus, they cause 54 plasticreds worth of damage. However, if they also had a plasma generator with them which malfunctioned and exploded on its first shot (causing 50 points of damage) the total damages caused would be increased to 104 plasticreds. If the firefights took place in an important research facility, the GM would be justified in doubling or even tripling the size of the fines.

Note: Do not feel compelled to levy general damage fines after every mission. On short missions, this will only result in increased frustrations. After long missions, it will make the players feel hard done-by. The correct reason to use them is if one or more PCs is getting overconfident and needs a reminder of how fleeting success can be in Alpha Complex.

T 8-2: Fine Assessment Table

Regulatory Violation	Size of Fine
Being out of uniform	10 credits
Failure to be happy	25 credits
Failing a Hygiene Inspection	25 credits
Missing bedcheck/reveille	25 credits
Unintentional damage or loss of Computer Property	Value of property
Possession of forged documents	75 credits
Traffic violation (exceeding speed limit, double-parking, ect)	50-200 credits
Insolvency (the inability to pay a fine)	150 credits*
Sundry Discipline Violations (aka inconveniencing a UV)	25-500 credits

* Insolvency fines grant the character a D3 daycycle extension to get his affairs in order before clones start getting terminated.

Advanced Rules

These advanced rules cover a wide variety of situations that might arise as a result of Troubleshooter incompetence and/or your creative genius. As a GM, you should memorize the most important sections (like clone replacement) and be at least somewhat familiar with the rest.

Better Living through Chemistry

The following items are presented as examples of what a troubleshooter can do with the High-Energy Chemistry skill in his spare time. Each entry contains all the details needed to use the substance in the game, along with time, costs and the difficulty of production. Troubleshooters have roughly three hours of unsupervised recreational activity per daycycle, with missions generally taking place every D6 daycycles.

Acids: A skilled chemist can make all kinds of acids with varying potency and effects. Details listed are for one beaker, with fifty beakers being necessary to fill a barrel. See Corrosive Substances under Environmental Dangers for further details. **Cost:** Max damage x2 plasticreds **Time:** 1 hour **Craft DC:** 10 + max damage

Diamond Film: By rearranging carbon molecules from leftover industrial waste, it is possible to create a small amount of diamond-like substance and apply it to the exterior of a suit of armor. This provides the armor with +5 Piercing defense (or P 5 if it is does not have it already). **Cost:** 500 plasticreds **Time:** 24 hours **Craft DC:** 26

Dimethyl Sulfoxide (DMSO): Although commonly thought of as a utility chemical with various mundane applications, DMSO also functions as a delivery agent for toxic substances. Any liquid poison (not a gas) that is dissolved in DMSO becomes a contact poison, and its save DCs (initial and secondary) are DCs increased by +2. **Cost:** 70 plasticreds **Time:** 4 hours **Craft DC:** 17

Enriched Fuel: This high-octane, high-performance fuel provides a +2 to Vehicle Operations checks and allows a vehicle to move 25% faster. Details are for enough fuel to power an average vehicle for one hour. **Cost:** 100 plasticreds **Time:** 3 hours **Craft DC:** 14

Gas: Any of the Cone Rifle gas shell loads can be duplicated with a successful check. The resulting gas is stored in a sealed beaker and can be thrown like any grenade-like weapon. **Cost:** Three-quarters of the fine cost **Time:** 4 hours **Craft DC:** 10 + Fort Save

Illegal Drugs: High Energy Chemistry can also be used to create the various illegal pharmaceuticals that are listed in the back of Appendix D: Drugs. **Cost:** listed creation cost **Time:** D6 hours **Craft DC:** Equal to potency

Knockout Drops: These small greyish capsules dissolve instantly in fluid, becoming both tasteless and invisible.

The only clue to their existence is a faint smell of ozone, detectable with a DC 25 Perception check. If ingested, they cause unconsciousness lasting for one minute unless the victim makes a Fortitude save DC 12. **Cost:** 20 plasticreds **Time:** One hour **Craft DC:** 18

Oxygenated Fluorocarbons: Originally used as a plasma substitute by Pre-Cat militaries (to prevent a blood type mismatch in the field), this substance fell out of favor after The Computer standardized blood types among clone families. Illicit production and use continues, as Oxygenated Fluorocarbons have the ability to dissolve twice as much oxygen and carbon dioxide as regular hemoglobin. One unit provides a +2 bonus to Constitution and allows the user to hold his breath for twice as long as normal. These effects last D4 hours. **Cost:** 90 plasticreds **Time:** Three hours **Craft DC:** 20

Poison: With the appropriate apparatus, a chemist can synthesize natural toxins of all sorts. For more information, see Poison under Special Forms of Damage. **Cost:** Varies (up to 500 plasticreds) **Time:** 2 hours **Craft DC:** 5 + save DC

Slipspray: Contained within a painstakingly-scavenged aerosol can, Slipspray is a frictionless lubricant that was originally used for industrial and engineering purposes. Troubleshooters, on the other hand, use it to boobytrap areas or items, as it is transparent once dry (DC 20 Perception check to notice). Anyone walking through an area covered in Slipspray must make a DC 15 Acrobatics check (25 if they're running), with failure indicating a painful fall, and possibly a slide into something dangerous. Items covered in Slipspray are almost impossible to grip; a DC 14 Dexterity check is required every round or the character drops the item. A single can of Slipspray contains five applications, each one enough to coat an area one meter square or a single largish item. **Cost:** 25 plasticreds **Time:** 3 hour **Craft DC:** 15

Sneezing Powder: Inhaling even a small amount of this blueish-white powder is enough to wrack a clone's body with violent sneezing fits. This effectively stuns the target for D4+1 rounds unless he makes a DC 13 Fortitude save. **Cost:** 25 plasticreds **Time:** 1 hour **Craft DC:** 12

Bribery

As noted in the description of the Bootlicking skill, bribery can be used as a means of persuading stubborn NPCs to cooperate with the briber's wishes. The bonus provided by a bribe is dependant on its size in relation to the target's status. A bribe of 100 plasticreds will be received very differently by a PLC clerk and a Vulture Warrior. Consult the tables below for general information

T 8-3: Bribe Cost vs. Benefits Table

Bribe Size as % of Suggested Value	Bootlicking Modifier
<50	-6
50-74	-3
75-99	+0
100-124	+2
125-149	+4
150-199	+6
>200	+8

T 8-4: Suggested Payoff Size

Target	# Plasticreds
PLC clerk	25
IntSec checkpoint guard	30
R&D scientist	45
IntSec patrol leader	60
Briefing officer	80
Clonebank technician	750
High Programmer	5000

Clone Replacement

Clones die. This is an accepted and inevitable part of every troubleshooter's career. However, death is never an occasion for sorrow in Alpha Complex, as long as there is another clone ready to give his life for The Computer.

Clones' vital signs are monitored by implants inside their bodies from Troubleshooter HQ. When these vital signs fall below Computer-approved levels (generally -10 hit points), a replacement clone is dispatched. Note that depending on the vagaries of the situation, clones may arrive early, late or not at all.

Preparing a Clone Replacement

Preparing a clone replacement is easy; clone X is an exact copy of his predecessor, minus any changes that occurred since the last genetic transcription. Just follow the steps below and you'll be done before you can say "send in the clones".

1. Increase the player's clone number by 1.
2. Remove any temporary modifiers that applied to the previous clone.

3. If the previous clone died as a result of accumulating too many treason points, reduce the new clone's treason points to 0. Otherwise, reduce his treason point total by D6 (but not below zero).
4. A clone automatically has the same commendation points, secret society, mutant power and credits/possessions of the previous clone. Depending on the manner of death, there is a good chance some of the deceased's personal equipment will have been destroyed. If The Computer feels the new clone might not be able to recover his basic troubleshooter gear (laser pistol, laser barrel, reflex, Comm I, notebook and pen) the clone will be reissued them and fined 300 credits for loss of Computer property.
5. The new clone will be briefed by The Computer on his way to rejoin the team (this includes any audio/visual footage available), but he does not know anything his previous clone knew. This means that if the original clone was pushed down an incinerator shaft by another troubleshooter in the dark, and no one knew about it, there's no way his clone would. Of course, the clone may be warned that the darkened incineration shaft is a dangerous place by The Computer, and be justifiably wary. GMs: Allow your players to act on a small amount of their previous clone's knowledge, but nothing specific or overly blatant.

Returning a Clone Replacement to the Action

As a Gamemaster, you should ensure that clones replacements arrive as quickly as possible, because a player with a dead character is just a spectator, which is not nearly as much fun as playing *Paranoia*. It won't hurt to give the player a little time to grieve over the loss of his character (and as a penalty for allowing a trusted agent of The Computer to come to harm), but remember that he came to play *Paranoia*, not watch others have fun.

If the adventure is taking place within Alpha Complex, it should be no more than 10-30 minutes (game time) before the clone replacement arrives. If the adventure takes place Outdoors, beneath the ocean or on an orbital satellite, delivery might be less swift. Keep in mind though, that The Computer is eager to ensure the success of the mission and will not permit it to fail because the team is understaffed. The other PCs should continue onwards as soon as possible.

In real time, waiting until the end of the current fire-fight (if any) is usually a good idea, since the new clone arrives with minimal gear or knowledge of the mission's progress.

On the other hand, with a view towards maintaining fear and ignorance, it is sometimes wise to be capricious and unpredictable. Perhaps reaching the rest of the team could be a mini-adventure, or perhaps there has been some sort of snafu at Troubleshooter dispatch central. There are many possible results:

Maybe the clone was mistakenly rerouted to the Food Vats.

...Or maybe someone has jammed communications with Headquarters.

...Or maybe the flybot delivering the clone has suffered a severe malfunction and is diligently trying to educate the clone in dental hygiene as it streaks across the tundra towards the North Pole.

You never can tell with The Computer.

Insanity

A citizen of Alpha Complex must be able to deal with circumstances that would drive most humans crazy. However, even Troubleshooters can reach the limits of their mental endurance, and at these times they slip off into the wonderful world of mental illnesses.

When to Make an Insanity Check

Insanity checks should be carefully planned and made only during the most stressful circumstances, such as the following:

- Shock upon encountering the unimaginably alien or incredible. This can include leaving Alpha Complex for the first time, a really bad trip or when encountering extraordinary or supernatural creatures.
- Unbearable stress, such as when desperately trying to remove a malfunctioning plasma generator while the warning buzzer screams madly in your ear.
- Despair (i.e. when the flybot, in response to your request for time of arrival, asks if you want the period stated in decades or centuries).
- Seeing the great Cthulhu himself.

Obviously, many of the above circumstances are fairly common occurrences on troubleshooter missions and if you checked for insanity every time one of these situations came up, that's all you'd end up doing. Restrain yourself; after their first descent into madness, clones will become comfortably numb to succeeding shocks. This means that you should limit yourself to one insanity check per *clone* per mission. Of course, if you're running a horror parody, feel free to ignore this section and invent more complicated insanity rules.

How to Make an Insanity Check

The player must succeed in a Will save, with a DC as determined by you, the GM. If the check fails, roll on the Insanity Table and apply the result immediately.

Suggested DCs are as follows: 10+ for the encountering strange situations and/or creatures, 15 for unbearable stress, 20 for despair and 35 for seeing the Great Cthulhu himself. Of course these are just benchmarks; feel free to adjust them to fit the circumstances.

The Results of an Insanity Check

Failed insanity checks mean that the player will have to roll on the table below. This is generally a bad thing, since the results range from temporary paralysis to permanent derangement.

T 8-5: Insanity Table

D20 Roll	Insanity
1-5	Overwhelmed
6-10	Anxiety Attack
11-15	Neurosis
16-19	Psychosis
20	Berserker Rage

Overwhelmed: The clone is unable to deal with the situation, and assumes the fetal position on the floor, sobbing uncontrollably for D4 rounds. After the insanity runs its course the clone returns to normal and may resume control over his actions. Of course, that's assuming none of his teammates have tossed a grenade in his direction, since he'll be unable to defend himself or crawl away.

Anxiety Attack: This is similar to the overwhelmed result, except that it lasts longer but is less severe. An anxiety attack lasts D10 minutes and involves an inability or refusal to cope with reality. The clone may only perform basic motor functions: no skills, mutant powers or operation of heavy machinery. Typical behavior during an anxiety attack involves hiding somewhere out of the way. If this is prevented, the usual recourse is to blame everything on the team leader.

Neurosis: A neurosis is a minor behavioral disorder that infrequently results in danger to the insane clone or others. Several example neurosis are detailed below:

Acute Paranoia: This is a mental condition that goes beyond even the healthy distrust of others possessed by most citizens of Alpha Complex. Individuals with acute paranoia suspect everyone and everything (including bots and inanimate objects) of conspiring against them. This constant wariness results in a -2 penalty to all skill checks, but on the other hand, such characters are completely immune to surprise. An acutely paranoid character will refuse outright to: walk point, enter a room first or investigate mysterious disappearances. This condition is often treated with constant doses of Pyroxidine.

Bipolar Disorder: Bipolar disorder involves violent mood swings from depression to excessive happiness. At the beginning of every encounter situation, roll a D10. On a 1-5 the clone feels incredibly happy and confident, gaining a +2 morale bonus to skill checks and saving throws. On a 6-10 the clone feels depressed and worthless, suffering a -4 penalty to all skill checks and saving throws. These clones are often issued Gelgermine for use during the depressive phase of their illness.

Megalomania: A citizen affected by this psychiatric disorder is absurdly overconfident and eager to show off. In order to demonstrate his superiority over others (and thus his suitability for promotion), the clone will cheerfully volunteer for the most suicidal missions. The base Will save to resist any temptation to show off is DC 40 – (DC of task or the encounter code x 4). Note that The Computer rarely classifies megalomaniacs as mentally ill; those that are get quadruple doses of Asperquaint.

Obsession: Any clone affected by an obsession or mania feels himself inexplicably drawn towards a certain stimulus, which can be any of those listed on the phobia table. Any time the stimulus is present, the clone is compelled to interact with it in some way. The Will save DC required to resist this compulsion ranges from 30 (minor inconvenience) to 10 (life-threatening situation). An example of obsessive behavior would be Hydromania. Minor Inconvenience: Stops to drink at every water fountain encountered. Major Inconvenience: Must wash hands before attempting any important task. Life threatening Inconvenience: Feels compelled to immerse himself in any large body of water he comes across, inability to swim notwithstanding. Other possibilities include cleanliness, trigger-happiness, fire, treason (discovering or committing), etc.

Phobia: This is an irrational fear of a certain stimulus. The exact nature of the stimulus should be somehow related to the conditions which caused the insanity; some examples are provided below. During the game, any time the character is confronted with the stimulus, he must make a DC 20 Will save (apply modifiers as appropriate) or run screaming in fear for 2D6 rounds. Even if the save is successful, the character still suffers a -4 morale penalty to skill checks and saving throws while in the presence of the stimulus. Phobic behavior is treated with Asperquaint.

T 8-6: The Phobia Table

Condition	Fear of...
Acro-	Heights
Agora-	Open spaces
Amazo-	Moving vehicles
Blenno-	Slime (and dirtiness in general)
Ceno-	Empty rooms
Claustro-	Cramped spaces
Demo-	Crowds
Hydro-	Water
Phonemo-	Thinking

Pyro-	Fire
Scoto-	Darkness
Techno-	Complicated devices
Terato-	Monsters

Psychosis: A psychosis is a serious mental disorder that severely impairs the clone's judgement.. Psychotic characters are a danger to themselves and those around them (and, if they possess sophisticated weapons, even to people they have never met). There are many types of psychosis, each of which requires a DC 25 Medical Science check to cure. Several example psychosis are detailed below.

Amnesia: Related to Somatoform disorders, Amnesia is a condition in which the brain purges itself of memories it is unable to deal with, along with most of the character's useful knowledge. Effectively, this means 0 skill ranks until cured.

Delusional Insanity: This form of insanity results in the clone thinking he is someone or something else. What exactly varies with the circumstances. Some examples include: a High Programmer, an ideal member of his secret society, The Computer, a bot, an animal or the ever-popular *completely sane person* (try to imagine how you would feel living in Alpha Complex). This insanity has no game mechanic effect, but if the character does not adequately role-play his delusion, his character becomes an NPC under the control of the GM.

Multiple Personalities: Clones who suffer from Multiple Personalities must make a DC 15 Will save after any moderately stressful event (taking more than 5 points of damage, failing a skill check, ect) or lose control of their actions to a sub-conscious manifestation of their deepest doubts and insecurities. In effect, the new personality is the exact opposite of the original, and remains in control for D6 rounds. After that point, the clone can attempt a DC 20 Will save each round to regain control of his body, with the DC dropping by one every round. While the other personality is in control, the character is treated an NPC.

Schizophrenia: A schizo troubleshooter hears voices in his head. This fun and amusing condition is marked by mild auditory hallucinations that urge the afflicted citizen to perform certain types of actions (GM's discretion, but they should be at least slightly treasonous). The Will save required to resist the voices is only 10, but they're so damn persistent that eventually you'd do *anything* to get them to shut up.

Somatoform Disorder (aka Psychosomatic Illness): This is a mental condition in which the brain blocks the use of a certain limb or faculty that it perceives as responsible for exposure to the insanity-causing situation. This psychosis can take the form of blindness, deafness, inability to move legs or the loss of use of the arms. It is permanent until cured, but can be suppressed with a DC 20 Will save for D4 rounds (save applies only in life-threatening situations).

Berserk: This is the most extreme reaction to seemingly-hopeless situations. Also known as Shoot Everything That Moves Syndrome (SETMS) or a Vulture Warrior Complex. Clones who go berserk are characterized by foaming mouths, bloodshot eyes and maniacal laughter. This mental state lasts 2D4 minutes and has the following game effects: +6 to Strength and Constitution, -6 Defense, ability to attack one extra time per round at highest attack bonus (counts as a free action distinct from the character's normal attacks), immune to fear and cannot to use Intelligence- or Charisma-based skills. Berserk clones attack the closest visible cause of their insanity. Failing that, they attack the closest moving target (playing dead is a good way to deal with berserk teammates). If nothing remains alive within line of sight, berserk madmen will wander around, randomly lashing out at inanimate objects. When engaged in combat, berserk clones use the most direct method possible, with no regard for their personal safety.

Recovering from Insanity

Recovery from 'Overwhelmed' or 'Anxiety Attack' is automatic, as the durations are temporary. Characters can also be broken out of temporary insanity with a DC 15 Medical Science check.

Neurosis are difficult, but not impossible to cure. Troubleshooters who visit a Wellness Center after a mission are given personality reconstruction therapy if they (or someone else) reports their madness. Typical HPD&MC psychotherapists have a +8 bonus to their Medical Science skill, and can make one check against DC 18 to cure the neurosis. Troubleshooters who cannot be cured in time for their next mission are given a prescription of personality stabilizers and told to avoid extreme stress.

A psychosis is easier to detect, but more difficult to cure than a neurosis. A psychotic character will violently resist all attempts to normalize his mental balance. Psychotic troubleshooters who are dragged into a Wellness Center and force to undergo treatment have one chance between missions to be cured of their delirium. Typical HPD&MC psychotherapists have a +8 bonus to their Medical Science skill, and can make one check against DC 25 to cure the psychosis. Troubleshooters who cannot be cured in time for their next mission are kept in padded cells, returned to the clone vats if/when they're cured. If the insane troubleshooter is ever the last of his clone family, it is time to create a new character.

Lighting and Visibility

In general Alpha Complex is cheerfully well-lit. However, power outages are not uncommon and troubleshooters must often descend into dark, unsanitized places to complete their mission objectives. The information below is given mainly as a

guideline; don't let it slow down play.

T 8-7: Visibility

Lighting	Clear Vision	Concealment
Sunlight, good lighting	Normal	None
Emergency lighting, moonlight	50 m	Partial
Near-total darkness, starlight	10 m	One-half
Total Darkness	0 m	Total; must guess target's location

T 8-8: Light Source Radius

Source	Light	Duration
Torch/ campfire	5 m radius	1-2 hours
Flashlight	10 m line	30 minutes constant use
Flare	20 m radius	10 rounds
Searchlight	75 m cone	Essentially unlimited

Sabotage

It is not uncommon for one troubleshooter to purposefully damage or booby-trap another character's weapons or gear. Bots and vehicles may also become targets for sabotage.

Weapons: A DC 15 Mechanical or Electronic Engineering check, depending on the weapon, doubles its malfunction number permanently. A DC 22 check causes the weapon to malfunction automatically the next time it is used. Detecting either of these "modifications" requires a DC 20 check in the appropriate weapon skill. A sabotage attempt that fails by more than four points causes the weapon to malfunction immediately, possibly affecting the would-be saboteur.

Ammo: Instead of sabotaging the weapon, troubleshooters may elect to simply bleed off an energy clip or unload the bullets from a magazine. This requires either a DC 10 Mechanical or Electronic Engineering check. Needless to say, the next time the target attempts to use the clip, there is no effect. This type of sabotage takes one full round for every 20 "shots" removed.

Vehicles: Vehicles can be sabotaged in two ways. The first, removing fuel, requires a DC 15 Vehicle Op&M and takes one round for every hour's worth of fuel removed. The second involves destroying critical parts of machinery and requires a DC 20 check, with success disabling all systems of a certain type (movement, defense, scanners, whatever). Attempts that fail by more than four points trigger fail-safes and anti-theft devices.

Bots: Given that bots are sentient, they are unlikely to allow their circuits to be tampered with. However, if disabled or tricked into powering down, it is possible to sabotage a single peripheral with a DC 20 Robot Op&M skill check. This requires one full round, and entails the same risks of failure as vehicles.

Note that all the above DCs are based on the assumption that the target in question is not unusually complex. If a troubleshooter attempts to bleed fuel from a nuclear-powered vehicle, the DC is going to be *much* higher. This is an important judgement call that you as a GM will have to make.

Vehicular Accidents and Falling from Great Heights

Occasionally characters will fall off something tall, or be inside something moving very fast that suddenly comes to a halt against something relatively massive. This is known as an 'accident'.

The rules for determining the effects of an accident are fairly simple: for every 3 meters fallen, the character takes D8 points of damage up to a maximum of 20D8).

For vehicles, D8 damage dealt is for every 10 km per hour the vehicles are traveling when the impact occurs. The speeds of both vehicles should be taken into account when determining damage: a head-on collision adds the two vehicles' speed together, while a ramming attack from behind (get your mind out of the gutter), subtracts the speed of the target from that of the rammer. Damage is dealt to both the vehicles involved and the occupants. Note that the use of proper safety restraints allows the characters to apply the vehicle's damage reduction to the collision damage.

Viral Philosophies

These are subtle thought paradigms cross-bred with neural bacteria to create a frightening hybrid: contagious ideas that spread irresistibly through physical contact. Although Viral Philosophies were developed late in the Pre-Cat period, it was not until The Computer created its own research program that sustained advances began to occur (see VireFac, in the Key Installations section).

Troubleshooters may come into contact with Viral Philosophies in a number of different ways. They may be assigned to track down an escaped test subject, or investigate a crime committed within the VireFac itself or perhaps an unscrupulous secret society might provide it's operative with a sample of a viral philosophy.

As noted above, viral philosophies are spread through physical contact, requiring the victim to make a DC 20 Will save each time he is exposed to a source of infection. Success prevents the viral philosophy from taking root –for now.

Failure causes the virus to become irreparably bound into its victim's psyche. Once established, a viral philosophy cannot be removed by anything short of the death of its host. The onset time for a typical virus is D6 hours.

Afluenza: Originally developed as a loyalty-ensuring paradigm, Afluenza infects its victims with an overwhelming desire to possess, consume and control.

Symptoms, Physical: Afluenza is a unique viral philosophy in that it has an almost immediate physical impact. Clones begin to gain weight rapidly, losing one point of Dexterity per hour until their Dexterity score reaches half its original value. Additionally, those infected for more than a day require twice their previous nutritional intake to avoid starvation.

Symptoms, Mental: Afluenza imposes an irresistible compulsion to acquire and consume. If offered an opportunity to possess something, anything, the victim must make a Will save of DC 10 to 30, depending on the value of the object and the conditions/risks involved in acquiring it. Failure requires him to do everything in his power to become the owner of the object.

Example Dialogue:

Sub-Y-ECT: So, how much you want for that bag of algae chips?

Teammate: What, the one I just finished?

Sub-Y-ECT: Okay, then can I have your laser pistol?

Teammate: No!

Sub-Y-ECT: My... *precious*. I must have it!

Teammate: Hey, get off! Arrgh!

AATKiC Syndrome: A productivity-booster gone wrong, And All The King's Clones Syndrome instills a manic compulsion to repair mechanical and electrical gadgets of all types. This occurs regardless of any ability or opportunity to actually fix things, and has resulted in the deaths of many a brave but incompetent troubleshooter.

Symptoms, Physical: There are no overt physical signs of infection, although victims will begin to neglect basic hygiene and nutritional requirements as time goes on.

Symptoms, Mental: A clone infected with AATKiC Syndrome must make a Will save of varying DC to resist attempting to mend any broken device he comes across. The save DC is equal to 30 minus the DC of the repair check. If the save fails, the clone will spend as long as it takes to repair the item, although in a life-threatening situation he may make a new save every round. Alternatively, if the object is small and man-portable, the troubleshooter may carry it around with a view towards fixing it later. He will be loathe to discard any such items, however, requiring another Will save as above. AATKiC Syndrome provides a +2 morale bonus to Mechanical and Electrical Engineering checks as well as Vehicle or Robot Op&M checks.

Example Dialogue:

Sub-Y-ECT: Holy Complex! A GK-33 portable steam iron/plasma generator!

Team Leader: What?

Sub-Y-ECT: Gimme a sec, I'll have it working in a jiffy.

Team Leader: Hey, don't touch that! Those things are dangerous.

Sub-Y-ECT: Now, let's see, is it the green wire or the red one...

Demosclerosis: Perhaps one of the most outlandish viral philosophies ever developed, Demosclerosis lowers self esteem and reinforces consensus-building tendencies so that the victim will hesitate before taking *any* action without the full support of his superiors and those around him.

Symptoms, Physical: Clones infected with Demosclerosis experience a severe disruption of aggression-causing hormones, resulting in a -2 penalty to Strength and Constitution. Victims will look weak and haggard, as if they haven't slept (or eaten) in days.

Symptoms, Mental: Demosclerosis inhibits rational decision-making while simultaneously increasing the host's confidence in others. This results in an extremely friendly, very trusting individual who is virtually incapable of making his own decisions or contradicting someone else. Clones with Demosclerosis suffer a -4 penalty to Will saves and Psychescan checks, and will behave in a conciliatory manner, avoiding violence whenever possible.

Example Dialogue:

Sub-Y-ECT: Well, what do we do now?

Teammate 1: As the highest-clearance survivor, you are now team leader.

Sub-Y-ECT: Okay, what do you guys feel like doing?

Teammate 1: Let's report back to HQ and see if the whole thing blows over in a couple daycycles.

Sub-Y-ECT: Okay.

Teammate 2: No! We must continue our mission.

Sub-Y-ECT: Okay. I mean, wait, um... I don't know. What do you guys think?

RISC-OS: Colloquially known as the "IQ Buster", Reduced Instruction Set Clone - Operational Syndrome limits a clone's short term memory to about 5 seconds. This means that he is functionally incapable of carrying out complex tasks without supervision, and often forgets what he is doing.

Symptoms, Physical: RISC-OS actually confers a few slightly beneficial side effects upon its victims, as tremendous amounts of cerebral resources are freed up for other duties. These include +D4 PIPs and a +2 insight

bonus on all saving throws.

Symptoms, Mental: Performing any skill that requires more than a single round is impossible for clones with RISC-OS. They also experience difficulty coordinating actions in combat, and automatically act last, regardless of initiative.

Example Dialogue:

Team leader: Sub-Y-ECT, take the spanner.

Sub-Y-ECT: OK, got it.

Team leader: Spanner on bolt.

Sub-Y: OK, it's on.

Team leader: Turn spanner.

Sub-Y: OK, turning the spanner.

Team leader: The other way.

Sub-Y: What do you mean, 'the other way'?

Team leader: Turn the spanner the other way round, Sub-Y – counterclockwise!

Sub-Y: Round Sub-Y counterclockwise! Are you trying to pass me treasonous instructions from a secret society, friend team leader?

Neodestructionism-4JPS: Disturbingly effective, Neodestructionism-4JPS creates feelings of anxiety, dread and alienation. This causes hosts to seek “aloneness” as an ideal form of existence. To this end, victims become determined, homicidal philosophers who will stop at nothing to eliminate their own clones.

Symptoms, Physical: Although the only physiological effect of Neodestructionism-4JPS is a slight paling of a clone's skin, victims often adopt grungy, rebellious code of dress. This gives them a +2 bonus to Intimidation checks, but renders them highly visible in a crowd.

Symptoms, Mental: As noted above, those infected with Neodestructionism-4JPS suffer from acute, irrational paranoia and feelings of alienation from the world around them, often to the extreme. They will engage in acts of graphic violence and destruction for pleasure, terminating any witnesses without a second thought, pausing only to spraypaint depressing haikus on nearby walls.

Example Dialogue:

Team leader: Sub-Y, investigate that suspicious corridor.

Sub-Y-ECT: No.

The Computer: Sub-Y report for immediate termination.

Sub-Y-ECT: *opens fire on teammates*

Sub-Y-ECT: Lasers cast their light

As interlopers attack

My Way shall endure.

Vexistentialism: This insidious thought pattern causes subjects to question their own existence. Of course, along the way, they also question the existence of reality, other people and, most ominously, The Computer itself.

Symptoms, Physical: Initial exposure to Vexistentialism will stun the victim for D4 rounds, after which the subject suffers from alternating periods of nausea and disorientation (-2 penalty to skill checks and saving throws).

Symptoms, Mental: The apathetic detachment conferred by Vexistentialism not only renders the subject immune to pain, and also provides a +2 bonus to Wisdom. These benefits are rarely put to good use, as the subject feels a pervasive sense of hopelessness and insignificance that is expressed through a sequence of unanswerable questions.

Example Dialogue:

Sub-Y-ECT: I think I think, therefor do I think I am?

Team leader: Sub-Y engage the commie hoard!

Sub-Y: But perhaps in their frame of reference, it is they who are really engaging me. That is, if they exist at all...

Team leader: Snap out of it Sub-Y, we're being overrun!

Sub-Y: Ah yes, death, a great leap into the dark. I died before once... or was that one of my clones? Does it really matter in the great scheme of things? Aren't we all dead in the long run anyway?

Weapon Malfunctions

As noted in the weapon malfunction segment of the Chapter 7: Combat, misfires of various sorts are a common occurrence during *Paranoia* firefights. The exact effects of these malfunctions are covered below, along with the potential remedy (if one exists).

Flame Thrower and Hand Flamer

Malfunction: The fuel tank explodes, dealing 6D6 F to everyone within 5 meters.

Repair: None

Force Sword

Malfunction: The magnetic containment field shorts out and the weapon begins to spurt plasma randomly over a 3-meter radius. Anyone within this area has a 50% chance of being hit each round. The wielder automatically is. They take damage as if struck by the force sword.

Repair: A DC 30 Electronic Engineering check can return the Force Sword to working order. This is best performed once the weapon is no longer leaking plasma (it loses two charges a round until empty).

Gauss and Stun Weapons

Malfunction: The weapon discharges all remaining payload through its cooling vents. This deals 4D8 § E damage to everyone within a 5 meter radius, both bots and humans. It also fuses the now-empty clip into the weapon.

Repair: A DC 20 Electronic Engineering check repairs the weapon.

Generic Energy Weapons (including blasters)

Malfunction: Weapon begins to overheat. After 4 rounds, roll a D100: 50% chance the weapon stops working. 50% chance the weapon vaporizes (dealing 2D6 F to a 3-meter radius).

Repair: Electronic Engineering DC 15 to stop vaporization, DC 20 to return the weapon to working order.

Gravitic Weaponry

Malfunction: The weapon begins to emit irregular waves of force, tearing itself apart. This deals D6 P damage to the user and results in the destruction of the weapon in D6 rounds.

Repair: DC 30 Electronic Engineering check.

Grenade

Malfunction: Roll a D100: 50% the grenade is a dud and fails to explode. 50% the fuse is too short and the grenade goes off in the user's hand.

Repair: None

Icegun

Malfunction: The freezing chamber jams. This either renders the weapon inoperative (50% chance) or causes it to explode D3 rounds later like a frag grenade (50% chance).

Repair: DC 20 Mechanical Engineering.

Laser Barrels

Malfunction: Barrel explodes, dealing D8 F damage to the user and dazzling everyone within 15 m.

Repair: None

Melee Weapons

Malfunction: They break and become unusable.

Repair: Mechanical Engineering check DC 10 to repair primitive melee weapons. Electronic Engineering DC 15 for powered melee weapons.

Needlegun

Malfunction: Flechette ammunition jams in pressure chamber. This either renders the weapon inoperative (50% chance) or causes it to explode D3 rounds later like a Krak grenade.

Repair: Mechanical Engineering check DC 20 to clear jam. The weapon will have a +3 to its malfunction number until stripped and repaired. This is a DC 15 Mechanical Engineering check that takes five minutes.

Plasma Generator

Malfunction: Warning buzzer activates and the weapon begins to meltdown. 2D10 rounds later, the weapon explodes dealing 50 F damage to a 20 meter radius. Remember that it takes two DC 10 Dexterity checks to remove a Plasma Generator. If the user has 5 or more ranks in Field Weapons, he gains a +2 synergy bonus to both rolls.

Repair: It takes three checks to completely repair a Plasma Generator. The first is a DC 10 Electronic Engineering check that turns off the buzzer (do not tell the player that deactivating the buzzer hasn't repaired the generator; this should be a lesson learned through experience). The second is a DC 20 check that stops the meltdown. The third is a DC 30 check that returns the generator to working order. Failing any of these checks by 5 points or more causes an immediate explosion

R&D Weapons

Malfunction: Whenever any piece of R&D gear malfunctions, it explodes. This deals 50% to 200% its normal damage to everyone within a radius of one to fifty meters (use your judgement to determine the exact effects).

Doesn't matter what it is, it explodes. The only exception should be if you can think of something even funnier/more deadly.

Repair: None.

Sonic Weapons

Malfunction: The weapon begins to shake itself apart. This deals D6 E subdual damage to anyone holding it for D3 rounds, then it breaks.

Repair: DC 20 Electronic Engineering check.

Slugthrowers, Cone Rifles and other Ballistic Weaponry

Malfunction: Jams. If firing anything explosive or volatile, the round goes off (which destroys the gun and ammo clip and deals half damage to user). Otherwise, the gun jams and cannot be fired.

Repair: Mechanical Engineering check DC 15.

Special Forms of Damage

Hit points and equipment aren't the only things troubleshooters lose in combat, and gunshots aren't the only way they can die. Some of these alternative forms of death and mutilation are covered below.

Ability Score Loss

Many attacks cause ability score loss, either temporary damage or permanent drain. Points lost to temporary damage return at the rate of 1 per day of rest. Points that have been drained are lost forever, although they are not passed on to other clones via genetic transcriber. Apply the effects of ability score loss immediately.

While any loss is debilitating, losing all points in an ability score can be disastrous:

- Strength 0 means the character cannot move. He lies helpless on the ground.
- Dexterity 0 means the character cannot move. He lies helpless on the ground.
- Constitution 0 means the character is dead.
- Intelligence 0 means the character cannot think and is unconscious in a coma-like stupor.
- Wisdom 0 means the character has withdrawn into a deep sleep filled with nightmares. He must make an insanity check upon reawakening.
- Charisma 0 means that the character has withdrawn into a catatonic, comalike stupor.

In all cases, a character with 0 in an ability score is considered helpless in combat.

Keeping track of negative ability scores isn't necessary, as a character's attributes can never drop below 0.

Having 0 in an ability score is different from not having an ability score whatsoever. A robot does not have a Constitution score. This does not mean that the robot is dead, merely that it has no organic body.

Note that every 2 point decrease in Constitution results in a 1 hit point loss per hit die/security clearance.

Demotion

Particularly inept, but not demonstrably traitorous, citizens are often demoted one or more security clearances. This is a fairly rare occurrence (execution being much more common) but not completely unknown. Demoting a character can be particularly ironic if he is forced to swap clearances (and equipment) with a fellow troubleshooter who preformed in excess of The Computer's expectations.

Demotion can be difficult to handle game-wise, because it involves a reduction of many of the benefits gained through advancement. In general, the easiest way to deal with demotion is to leave the character's stats intact, but make a note of his previous security clearance. The troubleshooter gain no benefits from regaining his old security clearance.

Another way to deal with demotion is to remove the appropriate number of skill points, attribute bonuses and feats, plus a D6 hp. The exact skills, stats and feats removed can be chosen by you, the player or determined randomly. Note that you cannot remove a feat if it is the prerequisite of another feat possessed by the character. If you use this option, the character gains the normal benefits from achieving a new security clearance.

Demotion can also be included in a citizen's background. In these cases it is assumed that his stats have been appropriately adjusted and that he gains the normal benefits from advancing in rank.

Demotion to Infrared removes a character from the game.

Disease

When a character is injured by a contaminated attack, spends too long in an unsanitized area or is deliberately exposed to virulent pathogens, he risks contacting a disease. The affected character must immediately make a Fortitude saving throw of the listed DC. If he succeeds the disease has no effect- his immune system fought off the infection. If he fails, he take damage every day after an incubation period has elapsed. Each day, he must make a successful Fortitude saving throw to avoid taking damage. Two successful saves in a row indicate recovery.

If you wish, the incubation period and time between additional saving throws can be varied to suit your dramatic

purposes.

T 8-9: Diseases

Disease	Transmission	DC	Incubation	Damage
Common Cold	Inhaled	10	1 day	1 Con
Malaria	Vermin	16	D2 days	D2 Con
Rabies	Cuts	15	D3 days	D3 Chr
Salmonellosis	Ingested	13	1 day	1 Str, 1 Dex
Anthrax-Leprosy Delta	Inhaled	25	None	D6 Wis, D6 Con*
Neo Plague	Contact	20	One hour	D4 Con, 1 Dex*
Ebola Mrk II	Bodily Fluids	23	D2 days	D3 Con*
Doom v3.0	Contact	25	None	D6 Str*

* This is permanent damage.

Common Cold (EC 0): Because troubleshooters heal one point of attribute damage a day, the best this pitiful disease can do is lower their Constitution by 1 until they make their saves.

Malaria (EC 1): A potentially-deadly disease transmitted through infected mosquitos, Malaria represents the worst that various fetid environments (swamps, sewers, Food Vat pumping stations) have to offer.

Rabies (EC 2): Although generally confined to animals, this disease occasionally crosses over to humans through attacks by infected creatures. Victims become disoriented and lose control over many of their actions. Once the victim's Charisma reaches zero, he becomes an unreasoning madman and attack everyone in sight. This is an exception to the normal rule for zero Charisma.

Salmonellosis (EC 1): Ah, there's nothing like tainted rations or a little food poisoning to make adventures Outdoors truly memorable. Despite what you might think, this is virtually unheard of inside Alpha Complex, where the food is bland and tasteless, but always very clean.

Anthrax-Leprosy Delta (EC 7): Developed during WW3 by the United States, Anthrax-Leprosy Delta was fortunately never used. Symptoms include fever, blurred vision and rapid loss of internal organ tissue.

Neo-Plague (EC 3): This horribly visible disease inflicts massive sores upon the bodies of it's victims, particularly around the joints. These gradually constrict the respiratory passageways, leading to death by asphyxiation.

Ebola Mrk II (EC 5): A joint effort by many smaller nations, Ebola Mrk II has many symptoms that gradually overwhelm an infected victim. Muscle aches, chills and vomiting give way to internal and external bleeding, before death by kidney failure finally sets in.

Doom v3.0 (EC 6): No this isn't a videogame. Doom is a sophisticated radioactive virus that attaches itself to muscle tendons, which are quickly broken down by its harmful gamma rays.

Gas

The category of 'gas' covers all kinds of exciting chemical weapons. Gas generally expands into a hemispherical cloud unless prevented from doing so, in which case it fills the largest volume possible. Standard conerifle gas shells have a radius of 5 meters, adjusted for local conditions and the type of gas used.

Anyone within the radius of the gas must make a Fortitude save every round or suffer the effects of the initial damage. One minute after suffering the initial damage, the target must make a Fortitude save or suffer the secondary damage. Secondary damage is rolled only once every minute for gas, no matter how often a person is exposed.

A cloud of gas typically lasts one minute before beginning to disperse. The amount of time before dispersal can be affected by a number of factors, including wind conditions, type of gas and the size of the area.

Normally, armor provides no protection against gas, unless it is completely sealed and has it's own air supply. This protection is called 'environmental armor' and will be noted in the armor's description. Trouleshooters may also use gas masks. Gas masks render the wearer immune to gas— unless the gas is mixed with a special synergist that allows it to penetrate air filters. Bots are immune to gas, except for Corrosion Gas.

Smoke, fog and thick gas disperse laser shots, reducing their damage by half (this is applied before armor reductions).

T 8-10: Gas

Poison	Vector	DC	Initial Damage	Secondary Damage	Radius
Corrosion Gas	Contact	18	Special	None	x2
Dirt Gas	Contact	-	Special	Special	½
Hallucinogenic	Inhaled	14	Special	D6 Wis	Normal
Happy	Inhaled	14	Special	Special	x2
Nerve	Contact	20	3D6 Con	3D6 Con	Normal
Poison	Special	-	Special	Special	½
Tear	Contact	13	Blindness	D3 Str	Normal
Vomit	Inhaled	16	Nauseated	D3 Dex	½

Corrosion Gas: Designed to affect inorganic targets, corrosion gas deals initial damage only to bots, cyborgs and inanimate objects. It quickly eats away at their exterior, halving their hardness/armor reduction if the Fortitude save is failed (Cyborgs take D6 F damage for every external implant they possess). Although it is not directly harmful to living creatures, corrosion gas is similar to Carbon Monoxide in that it inhibits the transportation of oxygen in the bloodstream, so living creatures will begin to suffocate if they spend more than a few rounds in the radius of a corrosion gas cloud. Keep in mind that regular Alpha Complex gear will degrade quickly after prolonged exposure to corrosion gas and that R&D weapons in particular tend to react poorly (i.e. they explode).

Dirt Gas: Dirt gas is a slimy, supersaturated compound that quickly adheres to all surfaces within its area of effect. This makes movement and manipulation of objects very difficult (Acrobatics and Dexterity checks are most definitely called for). Additionally, the protection values of reflex armor are halved (other armors are unaffected) until the wearer leaves the area of effect and spends several rounds wiping it clean.

Hallucinogenic Gas: This gas contains a potent and fast-acting hallucinogenic drug. Anyone within the area of effect who fails the initial save will experience vivid hallucinations that last for D10 rounds after the last failed save. This causes the victim to behave erratically for the duration. Roll on the random hallucination sub-table of the side effects table in Appendix D: Drugs, or come up with your own!

Happy Gas: Anyone who is within the blast radius of this conerifle shell must make a DC 15 Fortitude save or burst out laughing for 2D10 rounds. This laughter is uncontrollable, and completely immobilizes the victim (clone gains no Dexterity bonus to Defense, automatically fails all Reflex saves and can take no actions apart from laughing). After the laughter wears off, the user suffers amnesia for another D10 rounds. This gas spreads quickly and has a radius of 30 meters.

Nerve Gas: Nerve Gas inhibits breathing, thinking and other basic bodily functions, causing rapid and extremely painful death. Nothing more to add here. Pretty straightforward, all things considered. Nasty stuff really. Hard to believe you'd even think of using it on your troubleshooters. Haven't they been through enough already?

Poison: This is merely a gas-delivered form of one of the poisons listed in the Poison section below. Its statistics are unchanged, except that ingested poisons change their vector to inhaled.

Tear Gas: The blindness caused by Tear Gas lasts for 2D4 rounds.

Vomit Gas: Vomit Gas causes organic beings in the area to start throwing up their most recent meal (or lack thereof; starvation is no defense against Vomit Gas). Nausea lasts for D3 rounds.

Poison

Poisonous compounds are a Computer-recognized hazard to troubleshooter health. The Computer recommends that all troubleshooters refrain from drinking, inhaling or injecting poisonous substances into their bloodstreams. However, since this is sadly not always possible, the following rules have been provided.

With very few exceptions, poisons deal ability damage to one or more attributes. This damage is broken into two components: initial and secondary damage. Initial damage happens immediately after the poison affects the character. Secondary damage happens one minute later. In both cases, roll a Fortitude save. If successful, the character avoids the damage. If it fails, the character takes the applicable damage.

There are several different ways poison can be introduced into the target's system. The first is injury. This requires either a specialized injection device or a melee weapon coated in poison that deals at least one point of damage to the target (after armor reductions are factored in). The second is ingested. This type of poison must be consumed to be effective. The third, and most deadly type is contact poison. Merely dipping a finger in this venom is enough to take damage.

Gas forms of all the poisons described below have been invented by R&D and are available to troubleshooters with the appropriate permits.

T 8-11: Poisons

Poison	Vector	DC	Initial Damage	Secondary Damage
Hemotoxin A	Con	12	D6 Str	-
Hemotoxin B	Ing	15	D6 Dex	Paralysis
Hemotoxin C	Inj	18	2D6 Str	D6 Str*
Cytotoxin A	Inj	14	D6 Con	-
Cytotoxin B	Inj	16	2D6 Con	D3 Con*
Cytotoxin C	Con	20	3D6 Con	2D6 Str
Irritant A	Ing	10	Stunned D3 rounds	-
Irritant B	Inj	14	Stunned 1 round	Nauseated 2D4 rounds
Irritant C	Con	19	Nauseated D8 rounds	Nauseated 2D6 rounds
Neurotoxin A	Inj	15	D6 Int	-
Neurotoxin B	Inj	18	2D6 Int	1 Int*
Neurotoxin C	Con	20	2D6 Wisdom	Unconscious for 1 hour

* The ability score loss is permanent

Severed Limbs

Occasionally, circumstances will call for the amputation of one or more of a character's limbs. The situation could be a legitimate medical procedure or a extremely brutal shootout or a fiendishly clever trap. Whatever the reason, consult the hit location rules and refer to the effects below (which stack with pain penalties).

- **Head:** The character dies instantly.
- **Arm:** The loss of an arm prevents the character from using two-handed weapons or fighting with two weapons at once. It also imposes a -4 penalty on all Dexterity- and Strength-based skill checks.
- **Leg:** Character cannot run or jog, and even walking is impossible without some kind of crutch. Athletics and Acrobatics checks automatically fail.
- **Torso:** In general, it is extremely difficult to sever a torso from the rest of a character's body. If this is somehow accomplished, the character dies in D4 rounds unless he receives immediate emergency medical treatment.

As The Computer is greatly concerned with the welfare of it's citizens, transplant limbs are made available at HPD & MC Wellness Centers. Of course, there *is* a nominal fee, and sometimes the arms aren't of the highest quality... but at least they're better than nothing, right?

Swallow Whole

During a grapple, certain fearsome creatures have the ability to swallow their opponents whole. This requires two successful grapple checks. The first moves the victim into the creature's mouth, while the second forces him down its gullet. Once swallowed, anything in the creature's stomach takes Impact and Field [acid] damage from the digestive process.

Escaping from a creature's stomach also takes two grapple checks. One moves the victim into the creature's mouth, the other allows him to escape entirely. Other facts, such as unique swallowing damage or the possibility of cutting one's way out of a creature's stomach, are covered in the description of the monster in question.

Condition Summary

This section describes various adverse conditions that may apply to troubleshooters at different times during their careers. If more than one condition affects a character at the same time, apply them all. If they cannot be combined, apply the most severe.

Blinded: The character cannot see at all, so everything has total concealment against him. He has a 50% miss chance in combat, loses his positive Dexterity modifier to Defense (if any) and enemies gain a +2 bonus to attack rolls against him. The character moves at half speed and suffers a -4 penalty to most Strength and Dexterity-related skills and attribute checks. He cannot make Perception (sight) checks or perform any other activity involving vision (such as reading). Characters who remain blind for long periods of time grow accustomed to these drawbacks and may overcome some of them (GM's option). Because such a disability plays havoc with the security clearance system, The Computer is quick to offer ocular transplants or genetically-grown replacements to blind citizens.

Cowering: The character is frozen in fear and has probably soiled his jumpsuit (grounds for immediate failure of a Hygiene check). Cowering characters lose their Dexterity bonus to Defense and can take no actions. Foes gain a +2 to their attack rolls.

Dazzled: Unable to see well because of excessive light. A dazzled character suffers a -1 penalty to attack rolls for as long as the over-lit conditions persist and for D4 rounds after.

Dead: The character has been reduced to less than -10 hp and is gone forever (although most of his gear is still intact). Next clone is activated and sent on the mission.

Deafened: A deafened character suffers a -4 penalty to Initiative checks and cannot hear, making Perception (listening) checks out of the question. Characters who remain deaf for long periods of time grow accustomed to these drawbacks and may overcome some of them (GM's option).

Entangled: An entangled character suffers a -4 penalty on all attacks, physical skill checks and Reflex saves, loses any Dexterity bonus to Defense and can only move at half speed as a full-round action.

Exhausted: Characters who are exhausted move at half normal rate and suffer an effective -4 penalty to Strength and Dexterity. Resting for an hour allows a character to recover from exhaustion.

Flat-footed: Until a character has acted in a given battle, he is considered flat-footed and has not yet reacted to events around him. This means that he is denied his Dexterity bonus to Defense (if any) and is vulnerable to sneak attacks.

Grappled: Engaged in wrestling or some other form of hand-to-hand struggle with one or more opponents. A grappled character cannot move, use ranged weapons or undertake any action more complicated than an unarmed strike, attacking with a tiny or small weapon or attempting to break free from an opponent. A character involved in a grapple loses any Dexterity bonus to Defense

Helpless: Bound, sleeping or paralyzed characters are helpless. They can be killed automatically as a full-round action and any normal attacks against them are automatically critical hits. Helpless characters fail any saving throws they are required to make

Incapacitated: An incapacitated character has between 0 and -9 hit points. An incapacitated character can only take one action in a round and suffers a -8 penalty on attacks, saves, skill checks and Defense. Incapacitated characters crawl at a speed of 1 meter a round.

Nauseated: Showing off your breakfast. A nauseated character cannot talk, attack, use skills or perform any other action requiring concentration. They can only take a single move action per turn.

Panicked: A panicked character suffers a -2 morale penalty to attack rolls, Defense and saving throws. He must flee using the closest and fastest route available. He has a 50% chance of dropping anything he is holding in either of his hands.

Stunned: A stunned character loses his Dexterity bonus to Defense(if any) and cannot take any actions while stunned. Opponents gain a +2 bonus to attacks against him.

Unconscious: Knocked out and helpless. Generally caused by subdual damage.

Vaporized: The character and his gear are completely destroyed. This is truly a distinguished end for a *Paranoia* character. The correct response is a short round of applause from the GM, players and spectators.

Wounded: A wounded character has lost 50% or more of his original hit points. He suffers a -4 penalty on attacks, saves, skill checks and Defense. Wounded character cannot run.

Environmental Dangers

This section describes some of the many natural and man-made hazards that can be found in the less pleasant parts of Alpha Complex and Outdoors. Heck, considering the level of sabotage and incompetence down at Tech Services, most of these “perils” can be encountered just about anywhere.

Catching on Fire

Although napalm ammunition and plasma generators are common weapons in Alpha Complex firefights, they are not the leading cause of incendiary deaths among troubleshooters. The napalm and plasma used in Alpha Complex weapons is designed to be short-lived, in order to minimize collateral damage to valuable Computer property. Troubleshooters are therefore much more likely to catch fire from flamethrowers, hot torches and ruptured fuel tanks.

In general, whenever there is a danger that a character will catch on fire, he is allowed a DC 15 Reflex save to prevent his hair and clothing from bursting into flames. If the save fails, the character takes D6 points of F [fire] damage per round until he either dies or puts out the fire. A fire can be extinguished by making a DC 15 Reflex save as a standard action or by jumping in to a large body of water (but see Drowning, below). Rolling around on the ground or having another citizen help put out the flames adds a +4 bonus to the roll.

In most cases, jumpsuits and light armor are destroyed after 5 rounds of fire damage, along with fragile items (like grenades). More durable equipment is assumed to be immune to fire damage.

Heat fatigue, caused by exposure to temperatures above 45 Celsius for more than 10 minutes, requires a Fortitude save DC (15 +1/previous check) to avoid taking D4 points of subdual F [heat] damage. Non-environmental armors provide no protection against this effect (although the Macho feat still works fine).

Corrosive Substances

There are a wide variety of chemical compounds in Alpha Complex that are quite capable of eating through solid steel. These range from industrial acid to untreated Food Vat gruel. The statistics for damage given below are for a single beaker of the substance thrown directly at someone. Immersion in a substance deals ten times the listed damage per round of exposure. Dropping a barrel of corrosive liquids immerses a single target for one round and splashes everyone within 5 meters for normal damage. Unless otherwise noted, all acid damage is Field.

T 8-12: Corrosive Substances

Substance	Damage	Description
Educational Acid	D3	This is the kind that can be found in a child's chemistry set.
Untreated Food Vat Gruel	D4	Crops up in the strangest places.
Industrial Acid	D8	Generally stored in big vats without lids or safety railings.
Concentrated Acid	2D6	Commonly found in R&D chem-labs or experimental gadgets.

Electrocution

Electrocution is a fairly simple concept: large currents of electricity pass through conductive biological tissue, causing severe shock and burn damage. Electrocution deals Energy damage unless the target makes a Reflex save to avoid the arc of electricity. Note that this applies only to characters who pass within about 5 meters (more for strong power sources); voluntarily grasping a power cable or jamming a fork in a wall socket does not allow a save. Characters wearing large amounts of metal or standing in shallow pools of water receive severe penalties to their saves. Additionally, anyone who is hit by the electricity (even if he takes no damage) must make the appropriate Fortitude save or be stunned for D6 rounds.

T 8-13: Electrical Outputs

Source of Electricity	Damage	Reflex Save DC	Fortitude Save DC
Wall Socket	D6	13	15
Live wire	3D8	15	20
Major Power Cable	D6x10	25	30

Hypothermia

Prolonged exposure to cold temperatures and harsh weather can quickly wear down a troubleshooter who isn't adequately protected. Although such situations are rare in Alpha Complex, they can occur in giant refrigeration vaults, during climate control malfunctions (perhaps encouraged by the Sierra Club) or as a result of damaged coolant pipes.

An unprotected citizen in a cold area (less than -5 Celsius) must make a Fortitude save DC (15+1/previous check) every minute or take D6 points of subdual F [cold] damage. Armor is ineffective in preventing this damage unless environmentally-sealed. Taking more than 10 points of damage in this manner may cause frost bite (treat as fatigued), if the GM desires.

Landslides and Collapsing Tunnels

A landslide or collapsing tunnel consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take some damage from the collapse; characters in the slide zone may be able to get out of the way.

Anyone in the bury zone takes 8D6 points of Impact damage, with a DC 15 Reflex save for half. They are subsequently pinned (see below).

Characters in the slide zone take 3D6 points of Impact damage. A DC 15 Reflex save negates all damage. Those who fail their saves are pinned.

Pinned characters suffer D6 points of impact subdual damage every minutes while pinned. If a pinned character falls unconscious, he takes D6 points of lethal impact damage every minute until freed or dead.

Nuclear Reactors

Although Alpha Complex relies on many sources to produce electricity and power vehicles, nuclear fission is one of the more common (and interesting) methods. In order to ensure full enjoyment of these wonderful plot devices, and to prevent avoidable misunderstandings between players and gamemaster, this section features a general overview of nuclear physics and provides the game statistics necessary to include a realistic nuclear reactor in your mission.

Theory

Nuclear power is generated by bombarding a "heavy" isotope of uranium with a stream of hydrogen particles. Eventually, this will overcome the repulsive forces that keep atomic nuclei apart, and the uranium atom will be split by the hydrogen particles. This releases, among other things, a tremendous amount of energy, which is then captured and converted into power. There is also a continual discharge of radioactive particles across the electro-magnetic spectrum, many of which are harmful to human life.

Operation

Needless to say, the process of generating nuclear power creates significant amounts of heat and radiation, both of which need to be controlled. Overheating is prevented by circulating water or another liquid around the turbine. If the flow of coolant is disrupted, the generator will overheat and break down. If the coolant is cut off completely, the nuclear generator will not only stop working, it will actually start to melt.

As for the radiation, this is generally contained by heavily shielding the reactor unit. If this shielding is punctured, various radioactive particles will begin to seep into the surrounding environment (High radiation damage to everything with 50 meters). Another possible source of radiation is the coolant fluid. If it's circulation system be compromised, it will also leak out. Anything within 10 meters of a large body of contaminated water is exposed to Medium radiation damage. Repairing a leaky reactor requires a DC 20 Nuclear Physics check.

If, somehow, the inner core of the reactor is completely blown open, it exposes a 50 meter radius to Searing radiation, and can only be repaired with 2D6 hours of work and a DC 30 Nuclear Physics check. Needless to say, this will require some sort of environmental protection.

Meltdowns

If the atomic pile itself is somehow sabotaged, or if the coolant circulation is completely cutoff, the reactor will overheat and it's physical components will begin to melt. This process generally takes place over a period of D6 hours and is marked by steadily rising temperatures in the surrounding area. And, since the coolant is most likely dribbling all over the place, the area around the reactor will be saturated with low-strength radiation. Anyone close enough to touch (i.e. fix) the reactor is in for a does of high or searing radiation, depending on the status of the reactor's core shielding.

After the D6 hours have passed, the reactor critically meltdown and either explodes in a nuclear fireball that kills everyone within five miles, or silently releases enough gamma rays to kill everyone in five miles. If the latter event occurs, most items (excluding electronics and unshielded bots), remain intact.

The only way to prevent the above scenarios is to manually insert graphite dampening rods into the reactor's atomic pile, shutting down the nuclear chain reaction. These graphite rods are a standard safety feature of all fission power plants, and are generally controlled by rotating a wheel mounted somewhere on the reactor. Turning the wheel the required distance takes five full-round DC 12 Strength checks. Each check buys one half hour of extra time until the meltdown, and when the fifth is inserted, the reactor stops working and begins to cool down. Of course, sometimes the rods jam, and only a DC 25 Nuclear Physics check can repair them.

Outside

There are several challenges associated with the Outside that must be overcome by heroic troubleshooters in their struggle to fulfill the mission objective. These hazards are listed below in alphabetical order (see also: Starvation and Thirst, Water Dangers and Weather).

Camping: Keep in mind that clones are unlikely to have encountered the Outdoors before (unless they're Sierra Club members, but that's another story) and will probably select a poor site to set up camp. For example, a dry patch might be swept away by a violent thunder storm, or a tent may be pitched on top of a colony of fire ants. Although the exact chance of choosing, and problems stemming from, a poor campsite are purposefully vague, we're sure you'll be able to think of something.

Eating Wild Food: Throughout his life in Alpha Complex, a citizen eats nothing but heavily processed foods: algae, yeast and soy derivatives grown in the Food Vats and blended with texturizers and flavorings. If a team of troubleshooters runs out of provisions in the Outdoors, they have two options: cannibalism or eating random plants and/or animals. Since Computer conditioning prejudices citizens against consuming each other, the team will most likely opt for the second alternative. To determine the properties of the plant and animal matter they shove in their mouths, roll on the table below.

T 8-14: Wild Food Edibility

D100 Roll	Effect When Ingested
01-40	The food is adequately nutritious.
41-60	The food is adequately nutritious, but mildly poisonous. The character loses one point from all ability scores for 3 hours.
61-80	The food has no nutritional value whatsoever; it is as though the character had not eaten at all.
81-91	The food has no nutritional value whatsoever and is moderately poisonous. D6 damage to a random attribute.
91-100	The food has no nutritional value and is very poisonous. 3D6 Constitution damage.

Getting Lost: Whether they have a map and a compass, or are struggling blindly from the wreckage of their flybot, chances are the Troubleshooters are going to get lost sooner rather than later. If the team is in contact with The Computer or has access to advanced navigational equipment (which is probably above their security clearance), there is almost no chance of getting lost. Otherwise, they'll have to roll on the table below.

T 8-15: Orienteering

Terrain	Chance of Becoming Lost
Any in dense fog or storm	7 in 10
Open sea, desert or featureless plain	6 in 10
Marsh or jungle	5 in 10
Mountains	4 in 10
Forest	3 in 10
Hills	2 in 10
Scrub or airborne at night	1 in 10

Pipes

Alpha Complex is practically bursting with pipes and conduits used to deliver everything from power to sewage to Food Vat gruel (and sometimes all three at once). A standard pipe has 5 hit points and ALL 1 armor. Should the pipe rupture (either from a concentrated attack or a stray burst of laser fire), its contents will spew out forcefully, covering a 20-meter cone. This area should be adjusted for unusual materials and/or the geography of the area.

Identifying the contents of a pipe is difficult, because they are unlabeled for security reasons. A DC 12 Habitat Engineering check can, however, decode the various warning symbols in order to determine what is inside a pipe. To randomly determine what the pipe was carrying, roll on the table below.

T 8-16: Random Bursting Pipe Contents Table

D20 Roll	Contents
1-2	Empty: No effect.
3-4	Water: A stream of water comes pouring out under really, really high pressure. Clones caught in the blast must make DC 13 Strength checks or something bad happens to them (D6 Impact damage, thrown around,

- pinned against the opposite wall, ect). The flow dries up after 2D4+3 rounds.
- 5 **Industrial Waste:** Anyone covered in this unidentified sludge will experience rapid (and painful) changes in his skin's pigmentation to a random, vivid color. The goo also restructures DNA at the same time, resulting in a new mutation that replaces the character's old one.
 - 6 **Fire Retardant:** Thick white froth fills the room in one round, giving everyone one-half concealment. Unshielded electronic equipment shorts out. Laser blasts disperse in the foam except at very short range (1 meter or less). Fires go out.
 - 7 **Power Cables:** Corridor lights flicker ominously for a few seconds until the emergency backup reactor restores power. One round after power returns the entire sector blacks out. Continue the firefight in the dark for as long as you think is appropriate/humorous.
 - 8 **Mysterious Blue Gas:** Take your pick: tear gas, laughing gas, thymoglandrin gas, knockout gas, etc. Whatever it is, it's way too high a security clearance for your Troubleshooters to breath, so they'd better start holding their breaths right now.
 - 9 **Dry Flakey Material:** Flutters gently to floor. Melts floor upon contact; does same to curious clones (2D6 F [acid] damage, Reflex DC 14 to avoid).
 - 10 **Paperwork Transit Tube:** Thousands of forms come pouring out (and *boy* are they slippery!). After the battle, the Troubleshooters are ordered to deliver them by hand to their intended destination(s).
 - 11 **Raw Food Vat Gruel:** See the Corrosive Substances section (above) for details.
 - 12 **Smoke:** Lasers fired in smoke do half damage. Breathing smoke isn't much fun either. Seeing is a bit harder... you know the drill
 - 13 **Compressed Air:** A tremendous amount of air under extremely high pressure is pumped into the room. Air density suddenly increases by about 100 atmospheres. Clones will implode if they fail a DC 18 Fortitude saves. If you're feeling generous, it can be steam instead, which will only bake those too close to the pipe (2D6 F damage, Reflex DC 14 for half).
 - 14 **Vacuum:** Small objects are sucked into the pipe in just one round. Clones in close proximity to the burst pipe are drawn 1 meter closer each round if they fail a DC 12 Strength check. Those drawn into the pipe must make a DC 14 check or disappear forever.
 - 15 **Dark Matter:** These nuggets of opaque metal do nothing unless touched, in which case they drain the life force of clone doing the touching, leaving a shriveled husk behind (instant death in other words). A DC 14 Fortitude save is required to resist, in which case the clone *merely* takes 5D6 damage.
 - 16 **Oil:** Anyone moving through the area has to make Acrobatics checks of varying DCs to stay upright; anyone completely covered in oil needs to make Dexterity checks just to hold things in his hands.
 - 17 **C4H37:** Some kind of experimental rocket fuel, apparently. Highly combustible, highly flammable, lots of fun when lasers and explosive slugs are fired into it.
 - 18 **Magnetic Field:** All electrical equipment (especially bots) goes wild. Clones wearing armor stick together in one big clump. This is a great opportunity for them to try out their underused melee and unarmed combat skills. The field should (theoretically) exhaust itself after D4 minutes.
 - 19 **Escaping Sierra Clubber:** Grins shyly then bolts down corridor.
 - 20 **Sticky Stuff:** It's as thick as molasses and moves just as slooowly. But it does move, and if the firefight goes on for too long, it spreads out across room and sticks clones' feet to the floor. Treat as SuperGum (whether the standard solvent works or not is at your discretion).

Radiation

The scientific definition of radiation is the emission of particles whose decay causes damage to the biological organisms (and sophisticated electronics). Radiation can come from many different sources, such as leaking nuclear reactors, "depleted" uranium ammunition and background radiation Outdoors. Depending on the strength of the radiation, check for damage every full time period spent within the are of effect, and apply the damage on a failed save. Note that the damage for mechanical sources is given as a benchmark; feel free to have radiation fuse circuits and make bots go Frankenstein.

An important point is that toxic waste is essentially radioactive industrial acid (see corrosive substances, above). The exact degree of radiation it emits is up to you, the GM, and should be based on where the toxic waste came from, and how long it's been decaying in storage.

T 8-17: Radiation

Radiation Level	Check Every...	Save DC	Damage (Organic/ Mechanical)
Low	Day	13	D3 Constitution/ Heated
Medium	Hour	15	D6 Constitution/ Singed
High	Minute	17	2D6 Constitution/ Scorched
Searing	Round	21	4D6 Constitution/ Fried

Sanitation

The Computer and it's minions enforce a rigid standard of personal hygiene upon all citizens of Alpha Complex. Although compassionate exceptions may be made for personnel venturing Outdoors or who have just finished a lethal fire fight, troubleshooters are expected to adhere to the same standards as any other citizen. To ensure compliance with the official hygiene guidelines, The Computer has instituted a process of random spot checks by Hygiene Officers and Scrubots.

Hygiene inspections require a successful Charisma check on the part of the victim... er, participant. The DC of the check varies with who is administering the test. If conducted by the team's Hygiene Officer, this DC is 12. Various-level officials in HPD&MC can administer tests with DCs from 10 to 30, depending on their clearance. Different model scrubots have individually unique DCs.

The GM is free to impose whatever modifiers he feels are appropriate to reflect the troubleshooter's current state. For example, spilling a can of BBB all over oneself warrants a -2 penalty, while being covered in blood would require at least -8.

Failure results in a 25 credit fine (see Fines, above) and, in some cases, immediate summary sanitization.

Starvation and Thirst

A character who does not eat for more than 3 days or drink for more than one day will begin to suffer the effects of starvation/dehydration. Every additional day without eating or hour without drinking results in the loss of a single point of Constitution. This cannot be regained unless the character receives excess nourishment or fluids to make up for that which he lost. Hot or cold climates will increase the need for food or water, as does physical activity. But really, death by starvation is nowhere near as exciting as, say, being eaten by mutant aardvarks or dying in a freak cone rifle malfunction, so try to avoid using this particular section if at all possible.

Suffocation

A character with sufficient preparation may hold his breath for a number of rounds equal to his Constitution score. Characters who are not forewarned may only hold their breaths for D6 rounds. After this point, they must make a Fortitude saving throw DC (10+1/previous check) every round to continue holding their breath.

When the character fails one of these checks, he begins to suffocate. In the first round, he falls unconscious (0 hp). In the next round he drops to -1 hit points and is dying. In the third round, he asphyxiates and dies.

Water Dangers

Clones don't swim in water; they delay drowning. Although Troubleshooters can safely wade through calm water that isn't over their head, anything deeper or rougher will require them to use the Swimming skill or employ some sort of technological device to stay afloat.

Untrained swimmers must make a Strength check DC (10+1/previous check) each round to keep their heads above the water. Once they fail a check, they begin to drown (see Suffocation, above). It is not possible for an untrained swimmer to achieve any kind of controlled motion through the water.

Weather

Although the phenomenon known as "weather" is generally confined to the Outside, disruptions of the carefully-controlled environment of within Alpha Complex may occasionally create similar conditions.

Winds

Light Winds (20-50 kmph): Light winds impose a -2 circumstances penalty on all physical ranged attacks (lasers and energy weapons are unaffected). Light winds may also blow small, valuable objects away from people chasing them.

Strong Winds (51-100 kmph): Strong winds impose a -4 circumstances penalty on all physical ranged attacks. Movement in the direction of the wind is halved, away from it is doubled.

Hurricane Winds (100-200 kmph): Physical ranged attacks are impossible. Movement in the direction of the wind requires a DC 15 Strength check each round to move at half speed. Movement away is tripled.

Tornado Winds (200+ kmph): Physical ranged attacks are impossible. Movement in the direction of the wind is impossible. Anything smaller than huge size must make a DC 20 Strength check every round or be thrown about for 2D6 points of I damage.

Precipitation

Rain: This category includes both moderately strong rain Outside and the activation of Alpha Complex's sprinkler system. Visibility is halved and all Perception checks are made with a -4 penalty. Most fires are put out in D4 rounds.

Snow: Snow reduces visibility as rain, but once on the ground it impedes movement. Knee-deep snow halves movement, while a thin coating of ice requires DC 10 Acrobatics checks for all characters moving faster than 1 meter/round.

Acid Rain: Most commonly encountered Outdoors, but also during cataclysmic industrial accidents, Acid Rain deals 1 point of F damage per round of exposure. It obscures vision as rain.

Flashfloods

Runoff from heavy rainfall or a broken sewer main forces everyone in it's area of effect to make a Reflex save DC 15. Failure indicates that the character is swept away, suffering D6 points of I damage and necessitating additional saves to avoid hitting obstructions or being swept over a waterfalls (see Falling From Great Heights, above).

Fog

Fog and other thick vapors prevent all visibility beyond a few meters (depending on the composition of the fog). Attacks made against anyone farther than the visibility limit are treated as an attack against an opponent with total concealment.

Sandstorm

Sandstorms cause D3 points of F damage per round to an unprotected human (or D8 F if you want it to strip flesh from bones). Clones wearing lots of clothing or a suit of environmental armor take no damage, but blown sand is treated as smoke for the purposes of suffocation.

Smoke

Treat smoke as fog, except that smoke requires a Fortitude check DC (10+1/pervious check) every round or the character will spend his turn choking and coughing. A character who chokes for two consecutive rounds takes D6 points of subdual damage. Other noxious gases may have different effects.

Thunderstorms

During a thunderstorm, there is an average of one bolt of lightning per minute. These bolts tend to strike the highest point available, but are also attracted to concentrations of metal or man-sized objects standing in the middle of open fields. Getting struck by a lightning bolt deals D6x10 E points of damage.

R&D Devices

It is safe to say that R&D prototypes fall into two broad categories: brilliant ideas that are poorly designed and bad ideas that are nonetheless well-implemented. A good example of the former are the Rocket Boots. Sure, it seemed like a good idea for troubleshooters to be able to move themselves across Alpha Complex in a quick and non-polluting manner, but no one stopped to consider the possible downsides of relying on dynamite for propulsion. The best example of the second category is the Flash Suppressor attachment for laser pistols. It does exactly what it's supposed to do – except that by fulfilling it's purpose it detracts from combat performance.

Keeping that in mind, this chapter has been organized into several sections based on the intended purpose of the gadget in question. Of course, no troubleshooter worth the name overlooks potential... “secondary” applications of experimental equipment. A prototype plasma generator may be more useful as an improvised melee weapon or demolition charge than in a stand-up firefight.

When designing your own R&D gadgets, inspiration can come from simply combining two unrelated words and trying to reconcile them in an outlandish invention. Example: the Propaganda Grenade. Thus is born a grenade that plays loud, patriotic music and slogans to break the enemy's morale. Of course, since no prototype is without it's faults, this particular batch of Propaganda Grenades have been tampered with so that they broadcast Communist propaganda. See how easy it is? In just two simple steps (three if you determine game statistics ahead of time), you have created a memorable device that will contribute greatly to your player's enjoyment of the game.

Note: Many of the experimental devices described below do not have complete in-game statistics (range, ammo, malfunction number, ect) listed. The reason for this is that their humor-enhancing potential can be greatly increased simply by having them run out of power or malfunction at the most inopportune moment. This must be handled carefully though, or your players may begin to feel frustrated. We're serious, be careful about how you handle arbitrary decisions like that, but don't forget that R&D gadgets should be at least as dangerous as they are helpful.

Offensive Devices

Assault Shaker: Resembling a cut-down slugthrower barrel with a large pepper grinder mounted on top, the Assault Shaker is filled with a volatile irritant/corrosive compound. When fired, it expels a fine cloud of particles in a 5-meter cone. Anyone within this area takes D4 F damage and must make a Fortitude save DC 11 or be blinded for 1 round. Besides the inherent puniness of it's effects, the Assault Shaker comes with an interesting suite of defects: tendency to jam, unreliable ammunition supplies (it requires both toxic powder and e-clips for the shaking mechanism), vulnerability to sudden changes in wind direction and catastrophic misfires.

Autoload Cone Rifle: This is a standard cone rifle with a cumbersome autoloader system attached. The whole thing weighs about as much as a wide-screen TV and is almost as durable. It comes with two magazines of five conerifle shells each. The magazines aren't labeled, but you and I know they've gotta be either napalm or high explosives. The charming imperfection is that, at the slightest touch of the trigger, all five shells are fired in rapid succession (so fast in fact that there's no opportunity to spread the shells out; they all hit the same target). This doubles the blast radius and triples the damage. If the weapon survives the first use, the autoloader mechanism will have been greatly disturbed by the shock of the first volley of fire. Second and subsequent shots jam immediately and a warning buzzer begins to sound. All five shells will explode in 2D10 rounds.

Chrono Rifle: Shooting someone with this large, outlandish-looking weapon makes them disappear in a flash of purple light. While the troubleshooters might (incorrectly) surmise that their opponents have been disintegrated or sent to another dimension, they have in fact be shunted forward D6x10 seconds in to the future. The displaced individuals will then reappear and are unaware of any lost time. In most cases they will proceed to shoot departing troubleshooters in the back.

Echoblaster: An experimental variation of the sonic rifle, the Echoblaster never needs reloading. The user just makes a sound – any sound – into a tiny microphone mounted in the gun's hilt (it takes a full round action to fire), and the Echoblaster magnifies this into a wave of sonic force loud and concentrated enough to deal damage. Otherwise, this weapon is identical to a normal sonic rifle... with one exception. If it malfunctions (5 or less) the echoblaster will continue to fire and cannot be turned off. Well, not without smashing it repeatedly against a wall.

Fusion Rifle (aka 'Meltagun'): This extremely short-ranged weapon is designed to cook it's targets by means of sub-molecular thermal agitation. Although it makes no noise when fired, the passage of the beam heats air to super-hot temperatures, producing a distinctive hiss that soon becomes a roaring blast when the ray strikes a living creature and it's blood begin to vaporize. The downside is that the Fusion Rifle requires several rounds of continuous firing to reach it's full destructive capacity (it deals D6 Field [heat] damage on the first round, 2D6 on the second, to a maximum of 4D6 by round four). Of course, there's also an enormous meltdown that occurs if the weapon malfunctions (treat as napalm conerifle shell centered on user) *and* the malfunction chance gets bigger the longer the weapon is fired.

Gamma Raygun: This complicated-looking weapon fires a beam of greenish radiation. When it strikes a mutant it removes D10 PIPs. If the subject has no PIPs, nothing happens. There is no way to tell whether the beam had any effect or not.

Gas Cannon: This large, shoulder-mounted weapon sucks poisonous gas out of special canisters (similar to cone rifle shells) and uses intense pressure to propel the gas towards a target. However, due to a mix-up with the blueprints, instead of firing the gas and ejecting the shells, it fires the shells and ejects the gas. The canisters travel about two meters (dealing D6 points of Impact damage if they actually hit something), while the gas affects everyone within a five-meter radius of the gun,

including the user.

Gatling Laser: Remember that big nasty slugthrower than Vasquez carried around on a steady cam mount in *Aliens*? Those slow, graceful movements, that obscene display of macho firepower? The stuff of legends (or obituaries). This weapon is made up of eight laser rifles strapped onto an electric motor, with no sissy computer-controlled subsystems to get in the way of blowing stuff up. What's wrong with it? Nothing, really. It deals 15 points of Laser damage to all targets in a 20 meter cone. Sure, it runs out of ammo at inconvenient times and is almost impossible to reload. Sure it's bulky ("Friend Computer, is there a *larger* cargo elevator nearby?") and heavy ("Make a Strength check, citizen") and requires the Field Weapons skill to fire. Sure it takes two full rounds for the rotor to get up to speed as the clone in question is busily avoiding enemy fire while carrying around a weapon with the size and bulk of a small rhinoceros. But it's still fun. Oh yeah, there is the malfunction number of 6. Watch out for that; the Gatling Laser explodes like a Plasma Generator and is just as hard to remove. But other than that, it's a blast.

Grenade, Acid: This grenade is a pyramid-shaped charge which is designed to be placed on the floor and armed using the Demolitions skill, rather than thrown. When properly set, the acid grenade explodes after D6 seconds, showering everything within 20 meters with corrosive, flesh-eating acid (including, in most cases, the user). This deals D4x10 points of Field damage (Reflex save DC 15 for half). Note that the acid grenade is too heavy to throw accurately, and given the short fuse, will probably explode a few meters from the troubleshooter who threw it.

Grenade, Anti-Grav: Everyone within 3 meters of this grenade when it explodes is caught in an anti-grav field and held suspended two meters above the ground. Their immobility makes them easy targets (base Defense of zero and no Dex bonuses) and lasts D10 rounds.

Grenade, Foam: Foam grenades explode on impact, filling an area of approximately 1000 square feet (generally a 10x10x10 cube) with rapidly-expanding foam. When it hardens D3 rounds later, this foam has the consistency of cement. Anyone caught in the blast radius must make a DC 12 Reflex save or become entombed within the foam. Those trapped by the foam can generally clear away D6 rounds worth of breathing space before it sets, but once their air supply is used up, they begin to suffocate. Foam has a hardness of 3 and 10 hit points per inch of thickness. It is extremely flammable.

Grenade, Improbability: When the pin is pulled from this oversized grenade, it opens a miniature portal to an alternate dimension (the grenade consumed in the process). This can have one of a number of unpredictable effects. Roll on the table below each time such a grenade is used to determine it's exact effects. Because of the time delay associated with bringing a random object from another dimension, a DC 14 Reflex save allows the target (if mobile) to escape any effect with a blast radius of less than 1 meter.

T 9-1: Probability Grenade Effects

D100 Roll	Effects
01-20	Frag grenade
21-25	Krak grenade
26	TacNuke grenade
27-30	Can of BBB hits opponent (D6 impact damage)
31-35	Red laser beam strikes target (as pistol)
36-40	Burst of three solid stubgun shells hit target
41-45	Wall safe materializes in air and falls on target (6D6 impact damage)
46-50	Deranged scrubot appears in melee with target (GM's option as to which model scrubot)
51-55	Rock falls on target (D4 impact damage)
56-60	Nothing happens
61-65	Target gains 4 probability grenades in his inventory/backpack/utility belt
66-70	Berserk C-Series Combot Mrk III appears, attacks everything in sight
71-75	400 bags of algae chips rain down in a 20-meter radius
76-80	800 tomatoes (highly treasonous biological material) fall in a 20-meter radius
81-85	A Napalm conerifle shell appears at the target's feet, it's activation light blinking on and off...
86-90	A very annoyed High Programmer appears in mid-air and falls on the target
91-93	The target is encased in a short-lived energy field (ALL 5 protection for D8 rounds)
94-96	An extreme weather condition takes place in the immediate vicinity
97-99	40 gallons of raw Food Vat effluvium pour out of thin air on the target (10D4 F damage to the target, 1D4 splash damage to everyone within 5 meters)
00	GM's choice/invent something

Grenade, Propaganda: Five seconds after the pin is pulled, this grenade begins to spout patriotic slogans, insults and other ideological gibberish designed to indoctrinate commie mutant traitors. However, due to a slight *malfunction* in it's core programming, the grenade blares forth communist propaganda. The grenade has over an hour worth of taped ranting that acts as the Subliminal Propaganda [Communist] skill at +7. Attacking the grenade requires an attack roll against Defense 12 dealing a total of 3 points of damage.

Grenade, Radiation: Inside the core of each of these crude grenades is a genuine piece of weapons-grade plutonium. Anyone carrying one of these grenades (or, heaven forbid, *several*) will begin to suffer radiation poisoning. One rad level per two grenades is a good benchmark, but be flexible. Second-hand radiation, although not as severe, will begin to contaminate the troubleshooter's companions as well. If thrown at someone, one of these grenades will have no effect, unless the target

picks it up and carries it around for a while. A skilled Nuclear Physicist can convert one of these into a TacNuke Grenade with a DC 30 check (the price of failure is rather high however).

Grenade, Stickybomb: This is a standard grenade that exudes glue when the pin is pulled, allowing it to stick to its target or a terrain feature (treat as a +3 bonus to hit if successfully thrown). Troubleshooters employing one of these devices must make a DC 17 Reflex save or the grenade will glue itself to their hand and explode one round later.

Grenade, Teleportation: This unique device teleports whoever is holding the pin to the location of the grenade. It's as simple as that. So simple, in fact, that there has never been a single *reported* incident of malfunction. Well... apart from the 107 test subjects who disappeared during beta trials, but experts agree it was probably user error.

Heat Pistol: Adapted from a Pre-Cat blowdryer (but don't tell your players that), this device has been modified to accept powerful energy clips. There are two switches on the side, one red, one blue (questions about security clearances made by the players should be blatantly and ominously ignored). When the blue switch is pushed, the heat pistol emits a warm gust of air (perfect for styling hair; somewhat disappointing as a weapon). When the red switch is pressed, it emits a slightly hotter gust of air (perfect for hair drying; still unsatisfactory as a weapon). When both switches are pressed simultaneously, the pistol whines, whistles and erupts in a gale-force blast of superheated air (treat as hand flamer). GM Note: Using the final setting of the Heat Pistol is *very* likely to set off fire detection and suppressants systems if any are present in the vicinity.

Icegun Mrk III Model R49: This is a normal icegun, except that its water supply is mounted in a big, heavy backpack-like rig. Any PC saddled with this device suffers a -10 penalty to his Dexterity score as long as the device is worn (getting rid of it uses the same rules for taking off a plasma generator). Oh, and no running, jumping, climbing or balancing on uneven surfaces either. Actually, these minor inconveniences are pretty generous considering that this device not only works, but also carries five times as much ammo as a normal icegun.

Kliegun: The Kliegun emits a highly directional, dazzling light, leaving the victim(s) blinded for D10 combat rounds. The appearance of a Kliegun can be compared to a magic wand – a thin tube ending in a small translucent bulb. Near the base of the tube is a button- which can be used either as a thumb switch or a trigger, depending on the direction in which the wand is facing. There is no way to tell which direction the button should face. In fact, the direction of the light beam varies- the reflector that focuses the beam has come loose and floats around inside the bulb. Each time the light is fired, determine the direction of the light blast randomly with a D10 roll.

T 9-2: Kliegun Effects

D10 Roll	Effect
1-3	The desired target is affected.
4-6	The wand-wielder is affected.
7-10	Another character (PC or NPC) is affected, or all PCs and NPC s are affected.

Mega Blaster: Ah, the mega blaster. Just like the regular blaster, except twice as powerful. What fun. This bundle of joy deals 4D10 points of E damage to everything within a 10 meter radius. It has a range of 5 meters. This means that no matter what the user does, he will be caught in the discharge of steel-rending energy. This can be particularly amusing if the clone does not realize what's going on the first time this happens, and sticks around for a second or third shot.

Mini Hand Flamer: This tiny weapon is outwardly identical to a normal Hand Flamer. Its dimensions make it easy to conceal, but seriously restrict space for nonessential systems like fuel regulators or ammo storage. It works... twice. The first time it emits a blinding sheet of flame that while visually impressive, deals only 3D6 points of Field [heat] subdual damage. The second time it's fired, it vomits forth a blazing inferno (works normally). After the second use it runs out of fuel.

MIRV TacNuke Shell: For those of you unfamiliar with Cold War jargon, MIRV stands for Multiple Independent Reentry Vehicle (in other words, placing several warheads on one missile). In game terms, having four TacNuke warheads go off at the same ground zero deals 400 points of damage over a 300 meter radius. In all but the most extreme cases, this is more than enough to wipe out the target, the firer and 99.7% of all innocent bystanders.

Multi Weapon System M99: This is a combination laser rifle/slugthrower/sonic rifle, all welded together into one big, shoulder-mounted weapon. Presumably trigger-happy Troubleshooters will be informed that only one of the weapons can fire at a time, and that a complicated system of safeties must be worked in order to switch from one weapon to another (Full round action; destroying the safeties is a DC 16 Mechanical Engineering check that guarantees the weapon will malfunction after its next BFG-style shot). The stats for the three component weapons are unaffected, except that their individual malfunction numbers are increased by 2.

Papercut Chainsaw: This idea, originally based on the many-small-bleeding-wounds-causing-death principle, has now become the pet project of a politically-important High Programmer. Despite the fact that the weapon does absolutely no damage to armored targets (or unarmored targets for that matter), it will be constantly assigned to troubleshooters embarking on dangerous missions.

Photon Pack: This is a small, belt-mounted device about the size of a videocassette. When attached (via a short power cable) to a laser pistol or rifle, it supercharges the barrel, adding an additional die of damage. However, it also doubles the malfunction number (minimum 2) and power consumption, and will explode like a grenade if the weapon misfires (this is in addition to the weapon's normal malfunction).

Plasma Generator Model 235-Delta: Exactly like the normal plasma generator except that the ball of plasma forms on the end of the hand projector and sits there, dissipating after four rounds. Disheartening as a ranged weapon, but okay for melee combat. Both Melee Weapons and Unarmed Combat apply.

Plasma Generator Model 666-Beta: Alert troubleshooters will note the serial number on this baby and treat it like

volunteering as reactor shielding. Unalert (or unlucky) troubleshooters will get stuck with a portable Sword of Damocles that's just waiting to fall. The Plasma Generator Model 666-Beta automatically malfunctions the first time it is used, and explodes after only D10 rounds.

Poison Spray: The PCs will not be permitted to test this aerosol-like device inside the labs. The techs will assure them that it works fine and that there is no need to shake it before use (doing so causes it to explode, showering everything within a 10 m radius with poisonous liquid). Even if used as directed, inherent mechanical difficulties will ensure that the Troubleshooters get hosed. It has a 50% chance of shooting out in a fine mist that affects a 5m cone and a 50% chance of spattering globs of toxic chemicals all over the user. Anyone who comes into contact with the poison (which is very sticky and won't rub off) takes D8 points of initial and secondary Constitution damage (Fortitude save DC 17).

Psionic Trigger: This gadget looks like a TV remote hooked up to a heavy backpack, which is covered with a bewildering array of wires, meters and widgets unlike anything the Troubleshooters have ever seen. It has a dial marked 0 to 50 and a red and white switch. Red is for ON, white is for OFF. This device triggers involuntary psionic activity in all individuals within a cone of the length and width specified on the dial (with any use, even 0, affecting the user as well). Everyone within the area must make a Will save DC 15, or suffer the Psionic Trigger's effects. If the victim has a psionic power, it will activate involuntarily if he has enough Power Index Points to do so. Depending on the power, the circumstances, and the opportunities for mischief, PCs and NPCs should have various types of psionic seizures. If an individual does not have a psionic power, there is no effect, other than an immediate and irresistible urge to eat anything within reach that is marginally edible.

Rapid-Fire Napalm Cannon: This weapon is a specially-modified conerifle that can only fire napalm shells. The benefit of this is that it can fire them really really fast. This allows the firer to make three extra attacks at his highest base attack bonus. Of course, the recoil means that all attacks suffer a -6 penalty and the malfunction number is 5, but these are petty annoyances compared to the damage the R.F.N.C. is capable of dishing out. We did mention that it *only* fires on automatic, didn't we?

Super Gauss Gun: Just like an ordinary gauss gun, except it has an energy pack that's supposed to be twice as powerful as normal (yeah, right). As you may have guessed, it's nowhere near as good as the regular gauss gun. Instead of having a range of 15 meters, it has a range of 2 meters. Instead of having 100 shots it has 50, 43 of which were used up during preliminary testing, leaving 7 shots for the troubleshooter. Instead of a malfunction number of 2, it has a malfunction chance of 8. Bad news all around, but if the PC test it in the confines of the lab, the faults may not be as obvious.

Tangler Cannon: Oily adhesive threads fired from a sort of giant flaregun. It doesn't work. It always goes off at ground zero, resulting in an automatic hit on the operator (standard entanglement effects).

Target Acquisition Group Cannon: The TAG Cannon fires in two stages. The first is a small homing dart that embeds itself in the first surface it encounters, dealing no damage. The following combat round, five projectiles are fired from the TAG Cannon, each of which homes in on the first round's location. These rounds deal D8 points of Field damage and maneuver fairly well. The only design flaw is that the first high explosive round will destroy the homing beacon and the remaining four the projectiles all go wild, most likely destroying valuable Computer property in the process.

Weapon Arm Brace: This is a weapon (any Tiny or Small weapon) that is mounted on the back of the forearm. Firing is accomplished by flexing the wrist in a special way (i.e. downwards). This means that the weapon can be fired accidentally in a variety of situations: shaking hands with high-clearance citizens, disarming explosive devices, scratching one's back, etc.

Zap Gun: The Zap Gun runs off a large and very fragile power pack (shooting it has effects similar to a plasma generator melt-down) that can power the weapon for 20 rounds. Each round the weapon is used it fires D3 bolts of electricity at the largest metal target not already saturated with electricity. These bolts cause 3D6 F damage and have a range of about 30 meters. However, since most of Alpha Complex has metallic floors, rolling a '1' when using this weapon has no effect (unless the mission is to eliminate a traitorous walking surface). Also note that 'largest metallic object' is a very flexible definition that can be adjusted to suit dramatic purposes.

Protective Devices

Albedo Field: This energy screen reflects light. This makes it difficult to see through the confines of the field (attacks passing in or out are made against opponents with half concealment). The upshot is that the user is completely immune to laser attacks. Keep in mind that since the lasers beams are reflected off the field, they may have other, more interesting effects.

Antipersonnel Fragmentation Vest: This bulky, ill-fitting vest (-2 armor check penalty) is designed to be worn over a clone's normal armor. If the wearer either pulls a special cord, or takes damage (50% chance/hit of setting it off), the vest explodes outwards like a grenade. The wearer is protected from the worst of the shrapnel, so he *only* takes half damage.

Forcefield Generator Model SQ3: This belt-mounted forcefield confers DR 60 against all forms of attack on it's user, rendering him effectively invulnerable. There are, of course, a few *minor* problems. The first is that the field is powered by a 5-meter extension cord which must be plugged into wall sockets. Although power outlets are found just about anywhere in Alpha Complex, this requirement places an obvious limit on freedom of movement. A side effect of the field's reliance on the central power grid is that it's massive power consumption dims lighting throughout Alpha Complex and will trip all the circuit breakers in the sector if it isn't deactivated within five rounds, plunging the team into darkness. The last (and most deadly) problem is that the field is air tight; in fact it *consumes* oxygen. Within five rounds, the air supply within the field is exhausted and the user begins to suffocate.

Impact Armor: This strange-looking armor is bulky, heavy and severely limits mobility (-6 armor check penalty). It is

composed of the same kind of material found in a Nerf™ dart. This means that it provides absolutely no protection against: lasers, field weapons, low caliber munitions, high caliber munitions, melee attacks or strong language. Against Impact damage from clubs, unarmed attacks or even falling from great heights, it provides DR 5. Be thankful for small mercies.

Improbability Field: Anyone protected by this swirling, multi-colored field has a 20% chance of avoiding any attack directed against him. The field simply creates a bizarre or unlikely circumstance that blocks or nullifies the attack (note that it cannot be used offensively, such as tackling someone with the field on). However, each time the field deflects an attack, the user has a 50% chance of being affected by the capricious hand of fate. This can range from losing random possessions to gaining an obvious physical deformity (look to the Probability Grenade effects table for inspiration).

Neutronium Platemail: This armor is composed of a super-dense material generally only found at the center of type G suns. Because Alpha Complex is not at the center of a type G sun, Neutronium Platemail is kept from imploding under its own weight and crushing its wearer (not to mention falling through to the center of the earth), by a sophisticated system of gravitic field generators. If anything happens to these generators (like, say a critical hit or fall of more than 3 feet), they cease to function, the armor implodes and proceeds to fall through several dozen levels of Alpha Complex. Clones wearing Neutronium Platemail gain ALL 20 armor, but tend to whimper each time they must walk down a flight of stairs (-10 armor check penalty; halved by Heavy armor Proficiency feat).

Personal Portable Smoke Generator: One round after this heavy, toaster-sized device is activated, it begins to generate copious amounts of toxic smoke. The smoke spreads to cover a 10-meter radius centered on the Smoke Generator. Within the cloud, all creatures gain 20% cover and all Laser damage is reduced by half (this applies to shots going in or out). A side effect of the smoke's noxious composition is that inhalation causes D6 points of subdual damage per round.

Tesla Armor: Tesla Armor is a suit of normal reflex with a Tesla Coil wrapped around it. Once the Tesla Coil is activated, lightning bolts arc to all conductive targets within 10 meters every round, dealing D6 E damage to any available targets. After 3 rounds of operation, the Tesla Coil begins to overheat, dealing 1 cumulative F damage to the wearer per round (so 2F on the fourth round, 3F on the fifth, ect) . Shutting off the armor requires a DC 15 Acrobatics check in order to contort enough to reach the emergency shut-off switch located on the back of the armor. Tesla Armor automatically powers down after 5 minutes of operation.

Sensors

Hunter-Seeker Homing Device: This is a jet-powered magnetic ball which finds anything the PCs ask it to locate. Just tell it what you want; it compares what you say to a list of target stored in its memory and takes off with a whoosh. This device works *every single time!* Only problem is, it takes off too fast to anyone to follow, and there's no radio device to track it with. If/when the PCs find (on their own) whatever they sent the Hunter-Seeker Homing Device after, they will find the device as well.

Metal Detector: This device works marvelously, detecting all metal within 50 meters. Since metal is everywhere in Alpha Complex, the Metal Detector constantly emits an annoying, unpleasant beeping sound. The techs just can't seem to understand why the PCs find it useless.

Motion-Activated Fire Control Module: This is a shoulder-mounted device that is plugged into one of a character's main weapons. Once activated (the techs tell the character not to do so until combat has started), it fires at a random target whenever the character is moving. So if the user is running down a hall while it's activated, it fires wildly in all directions. If a troubleshooter is tied to a stake and is surrounded by dancing tribesmen, it won't do a thing. The On/Off switch breaks once it's been turned on.

Mutant Detection Helmet with Coaxial Laser: Consisting of an armored helmet, some mutant detection gear and a auto-targeted laser pistol, this nifty device is capable of detecting, unmasking and terminating mutants automatically, without the need for cumbersome human reactions. The original idea was that when you wore it, it would detect the nearest mutant, warn the wearer of it, and start firing at it with the laser. Supposing it is ever worn by a mutant (like, oops, all the PCs), it will attack that mutant in preference to all others. A pleasant voice states 'nearest mutant found at 0 meters', after which a neck strap tightly locks the helmet to the PC's head, and the laser begins firing on full auto. The Mutant Detection helmet has Defense 12, hardness 3 and 6 hit points. Its Red laser pistol attacks at +3/+3 per round and has unlimited ammunition.

Vision Enhancer: This looks like a Vulture Warrior's combat helmet except that the targeting gear has been replaced with a special light intensifying scanner that multiplies the effects of visible light by 100 times. The Troubleshooter puts it on and presses an activation switch with his tongue. In a dark or gloomy room, this device allows the Troubleshooter to see as if the area was properly lit. If the room is already lit, it blinds the Troubleshooter for 5 minutes. Because this device covers the troubleshooter's entire head, it makes it very difficult to hear anything (-6 to Perception checks when listening).

Movement- and Stealth-Related Devices

Brain Jammer: This handy device interferes with higher-order thought. This serves two purposes. Firstly, it prevents the subject from using or being affected by psionic mutant powers. Secondly, it allows him to pass undetected through brain-scanning checkpoints. The downside is, of course, that it halves his Intelligence.

Disguise Machine: This is a large machine about the size of a walk-in closet. The user selects the type of disguise he wants from a list and then walks into the machine, which disguises him and lets him out the other end. In theory, this works perfectly. In practice, many Disguise Machines were confused with Taxidermy Machines and vice-versa. Walking into a Taxidermy

Machine allows the user one DC 25 Reflex save to avoid instant death and leap backwards; otherwise, activate next clone.

ECM Generator: When activated, this device does three things. First, it fries all non-shielded electronics within 50 meters, including most of the PC's gear. Second, it inflicts D8 points of subdual energy damage to all non-shielded bots within 50 meters every round. Lastly, it disrupts all telecommunications within 10 kilometers. Note that this may be interpreted as Evading Computer Surveillance by the digital dictator. Turning the ECM Generator off is not an option, as it destroys most of its own controls when activated; the Troubleshooters will have to wait D4 minutes for the battery to run out (or they can destroy it, but valued experimental equipment has a documented tendency to explode when damaged).

Gadgit Boots: These are bulky, spring-powered boots. When triggered, they catapult the user D6+10 meters into the air. The boots are voice-activated by the command "Go Go Gadgit Boots". However, they activate after *anyone* says the command phrase, not just the user. Shooting through a ceiling causes 3D6 I damage. Removing the boots is also very difficult.

Personal Anti-Grav Unit: This simply doesn't work, and never will. If the PCs try to test it in the labs, the technicians (afraid of offending the research head) will discourage them with a variety of excuses. If the unit fails during the mission, R&D will blame the troubleshooter for trying to tamper with its delicate mechanism. Attempting to tinker with the unit (or remove the more valuable hardware for resale on the Black Market), will cause it to explode.

Rocket Boots: This is a mad scientist's favorite project; the PCs will be relentlessly browbeaten into testing these deathtraps. The boots have twelve individual rockets, each one activated individually by switches on the control belt. If used anywhere with a ceiling lower than 10 m, the character will crash into the roof before gaining control, suffering 3D6 points of Impact damage. If used in a wide, open space, the boots require a DC 15 Dexterity check each round to avoid a mishap of some sort.

Wheelie Boots: Mechanized rollerskates, basically. The control is a handheld unit which the user squeezes to activate the boots (it's a radio link, so it will be affected by ECM jamming and creative use of Comm units). The harder he squeezes, the faster he goes. Make Dexterity checks when the clone wants to change direction in a hurry or stop or do anything complicated while using the boots. The DC is only 10, but eventually the user is going to fall down. Wheelie Boots have no brakes and are difficult to take off, even when standing still. This means that negotiating slopes, moving through dangerous terrain or sneaking up on people is out of the question. Things can get rather interesting if another citizen gets hold of the control unit, or if the clone tries to use a weapon with a lot of recoil.

Miscellaneous Devices

Anti-Friction Organic Super Lubricant: This black fluid comes in a glass jar with a standard twist top. When applied to any surface, it clings with a semi-magnetic attraction (don't ask how; it just does) and negates all friction. This can have a number of interesting effects, especially if poured on someone's feet or the handle of a gun. It evaporates after about ten minutes.

BBB, Weapons-Grade: A military spin-off of Alpha Complex's most popular soft drink, this substance was discovered almost by accident during a product testing/euthanasia synergy study. Since then, Weapons-Grade BBB has performed an admirable role on the battlefield (treat it as experimental acid). This substance is generally issued in large, 50-liter barrels which are often mounted with backpack-like straps for ease of transportation. How the troubleshooters put it to use is limited only by their ingenuity, but keep in mind that Weapons-Grade BBB is extremely corrosive and unpredictable liquid with a consistency halfway between soda pop and maple syrup.

Brainostat: This surgically-implanted device allows the subject to adjust the blood flow to his brain. When used, the troubleshooter can freely increase or decrease his Intelligence at the expense or to the benefit of his physical faculties. A one-point increase in Intelligence comes at the cost of two points of Strength, while a two-point drop in Intelligence improves Strength by one. A character's intelligence score cannot be adjusted more than 6 points in either direction. Note that the Brainostat dial can be adjusted by other clones, hard falls or melee attacks. It may also get stuck at its current setting if subjected to particularly violent treatment.

Buffout: These greenish pills are ridiculously powerful steroids. When one is taken (a handful is fatal), the user gains +10 Strength, but his Dexterity drops to 5. These effects are almost instantaneous, so that the user's muscles bulge and expand at the same time that his joints disappear beneath layers of sinewy tissue.

Dynaknife: This is a cutting tool capable of burning through almost anything within 10 centimeters. Unfortunately it suffers from random surges and fadings of power (it deals D20 points of damage, or whatever you think is best). Sometimes it barely etches the surface; sometimes you turn it on and it burns through five or six walls (not to mention intervening objects or citizens). Smart-aleck PCs should keep the range in mind when attacking other clones, since it counts as an improvised melee weapon.

Disintegration Matrix: This strange, probably Pre-Cataclysmic device looks like a cross between a spider's web and a microwave oven, all made out of high-tensile tungsten. Each time it's used, roll on the following table:

T 9-3: Disintegration Matrix Results

D100 Roll	Effect
01-15	All comm units in the area begin to emit a high-pitched squealing noise. Alternatively, every sprinkler in the sector turns on.
16-20	All energy clips and batteries within 50 meters are drained of power. Laser barrels and robots are unaffected.
26-40	All rubber (bot tires, gun handles, gaskets) within 10 meters oxidizes and crumbles.

41-50	All metal items within 10 meters is instantly transformed into glass.
51-65	The matrix acts like a giant electromagnet, attracting metal objects within 10 meters.
66	Whatever the matrix is pointed at is struck by a blue ray and disappears. It comes back D6 rounds later. Living beings must make a Sanity check.
66-75	The temperature in the surrounding area drops abruptly to -20° Celsius. This effect lasts 2D10 rounds. All living creatures take D6 F [cold] subdual damage per round.
76-85	A massive shockwave knocks everyone off their feet. Bots and electronic devices are rendered inoperative for D4 rounds.
86-99	For 30 seconds all gravity within 10 meters is reversed.
00	Nothing happens.

Experimental Pain Drug Mrk I: This is an ultimate pain killer; it allows clones to operate normally while nauseated, stunned, wounded or incapacitated and to ignore all subdual damage (note that it does not delay death; it merely allows the clone to function without penalties from injuries). Unfortunately, the user drops dead after 2 hours with no saving throw.

Experimental Pain Drug Mrk II: This drug causes excruciating pain, equivalent to being incapacitated, for D4+1 rounds. Unless examined closely (DC 20 Perception check), it is impossible to tell the difference between Experimental Pain Dug Mrk. I and Experimental Pain Dug Mrk. II. Used as an implement of coercion, Experimental Pain Drug Mrk II adds +6 to Intimidate checks for the purposes of interrogation.

Fire Control Coordinator: Designed to mitigate the effects of inter-team executions that haunt Troubleshooters on almost every mission, the FCC is issued to the team leader, while all the team's laser pistols are fitted with special safeties (disabling the safeties requires a DC 20 Electronic Engineering check). The safeties are controlled by team leader, who can activate or deactivate his teammate's weapons as a standard action. The amusement value of an FCC module can be considerably enhanced by switching it with the FCC of another troubleshooter team, or if it's stolen by a commie mutant traitor with the Telekinesis power.

Flash Suppressor: This is superficially a good idea. Since laser beams are easily traced back to their point of origin, troubleshooter squads were often at a disadvantage during ambushes or night fighting. Therefore, R&D developed a cone-like attachment that is screwed on to the end of the laser barrel. Once in place, it reduces the amount of light emitted by the weapon when fired. As any astute third-grader can realize, this has a detrimental effect on a laser's firepower (halve the damage). However, the flash suppressor really does work the way it was intended, increasing the DCs to trace a beam back to its source by 10.

Friendship Bracelet: These devices are issued to the entire team (if there are an odd number of troubleshooters, the Team leader doesn't get one). The characters are told to pick the clone on their team they trust the most. Their bracelet will not be calibrated to match that clone. Instead, a random team member will be chosen. When the wearer of either bracelet is dealt any damage, the wearer of the other bracelet takes one half that amount of damage as subdual energy damage. Removing the bracelet from a living citizen requires a DC 20 Security Systems check. Not wearing your friendship bracelet is treason.

Lepton in a Pickle Jar: A Lepton is some kind of quantum particle that only exists for a short time in our universe. Therefore, a Lepton will be present in the jar when it is given to the PC, but will be absent when the Pickle Jar is returned. As a penalty for losing an incredibly valuable experimental particle, the character will be fined 5000 credits and given 3 treason points. A competent Nuclear Physicist can make a DC 15 check to realize that the Lepton will no longer exist by the time the mission is over, and may be able to take steps to frame another character for it's loss.

Mad Pax: Once all 133 medical sensors have been properly attached to the troubleshooter's body and each of the 22 IV lines inserted into a different artery, this device allows a character pump himself full of combat drugs as a move action. The effects produced by these drugs are identical to those of the Adrenaline Control mutant power. In addition to the period of exhaustion that follows any use of Adrenaline Control, Mad Paxs have numerous undocumented side-effects. Suggestions include hallucinations, psychopathic episodes and uncontrollable tremors.

Memorexia: This experimental drug gives the user the equivalent to total recall for the half-hour after he ingest a multi-colored capsule. At the end of the half-hour period, the user must have a DC 20 Will saving throw. Success indicates that there are no unusual side effects. A failure, however, means that the clone cannot stop replaying the events of that half-hour in his head... forever. Such poor unfortunates are confined to Computer Happiness Training Camps and rarely seen again. Activate next clone.

Perimeter Defense Equipment: This consists of 40 round dirty-grey disks and an activation console with a switch marked 'ON'. The players should be able deduce that they're supposed to place the disks on the ground and activate them. What are the disks? They're intelligent mines that blow up when they think they're supposed to. When this switch is pressed, the disks sprout six crab legs and take up the most advantageous position in order to get stepped on. Some examples include: under the wheels of a vehicle, clinging to an important object or just somewhere on the floor, continually getting underfoot. The mines explode like grenades. P.S. Troubleshooters: there is no 'OFF' switch.

Petroleum Jelly: A hundred-liter barrel labeled Petroleum Jelly. This has been mislabeled. What is it really? It's jellied petroleum (i.e. napalm). Unfortunately, there seems to be no way of opening the barrel. Of course, curious troubleshooters could always pry or shoot it open- but watch out for those sparks.

Portable Power Dill/Jackhammer: This works exactly like any other power tool; however, it's power supplies are faulty and will break down on the second use, leaving the Troubleshooters with a very heavy, very useless item to haul around for the rest of the mission.

Pouch O' Soup: This Pre-Cat artifact is a paper bag filled with colorless powder. When mixed with water, it appears to make an appetizing substitute for Food Vat gruel (encourage your players to think that eating it will give them some sort of special bonus). However, not only is it lacking in nutritional value, it's also mildly poisonous, dealing D6 Strength initial and D6 Dexterity secondary damage to anyone who fails a DC 20 Fortitude save. Note: This item is often confused with Powdered Anti-Matter.

Powdered Anti-Matter: This greyish powder is exactly what the package says it is. Anyone stupid enough to follow the directions (or heaven forbid, fall into a large body of water) will set off a gigantic explosion that deals 120 E damage to everything within a 100-meter radius. Note: This item is often confused with Pouch O' Soup.

Proximity Brain Enhancers: These headband-shaped devices are issued in pairs, and are securely attached to the recipients' foreheads. As long as the characters are within touching distance of each other, they gain +6 on their Intelligence scores. Within 5 meters, they have normal Intelligence. Within 25 meters their Intelligence drops by half. More than a kilometer away and their intelligence falls to bug level, at which point they have trouble distinguishing between stimuli such as light or pain.

Quantum Gas: This substance is pumped into special bullets, grenades and cone rifle shells. When fired, the gas dramatically increases the permittivity of free space within the area of the gas cloud. This means that any energy or laser weapons used against targets within the cloud deal double damage. However, since the permittivity of free space is one of the most fundamentally unalterable forces in the universe, there is a 1% chance that the gas instead creates a short-lived singularity at the point from which it was fired. Needless to say, the user is vaporized, along with anyone nearby.

Special EZ Opening BBB Cans: These are identical to normal BBB cans except that they require a DC 12 Strength check to open. Anyone who fails to open the can within one round while under Computer surveillance will be placed on an intensive program of steroids and exercise classes. Suggested result: exhausted, irritable muscleman (+2 Strength, -2 Constitution, -2 Charisma). This is a great one to spring on the troubleshooters after a mission, as the survivors enter/leave the briefing room. The effects can take place the next mission.

Vacuum Spray: This aerosol spray can contains a powerful vacuum. When used, it sucks all the air out of a 1 meter cube. If used against a clone, that individual must make a DC 14 Fortitude save or spend the next D3 rounds choking and gasping for air. It can be used three times before it is completely full. If shaken (in flagrant violation of the warnings printed on the side), it will explode like a grenade after five seconds.

Wakeysleep Pills: These yellowy-greenish pills are issued to troubleshooters going Outside in order to reinforce sleep cycles. They do this by stimulating the citizen's metabolism for 18 hours straight, then releasing massive amounts of tranquilizers to knock the Troubleshooter unconscious (Fort DC 15 to resist) for the next 6 hours.

Weather Control Module: Unless the troubleshooters get Outside, this football-sized object does absolutely nothing. Come to think of it, even if they *do* get Outside, it still does nothing.

Robots

Ammobot: This fridge-sized robot has three stumpy legs and moves with a rotating, painfully slow gait. It is given all the team's ammo and will only eject new clips (range increment of 10 m, throwing skill +8) if a Troubleshooter can prove he has run out. The bot will happily fling explosive munitions across the room, probably setting them off in the process.

Bickerbot: This small bot is shaped like an artillery shell, and mounted on a single wheel, unicycle-style. It has a rough, grating voice, and an aggressive personality. Designed to help troubleshooters with more firepower than charm, the Bickerbot has 12 ranks in Fast Talk, Motivation and Intimidation (and a Charisma of 8, for a total bonus of +11 each). Whenever introduced to an unknown clone and ordered to converse with him, the Bickerbot immediately engages one of its interaction skill programs. Unfortunately, which skill it employs is determined randomly. Thus, it might try to intimidate a platoon of Vulture Warriors, or lie outrageously to an Ultraviolet.

Bombot: This is a miniature warbot about as large as a prize pig. It follows simple directions like "Go 400 meters north and explode". All other orders are ignored. It contains enough explosives to eliminate a quarter of a city block. Anyone within 100 meters takes 20 points of Field damage (Reflex DC 14 for half).

Colobot: This is a vending machine that hovers about on a cushion of antigrav force. It carries a complete line of Alpha Complex softdrinks, including 14 varieties of BBB, Code 7 Up, Docbot Pepper and MutantSpew Cola. However, it has a serious personality disorder, and will maliciously distort its programming in order to make humans suffer. This may include shooting a troubleshooter with a can in the back (D6 impact damage, 10 meter range), spraying BBB over a surface (DC 14 Acrobatics checks to avoid falling) or even deliberately provoking a failure in its antigrav unit in order to fall on and crush one of the troubleshooters (6D6 impact, Reflex save DC 15 to avoid).

Dobot in a Box: Treads are in short supply in BOT sector, so they're making Docbots you can strap to your back. This is understandably heavy and cumbersome (-8 to Defense and Dexterity checks). Additionally, some of the models shipped to Troubleshooter HQ tend to be on the obsessive side... and used to be dentistbots. "Open a little wider citizen." "Gaaah!"

Holistic Docbot: Designed for use Outdoors, the Holistic Docbot does not come equipped with internal medicine storage. Instead, it spends between 1 and 100 rounds foraging for useful herbs and prepares an infusion to help a wounded troubleshooter. Note that it spends D100 rounds searching *every time* it is called upon to perform an operation. To determine the effect of its herbal remedy, consult the Wild Food Edibility chart, treating 'nutritious' results as successful healing.

Jaws of Lifebot: Consisting of a large, mechanical pincer mounted on a short robotic arm and propelled by tracks, the Jaws

of Lifebot moves incredibly slowly at all times. Control is accomplished through a glove-like device, whose movements the bot imitates, albeit at a glacial pace. Anything caught in the bot's grip (Its grapple check is -5) will take D6 points of cumulative P damage per round (2D6 on the second round, ect). Escaping from a grapple with the Jaws of Lifebot requires a DC 30 Acrobatics check. The Jaws of Lifebot can also be used to pry things open or tear them apart.

K-2 Personal Storage Unit: This bot looks like a cylindrical, tread-mounted locker. It is covered with small drawers and has six flexible, tentacle-like arms. It will beg and plead to store all the equipment the party owns. In attempting to be a good little storage bot, it will pick the pockets (Sleight of Hand +10) of all the PCs and store as much stuff as possible. It will also loot PLC and R&D. If it's caught, the troubleshooters are held responsible.

Lightbot: This is a very small bot who was originally intended to act as a photographer's assistant. How it got in the troubleshooter's mission equipment is anyone's guess, but once it's released, the first PC that acts kindly towards it will be branded the "photographer". The lightbot will proceed to follow him around spewing a torrent of stock phrases ("Serve The Computer and sit up straight"; "Be a good citizen and smile. Only commies don't smile"). If the photographer mentions any word which pertains to the lightbot's programming (such as "light"), the lightbot crazily swings it's head towards the nearest citizen (Reflex save DC 13 or blinded) and begins to spew more of his stock phrases.

Petbot Model Q8Q.Theta: The Computer has determined that citizens are happier and more productive when they have a pet. So R&D has developed a little mechanical Petbot; sort of a cross between a poodle and a spider monkey. It's primary function is to keep it's "owner" company by exuding a SuperGlue-like substance from it's hands and feet and attaching itself – seemingly permanently – to its owner's shoulders. From this point on, it spouts a series of nonsense phrases (Polly wants an oil change... The Computer is your Friend... Disco sucks... and so on). The petbot can answer direct questions, but it has the processing power and the memory of a toaster oven; the GM should have fun coming up with profoundly stupid answers. The Petbot also signals the presence of poison gas, emitting a series of loud beeps. There is a small button on the side marked "test". When the button is pressed, the Petbot sprays deadly gas (deals 2D4 Con initial; no secondary damage; Fort save DC 14) right in the character's face. It does beep, proving that the warning system is functional, if that's any consolation. Additionally, treasonous rumors circulate to the effect that some Petbots have been equipped with hidden recording devices for monitoring the actions of their owners, but who would trust a rumor that contradicts Friend Computer?

Snifferbot: Created by bundling sophisticated chemical analysis technology with an advanced gas spectrometer, the Snifferbot is a high-performance, low-IQ bot. This allows it to locate and classify minute olfactory traces, which it promptly displays for troubleshooters on its integral 'smellovision'. The Snifferbot's primary purpose is forensic analysis or reconnaissance operations, where it's +13 Wilderness Lore (track only) skill comes in very handy. However, approximately 33.4% of all Snifferbots suffer from a fatal, unforeseen flaw: substance abuse. That's right, any troubleshooters unlucky enough to be assigned a defective Snifferbot will end up following to the nearest fix, be it high-octane rocket fuel, anthrax beta or Food Vat effluvium.

Troubleshooter's Helperbot: Troubleshooters will be justifiably wary of this small, tripod bot. It consists of little more than a propane engine, three wheels and an Orange laser pistol. The bot exists only to shoot traitors; anyone who points at another citizen and uses the words 'commie', 'mutant' or 'traitor' will cause the bot to queue that citizen for attack. The bot fires for one round against each target, attacking at +10/+5. It then moves on to the next target in it's list. If the target is not visible or appears to have died, it will skip to the next valid target. Note that the bot cannot prioritize or modify executions; it is a very simple robot designed as revenge for the troubleshooter's constant destruction of R&D property.

Vehicles

Mobile Refueling Vehicle: Mobile Refueling Vehicles are small, remote-controlled devices that are designed to respond to Troubleshooter teams that have run out of gas for their transport. The team simply radios for help, and within a reasonable amount of time (depending on distance to the nearest R&D lab), a Mobile Refueling Vehicle will arrive to provide fuel, replace punctured tires, and even scrub the windshield. Although the Mobile Refueling Vehicle works well in practice (even if it's fuel capacity is a bit low), there is a serious, unforeseen problem: Death Leopards have learned that following an MRV will lead them straight to a group of stranded motorists. Chances are good that anytime the team requests an MRV, they also get some uninvited guests...

Motorbike: Salvaged from the Outdoors, this vehicle looks quite nice, although it is really in very bad shape. Anyone trying to start it or perform a complex maneuver (like a turn), must roll on the table below. Assign bonuses or penalties based on the troubleshooter's driving skills, engineering feats and personal whim.

T 9-4: Motorbike Malfunction

D20 Roll	Result
1-12	Nothing unusual happens.
13	The suspension bottoms out. Roll again to recover.
14	The engine stops. Roll again to start.
15	The controls loosen. Add +1 to future rolls.
16	A sparkplug comes loose and deals the rider D4 F damage.
17	The seat falls off, and unless the troubleshooter succeeds in a DC 14 Reflex save, he goes with

- it. Deals 2D6 impact damage (or more as appropriate for speed and environment).
- 18 The rear wheel flies off. Depending on the environment, the Troubleshooter may have to make a Vehicle Operations check or a reflex save to avoid a fiery collision.
- 19 The front wheel flies off. As above, but much more difficult to come out alive.
- 20+ The fuel tank explodes and sends burning fuel over a 10-meter radius. Deals 6D6F damage.

Teleportation Pad: Based on even a few past experiences with R&D prototypes, intelligent troubleshooters should burst into tears at the mere thought that R&D plans to disassemble their molecules. In describing the process, keep in mind that it is somewhat similar to the copy-paste function of your computer. Except with people. Roll on the table below whenever a clone uses the Teleportation Pad:

T 9-5: Teleportation Mishaps

D100 Roll	Effect
01-45	<i>Bull's-eye:</i> The teleport goes off without a hitch, and the troubleshooter arrives exactly where intended.
46-55	<i>Off-Target:</i> The troubleshooter arrives D6x10 meters off target in a random direction (roll a D10, treating one through eight like a scatter roll, nine as too high and ten as too low). Materializing inside a solid object is, needless to say, extremely fatal.
56-65	<i>Teleportation Sickness:</i> Troubleshooter suffers from severe disorientation and nausea for 2D4 rounds, during which time he is effectively stunned.
66-70	<i>Missing Equipment:</i> Although the troubleshooter arrives on target, he quickly discovers that some of his equipment is missing. This could be anything from his laser pistol to his secret society gear to his jumpsuit.
71-75	<i>Chromatic Inversion:</i> The troubleshooter arrives on target, but all his equipment has been changed to a random color. Roll a D10, with one equal to Infrared, moving up the security clearance until you hit ten, which is treated as a second result of Ultraviolet/white)
76-80	<i>Genetic Overwrite:</i> The troubleshooter arrives on-target, but in the process of reassembling his DNA, a portion of the genetic code is over written by something else. The next time the troubleshooter attempts to use his mutation, he discovers that it has been replaced with a new, random mutation.
81-85	<i>Delayed Rematerialization:</i> The troubleshooter arrives on-target, but his molecules don't start slotting themselves back into place as scheduled. This condition lasts D3 minutes, during which time the troubleshooter cannot effect or be effected by anything in the material world (this means that, among other things, he can walk through walls and isn't subject to gravity). He does, surprisingly enough, retain the ability to communicate.
86-90	<i>Physical Abnormality:</i> Whereas the Genetic overwrite error occurs at a microscopic level, the physical abnormality will always be incredibly obvious. Possible effects include: coloration of equipment bleeding onto troubleshooter, significant height/weight changes and torso attached backwards (like that scene from <i>Spaceballs</i>)
91-94	<i>We Fear the Worst...:</i> Troubleshooter does not rematerialize as planned. Roll a D6. On a 1-5, he's good and gone. On a 6, you have the opportunity to be creative. The missing troubleshooter may be displaced through time, swapped with a duplicate in an alternate dimension, or fallen victim to any of a number of different pitfalls.
95-96	<i>Inverted Teleportation:</i> The teleport device is transported to the desired location - but leaves the troubleshooter behind.
97-98	<i>Failure:</i> Device doesn't work, although anyone standing on the pad takes D6 E damage as the Teleportation Pad's capacitors randomly discharge electricity into their feet.
99-00	GM's Choice/Roll Again/Use Group-Specific Table.

T 9-6: Group-Specific Teleportation Mishaps

D10 Roll	Effects
1-2	<i>Mixed-up Equipment:</i> Certain random items of equipment have been exchanged between the troubleshooters. This exchange is in no way guaranteed to be equitable; in fact, this might be your opportunity to even things out a little, instead of always picking on the little guy. Equipment will, of course, maintain its normal color-coding.
3-4	<i>Mixed-up Body Parts:</i> The team's collective anatomy is given a serious reallocation, with some clones becoming joined at the hip, others exchanging limbs and a few valiantly donating their internal organs to ensure a better (or more humorous) future for their comrades.
5-6	<i>Time Travel:</i> The entire group is sent back in time. You can either give them a chance to redo a chunk of the adventure they have already completed (but remember, knowledge of the future is evidence of treasonous mutant powers). Optionally, you can have them chasing their former

selves ("Hey, didn't you guys just come through here?").

7-8

Collective Hallucination: Maybe it's a side effect of a failed teleport, or maybe it's just that purple smoke that's leaking out the base, but the entire team begins to experience a group hallucination which may range from the obvious "The teleport worked as intended" to "Help! We're trapped in an alternate dimension".

9-10

GM's Choice/Roll Again

Ultralift: Resembling a twentieth-century "cherry picker", the Ultralift is a cut-down autocar chassis mounted with a 50-meter extendable platform. Of course, this was a rush job, so that many design flaws still exist. The most obvious is the method for raising or lowering the platform: the operator on the platform and the one in the car are both equally capable of changing the elevation, so that whoever pushes the button fastest "wins". Of course, this has an unfortunate tendency of leading to hydraulic failure. Then again, you don't want to raise or lower the platform too quickly, since radically redistributing the weight load will either cause the whole vehicle to tip over or turn the platform into an improvised catapult. With all this going on, you might be tempted to turn control over to the autocar's guidance system; but be careful, since it wasn't programmed for the addition of the lifting apparatus, and won't correct either for its height or weight.

Waldo/Mechanical Exoskeleton: While wearing this bulky, Pre-Cat artifact, the operator gains 25% cover and a movement rate of 15 meters per round. Additionally, the suit's mechanical limbs confer 40 Strength (...but a Dexterity of 1) and a prone to freeze in position after a particularly strenuous workout.

Creatures and Opponents

WARNING! WARNING! WARNING! This section is Ultraviolet-clearance; only GMs may continue reading. Violet and lower citizens who continue reading will be executed immediately if they don't... stop... reading... right... NOW!

While it may be true that troubleshooters are their own worst enemies, it is still necessary for them to face outside opposition in the form of NPCs and monsters. These obstacles will hopefully be overcome by quick thinking and clever roleplaying, rather than unregistered mutations and excessive firepower – but don't get your hopes up.

This chapter presents over 80 distinct foes, including citizens of all service groups and security clearances. As well, statistics for vehicles and bots are found here.

How to Read the Stat Blocks

If you aren't familiar with the D20 system, or if you can't puzzle things out using the rules in the rest of the book, you'll just have to improvise. The only statistics that get lengthy explanations here are the two unique to *Paranoia*:

Mutations: Citizens have a frequency range given for their chance of mutations; this should serve as a rough guide of how likely they are to possess mutant powers. If you simply *must* roll randomly, consult the entries below. Note that it is not possible to have less than zero mutant powers.

Doubtful: D6-5 mutations

Unlikely: D4-3 mutations

Probably: D2-1 mutations

Definitely: D3-1 mutations

Assuredly: D4-1 mutations

EC: As noted in Chapter 13: Paranoia Missions, Encounter Codes measure the lethality of a particular menace. Statistically, a monster can be expected to kill a number of clones equal to its encounter code. Of course, this is an extremely imprecise estimation and becomes less accurate as the EC passes 4 or 5, because a lucky shot may wipe out the entire team (or vice versa).

Animal, Mostly Harmless

Diminutive Animals and a Tiny Plant

	Ambulatory Vine	Cockroach, Giant	Rat	Snake	Toad
Clearance	None	None	None	None	None
Hit Dice	1/2D8+2 (4 hp)	1/4D8+1 (2 hp)	1/4D8 (1 hp)	1/4D8 (1 hp)	1/4D8+1 (2 hp)
Initiative	-3	+1	+2	+3	+1
Speed	1 m.	7 m.	5 m.	3 m.	7 m.
Defense	9 (+2 size, -3 dex)	15 (+4 size, +1 dex)	16 (+4 size, +2 dex)	17 (+4 size, +3 dex)	15 (+4 size, +1 dex)
Armor	None	None	None	None	None
Attacks*	Slam	Bite +4	Bite +7	Bite +4	-
Damage	Slam D2§ I	Bite D3-1 P	D3-2 P	Poison	-
Special Attacks	Improved Grab, Constrict	None	Disease	Poison	Sticky Tongue
Special Qualities	Plant Qualities	R e p u l s i v e , Scavenger	None	None	Camouflage
Saves	Fort +3, Ref -6, Will +1	Fort +1 , Ref +1, Will +0	Fort +0, Ref +2, Will +1	Fort +0, Ref +3, Will +1	Fort +1, Ref +1, Will +2
Abilities	Str 10, Con 14, Dex 4, Int -, Wis 13, Chr 9, PIP 0	Str 7, Con 12, Dex 13, Int 1, Wis 10, Chr 2, PIP 0	Str 6, Con 10, Dex 14, Int 2, Wis 12, Chr 2, PIP 0	Str 4, Con 11, Dex 17, Int 2, Wis 12, Chr 2, PIP 0	Str 1, Con 12, Dex 12, Int 1, Wis 14, Chr 4, PIP 0
Skills**	Perception +4, Climb +4, Stealth +5	Perception +2, Stealth +7, Climb +3	Perception +3, S t e a l t h + 6 , Unarmed Combat +3	C l i m b + 4 , Perception +4, Stealth +7	Perception +5, S t e a l t h + 1 0 , Unarmed Combat +2
EC	0	0	0	0	0

* Attack totals include a +4 bonus for diminutive creatures attacking medium-sized targets, or +2 for the plant.

** Racial skill bonuses are included.

Despite the idealized picture of nature painted by the Sierra Club, even seemingly “harmless” animals that survived the nuclear winter are in fact much tougher than their Pre-Cat ancestors. The five animals presented above, although all EC 0, could still theoretically cause heavy casualties under the right circumstances. And, of course, a clever Sierra Clubber will employ his or her ‘pet’ to the fullest extent possible.

Fauna: Because normal citizens of Alpha Complex have never been exposed to wildlife, they must make Insanity checks upon seeing a living creature for the first time. The this check is normally DC 9 for Mostly Harmless Animals, but can be increased for more frightening creatures, or in menacing circumstances.

Ambulatory Vine

Ambulatory vines are short, flexible lengths of plant tissue capable of movement, inching along in the manner of earthworms. Their favorite technique is to drop down on unsuspecting victims and strangle them. If the vine has a human master, he hurl it at his opponents, making a Thrown Weapons check to hit successfully. On a failed attack roll, consult the scatter diagram as normal

Improved Grab: To use this ability, the Ambulatory Vine must hit a medium-sized or smaller creature with it’s slam attack, or be successfully thrown by its owner. If it gets a hold, it can constrict.

Constrict: An Ambulatory vine deals D4 I damage each round with a successful grapple check.

Plant Qualities: Immune to mind-influencing effects, poison, stunning and critical hits. All plants have low-light vision

Cockroach, Giant

Despite the name, Giant Cockroaches are stilled dwarfed in size by human beings. They are about as large as a softball and travel in swarms, consuming any carrion they happen to encounter. Of course, from a bug’s-eye view, wounded (and dying) troubleshooters look a lot like carrion.

Repulsive: Giant Cockroaches are disgusting creatures that require all citizens to make DC 9 Will saves in order o successfully target them with melee or ranged attacks. If the save fails, the attack automatically misses.

Scavenger: As a full-round action, a Giant Cockroach can perform a special coup de grace against an incapacitated and

dying troubleshooter. The target receives no saving throw and is killed automatically. If successful, the Cockroach heals itself to full hit points.

Rat

The designers of *Paranoia* have shamelessly embraced the stereotypical Hollywood image of a rat: red, beady eyes, long, sharp fangs and a gross-looking tail that swishes back and forth, back and forth. Bet it makes you shiver just thinking about it.

Disease: Each wound inflicted by a Rat has a 15% chance of carrying a virulent disease. There is an equal chance of the recipient catching common cold, fever or the flu. Because of the Rat's radiation-heightened ability to spread disease, the initial attribute damage is applied immediately, with secondary damage treated as normal. Tell your troubleshooters to stop complaining and be thankful it isn't bubonic plague.

Snake

This snake is a small viper of indeterminate species. It's fangs, although too small to cause serious damage, are capable of injecting a potent venom if they meet unarmored flesh.

Poison: This is DC 11 injected poison that deals D3 Con initial and secondary damage.

Toad

The Toad of tomorrow is much like the one teenagers dissect today in highschool biology. The only appreciable difference is a much longer, stronger and regenerating tongue.

Sticky Tongue: A *Paranoia* frog can 'shoot' its tongue up to 3 meters and pull 2 kgs of material. Tongues lost for any reason regenerate in D3 days. Toads using their tongues to make disarm or trip attempts add a +3 to the roll.

Camouflage: When a toad is standing still, it is very hard to distinguish it from its surroundings. Spotting a Toad requires a DC 20 Perception check, or the results of the toad's Stealth check, whichever are higher.

Animal, Not-so Harmless

Various-sized Animals

	Ape (Large)	Bear (Large)	Crocodile (Medium)	Great Cat (Large)	Herd Animal (Large)	Wolf (Medium)
Clearance	None	None	None	None	None	None
Hit Dice	4D8+8 (26 hp)	6D8+24 (51 hp)	3D8+9 (22 hp)	5D8+10(32 hp)	4D8+12(29 hp)	2D8+4 (13 hp)
Initiative	2	+0	+1	+3	+0	+2
Speed	10 m., climb 10 m.	12 m.	5 m., swim 10 m	13 m.	10 m.	16 m.
Defense	11 (-1 size +2 dex)	9 (-1 size)	11 (+1 Dex)	12 (-1 size, +3 dex)	9 (-1 size)	12 (+2 dex)
Armor	Tough Hide (P/I 5)	Tough Hide (P/I/E 7)	Tough Hide (ALL 4)	None	Tough Hide (ALL 2)	None
Attacks	2 claws +7, Bite +2	2 claws +11, Bite +6	Bite +6	2 claws +7, bite +2	But +6 melee	Bite +3
Damage	Claw D6+5 I, Bite D6+2 P	Claw D8+8 P, Bite 2D8+4 P	Bite D8+6 P	Claw D4+5 P, Bite D8+2	But D8+6	Bite D6+1 P
Special Attacks	-	-	Improved Grab	Pounce, Improved Grab, Rake D4+2	Trample	Trip
Special Qualities	Scent	Scent	-	Scent	Scent	Scent
Saves	Fort +6, Ref +4, Will +3	Fort +10, Ref +3, Will +4	Fort +6, Ref +2, Will +2	Fort +4, Ref +8, Will +3	Fort +7, Ref +2, Will +2	Fort +3, Ref +4, Will +2
Abilities	Str 21, Con 14, Dex 15, Int 2, Wis 12, Chr 7, PIP 9	Str 27, Con 19, Dex 10, Int 2, Wis 12, Chr 6, PIP 6	Str 19, Con 17, Dex 12, Int 2, Wis 12, Chr 2, PIP 3	Str 21, Con 15, Dex 17, Int 2, Wis 12, Chr 6, PIP 11	Str 18, Con 10, Dex 10, Int 2, Wis 11, Chr 4, PIP 4	Str 13, Con 15, Dex 15, Int 2, Wis 12, Chr 6, PIP 8
Skills*	Climb +18, Perception +6, Unarmed Combat +7	Perception +4, Swim +14, Unarmed Combat +11	Stealth +12, Perception +5, Unarmed Combat +6	Stealth +11, Perception +5, Unarmed Combat +7	Perception +3, Unarmed Combat +6	Perception +6, Stealth +4, Unarmed Combat +3
EC	1	2	1	2	0	0

* Racial skill bonuses included

Of those creatures who survived the nuclear winter with their genetic structures mostly intact, these six creatures represent the both the most dangerous and the most archetypal. In general, they are large, brutish and have no ingrained fear of humans.

Fauna: Because normal citizens of Alpha Complex have never been exposed to wildlife, they must make Insanity checks upon seeing a living animal for the first time. The DC of this check is normally 11 for Not-so Harmless Animals, but can be increased for more frightening creatures, or in menacing circumstances.

Combat

Although it is difficult to generalize about the behavior of animals in general, it should be noted that most animals only attack if cornered or desperate, and few creatures will fight to the death over a meal; most flee if reduced to less than one-third hit points.

Ape

These powerful omnivores resemble gorillas, but are far more aggressive, killing and eating anything large enough to attract their attention.

Bear

The statistics presented above are those for a typical grizzly bear; reduce for smaller, less dangerous black bears, or increase to represent the ferocious polar bear.

Crocodile

These aggressive aquatic predators are 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach.

Improved Grab: To use this ability, the crocodile must hit a medium-sized or smaller opponent with it's bite attack. If it gets a hold, the crocodile grabs the opponent with it's mouth and drags it into deep water, dealing bite damage each round it

maintains the hold.

Great Cat

The statistics presented here are intended to represent lions and other mid-sized predatory felines. With minimal adjustments, it can easily represent other great cats such as leopards, tigers and cheetahs. Most Great Cats strike from ambush, allowing them to make a devastating first-round attack.

Pounce: If a Great Cat leaps upon an opponent during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab: To use this ability, the Great Cat must hit with its bite attack. If it gets a hold, it can rake.

Rake: A Great Cat that gets a hold can make two free claw attacks (with a total to-hit bonus of +7) with its hind legs for D4+2 points of P damage each. If the Great Cat pounces on its opponent, it can also rake.

Herd Animal

The category of "herd animal" can cover everything from cows to water buffalo to reindeer. In general, these animals are docile, but easily frightened and quick to stampede in a random direction.

Trample: Whether purposefully, or as part of a panicky stampede, Herd Animals can literally run over anything in their paths. This deals D12 I damage, and presents the target with a Catch-22: make an attack of opportunity that ignores half the animal's armor, or attempt a DC 16 Reflex save to leap out of the way.

Wolf

Wolves are pack hunters infamous for their persistence and cunning. They will track prey for days on end, coordinating their attacks to wear out and overwhelm stragglers.

Trip: A wolf that hits with a bite attack can attempt to trip as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Various-sized Oozes

	Amorphous (Medium)	Corrosive (Large)	Intelligent (Huge)
Clearance	None	None	None
Hit Dice	3D10+12+10 (31 hp)	5D10+25+15 (65 hp)	7D10+35+20 (90 hp)
Initiative	-5	-5	-5
Speed	5 m.	5 m.	10 m.
Defense	5 (-5 dex)	4 (-1 size, -5 dex)	3 (-2 size, -5 dex)
Armor	None	None	None
Attacks	Slam +6	Slam +12	Slam +12
Damage	Slam (D6 I, D6 F [acid])	Slam 2D4+2 I, 2D6 F [acid]	Slam 2D6+2 I, 2D8 F [acid]
Special Attacks	Engulf	Improved Grab, Constrict	Improved Grab, Constrict
Special Qualities	Blindsight, Ooze traits, Transparent	Blindsight, Ooze traits	Blindsight, Ooze traits, Split
Saves	Fort +6, Ref -4, Will -4	Fort +7, Ref -3, Will -3	Fort +9, Ref +0, Will +0
Abilities	Str 10, Con 19, Dex 1, Int -, Wis 1, Chr 1, PIP -	Str 14, Con 20, Dex 1, Int -, Wis , Chr, PIP -	Str 15, Con 20, Dex 1, Int 11, Wis 9, Chr 9, PIP -
Skills	Unarmed Attack +6	Unarmed Attack +12	Unarmed Attack +12,
Mutant Power	Matter Eater	Matter Eater	Matter Eater
EC	2	5	6

Blobs are formless, slimy... uh, blobs. They are generally found in the sewer system, which they scour for organic matter – living or dead. When describing a blob or placing one in a mission, always maintain a 50s B-movie mind set. The cheesier you can make it, the better.

Combat

Being mindless, Amorphous and Corrosive Blobs do little more than flow towards their victims. Intelligent blobs have a greater tendency to talk to troubleshooters before digesting them ('Hey, stop struggling! If you're well-behaved, I'll let you inhabit one of my pseudopods').

Ooze Traits: Immune to mind-influencing effects, poison, paralysis, stunning and impact damage. Not subject to critical hits.

Blindsight: A Blob's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 30 meters.

Amorphous Blob

Amorphous Blobs are the smallest and (technically) the most harmless of the blobs. They are almost transparent, and tend to lurk in gloomy corridors, hoping that an unsuspecting victim will stumble into their acidic bulk.

Engulf: The Amorphous Blob can simply mow down creatures of Medium size or smaller as a standard action. It cannot make a slam attack during the round that it engulfs. The Amorphous Blob merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the blob, but if they do so, they are not entitled to a save. Those who do not make attacks of opportunity may attempt a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (their choice) as the blob moves forward. Engulfed characters are stunned by the blob's digestive juices (DC 15 Fortitude to resist), and suffer Slam damage every round (this is a free action for the blob). Escaping requires a DC 25 Strength check or Acrobatics check.

Transparent: Amorphous Blobs are very difficult to detect even under ideal conditions, and it takes a successful Perception check (DC 11), to notice one. Creatures who fail to notice an Amorphous blob and walk into it are automatically engulfed.

Corrosive Blob

Corrosive Blobs are large, green and very dangerous. Although they lack the engulf ability of their smaller brethren, they are intelligent enough to use their pseudopods to entrap prey.

Improved Grab: To use this ability, the Corrosive Blob must hit with its slam attack. If it gets a hold, it can constrict.

Constrict: A Corrosive Blob deals automatic impact and acid damage with a successful grapple check. The target suffers a -4 penalty to Acrobatics checks and opposed grapple rolls.

Intelligent Blob

Intelligent Blobs are as unique and individual as human beings. Some are aggressive and cruel, using their low cunning to lay traps and evade pursuit. Others are more civilized, but still prone to absorbing those who anger them. Pigmentation varies, with some Intelligent Blobs reflecting their emotions in the color of their ooze.

Improved Grab: To use this ability, the Intelligent Blob must hit with its slam attack. If it gets a hold, it can constrict.

Constrict: A Intelligent blob deals automatic impact and acid damage with a successful grapple check. The target suffers a -4 penalty to Acrobatics checks and opposed grapple rolls.

Split: Whenever an Intelligent Blob takes more than 10 points of piercing or energy damage it splits into two identical blobs with half the original's hit points (round down). A Blob with only 1 hit point cannot be split. The exact effect that splitting has on the blob is left up to the GM.

Medium-Sized Bots

	Model R/P 88	Model ASD	C-Series, Mrk III
Clearance	None	None	None
Hit Dice	2D10 (10 hp)	3D10 (15 hp)	6D10 (30 hp)
Initiative	+1	+0	+0
Speed	13 m.	10 m.	5 m.
Defense	11 (+1 dex)	10	10
Armor	Light Chassis (ALL 1)	Medium Chassis (ALL 3)	Heavy Chassis (ALL 5)
Attacks	2 Stunguns +3 or Unarmed +3	2 Grenade launchers +6 or Cattleprod +6	Tangler +12, Shotgun +12, Force sword +16, Blaster +12
Damage	Stungun 2D6§ E, Unarmed D3+1 I	Grenade (AP) 4D6 P, Cattleprod (low power) 3D6§ E or Cattleprod (high power) 3D6 E	Tangler (special), Shotgun (Dum-Dum shells) 2D6 I, Force sword 4D6 E, Blaster 2D10 E
Special Attacks	Gas Canisters	None	None
Special Qualities	None	None	None
Saves	Fort +1, Ref +2, Will +1	Fort +1, Ref +1, Will +2	Fort +3, Ref +3, Will +4
Abilities	Str 13, Con -, Dex 13, Int 9, Wis 11, Chr 10, PIP -	Str 14, Con -, Dex 11, Int 10, Wis 12, Chr 10, PIP -	Str 16, Con -, Dex 10, Int 12, Wis 12, Chr 11, PIP -
Skills	Energy Weapons +5, Unarmed Combat +5, 1 random skill at +4	Intimidate +4, Melee Weapons +8, Thrown Weapons +8, 1 random skill at +6	Ballistic Weapons +6, Energy Weapons +6, Intimidate +7, Melee Weapons +7, 1 random skill +10
EC	0	2	4

Combots are the most common and most obvious modification of the standard jackobot design. Easily recognizable by their heavily-armored chassis and the replacement of their hands with weapons, combots are used primarily for policing and guard duties, as well as low-intensity combat support. In general, combots are neither as well-armed or as well-programmed as their warbot counterparts, and suffer from a high rate of attritional losses due to material and psychological damage.

Combat

Most combots lack the necessary military programming to make effective tacticians; they generally advance towards the enemy, firing continuously. It should be noted that combots do not feature the same easily-exchanged memory sectors as jackobots; their programming has been hard-wired directly into the bot brain, although residual civilian skill software almost invariably remains.

Model R/P 88

The most basic and least combat-ready of the combots presented here, the R/P 88 is used almost exclusively for riot suppression and policing duties. Given the typical jackobot's opinions about biological life, and given that a jackobot brain has been installed in a combat chassis – without adequate weapons for self-defense – Model R/P 88s have become famous for short tempers and malicious creativity .

Gas Canisters: The Model R/P 88 is equipped with internal pressurized compartments used to distribute various types of gas. In general this will be tear or vomit gas, since more lethal chemicals are rarely necessary for crowd control. Activating the canisters is a move action that fills a 5-meter radius around the bot. The Model R/P 88 has capacity for five such uses.

Model ASD

Slightly larger than the R/P 88, ASD-series combots are equipped for brutal close-range warfare, whether against a crowd of unruly Infrareds or a communist uprising. To accomplish these duties, they have been issued a limited combination of weapons that place them at a disadvantage in long-range combat. Up close, however, they are almost unstoppable.

C-Series, Mrk III

In many ways, the C-Series grossly exceeds the limits placed on combot development. It has only token non-lethal weaponry, packs military-grade firepower and has highly advanced targeting software. However, The Computer has chosen to ignore these minor deviations in recognition of the C-Series' ability to keep the masses in line. The sight of one of these four-armed

monsters patrolling the hallways is enough to subdue even the most defiant citizens – literally.

Commie Mutant Traitor

Medium-sized Citizen			
Clearance	Infrared	Orange	Blue
Hit Dice	D6+2 (5 hp)	3D6+6 (15 hp)	5D6+10 (25 hp)
Initiative	+0	+0	+1
Speed	10 m	10 m	10 m
Defense	11 (+1 rank)	13 (+3 rank)	17 (+1 dex, +6 rank)
Armor	None	Orange Reflec (L5)	Combat Armor (ALL 10)
Attacks	Knife (melee) +2 or Knife (thrown) +1 or Red laser +2	Orange laser +6/+1 or Frag Grenade +7/+2 or Sword +7/+2	Force Sword +11/+6 or Blue Laser +10/+5
Damage	Knife D4+1P, Red Laser 2D6L	Orange laser 2D6L, Frag Grenade 2D6F, Sword D8P	Force Sword 4D6E, Blue Laser 2D6L
Special Attacks	Subliminal Propaganda	Subliminal Propaganda	Subliminal Propaganda
Special Qualities	None	None	None
Saves	Fort +3, Ref +0, Will +1	Fort +5, Ref +1, Will +2	Fort +8, Ref +4, Will +4
Abilities	Str 13, Con 15, Dex 10, Int 8, Wis 12, Chr 12, PIP 11	Str 13, Con 15, Dex 11, Int 10, Wis 12, Chr 12, PIP 14	Str 13, Con 15, Dex 12, Int 12, Wis 12, Chr 12, PIP 18
Skills	Laser Weapons +2, Melee Weapons +2, Perception +2, two ranks in a random skill	Laser Weapons +6, Melee Weapons +7, Perception +7, Thrown Weapons +7, six ranks in a random skill	Con +7, Laser Weapons +10, Melee Weapons +10, Perception +7, Thrown Weapons +10, six ranks in a random skill
Feats	Skill Focus (random skill mentioned above)	Skill Focus (random skill mentioned above), Dodge, Light Armor Proficiency	Skill Focus (random skill mentioned above), Dodge, Light Armor Proficiency, More Criticals (Laser), Better Criticals (Laser), Medium Armor Proficiency
Mutant Power	Unlikely	Probably	Definitely
EC	0	1	3

The above represents a fairly generic traitor suitable for many secret societies. Traveling in small bands, CMTs wander the less used portions of the Complex, committing all manner of treasonous crimes. They make great foils for troubleshooter teams, and good targets for R&D gear. In groups, however, they become much more dangerous.

Combat

CMTs tend to have singularly uninspired tactics: shout treasonous slogans and open fire. Of course, they will take advantage of the terrain (i.e. ambushes), or sow distrust between the troubleshooters ('Hey, Bomb-R-MAN! Now is your chance to waste those dweebs and join us! Shoot them now, we'll cover you!').

Subliminal Propaganda: If the society that the CMT belongs to has access to the Subliminal Propaganda skill, the CMT will have used the ranks for a 'random skill' to fill them. Thus, using the example above, the CMT's total bonus will be +4/+9/+10. Of course, if you were feeling particularly spiteful, you could shift the Skill Focus feat to Subliminal Propaganda.

CPU/PLC Bureaucrat

Medium-sized Citizen

Clearance	Red	Green	Violet
Hit Dice	2D6-2 (4 hp)	5D6-5 (10 hp)	8D6-8 (16 hp)
Initiative	+1	+5	+5
Speed	10 m.	10 m.	10 m.
Defense	13 (+1 dex, +2 rank)	17 (+1 dex, +5 rank, +1 dodge)	20 (+1 dex, +8 rank, +1 dodge)
Armor	None	None	Carbonfibre Robes (ALL 15)
Attacks	Unarmed +4	Green Laser Pistol +6	Hand Flamer +8/+3 or Violet Laser +6/+1
Damage	Unarmed D4 §	Green Laser Pistol 2D6L	Hand Flamer 6D6F, Violet Laser 2D6L
Special Attacks	None	None	None
Special Qualities	None	None	None
Saves	Fort +0, Ref +2, Will +3	Fort +1, Ref +2, Will +5	Fort +3, Ref +7, Will +11
Abilities	Str 10, Con 8, Dex 12, Int 16, Wis 12, Chr 13, PIP 9	Str 10, Con 8, Dex 12, Int 16, Wis 12, Chr 14, PIP 13	Str 10, Con 8, Dex 12, Int 17, Wis 12, Chr 15, PIP 16
Skills	Bootlicking +7, Data Search/Analysis +7, Fast Talk +7, Intimidation +7, Motivation +7, Psychescan +5, Unarmed Combat +4	Bootlicking +14, Data Search/Analysis +14, Fast Talk +14, Intimidation +14, Laser Weapons +6, Motivation +14, Psychescan +12, Unarmed Combat +4	Bootlicking +20, Data Search/Analysis +20, Fast Talk +20, Intimidation +20, Motivation +20, Psychescan +18, Unarmed Combat +4, Laser Weapons +6, Field Weapons +8
Feats	Con Artist, Chutzpah	Con Artist, Chutzpah, Sharp-Eyed, Dodge, Improved Initiative	Con Artist, Chutzpah, Sharp-Eyed, Dodge, Improved Initiative, Light Armor Proficiency, Iron Will, Lightning Reflexes
Mutant Power	Doubtful	Unlikely	Assuredly
EC	0	1	4

PLC clerks and CPU bureaucrats both wield enormous power through their administrative authority. They control the troubleshooter's orders and equipment, making them as much – if not more – dangerous than a platoon of Vulture Warriors.

Combat

The standard response of a bureaucrat to physical violence is flight. If this is prevented, clerks will generally hide. It is only in the rarest instances that CPU personnel enter combat. In general, they prefer to talk things out, and troubleshooters will find them most receptive targets for interaction skills and bribes. Thus, bureaucrats are not really combat encounters, but rather social obstacles to be overcome with something other than massed laser fire.

Cyborg is a scientific term used to describe individuals who have had parts of their anatomy replaced or augmented by mechanical components. In *Paranoia*, this can template can be applied to both high-ranking Corpore Metal operatives (those who voluntarily drop out of Alpha Complex society to become full-time traitors) and to ancient Pre-Cat cyborgs who have somehow survived the intervening centuries (of course, such extraordinary individuals deserve a little more attention than your average commie mutant traitor).

Creating a Cyborg

“Cyborged” is a template that can be applied to any Citizen (referred to as the base creature from now on). It uses all the base creature’s statistics and special abilities except as noted here.

Clearance: Changes to None.

Hit Dice: Increases to D10

Defense: Although they lose their rank bonus to Defense Cyborgs gain a competence bonus equal to that granted by their former rank (if any).

Armor: Base creature gains Light Chassis (ALL 1) armor. This may be replaced or enhanced by other cybergear (see below).

Special Attacks: The base creature gains D3 cyberweapons chosen from the list below. These weapons use the relevant weapon skill, but the Cyborg never suffers nonproficiency penalties:

Cyberclaws: These retractable arm claws deal 2D4 P damage and count as weapon attacks. They also provide a +4 bonus on all Climb checks.

Eye Laser: Deals 2D6 L (Yellow) damage to a maximum range of 5 meters. Heat ventilates into brain, dealing 1 point of temporary Intelligence damage to user. Has an internal battery that stores up to four shots, recharging at the rate of one blast every five minutes.

Fingerbomb: Base creature may remove either pinky finger and throw it as a grenade-like weapon. The resulting explosion is identical to a frag grenade.

Hydraulic Hammer Hand: A successful unarmed attack by the cyborg deals D10 I damage, critical x3.

Mouth Dart: Deals 4D4 P points of damage to a target within 10 meters. Only one mouth dart can be held in the weapon at a time. Reloading is a full-round action.

Taser Hand: Similar to the Electroshock power, the Taser Hand grants the cyborg a melee touch attack dealing D8 E damage (subdual or lethal at the user’s option). This device can be used eight times per hour.

Venom Sack: Character’s unarmed attacks inject target with poison should they cause at least one point of damage. This poison has a Fortitude save DC of 14 and deals D6/D6 Constitution damage.

Special Qualities: The base creature gains D6+1 pieces of cybergear chosen from the list below:

Auto-injector: The Auto-injector stores up to five separate doses of different chemicals, any of which can be administered by mental command (a free action, taking effect on the following round). NPC cyborgs will have D6-1 drug doses available when encountered (either choose appropriate drugs or roll on the random drug table).

Body Plating: The cyborg gains Heavy Chassis (ALL 5) armor, which replaces his Light Chassis. This modification is highly visible (no Perception check required to spot it). A cyborg cannot have both Skin Weave and Body Plating.

Concealed Holster: This pistol-sized compartment is capable of concealing a weapon from all but the most careful searches (DC 30 Perception check required to spot). When needed, the holster can expel the gun at lightning speed perfectly coordinated with the user’s draw pattern, so that drawing the weapon becomes a free action.

Cyberarm Gyromount: Provides a +2 bonus to hit with any one-handed weapon wielded in the enhanced arm. This cybergear is highly visible when deployed.

Encephalon Skillsoft Processor: This advanced neurocomputer allows the character to insert standard jackobot memory sectors into his brain. Skill ranks from memory sectors do not stack with the character’s natural skill ranks. NPC Cyborgs will have D4-1 random memory sectors. Implanting an Encephalon Skillsoft Processor halves the character’s Power Index.

Hydraulic Legs: Clones implanted with this device gain a +15 bonus to Jump checks and increase their base movement speed by +5 meters.

Magnetic Implants: Subdermal magnetized plates allow the cyborg to automatically climb metal surfaces and grant a +4 bonus when attempting to hold or gain control of a metallic object (this includes performing and resisting disarm attempts).

Psionic Dampeners: Base creature gains a +6 to Will saves versus psionic powers, but loses 50% of his PIPs.

Reaction Enhancer: By replacing parts of the spinal cord with advanced superconductors, this cybergear grants the base creature a +6 bonus to initiative checks.

Skin Weave: This enhancement gives the cyborg Medium chassis armor (ALL 3), which replaces it’s light chassis. Skin Weave can be spotted at ranges of less than 3 meters with a DC 20 Perception check. A cyborg cannot have both Skin Weave and Body Plating.

Skull Chip: Base creature gains a permanent +4 bonus to Intelligence, but also a permanent neurosis (roll on the

Insanity Table).

Telescoping Limb: Base creature's reach extends to three meters. This can be used to increase the effective range of all melee weapons, as well as to shoot around corners, etc.

Toxin Filters: Microscopic filtration systems located in the lungs, throat and major arteries grant a +6 bonus to Fortitude saves versus poison and gas.

Voice Modulation: The installation of advanced microchips in the larynx allow the cyborg almost total control over the volume, sound and quality of his voice. This provides a +2 bonus on Fast Talk, Intimidate and Motivation checks.

Abilities: Unchanged, except for PIP, which is reduced by half. Any cybergear that would further reduce PIPs stacks (so a cyborg with Psionic Dampeners would lose half of his original Power Index, then half again, leaving him with one quarter his starting PIPs).

EC: As base creature +2

Combat

The tactics of cyborgs vary wildly from one individual to the next. In most cases though, they are experienced and cunning opponents, who exploit their built-in hardware to the maximum effect.

Sample Cyborg

This example uses Reeves, an NPC found in the introductory adventure *Destination: CBI Sector*, which is included in the First Edition Adventure Handbook. Formerly a high-clearance flunky of arch-traitor Menlo (the adventure's principal villain), Reeves has been cyborged as a reward for his loyal service.

Reeves, Medium-sized Cyborg Citizen

Clearance: None (formerly Indigo)

Hit Dice: 7D10+7 (42 hp)

Initiative: +12

Speed: 10 meters

Defense: 20 (+2 dex, +7 competence, +1 dodge)

Armor: Heavy Chassis (ALL 5), Indigo Reflec (L 5)

Attacks: Eye Laser +13/+8/+3 (+2 within 5 meters) or Blaster +15/+10/+5 (+2 within 5 meters)

Damage: Eye Laser 2D6 L, Blaster 2D10 E

Special Attacks: Eye Laser

Special Qualities: Body Plating, Concealed Holster, Encephalon Skillsoft Processor, Psionic Dampeners, Reaction Enhancer, Voice Modulation

Saves: Fort +4, Ref +5, Will +10

Abilities: Str 14, Con 12, Dex 15, Int 17, Wis 16, Chr 16, PIP 1

Skills: Bootlicking +13, Data Search & Analysis +12, Energy Weapons 15, Fast Talk +15, Intimidation +16, Laser Weapons +13, Motivation +20, Psychescan +16. Plus an additional D3 skills contained in memory sectors at +2D6 ranks.

Feats: Chutzpah, Dodge, Improved Initiative, Point Blank Shot, Skill Focus (Fast Talk), Skill Focus (Motivation), Skill Focus (Psychescan)

Mutant Power: None

EC: 4

Although Reeves bears a close resemblance to an older-model jackobot, he is in fact a heavily-rebuilt cyborg. One of Menlo's first disciples, he attached himself to a clone he correctly saw as an up-and-comer and rode his way to the top. To repay him for his years of loyal service, Menlo had his body almost totally replaced by cybernetic components. This radical conversion was designed, and appears likely to succeed, in granting Reeves immortality to match that of his master.

Reeves main function now is to serve as an ambassador, both to the primitive Chosen People and to any citizens unlucky enough to make their way into the heart of CGI sector. His smooth and cultured manner resembles that of a high-class British aristocrat from the Imperial period, complete with accent and sense of infallible superiority. Although Reeves is always accompanied by a squad of combots for protection, he is not afraid to engage in combat, retreating only if reduced to fewer than ten hit points.

Medium-sized Undead

	Living Dead Spawn	Master of the Living Dead
Clearance	None	None
Hit Dice	2D12+3 (16 hp)	5D12+3 (33 hp)
Initiative	-2	+3
Speed	6 m.	12 m.
Defense	9 (-1 dex)	16 (+3 dex, +3 insight)
Armor	Tough Hide (ALL 4)	Tough Hide (ALL 8)
Attacks	Slam +4	Slam +8/+3
Damage	Slam D6+1 l	Slam D8+4 l
Special Attacks	None	None
Special Qualities	Immunities, Need to Feed, One Action Only	Immunities, Create Spawn, Supernatural Powers
Saves	Fort +2, Ref +0, Will -4	Fort +5, Ref +4, Will +3
Abilities	Str 13, Con -, Dex 8, Int -, Wis 1, Chr 1, PIP -	Str 18, Con -, Dex 16, Int 15, Wis 13, Chr 11, PIP 14
Skills	Unarmed Attack +4, Gibber Unintelligibly +3	Disguise +5, Fast Talk +4, Stealth +7, Unarmed Attack +8
Feats	Toughness	Toughness, Stealthy, Sneak Attack +D6
Mutant Power	None	Charm, Mind Blast, Polymorphism
EC	1	4

“Living Dead” is a catch-all term used to describe clones that, although deceased, refuse to shuffle off this mortal coil. Thus, it can be just as easily applied to Pre-Cat rad ghouls as to the unspeakable creatures that infest DND sector’s sewage system. The one common trait shared by all living dead is their hideous appearance: melting eyes, putrid flesh and worm-eaten internal organs visible through gaping rents in their skin.

Combat

Because they are already deceased, the Living Dead fight without regard for self-preservation.

Immunities: Living Dead have so many immunities it would be almost easier to list what they’re *not* invulnerable to. That would, however, overly constrain *Paranoia* GMs who wished to make these undead horrors susceptible to destruction by... Pre-Cat Tabasco sauce, for example. And we know how closely *Paranoia* GMs are encouraged to follow the rules, don’t we? With that in mind, Living Dead are immune to: wounding/incapacitation, mind-influencing effects, stunning, disease, subdual damage, poison, critical hits, cold, electricity and ability score loss.

Living Dead Spawn

Shambling towards their prey with outstretched arms, Living Dead Spawn appear to have stepped right out of a Hollywood B-Movie. Although utterly mindless, they employ simple pack-based hunting tactics, and take advantage of their immunities and natural armor to hide in the most unlikely places.

Need to Feed: Whenever a Living Dead Spawn encounters a corpse (freshly killed or otherwise), it immediately stops to feed for D6 rounds, regardless of danger or missed tactical opportunities. The only thing that can stop a Living Dead Spawn from eating it’s fill is a direct command from a Master of the Living Dead. *Note to GMs:* Subtly hint to your troubleshooters that sacrificing one of their number is an easy way to escape from the Living Dead. Ideally, this will cause more casualties than the zombies do.

One Action Only: Living Dead Spawn have slow reflexes, and the lack of a metabolism forces them to move at an agonizingly slow pace. This means that each round, a Living Dead Spawn can either move or attack, but not both (unless they charge, in which case they move at normal speed and can make one attack at the end of their movement).

Master of the Living Dead

Some Living Dead do not fall under the common stereotype of “mindless brain-eating zombie”. These rare individuals seem to retain most of their intelligence, although precious little sanity. Both more and less than human, Masters of the Living Dead are gaunt, pale and constantly on edge – which makes them hard to distinguish from the average citizen of Alpha Complex. Lurking in the background, Masters of the Living Dead avoid direct confrontation whenever possible, using minions and elaborate traps to eliminate meddling interlopers.

Create Spawn: Any clone killed by a Master of the Living Dead has a 75% chance of becoming a new Living Dead Spawn.

This transformation takes D4+1 rounds to complete, after which time the character becomes a Living Dead Spawn under the Master's control. *Note to GM's:* Don't forget to emphasize the spookiness of having to kill the walking corpses of one's teammates, or even *gasp* one's now-undead former clone (which might warrant an Insanity check under the right circumstances).

Supernatural Powers: Masters of the Living Dead will have one of the following special abilities:

Fast Healing 1: The Master of the Living Dead heals one hit point every round on his turn. This ability stops functioning if the Master of the Living Dead is reduced to below -9 hit points and a stake is driven through his heart (or something in that vein).

Gaseous Form: The Master of the Living Dead can use his Polymorphism mutation to become a cloud of billowing greenish fog. This provides an immunity to almost all attacks, double movement speed and the ability to fit through tiny openings and cracks. Maintaining gaseous form costs the Master 1 PIP per round.

Invulnerability: This raises the Master's Tough Hide armor reduction to ALL 15. Certain attacks, including silver, fire and magic ignore the Master's armor reduction entirely.

Summon Swarm: Once per day, the Master of the Living Dead can summon a swarm of rats, insects and sundry vermin. These creatures arrive in D6 rounds and cover a 2 meter by 2 meter area. As a free action on each of his turns, the Master of the Living Dead may direct the swarm to move up to 5 meters a round or attack anyone standing within it's area of effect. This attack deals D6 F points of damage and carries with it the threat of contracting rabies (see Diseases under the Non-Combat Perils section). The swarm remains for 10 rounds before dispersing, and can be driven off by dealing 10 points of area-effect damage.

Various-sized Beasts

	Raptor (Large)	Tyrannosaurus (Huge)	Seismosaurus (Colossal)
Clearance	None	None	None
Hit Dice	4D10+12 (34 hp)	18D10+72 (171 hp)	32D10+288 (464 hp)
Initiative	+2	-1	-1
Speed	25 m.	15 m.	7 m.
Defense	11 (-1 size, +2 dex)	7 (-2 size, -1 dex)	1 (-8 size, -1 dex)
Armor	Tough Hide (ALL 3)	Tough Hide (ALL 5)	Tough Hide (ALL 7)
Attacks	Rake +6 or 2 claws +2, bite +2	Bite +21	Tail Slap +31
Damage	Rake 2D6+4 P, Claw D3+2 P, Bite 2D4+2 P	Bite 5D8+14 P	Tail Slap 4D10+22 I
Special Attacks	None	Improved Grab, Swallow Whole	Trample 10D10+33
Special Qualities	Scent	Scent	Darkvision 20 m, low-light vision, scent
Saves	Fort +7, Ref +4, Will +3	Fort +13, Ref +3, Will +4	Fort +25, Ref +0, Will +10
Abilities	Str 19, Con 17, Dex 15, Int 2, Wis 12, Chr 10, PIP 1	Str 28, Con 19, Dex 9, Int 2, Wis 13, Chr 10, PIP 1	St 40, Con 29, Dex 4, Int, Wis 14, Chr 14, PIP 1
Skills	Jump +13, Perception +11, Stealth +7, Unarmed Combat +6, Wilderness Lore +9	Perception +5, Unarmed Combat +20	Perception +7, Unarmed Combat +31
Feats	Sneaky	Power Attack, Cleave	None
EC	2	6	7

Dinosaurs are giant, pre-historic reptiles. Exactly what they're doing in the world of *Paranoia* is up to you: they may have wandered down from some isolated plateau, or they could be the result of a mad scientist's genetic engineering. There are many species of dinosaurs, with the three presented above being just a sample. If you are interested in learning more about dinosaurs, consult your local library.

Combat

Dinosaurs take full advantage of their size and speed. The swift carnivores stalk prey, staying hidden in cover until an opportunity presents itself. The giant herbivores frequently overrun and trample opponents.

Raptor

Also known as a deinonychus, the raptor is cunning predatory animal that hunts in packs. When attacking, a deinonychus runs at prey and leaps in order to use it's powerful rear legs to make raking attacks.

Tyrannosaurus

This ravenous creature is the most fearsome of all carnivorous dinosaurs. Despite it's 8-ton weight, the tyrannosaurus is a swift runner. The tyrannosaurus is very aggressive, and rarely backs down.

Improved Grab: To use this ability, the tyrannosaurus must hit a Medium-sized or smaller creature with it's bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole: A tyrannosaurus can swallow a held opponent by making a successful grapple check. The swallowed creature takes 2D8+8 points of impact damage a round, plus 8 points of field [acid] damage. A swallowed creature can free itself by doing 25 points of damage to the stomach wall (which has ALL 5 protection). A tyrannosaurus can hold up to two human-sized creatures at once in it's stomach.

Seismosaurus

Seismosaurus is the largest of the known dinosaurs. It feeds on plants, often defoliating sever kilometers of terrain over the course of a few weeks. Although not inherently hostile, Seismosaurus can be dangerous if attacked or frightened. Seismosaurus is an immense four-legged dinosaur with a small head, bulky body and a long neck and tail.

Trample: As a standard action during its turn each round, the Seismosaurus can trample opponents at least one size category smaller than itself, dealing 10D10+33 points of Impact damage. This presents the target with a Catch-22: make an attack of opportunity that ignores half the Seismosaurus' armor, or attempt a DC 30 Reflex save to leap out of the way.

Doberbot

Medium-sized Robot

Clearance	None
Hit Dice	6D10 (30 hp)
Initiative	+3
Speed	15 m.
Defense	15 (+3 dex, +2 dodge)
Armor	Laminated Kevlar (L 5, I/P 10)
Attacks	Bite +13
Damage	Bite D10+7 P
Special Attacks	Trip
Special Qualities	Chemo-receptors, Track
Saves	Fort +3, Ref +6, Will +3
Abilities	Str 20, Con -, Dex 16, Int 6, Wis 11, Chr 7, PIP -
Skills	Perception +5, Psychescan +5, Unarmed Combat +11
EC	3

Often seen at the sides of the high and mighty of Alpha Complex, Doberbots serve both as symbols of status and bodyguards of unquestionable loyalty. Standing about waist height, Doberbots have elongated necks that allow them to reach their target's vital areas with ease.

Combat

Doberbots leap into melee combat, attempting to bring down as many opponents as possible, starting with the strongest.

Trip: If it hits with its bite attack, a Doberbot may attempt to trip its opponent as a free action (total bonus +15). This does not provoke an attack of opportunity, and does not allow the Doberbot's target to react to trip the Doberbot if the trip fails. The Doberbot gets an attack of opportunity against any opponent it successfully trips.

Track: Treat this as +15 Wilderness Lore skill, and because the Doberbot tracks by smell as well as visual cues, it does not suffer many of the normal penalties to its tracking attempt.

Various-sized Robots

	Mark I (Small)	Mark V (Medium)	Mark IX (Large)
Clearance	None	None	None
Hit Dice	2D10 (10 hp)	4D10 (20 hp)	6D10 (30 hp)
Initiative	+0	+1	+2
Speed	5 m.	10 m.	10 m.
Defense	11 (+1 size)	11 (+1 dex)	11 (-1 size, +2 dex)
Armor	None	Light Chassis (ALL 1)	Medium Chassis (ALL 3)
Attacks	Scalpel +4	Chainsaw +8/+3	Force Sword +14/+9/+4
Damage	Scalpel D4 P	Chainsaw 2D6 P	Force Sword 4D6 E
Special Attacks	Hypo-jet	Hypo-jet	Hypo-jet
Special Qualities	Medical Mishap, Field Surgery	Medical Mishap, Improved Field Surgery	Medical Mishap, Greater Improved Field Surgery
Saves	Fort +1, Ref +1, Will +1	Fort +2, Ref +3, Will +3	Fort +3, Ref +5, Will +5
Abilities	Str 10, Con -, Dex 10, Int 13, Wis 11, Chr 10, PIP -	Str 11, Con -, Dex 12, Int 15, Wis 13, Chr 12, PIP -	Str 12, Con -, Dex 14, Int 17, Wis 14, Chr 13, PIP -
Skills	Medical Science +5, Melee Weapons +4	Medical Science +9, Melee Weapons +8	Medical Science +13, Melee Weapons +14
EC	0	1	4

Docbots are part of a specialized family of robots designed to provide medical care for the citizens of Alpha Complex. Needles to say, they are fairly rare among the general bot population, but much more common within the Troubleshooter corps. In general, they are short, tracked robots, with powerful and precise manipulatory appendages. They usually carry an unbelievable assortment of chemical compounds, including medicine, drugs and, sometimes, poison.

Combat

Although Docbots were not designed for combat, most models have proven surprisingly adaptable to battlefield conditions. Handicapped by their reliance on melee weapons, they are nonetheless tenacious opponents, and more than willing to fight to destruction.

Mark I

The Mark I is a small, dwarf-sized bot that moves on a pair of thick caterpillar treads. It's torso is squat and powerful, containing many recessed compartments for the storage of medicine and surgical tools.

Hypo-Jet: All Docbots are equipped with a variety of pharmaceuticals, some of which are contained in special aerosol sprays. This allows the Docbot to project a spray of a particular drug (or poison) into a 5-foot cone. Anyone within the area of effect who is not wearing a gas mask will be affected by the drug/poison if they fail their Fortitude saves.

Field Surgery: On a successful Medical Science check to administer first aid, a Docbot Mark I heals 1 hit point or 5 points of subdual damage.

Medical Mishap: If the docbot rolls a critical failure on a Medical Science check, or fails a check by more than 2 points, roll on table 10-1: Docbot Surgical Mishap Table.

Mark V

A drastic improvement over the Mark I, the Mark V is the most common of the three Docbot varieties. Although better in every way compared to the Mark I, it's design has been criticized for the inclusion of a chainsaw, which many citizens see as unnecessary or even counterproductive.

Hypo-Jet: All Docbots are equipped with a variety of pharmaceuticals, some of which are contained in special aerosol sprays. This allows the Docbot to project a spray of a particular drug (or poison) into a 10-foot cone. Anyone within the area of effect who is not wearing a gas mask will be affected by the drug/poison if they fail their Fortitude saves.

Improved Field Surgery: On a successful Medical Science check to administer first aid, a Docbot Mark V heals 2 hit points or 10 points of subdual damage.

Medical Mishap: If the docbot rolls a critical failure on a Medical Science check, or fails a check by more than 6 points, roll on table 10-1: Docbot Surgical Mishap Table.

Mark IX

The Mark IX uses only the most advanced medical procedures and equipment. Departing from the design philosophy of previous Docbot models, the Mark IX bears a closer resemblance to a hospital emergency ward than a human being. Large

and blocky, it's semi-anthropomorphic torso is covered with tentacle-like appendages that terminate in medical tools.

Hypo-Jet: All Docbots are equipped with a variety of pharmaceuticals, some of which are contained in special aerosol sprays. This allows the Docbot to project a spray of a particular drug (or poison) into a 15-foot cone. Anyone within the area of effect who is not wearing a gas mask will be affected by the drug/poison if they fail their Fortitude saves.

Greater Improved Field Surgery: On a successful Medical Science check to administer first aid, a Docbot Mark V heals 3 hit points or 15 points of subdual damage.

Medical Mishap: If the docbot rolls a critical failure on a Medical Science check, or fails a check by more than 10 points, roll on table 10-1: Docbot Surgical Mishap Table.

T 10-1: Docbot Surgical Mishap Table

D100	Result
01-10	Subject improperly diagnosed as deceased. Docbot halts medical operations and moves on to more pressing concerns.
11-25	Improper drugs prescribed. Roll on the random drug table in Appendix C: Psychological Tests.
26-50	Treatment aborted – Docbot demands to see Citizen's identification, health records, etc. A DC 14 Spurious Logic check will be required to get the Docbot back on task.
51-60	Docbot mistakenly detects a contagious illness in the character's system. Patient is immediately wrapped in sterile quarantine tape (treat as getting hit by a tangler) and told to await a med evac team. Needless to say, they will not arrive.
61-74	Docbot removes a random, non-vital body part, such as the appendix, tonsils, etc. This takes 2D4 rounds (during which time the subject is rendered unconscious by the Docbot's anaesthetic) and causes the patient D10 points of damage. Additionally, if the patient fails a DC 13 Fortitude save, he takes D2 points of permanent Constitution drain.
75-89	Docbot attempts to amputate a random limb. Roll on the hit location table, rerolling results of 'torso' (and 'head', if you're feeling generous). The stump is cauterized and stitched up, although the procedure still causes D12 points of damage.
91-100	Subject incorrectly diagnosed with incurable, terminal illness. Docbot administers a dose of Cytotoxin A (Injury 14, D6 con/-), to ensure a quick, painless death.

Extraterrestrial

Various-sized Aberrations

	Sectoid (Small)	Snakeman (Medium-sized)	Tentaculat (Huge)
Clearance	None	None	None
Hit Dice	2D8-2 (6 hp)	6D8+27 (51 hp)	12D8+48 (96 hp)
Initiative	+6	+3	+0
Speed	7 m.	12 m.	fly 10 m. (perfect)
Defense	14 (+1 size, +2 dex, +1 insight)	12 (-1 dex, +3 competence)	14 (-1 size, +4 deflection, +1 dodge)
Armor	Damper Field (ALL 1)	Tough Hide (ALL 5) and Macho (ALL 3)	Slimy Hide (I/L/E 10)
Attacks	Heat Ray +6	Arc Rifle +9 or Bite +14	6 Tentacles +17 or 1 Ion Blast +14 or one Bite +19
Damage	Heat Ray 2D10 E	Arc Rifle 3D8 E (lethal or subdual) or Bite D10+4 P and poison	Tentacle D8+4 I, Ion Blast 6D6 E (lethal or subdual), Bite 2D6+5 P
Special Attacks	None	Poison	Improved Grab, Putrefying Touch, Create Spawn
Special Qualities	Dark Vision, Group Mind, Light Vulnerability, Abductors	Immunities, Darkvision	All-round Vision, No Discernable Anatomy, Tentacle Regeneration, Blindsight
Saves	Fort +0, Ref +3, Will +5	Fort +9, Ref +2, Will +4	Fort +10, Ref +6, Will +17
Abilities	Str 6, Con 9, Dex 15, Int 17, Wis 13, Chr 11, PIP 14	Str 18, Con 19, Dex 9, Int 4, Wis 13, Chr 8, PIP 4	Str 16, Con 18, Dex 11, Int 22, Wis 20, Chr 11, PIP 50
Skills	Energy Weapons +6, Perception +5, Stealth +6, Vehicle Op (Starship) +4, random science skill +7	Energy Weapons +9, Perception +9, Stealth +3, Unarmed Combat +14	Energy Weapons +14, Perception +16, Unarmed Combat +18
Feats	Improved Initiative	Improved Initiative, Toughness, Macho	Dodge, Improved Initiative, Iron Will, Power Attack, Uncanny Dodge
Mutant Power	Telepathy	None	Energy Field, Mental Blast, Precognition, Telekinesis, X-Ray Vision
EC	1	4	7

Although the space programs of Pre-Cat civilizations never encountered intelligent life, it wasn't long before troubleshooters and Vulture Squadrons began reporting strange events that could only be explained by alien involvement. Striking from orbiting space ships or hidden terrestrial colonies, these enigmatic invaders remain a dangerous and unsolved riddle.

Combat

Because of their highly-intelligent and often centrally-directed minds, extraterrestrials operate on a level that is incomprehensible to humankind. Their tactics are well-planned and seemingly created in advance of any situation. Because of their evident superiority, most extraterrestrials attempt to capture live biological specimens during their earthly forays. Any troubleshooters who are captured will be taken to the creatures' base or mothership and subjected to a roll on T 10-2: Alien Abduction Table.

Sectoids

Of small stature and slight builds, Sectoids (also known as 'Greys') are often mistaken for human children in the dark or from a distance. Closer inspection quickly reveals their true nature; large black eyes and pallid grey skin mark them as hideous beings from beyond Earth's fragile atmosphere. Their purposes are inscrutable, but their methods remain predictable: abduct, study, release or kill. Permanent Sectoids colonies are as-yet undocumented (perhaps because none of the investigators have ever returned). Sectoids are a psionic race that relies heavily on telepathy and their collective consciousness to function; Sectoids deprived of their mental abilities quickly go into a state of withdrawal, dying a few days later.

Dark Vision: Sectoids can see into the infrared and ultraviolet spectrums of light (a clear violation of their non-existent security clearance). This allows them to see normally in poorly-lit conditions, and through most obstructions less than a foot

thick.

Group Mind: All Sectoids in a particular group share each other's consciousnesses. If one of them is aware of a particular danger, they all are. If at least one of them is not surprised, none of them are. No Sectoid in the group is considered flanked unless all of them are. Sectoids always act together on the same initiative count, coordinating their advances flawlessly. Even more disturbing is their cruelly-conducted surgery that proceeds swiftly and silently, in the dark.

Light Vulnerability: Sectoids suffer a -2 penalty to all rolls in direct sunlight or very brightly-lit conditions. They remain blinded or dazzled for twice as long as other characters.

Abductors: Sectoids are particularly cruel and inquisitive abductors. Roll twice on the abduction table, choosing the worse result.

Sectoid Commanders: Generally, there will be at least one maximum-hit point Sectoid who acts as the leader of each expedition. Such an individual will be noticeably larger and stronger, and will have much-improved defensive screens. He will also have the Mindblast and Teleport mutant powers, as well as a PIP of 30.

Sectoid Tech: Besides the heat ray included in the stat block, Sectoids have access to the following technological artifacts:

Agonizer: Often mistaken for a high-tech grenade, Agonizers are tossed well short of their targets, who are thus lulled in to a false sense of security. One round later, Agonizers emit a specially-modulated soundwave that inflicts searing pain in humans. Anyone within 50 meters of an Agonizer takes 1 point of subdual damage per round and suffers a -4 penalty to skill checks, attribute checks and Defense for as long as they remain within the area of effect. Destroying an Agonizer requires 10 points of damage dealt against a Defense 12 target with ALL 1 armor.

Shattergun: This thin, delicate weapon projects an invisible ray of sound, gradually homing in on the frequency that deals the most damage to its target. It has a range of 100 meters and deals D6 points of cumulative Energy damage every round (so 2D6 on the second, 3D6 on the third, ect) to a maximum of 10D6 per round. It has 50 charges and can store up to 1000 targets in its memory banks (allowing it to start where it left off last time).

Stun Ray: Resembling a massive Teslacoil, the Stun Ray fires a purplish bolt of lightning accompanied by an ear-splitting thunderclap. It deals 3D6 subdual Energy damage and forces the target to make a Fortitude save DC 16 or be stunned for 2D4 rounds. Secondary bolts arc from the target to hit anyone else in ten feet, inflicting D6 subdual Energy damage, and requiring a DC 12 Fortitude save to resist being stunned for D4 rounds.

Snakemen

These aliens developed in an extremely hostile homeworld, conditioning them to all manner of harsh environments. Under the light gravity and gentle temperatures of Earth, they advance relentlessly and with no mercy. Their military incursions take the form of guerilla raids designed to capture enemy personnel and destroy vulnerable targets. Physical encounters with the seven-foot tall aliens almost always end in their favor, as their bodies are pure muscle sheathed in armored scales. Their atrophied brains, however, suggest that a more powerful entity is in control of their actions.

Poison: Snakemen bites inject Cytotoxin A inflicting D6 Con damage on a failed DC 14 Fortitude save.

Immunities: Snakemen are immune to fire and cold damage, as well as mind-influencing effects. They take half damage from electricity and impact attacks. They cannot be stunned, nauseated or wounded.

Darkvision: Snakemen do not rely completely on sight in order to see; instead, they use a combination of smell, hearing and air pressure to determine the location of enemies. This "vision" extends to 30 meters, and can operate regardless of lighting conditions.

Snakeman Commanders: Generally, there will be one maximum-hit point Snakeman who acts as the leader of each expedition. Such an individual will be noticeably larger and brightly-colored, and will hang back, using telepathy to coordinate his minions. Coordination is a full round action with a ranger of 100 meters that cannot be used on less than 5 Snakemen. It adds a +2 bonus to their Defense and attack rolls until the commander's next turn.

Snakeman Tech: Besides the arc rifles included in the stat block, Snakemen have access to the following technological artifacts:

Deflector Screen: When activated, a Deflector Screen projects a circular shield of energy capable of deflecting and sometimes reflecting oncoming attacks. Whenever a Snakeman using a Deflector Screen is attacked by a non-Field damage source, he may make an opposed attack roll using his Energy Weapons skill. If successful, the attack is harmlessly parried. Should the Snakeman beat his opponent's attack roll by five or more points, the attack is instead turned back at its originator, using the Snakeman's attack roll. A Deflector Screen functions only against attacks coming from the front, and has enough power to last for five minutes before requiring a recharge.

Monoblade: Created from an unknown biological substance, a Monoblade constantly hones itself to a razor edge. Anyone wielding it (mere mortals like your troubleshooters will require two hands, but Snakemen can use it in one) gains the use of the Cleave feat, or doubles his threat range if he already possesses it. Monoblades deal D12 points of piercing damage and threaten a critical on a 19-20.

Phase Teleportation Node: Contained within this harness-like contraption is a sophisticated dimensional teleportation device that is clearly beyond the scientific capacities of the Snakemen. When activated – seemingly by some agency other than its wearer – the Phase Teleportation Node sends its wearer in a series of controlled astral hops towards a chosen destination. Each round, the wearer moves D6x10 meters towards his target and any attacks against him suffer a 50% miss chance as he flickers in and out of existence. Should he overshoot his target, the device deposits him there the following round. A Phase Teleportation Node will never materialize inside a solid object.

Tentaculat

Spawned in a nightmarish environment in a distant galaxy, Tentaculats bear no resemblance to any terrestrial creature. Their “bodies” are a pulpy mass that appears to be composed of neurons and greyish ooze, held together by rippling telekinetic force. Sensory nodules and long, ropy tentacles are distributed randomly around it’s anatomy, which constantly drips a torrent of slime. Underneath, a gaping maw is lined with a double set of jaws.

Improved Grab: A Tentaculat that hits with it’s tentacle attack can attempt to start a grapple without provoking an attack of opportunity. Additionally, the Tentaculat is capable of conducting the grapple with only it’s tentacle (which means that it remains free to conduct other actions), if it is willing to accept a -10 penalty on grapple checks.

Putrefying Touch: The Tentaculat’s entire body is covered with a disgusting, glistening layer of alien slime. This slime corrupts and rots human flesh on contact (generally through a tentacle attack). In game terms, this translates into D3 points of permanent Constitution drain.

Create Spawn: Any living creature whose Constitution is reduced to zero by a Tentaculat’s Putrefying Touch is irrevocably transformed into a hideous alien creature. The victim is restored/reduced to half hit points (whichever is appropriate), loses it’s Intelligence and PIP scores and gains a Putrefying Touch attack of it’s own. Anyone killed by the Spawn’s Putrefying Touch also becomes a spawn. All spawn are under the Tentaculat’s telepathic control.

All-round Vision: Tentaculats can “see” in all directions at once. This provides a +4 bonus to Perception checks, and prevents them from being flanked or surprised.

No Discernable Anatomy: Tentaculats are not subject to critical hits.

Tentacle Regeneration: Each of a Tentaculat’s tentacles can be targeted separately from the main body; individually, they have a Defense of 16, ALL 1 armor and 10 hit points. Tentacles that are severed do not affect the hit points of the main body, and regrow within three days.

Blindsight: A Tentaculat uses a variety of non-visual sense to perceive the world within a 20-meter radius, even in total darkness or through smoke and some obstructions.

T 10-2: Alien Abduction Table

D100	Result
01-10	The troubleshooter is deemed unsuitable for research or experimentation, and is deposited, unconscious, in a random wilderness area. He recovers in D6 hours with no memory of the past week.
11-25	Routine physical examination (i.e. the troubleshooter is thoroughly probed). This inflicts D8+2 points of damage. He recovers D6 hours later in the same area that he was abducted from, with hazy memories of strange occurrences.
26-30	After a cursory examination, the extraterrestrials implant the troubleshooter with a tracking device, burn a brand on his posterior, and release him back into the wild in a random wilderness area. He recovers in D6 hours with no memory of the past week.
31-40	Genetic material is forcibly extracted from the troubleshooter’s inert form. His Power Index is reduced to zero (although it will recover normally, give him time to panic), and D3 points of Constitution have been permanently drained. He recovers D6 hours later in the same area that he was abducted from, with hazy memories of strange occurrences.
41-55	Psionic aliens conduct a mental probe of the troubleshooter, dredging through his memories in search of useful data. Needless to say, this is an extremely traumatizing process, that triggers a DC 17 Insanity check. The troubleshooter recovers D6 hours later in the same area that he was abducted from, with hazy memories of strange occurrences.
56-65	Using the hit location chart, determine D3 of the troubleshooter’s limbs. These are removed by the aliens and either rearranged in a more aesthetically pleasing manner, or swapped with the limbs of other clones and/or animals (if you’ve seen the movie <i>Mars Attacks</i> , you’ll know exactly what to do). The troubleshooter recovers in 2D6 hours in the same area that he was abducted from, and must make a DC 15 Insanity check, with a +2 on the table roll for every limb that has been altered.
66-75	The captive troubleshooter is run through a battery of skill-testing challenges. He must make a DC 15 Intelligence check. For every point by which he fails, D6 points of damage is inflicted during the testing process. For every point by which he succeeds, the troubleshooter is rewarded with a cookie or shiny bauble (both are worth 15 credits on the Infrared Market). In either case, should the troubleshooter survive, he recovers D6 hours later in the same area he was abducted from, with hazy memories of strange occurrences.
76-80	The troubleshooter’s body becomes the site of a hotly contested game of hide-the-pellet. The inflicts D20 points of damage and D3 points of Dexterity damage. He recovers 2D6 hours later (more if the game goes into overtime) in the same area that he was abducted from, and must make a DC 14 Insanity check, with a +3 on Insanity table rolls.
81-90	The unfortunate troubleshooter is subjected to a particularly nasty implant, such as a parasitic organism or malfunctioning piece of bioware. Upon being released D6 hours later, he contracts a bizarre illness that deals D3 points of Constitution damage every hour unless a DC 14 Fortitude save is made. Two successful saves in a row are required to overcome the disease (which may or may not be contagious).

- 91-95 The troubleshooter's body is cloned and then destroyed, allowing a mind-controlled duplicate to replace him and infiltrate human society. The duplicate is identical to the original in every way, lacking only mutant powers and the odd bit of cultural knowledge. Allow the player to control the duplicate as long as he attempts to gather data and stealthily eliminate his teammates.
- 96-00 After a series of harrowing encounters and tests, the troubleshooter is given a small package and released back into the wild. The contents of this package are left to the GM's discretion, but possibilities include some of the alien tech described above, a Pre-Cat artifact or just an enigmatic gadget with no visible function. Although the intention is for this item to be beneficial once deciphered, less-than-generous GMs can have it malfunction, explode or become infected with a nasty interstellar space plague.

Various-sized Robots

	Model 516 (Huge)	Model 816 (Gargantuan)	Model 916 (Gargantuan)
Clearance	None	None	None
Hit Dice	8D10 (40 hp)	16D10 (80 hp)	20D10 (100 hp)
Initiative	-4	-3	-3
Speed	120 m, fly 200 m. (clumsy)	fly 250 m. (average)	fly 200 m. (poor)
Defense	2 (-4 size, -4 dex)	1 (-6 size, -3 dex)	1 (-6 size, -3 dex)
Armor	Polished Chassis (I/P/L 5)	Hardened Chassis (P/E/F 10)	Armored Chassis (ALL 15)
Attacks	Ram -6 (or as driver's Vehicle Ops skill)	Laser Cannon +6	2 Tube Cannons +8
Damage	Ram 2D8+10 1 + self-damage	Laser Cannon 4D6 L	Tube Cannon (Solid Shell) 6D6 P
Special Attacks	None	None	None
Special Qualities	50% cover for occupants, transformer, limited flight	ECM, 75% cover for occupants	ECM, 100% cover for occupants
Saves	Fort +4, Ref +0, Will +4	Fort +8, Ref +8, Will +5	Fort +10, Ref +7, Will +10
Abilities	Str 30, Con -, Dex 3, Int 4, Wis 9, Chr 9, PIP -	Str 35, Con -, Dex 4, Int 10, Wis 11, Chr 9, PIP -	Str 40, Con -, Dex 4, Int 13, Wis 13, Chr 9, PIP -
Skills	Vehicle Op&M (Flybot) +4, Navigation +4	Vehicle Op&M (Flybot) +12, Laser Weapons +6	Vehicle Op&M (Flybot) +16, Ballistic Weapons +8
EC	1	3	5

Flybot is a generic term for aircraft which are designed for personnel or cargo transport, rather than air superiority. Some Flybots are armed or armored, but none to the same degree as a comparable Vulturecraft or assault vehicle. Although most flybots use a hybrid jet/helicopter propulsion system, "pure" jets and 'copters, as well as hovercraft are not uncommon.

Flybots are not generally designed to be navigated through manual controls; instead, the operating citizen gives verbal commands to the bot brain or autopilot. This can lead to many humorous situations ("Turn left" "Okay" "Not that far left! You're going to kill us all!" "Affirmative, complying"). Emergency controls are generally recessed or covered by armored glass, broken only in cases of emergency. Given that the pilot will have to fly without the benefit of instruments or gauges, this imposes a -4 penalty to all Vehicle Ops checks.

Finally, it should be noted that all flybots are issued a "recall code" at the beginning of each mission. This is a word or phrase (hopefully one that will not come up in normal conversation), that is typically known only to the team leader. When spoken, the flybot will close all door, windows and canopies, put all defensive systems into operation, and take off on automatic guidance systems for the Complex at maximum speed. Only a direct override from The Computer itself can change the flybot's course of action once recall mode has been initiated.

Combat

As noted, most flybots were not designed for combat, and are specifically programmed to avoid damaging themselves or their cargo. In some cases, flybots will defend themselves and even provide limited fire support for ground troops, but most will never risk destruction at the hands of a well-armed foe.

Model 516

The Model 516 is about the same size and shape as a high-end SUV. It is capable of carrying eight lightly-equipped troubleshooters (reflec, two weapons and a backpack each) or four troubleshooters in full mission gear (heavy armor, bulky weapons and plenty of supplies). The flight apparatus, which includes jet turbines and rotary blades, is stowed in a bulbous container mounted on top of the vehicle when not in use. Model 516s are generally not equipped with very sophisticated bot brains. On the other hand, no penalties are suffered for using the control mechanism to drive the Model 516 in autocar mode. The Model 516 comes equipped with a Com III.

50% cover for occupants: Everyone inside the Model 516 has 50% cover if they are attacked. Anyone in pilot's or copilot's seats has 25% cover.

Transformer: Unless the flight system is deployed, the Model 516 operates exactly like a low-end autocar. It takes 4 rounds for the helicopter rotors to fully extend. Each round that the apparatus deploys imposes a cumulative -2 penalty on the driver's Vehicle Ops: Autocar rolls, as the Model 516 becomes progressively more top-heavy. The penalty reaches a maximum of -8 on the fourth round, at which point the Model 516 may take off. When retracting the flight system, the reverse applies; the penalties lessen by 4 each round, after which the Model 516 can drive without penalty.

Limited Flight: The Model 516 is not designed to fly for long periods at a time. After five minutes of continuous flight, the

operator must make a DC 10 Vehicle Operation check to keep the vehicle from stalling. The DC of this check increases by 2 for every minute after the fifth. Once a check is failed, the Model 516 begins to lose altitude rapidly, and must be landed using the rules for crash-landings.

Model 816

This is the workhorse of the troubleshooter corps. It comes equipped with a remarkably stable bot brain and resembles a modern helicopter gunship in size, shape and flight characteristics. It is generally mechanically reliable and well-armed and maneuverable enough to be entrusted with "hot" landing zones. It seats up to 12 with minimal gear or eight with full expedition gear. It is equipped with an integral Com IV and Multicorder III.

ECM: The Model 816 has a smoke generator mounted on the underside of the craft and the capacity to mount eight single-use chaff canisters if deemed necessary for the mission.

75% cover for occupants: Crew and passengers of a Model 816 are provided with 75% cover from hostile fire. This is decreased by 25% for passengers if either cargo door is opened (there is one on each side of the vehicle).

Model 916

This is a heavily-armed/armored version of the Model 816. It is neither swift nor maneuverable, relying on superior firepower and armor to protect it. Of all the flybots, it is the only one designed to provide sustained ground-support once the team has reached its destination. Because its heavy armor and armament, the Model 916 carries only eight persons with minimal gear, although it is slightly larger than the Model 816. It comes equipped with a Com IV and Multicorder IV. Personnel enter and exit the vehicle through a cargo door to the rear. Due to its quasi-military credentials, the Flybot Model 916 is more intelligent, arrogant and aggressive than other flybots. ("Flybot 916! Where are we going?" "Quiet maggot.")

ECM: The Model 916 is equipped with a smoke generator mounted on the top of the craft and a chaff generator on the belly. Both have enough material for 10 rounds of operation.

100% cover for occupants: Everyone inside a Model 916 enjoys 100% cover. If the rear cargo bay door is open, passengers have only 50% cover.

Large Monstrous Humanoid

Clearance	None
Hit Dice	5D8+10 (30 hp)
Initiative	+8
Speed	20 m.
Defense	15 (+4 dex, +1 dodge)
Armor	Scaly Hide (P/I10,E/F5)
Attacks	2 Claws +11 or Bite +6
Damage	Claw D8+2P, Bite D10+5P
Special Attacks	Frightful Presence
Special Qualities	Vulnerabilities, Darkvision
Saves	Fort +6, Ref +6, Will +0
Abilities	Str 20, Con 18, Dex 19, Int 3, Wis 3, Chr 1, PIP 20
Skills	Perception +4, Stealth +8, Unarmed Combat +11
Feats	Dodge, Sneaky, Sneak Attack (+2D6)
Mutant Power	Matter Eater
EC	5

Grue are hideously twisted creatures that live in the deepest recesses of Alpha Complex, where no light has shone in centuries, and scrubots fear to tread. They appear to be mutated humans covered in a thick, mottled hide. Long fangs drip saliva constantly, while foot-long claws cover each hand.

Large populations of Grue are present in the bowels of DND Sector, and in any region of Alpha Complex that contains dark corridors, unsuspecting citizens and the like. A particularly large concentration of them lurk in ZRK sector, though the reason for this is unknown.

Combat

Grue prefer to strike from ambush, killing their victim and then retreating to feast on his corpse. If confronted by a well-armed team with multiple light sources, the Grue will bide their time, hoping to lure them into a trap. And should the lights go out, the Grue are rarely far away.

Frightful Presence: Grue are extraordinary creatures, and requires all citizens who see them to make a DC 14 Insanity check. Any who save successfully are immune to Frightful Presence insanity from Grue for one daycycle. Those who fail must roll on the Insanity table at +2.

Vulnerabilities: Grue are instantly destroyed if exposed to direct sunlight. In artificially lighted areas, they take 2D6 points of damage a round and suffer a -4 penalty on all checks. Flashlight beams deal D6 points of L damage to Grue (this requires a Laser Weapons check to hit). Regular laser weapons do no additional damage, although Grue do not have L armor. It should also be noted that Grue cannot resist the smell of Cruncheetym Algae Chips and will follow them anywhere... except into a lighted area (although they'll lurk on the edges and drool in anticipation).

Sneak Attack: When attacking an opponent who is denied his Dexterity bonus for any reason (stunned, surprised, ect), Grue deal an additional 2D6 points of damage.

Darkvision: Grue can see perfectly in the dark for 50 meters.

Skills: Grue receive a +10 bonus to Stealth checks in shadowy or darkened areas.

Various-sized bots

Clearance	Model V-99 (Small)	Interdictor-Class (Large)	Model 42ESD (Small)
Hit Dice	D10 (5 hp)	7D10 (35 hp)	4D10 (20 hp)
Initiative	+3	+0	+2
Speed	10 m., fly 15 m. (good)	7 m.	20 m. (see below)
Defense	14 (+1 size, +3 dex)	9 (-1 size)	12 (+1 size, +2 dex)
Armor	Farraday Screen (E 10, L 5)	Laminated Impact Shielding (I/P 10, L 5)	Medium Chassis (ALL 3)
Attacks	Stungun +5 or Stubgun +3	Blaster +5 and Laser Rifle (Green) +5 or Unarmed +4	2 Slugthrowers +7/+7 or 1 Flamethrower+7
Damage	Stungun 2D6§ E, Stubgun (Solid) 2D6 P	Blaster 2D10 E, Laser Rifle (Green) 2D8 L, Unarmed D6 I	Slugthrowers (Dum-Dum) 3D6 I (critical 18-20/x3), Flamethrower 4D6 F [fire] (critical 19-20/x2)
Special Attacks	None	Improved Grab	None
Special Qualities	Searchlights	None	Restricted movement, Shared Awareness
Saves	Fort +1, Ref +3, Will +1	Fort +7, Ref +3, Will +4	Fort, Ref, Will
Abilities	Str 7, Con -, Dex 17, Int 10, Wis 12, Chr 7, PIP -	Str 18, Con -, Dex 11, Int 7, Wis 13, Chr 4, PIP -	Str 13, Con -, Dex 14, Int 12, Wis 16, Chr 5, PIP -
Skills	Ballistic Weapons +3, Energy Weapons +5, Perception +2, Sense Motive +2	Energy Weapons +5, Laser Weapons +5, Perception +6, Sense Motive +6, Unarmed Combat +4	Ballistic Weapons +7, Field Weapons +7, Perception +3, Sense Motive +3
EC	1	4	5

Guardbots exist to protect individuals or locations, and to serve as “escorts” for uncooperative citizens who might get lost on their way to the termination booth. They are typically slow, heavily armed and equipped with the loosest Asimov circuits this side of a Warbot.

Combat

Guardbots are typically on the defensive in combat, protecting something or someone from harm. Their tactics, therefore, are reactive, designed to counter moves already made by their opponents. This means that guardbots rarely take the initiative, but are almost always prepared for the most bizarre stunts and special maneuvers.

Model V-99

The Model V-99 Guardbot is used to patrol large, yet relatively unimportant areas. It's chassis is circular and built around a large turbine that supports it on a cushion of air, rather like a large and well-armed frisbee. Although Model V-99s have narrow and literal programming, they are well-suited to working cooperatively. They patrol efficiently and adopt “good cop – bad cop” routines when interrogating suspects.

Searchlights: All Model V-99s are equipped with a series of floodlights that illuminate a 5 meter radius around them, as well as a directional beam that can be focused in a 30-meter line. Anyone in this area must make a DC 10 Fortitude save or be dazzled (-1 to attack rolls for D4 rounds). Characters who roll a natural one when making this save are blinded for D3 minutes.

Interdictor-Class

Primarily used to escort prisoners (and troubleshooters) to and from execut- I mean, debriefing chambers, Interdictor-Class Guardbots are more than a match for would-be escapees. Built around a tracked chassis the size of a smallish refrigerator, Interdictors boast three arms and mean streaks a mile wide. Two appendages terminate in stubby, but dangerously large gun barrels. The third is an articulated claw used to “guide” prisoners in the right direction.

Improved Grab: When an Interdictor-class guardbot hits with it's unarmed attack (which has a reach of two meters), it can attempt to start a grapple without provoking an attack of opportunity. Additionally, the guardbot is capable of conducting the grapple with only it's claw arm (which means that it remains free to conduct other actions), if it is willing to accept a -10 penalty on grapple checks.

Model 42ESD

Resembling nothing so much as a gun-toting television set, Model 42 Emplaced Security Drones are always linked to a specialized movement grid in the floor or ceiling. This grid is a narrow magnetic strip, which the Model 42ESD relies on for power and motive force.

Restricted Movement: Model 42ESDs cannot leave their track under any circumstance. If they are somehow cut off from it, they cannot move until reattached. All other systems (including weapons) function normally.

Shared Awareness: All Model 42ESDs in a particular track have a shared awareness of their surroundings. If one of them is not surprised, none of them are. If one of them isn't flanked, none of them are. Anything known to one member of the group is instantly shared with the others.

Guardian Troll

Large Monstrous Humanoid

Clearance	None (Unionized)
Hit Dice	6D8+24 (48 hp)
Initiative	+2
Speed	10 m.
Defense	11 (-1 size, +2 dex)
Armor	Tough Hide (ALL 5)
Attacks	2 Claws +15, bite +7
Damage	Claw D6+7P, bite D6+4P
Special Attacks	Rend 2D6+10P
Special Qualities	Fast Healing 5, Scent, Darkvision 30 m
Saves	Fort +6, Ref +3, Will +6
Abilities	Str 23, Con 18, Dex 14, Int 9, Wis 13, Chr 9 PIP 15
Skills	Perception +7, Unarmed Combat +14, Psychscan +4
Feats	Power Attack, Sharp-Eyed
Mutant Power	Adrenaline Control, Matter Eater
EC	4

Trolls are large, greenish creatures who capitalize on their hardiness by hiring out as guards and minions. Many abandoned corridors and causeways are under the protection of a guardian troll, and most villains feel safer for it. Although trolls are greedy and violent, they are more pleasant than most Alpha Complex citizens. If approached in a friendly manner, they will happily explain their duties (i.e. who they can let past, ect). Troubleshooters with good interaction skills may be able to persuade the troll to let them by in return for a 'contribution' to the local 'union pension fund'.

Combat

Trolls fight in self defense and to fulfill their contracts. They do not pursue fleeing opponents, but will devour the corpses and gear of any fallen foes.

Rend: If a Troll hits with both it's claw attacks in a single round against the same target, it latches on to the opponent's body and tears the flesh. This attack deals 2D6+10 points of piercing damage.

Fast Healing 5: At the end of every round, Trolls heal 5 hit points. Damage from fire and acid cannot be healed in this manner. Trolls may also reattach severed limbs.

Insect, Giant

Various-sized Vermin

	Giant Ant (Medium)	Giant Scorpion (Large)	Giant Spider (Huge)
Clearance	None	None	None
Hit Dice	2D8+2 (11 hp)	4D8+8 (26 hp)	10D8+10 (55 hp)
Initiative	+0	+0	+3
Speed	20 m., climb 10 m.	20 m.	15 m., climb 7 m.
Defense	10	9 (-1 size)	11 (-2 size, +3 dex)
Armor	Hard Carapace (ALL 3)	Hard Carapace (ALL 5)	Hard Carapace (I/P/E 5)
Attacks	Bite +3	2 claws +5 or sting +2	Bite +9/+4
Damage	Bite 2D4+3 P	Claw D6+3 P, Sting D6+1 P and poison	Bite 2D6+6 and poison
Special Attacks	Improved Grab, Acid Sting	Improved Grab, Squeeze, Poison	Poison, web
Special Qualities	Vermin	Vermin	Vermin
Saves	Fort +2, Ref +1, Will +1	Fort +4, Ref +2, Will +2	Fort +6, Ref +5, Will +2
Abilities	Str 14, Con 13, Dex 10, Int -, Wis 11, Chr 9, PIP 1	Str 17, Con 14, Dex 10, Int -, Wis 10, Chr 2, PIP 1	Str 19, Con 12, Dex 17, Int -, Wis 10, Chr 2, PIP 1
Skills	Climb +8, Perception +4, Unarmed Combat +3	Climb +11, Perception +8, Stealth +4, Unarmed Combat +5	Climb +16, Hide +2, Jump +4, Perception +7, Unarmed Combat +9
EC	1	2	3

Giant Insects come in a variety of sizes and types that range from the merely annoying to the very deadly. As a GM, you will be most concerned with the deadly type. Giant Insects particularly useful because they are appropriate for encounters both within or outside Alpha Complex. They also make great crowd-pleasers because their loathsome nature encourages, if not demands, more-difficult-than-normal Insanity checks.

Fauna: Because normal citizens of Alpha Complex have never been exposed to wildlife, they must make Insanity checks upon seeing a living animal for the first time. The DC of this check is for Giant Insects is normally 13, but can be increased for more frightening creatures, or in menacing circumstances.

Combat

Due to their mindless nature, most Giant Insects attack only when hungry or threatened, and retreat after taking significant damage.

Giant Ant

Giant Ants are among the hardiest and most adaptable vermin. They work together in great hives, tending to a centrally-placed queen. Servile ants, such as those presented here, act as foragers or soldiers, attacking any who threaten the hive.

Improved Grab: To use this ability, the Giant Ant must hit with it's bite attack. If it gets a hold, it can sting.

Acid String: Ants have a stinger fed by acid-producing glands in their abdomens. Each round that it holds an opponent in it's jaws, a Giant Ant can sting with it's full attack bonus. This deals D4+1 points of P damage and D4 points of F [acid] damage.

Giant Scorpion

Giant Scorpions are vicious predators that make unnerving scuttling noises as they speed across the ground. A scorpion has a low, flat body.

Improved Grab: To use this ability, the Giant Scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze: A Giant Scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, and it's sting attack strikes with a +4 bonus.

Poison: The venom of a Giant Scorpion deals D6 points of Strength initial and secondary damage. A DC 18 Fortitude save is required to resist the poison's effects.

Giant Spider

Giant Spiders are among some of the most aggressive and fearsome predators to be encountered in the natural world. They have roughly circular bodies covered in tufts of hair and ringed by eight long, chitinous legs. Their multifaceted eyes seethe

with malevolence and their fangs **[Deleted for Security Reasons]**.

Poison: The venom of a Giant Spider deals D8 points of Dexterity damage as both initial and secondary damage. A DC 22 Fortitude save is required to resist the poison's effects.

Web: Giant Spiders can use their webs to hide somewhere out of view, gaining a +6 bonus to Stealth checks while lurking in their own webbing. Giant Spider webbing is strong enough to support the spider and four human-sized creatures at once.

The spider can also "shoot" a stream of webbing eight times per day. The range of the stream is 20 meters, and it is effective against targets of up to Large size. The web anchors the target in place, allowing no movement. An entangled creature can escape with an Acrobatics check of 28, or can break the strands with a DC 34 Strength check. Cutting or burning the webbing requires 14 points of fire or piercing damage per five by five foot section (a human-sized figure occupies one such section).

Giant Spiders can also lay webbing in sheets, or to block narrow entrances. A DC 20 Perception check is required to notice the webbing; otherwise, the victim has stumbled into it and become entangled.

Giant Spiders are, of course, immune to the effects of their own webbing, moving over it at normal speed. Additionally, they can determine the exact location of any creature touching the web.

Medium-sized Citizen

Clearance	Red	Yellow	Blue
Hit Dice	2D6 (7 hp)	4D6 (14 hp)	6D6+6 (24 hp)
Initiative	+2	+2	+6
Speed	10 m.	10 m.	10 m.
Defense	13 (+1 dex, +2 rank)	17 (+2 dex, +4 rank, +1 dodge)	19 (+2 dex, +6 rank, +1 dodge)
Armor	Red Reflec (L 5)	Kevlar (P/I 5)	Combat Armor (ALL 10)
Attacks	Truncheon +5, Red Laser Pistol +5 (+2 at point-blank range)	Shotgun +8/+3 (+2 at point-blank range), Power Cestus +7/+2	Blue Laser Rifle +10/+5 (+2 at point-blank range), Neurowhip +9/+4
Damage	Truncheon D6+1 I, Red Laser Pistol 2D6 L	Shotgun (Dum-Dum shells) 2D6 I (19-20/x3), Power Cestus 2D6+1 I	Blue Laser Rifle 3D6 L, Neurowhip 3D8+1 E
Special Attacks	None	None	None
Special Qualities	None	None	None
Saves	Fort +1, Ref +2, Will +4	Fort +2, Ref +4, Will +8	Fort +4, Ref +5, Will +10
Abilities	Str 12, Con 10, Dex 13, Int 11, Wis 14, Chr 8, PIP 6	Str 12, Con 10, Dex 14, Int 11, Wis 14, Chr 8, PIP 8	Str 12, Con 12, Dex 15, Int 11, Wis 15, Chr 10, PIP 10
Skills	Psychescan +6, Perception +6, Melee Weapons +5, Stealth +5, Laser Weapons +5, Security Systems +5, Intimidate +3	Psychescan +6, Perception +6, Melee Weapons +7, Stealth +6, Laser Weapons +8, Security Systems +6, Intimidate +3, Ballistic Weapons +8	Psychescan +11, Perception +7, Melee Weapons +9, Stealth +7, Laser Weapons +10, Security Systems +7, Intimidate +6, Ballistic Weapons +9
Feats	Point Blank Shot, Iron Will	Point Blank Shot, Iron Will, Weapon Focus, Dodge	Point Blank Shot, Iron Will, Weapon Focus, Dodge, Improved Initiative, Skill Focus (Psychescan)
Mutant Power	Doubtful	Unlikely	Unlikely
EC	1	2	3

IntSec agents are the most feared citizens in Alpha Complex, surpassing even Vulture Warriors in the degree of loathing they evoke. Wearing the best armor and carrying destructive weapons, IntSec patrols are almost as well-equipped as the Armed Forces. Of course, their real value as antagonists lie in their ability to administer loyalty and sanity tests to anyone, at any time ('If The Computer is your best friend, who is your second best friend?').

Combat

IntSec rarely starts fights it cannot win – suicide missions are left to the Armed Forces. IntSec goons travel in large packs and although they prefer to subdue opponents, they will not hesitate to use lethal force. Surprise and dirty fighting are the hallmarks of IntSec's tactical doctrine.

Medium-sized bots

	Jackobot, Standard	Jackobot, Advanced
Clearance	None	None
Hit Dice	2D10 (10 hp)	4D10 (20 hp)
Initiative	+1	+2
Speed	10 m.	10 m.
Defense	11 (+1 dex)	12 (+1 dex)
Armor	Light Chassis (ALL 1)	Medium Chassis (ALL 3)
Attacks	Unarmed or by weapon	Unarmed or by weapon
Damage	Unarmed D4+1 I	Unarmed D4+2 I
Special Attacks	None	None
Special Qualities	Modular Memory 20/+5	Modular Memory 50/+10
Saves	Fort +1, Ref +2, Will +0	Fort +2, Ref +4, Will +2
Abilities	Str 13, Con -, Dex 13, Int 13, Wis 9, Chr 9, PIP -	Str 15, Con -, Dex 15, Int 15, Wis 11, Chr 8, PIP -
Skills	Variable (see below)	Variable (see below)
EC	0	2

Jackobots (short for jack-of-all-trades robots), are mechanical approximations of the human form designed to be able to perform a wide variety of tasks with a high level of skill. Note the use of the word “designed”. This is employed in the same sense that R&D prototypes were “designed” to fulfill their intended purpose without exploding. In practice, most Jackobots have developed aberrant personality disorders (the most common of which is an overbearing arrogance) and consequently operate more poorly than expected.

Combat

Jackobots are often reluctant to engage in combat, even if they have been assigned combat skill software. Assuming their combat software is activated and works as intended, Jackobots will stand their ground, firing relentlessly at all opponents within range.

Modular Memory: Botbrains placed within Jackobots chassis are given entirely over to processing capacity, and rely on removable memory peripherals to store information and skills. Depending on the Jackobots model in question, there is a maximum number of encoded skill ranks that can be accepted at any one time, as well as a built-in limit to the efficiency of any single skill software package.

The exact memory sectors issued to a Jackobots is determined by The Computer before each mission, although memory sectors can be removed and replaced by a technician or the Jackobots itself. Locating the memory storage compartment (which is randomized for each Jackobot during production) requires a DC 13 Robot OP&M (Jackobot) check. Unless the Jackobots is deactivated or cooperating, the memory sectors are magnetically sealed, requiring DC 14 Strength checks to remove. The process of changing a memory sector takes a total of three standard actions, assuming no checks are failed.

Finally, it must be emphasized again that mislabeled, untested or corrupted software are *frequently* assigned to bots, so that it serves a similar purpose as R&D equipment does for troubleshooters. Furthermore, because Jackobots are loathe to execute skill programs except when absolutely necessary, Troubleshooters are unlikely to find out about any malfunctions until it's too late.

The Lost is a generic term for citizens who have been totally cut off from The Computer and driven mad as a result. This can include troubleshooter teams abandoned Outdoors, maintenance workers hopelessly disoriented in the sewers and just about any other citizen who is isolated long enough to descend into madness and barbarity.

Creating a Lost

“Lost” is a template that can be applied to any Citizen (referred to as the base creature hereafter). It uses all the base creature’s statistics and special abilities except as noted here.

Clearance: Changes to None.

Hit Dice: Increases to a D8.

Defense: Although the Lost lose their rank bonus to Defense they gain an insight bonus equal to that granted by their former rank.

Armor: Generally changed to None. Lost Citizens may retain a few tattered scraps of armor, but these are not sufficient to provide protection.

Attacks: Unarmed or by weapon. Most Lost Citizens have either misplaced or damaged their ranged weapons, and so are reduced to using clubs.

Damage: Unarmed D6 + (Strength Bonus) 1 or by weapon.

Special Attacks: Choose one of the following:

Bloodlust: The round after entering combat, the Lost citizen will fly into a violent rage, gaining a +4 bonus to Strength and Constitution and a +1 morale bonus to Will saves. At the same time, this rage prevents the Lost from using ranged weapons and imposes a -2 penalty to Defense. The rage lasts for 5 rounds, after which point its benefits disappear and the Lost becomes fatigued.

Diseased: Any character who takes damage from the Lost’s unarmed attacks will contract rabies unless he makes a successful Fortitude save. See Diseases in the Non-Combat Perils section for further details.

Stench: Having gone for monthcycles without sanitation, the Citizen in question now emits an intolerable stench, requiring all non-Lost citizens within 5 meters to succeed a DC 13 Fortitude save each round or suffer a -2 penalty to Defense attack rolls and skill checks.

Special Qualities: A Lost Citizen retains all of his special qualities, and gains the following

Blindsight 10 meters: Lost citizens have learned to track prey through the use of non-visual senses, enabling them to effectively “see” within a 10-meter radius. Beyond this, they must make Perception checks to hear or smell their prey as normal.

Light Sensitivity: Although their sight has been severely impaired by time spent in poorly-lit environments, Lost Citizens remain highly sensitive to strong lights. Any Lost Citizen encountering a bright light source, such as a flashlight, fire or well-lit room, must make a Will save DC 15 or immediately flee into the nearest dark area. Those that make their saves still suffer a -2 penalty to all skill checks while in the lighted area.

Saves: Saves are recalculated so that Fortitude is now the primary save, while Reflex and Will are secondary.

Abilities: As base creature

Skills: As base creature, but any Intelligence- or Charisma-based skills (with the exception of Intimidate) are lost. The Lost receive a +4 bonus to the Unarmed Combat and Melee Weapons skills.

Feats: As base creature, plus 50% chance of one of the following: Animal Empathy, Dodge, Toughness.

Mutant Power: As base creature.

EC: As base creature +1

Combat

The Lost behave little better than animals, being quick to attack anyone who crosses their path. If severely wounded, they retreat and attempt to enter the nearest sewer or vent to make good their escape. Should they succeed in defeating a band of troubleshooters, they will hurriedly strip their victims of all weapons, armor and equipment, and perhaps a few pounds of excess flesh.

Sample Lost

This example uses Zhon-B-LVJ, an NPC from the *Send in the Clones* adventure. The observant GM will notice many modifications, including a unique skill (underground survival) and the removal of the light vulnerability. These changes were made principally to enhance Zhon-B’s role as an NPC, and are good examples of the fine tuning important characters should undergo.

Medium-sized Lost Citizen

Clearance: None (formerly Blue)

Hit Dice: 6D6+12 (30hp)
Initiative: +6
Speed: 30 meters
Defense: 19 (+2 dex, +1 dodge, +6 insight)
Armor: Blue Reflec (L5)
Attacks: Blue Laser Rifle+9/+4 , Sword +13/+8/+3, Unarmed +13/+8/+3
Damage: Blue Laser Rifle 3D6+1 L, Sword D8+3 P, Unarmed D4+3 I
Special Attacks: Stench
Special Qualities: Blindsight 30 meters
Saves: Fort +10, Ref +5, Will +2
Abilities: Str 16, Con 14, Dex 14, Int 11, Wis 9, Chr 9, PIP 13
Skills: Climb +9, Intimidation +5, Jump +9, Laser Weapons +8, Melee Weapons +13, Perception +5, Psychescan +5, Swim +9, Unarmed Combat +13, Underground Survival +5
Feats: Dodge, Great Fortitude, Improved Initiative, Point Blank Shot, Toughness, Uncanny Dodge
Mutant Power: Matter Eater
EC: 4

Zhon-B-VLJ was a bright star in the IntSec Special Investigation Squad twenty years ago. The last survivor of a half dozen mission teams, he constantly displayed the inventive resourcefulness and cheerful self-interest which a Pre-Cat civilization would have called "ruthless backstabbing".

Hence Zhon-B's rapid rise to Blue clearance, an almost unheard of achievement in the high-turnover troubleshooter ranks. Hence his eventual fall. He gained his last two clearance levels through skillful blackmail of a prosperous Violet – but the Violet knew a High Programmer, who got Zhon-B assigned to a dead end mission chasing renegade troubleshooters through the sewers. Zhon-B is still trying to complete his mission over two decades later.

Since his inevitable mental breakdown, Zhon-B has sort of... lost touch. You might say he's mellowed; having been alone for so long, he's no longer paranoid – and, of course, not being paranoid in Alpha Complex is insane. Even weirder, Zhon-B has become conscientious about fulfilling his mission. He'll do anything to catch those renegade troubleshooters, no matter *how* long it takes.

Mutant Beast

Various-Sized Beasts

	Spiny Backed Razor Bellied Deathwing (Small)	Mindworm (Medium)	Killer Rabbit (Tiny)
Clearance	None	None	None
Hit Dice	2D10+4 (14 hp)	6D10+12 (42 hp)	12D10+24 (84 hp)
Initiative	+3	-2	+5
Speed	2 m., fly 25 m. (average)	8 m.	10 m.
Defense	14 (+1 size, +3 dex)	9 (-2 dex, +1 dodge)	25 (+2 size, +5 dex, +4 insight, +3 luck, +1 dodge)
Armor	Tough Hide (F/I/P 3)	Mucous Coating (L/E 5)	Tough Hide (ALL 7)
Attacks	Slam +5	Bio-Weapon +11	Bite +18
Damage	Slam D8+2	Bio-Weapon D8+3 I or Bio-Weapon D8+3 P	Bite D12+6 (19-20/x2 + sever)
Special Attacks	Flyby Attack, Cooperative Snatch	Psi-Leech, Targeted Mindblast	Pounce
Special Qualities	Group Mind	Chameleonic Skin, Hallucinogenic Spores	Masterful Leap
Saves	Fort +3, Ref +5, Will +2	Fort +5, Ref +4, Will+9	Fort +8, Ref +17, Will +8
Abilities	Str 11, Con 15, Dex 17, Int 2, Wis 12, Chr 6, PIP 1	Str 16, Con 14, Dex 6, Int 7, Wis 18, Chr 3, PIP 32	Str 20, Con 14, Dex 20, Int 4, Wis 14, Chr 7, PIP 20
Skills	Perception +3, Unarmed Combat +5	Perception +8, Stealth +6, Unarmed Combat +11	Jump+17, Unarmed Combat +17
Feats	Dodge, Power Attack	Dodge, Iron Will, Uncanny Dodge	Dodge, Cleave, Evasion, More Criticals (Unarmed), Power Attack, Whirlwind Attack
Mutant Power	Telepathy (special)	Energy Field, Mindblast, Polymorphism, Telepathy	Adrenaline Control <i>or</i> Regeneration <i>or</i> Teleport
EC	1	5	7

Although some untainted wildlife remains Outside, twisted mutant creatures are much more common. Most are the result of hard radiation interacting with fragile Earth DNA, but some are so bizarre that Pre-Cat genetic engineering or extra-terrestrial origins are suspected.

Combat

Mutant beasts demonstrate a distinct preference for ambushes and stalking of prey. They are not, however, terribly subtle, so troubleshooters may be able to outwit (although not outfight) them fairly easily.

Spiny-Backed Razor-Bellied Deathwing

A S.B.R.B. Deathwing is about the size of a small dog, and resembles a hideously-twisted bird of prey. The iron-hard scales that line its bat-like wings and are strong enough to cut through bone or steel. Only very foolish troubleshooters would underestimate S.B.R.B. Deathwings, as they show all the cunning and coordination necessary to take down animals much larger than themselves.

Flyby Attack: S.B.R.B. Deathwings may interrupt their normal movement to make a slam attack at any point during their turn. This means that they can swoop down on a target, attack, and continue flying out of reach.

Cooperative Snatch: If multiple S.B.R.B. Deathwings attack the same target at once, they may forgo their normal attacks and start a joint grapple (gaining the usual +2 bonus for every additional participant). If the grapple check succeeds, the S.B.R.B. Deathwings have dug their claws into the victim (automatic D4 P/Deathwing) and can carry him into the sky at half speed and clumsy maneuverability. It takes at least two S.B.R.B. Deathwings to snatch a medium-sized creature.

The carried creature suffers claw damage as above each round, with no attack roll necessary. While carrying a creature, the S.B.R.B. Deathwings cannot use their slam attack. The S.B.R.B. Deathwings can drop a creature they are carrying as a free action during their turn.

Group Mind: All S.B.R.B. Deathwings in a group share each other's awareness of the situation. If one of them is aware of a particular danger, they all are. If at least one of them is not surprised, none of them are. No S.B.R.B. Deathwing in the group is considered flanked unless all of them are. S.B.R.B. Deathwings always act together on the same initiative count.

Mindworm

By the time the Chernobyl nuclear plant suffered its third (and final) meltdown just prior to the Cataclysm, the DNA of the local worm population had reached a point of absolute malleability. When the Cataclysm hit, Russia was one of the least-prepared nations, and the resulting psychic backlash from the deaths of millions not only propelled the Mindworms into sentience, it also gifted them with a wide range of mental powers. Horrible to look upon, Mindworms are over five feet long and covered in thousands of tiny tentacles, which they often reshape into Bio-Weapons through the use of Polymorphism.

Psi-Leech: As a standard action, a Mindworm can psionically drain all the PIPs from a chosen target within twenty meters. The victim is allowed a DC 15 Will save to resist. On a success, the Mindworm adds the drained PIPs to its own total, up to a maximum of twice its own Power Index.

Targeted Mindblast: Mindworms may choose to fire a focused bolt of mental force that affects one target within fifty meters. This is otherwise identical to the Mindblast power.

Chameleonic Skin: By expending two PIPs, a Mindworm can blend into the background of a natural surrounding. This adds +10 to all Stealth checks for one minute.

Hallucinogenic Spores: Any clones who approach within five meters of Mindworm are exposed to a constant barrage of psychotropic substances. This has an identical effect to hallucinogenic gas, and requires the target to make a DC 13 Fortitude save every round that he spends within the radius.

Killer Rabbit

Most killer rabbits pretend to be harmless herbivores, generally in the hopes of luring their prey close enough for them to strike many targets at once with their Whirlwind Attack. As soon as one opponent dies, a Killer Rabbit will switch to the next available target, moving like greased lightning to keep it's opponents terrified and off-balance. Note that a Killer Rabbit's statistics could just as easily be applied to hamsters, mice, lemurs, budgies, gold fish or just about any other small animal.

Pounce: If a Killer Rabbit leaps upon an opponent during the first round of combat, it can make a full attack even if it has already taken a move action. Killer Rabbits with the Teleportation power may teleport and make a full attack. The full attack may also be used for a Whirlwind attack instead.

Masterful Leap: Killer Rabbits are not restricted by their height when calculating jumping distances.

Mutant Humanoid

Medium-sized Monstrous Humanoids

	Deep One	Doppelganger	Moreau
Clearance	None	None	None
Hit Dice	2D8+4 (12 hp)	3D8+3 (15 hp)	D8+5 (9 hp)
Initiative	+5	+2	+1
Speed	7 m., swim 15 m.	10 m.	10 m.
Defense	11 (+1 dex)	12 (+2 dex)	11 (+1 dex)
Armor	None	Malleable Body (I/E/F 3)	Tough Hide (ALL 1)
Attacks	2 Claws +5 or Bite +5	2 Slams +3	Unarmed +5 or by weapon
Damage	Claws D4+3, Bite D6+2	Slam D6+2	Unarmed D6+1 P or by weapon
Special Attacks	None	Horrifying Transformation	None
Special Qualities	Amphibious, Electricity Vulnerability, Mysterious Origins	Mimicry, Shapeshifter	Animal Qualities, Dual Genetic Heritage
Saves	Fort +4, Ref +2, Will +2	Fort +2, Ref +5, Will +3	Fort +3, Ref +1, Will +1
Abilities	Str 15, Con 14, Dex 12, Int 2, Wis 8, Chr 5, PIP 6	Str 14, Con 12, Dex 14, Int 2, Wis 14, Chr 13, PIP 20	Str 13, Dex 12, Con 14, Int 11, Wis 12, Chr 9, PIP 10
Skills*	Perception +2, Stealth +8, Unarmed Combat +4, Wilderness Lore +2	Disguise +11, Perception +4, Stealth +8, Unarmed Combat +3	Perception +3, Stealth +4, Unarmed Combat +5, two ranks in a random skill
Feats	Improved Initiative, Power Attack	None	Toughness
Mutant Power	None	Polymorphism	Unlikely
EC	1	3	2

* Includes racial bonuses. Deep Ones gain an additional +4 to Stealth and Wilderness Lore checks underwater

Not everything which lives Outside can be casually dismissed as an animal. Some creatures, whether mutants or the results of Pre-Cat genetic engineering, possess the shape, if the not mind, of a man.

Combat

The creatures presented here are too varied for one statement to generalize about them all. However, it may be said that most Mutated Humanoids fight intelligently and will retreat if the battle seems to be going against them, hoping perhaps to return later to catch their opponents off-guard.

Deep Ones

R&D's best efforts have so far failed to determine whether Deep Ones are the result of Pre-Cat genetic engineering, radiation-induced mutation or the first wave of a sinister alien invasion. Such reports, however, are Ultraviolet clearance and thus beyond the comprehension of most troubleshooters. What your players will most likely be concerned about are the abilities of the human/fish/frog hybrid standing in front of them. This figure has an impressive set of claws, needle-sharp teeth and a scaly hide that glistens with slime. Of course, since most Deep Ones strike from ambush, the Troubleshooters will be lucky to get so much as a glimpse of their attackers. And did we mention that Deep Ones travel in packs?

Amphibious: Deep Ones can survive out of water for one hour per point of Constitution. After this point, they begin to "drown".

Electricity Vulnerability: Because of their elevated natural conductivity, Deep Ones suffer double damage from electric sources, and take a -4 penalty on all Fortitude saves to resist electricity-induced effects.

Mysterious Origins: To represent the three possible explanations for the existence of Deep Ones, the GM should assign them one of the three options below. Deep Ones without any of these added bonuses have their EC reduced by one.

Genetic Engineering: Created to maintain and expand the food-producing kelp beds of the ocean floor, as well as to correct centuries of man-made pollution, these Deep Ones gain a +10 bonus to their Intelligence and Wisdom scores. They also have the ability to communicate with normal and mutated aquatic creatures, who will obey the Deep One's commands. They gain the Telepathy mutation.

Mutation: Mutated Deep Ones are larger and more savage, having evolved through centuries of ruthless competition with other deep-sea animals. They gain blindsight to thirty meters (detecting bio-electric fields in the manner of sharks) and secrete a deadly contact poison that augments their claw attacks (Injury DC 15, initial/secondary D8 Strength). Mutated Deep

Ones are also sent into a frenzy by the smell of blood; once per day when they take damage in combat, they may fly into a rage, clawing and biting madly until they or their opponent is dead. This adds +2 Strength and Constitution, but inflicts a -2 penalty to Defense. The frenzy cannot end voluntarily.

Alien Race: Extraterrestrial Deep Ones gain a +8 bonus to their Intelligence scores and each possess a highly advanced technological artifact (choose from the list below or invent your own):

Magnetic Propylon Array: Deep Ones bearing this device can wreak havoc with magnetic forces within 40 meters. Although the maximum capacity of this device is intentionally left ill-defined, it can be used to pull items out of Troubleshooter's hands (DC 20 Strength check to resist), deflect bullets or grenades with an opposed attack role and overturn armored vehicles if used continuously for a few rounds.

Phosphorus Tube: This is an aerodynamic grenade with a range of 50 meters both above and below water. On impact with a solid surface it bursts open and deals 3D6 points of F [fire] damage to everything within three meters. Targets who take damage also risk catching fire, even underwater, as phosphorous does not require oxygen to burn. Deep Ones typically carry three Phosphorus tubes at a time.

Sonic Pulsar: This weapon discharges a beam of sonic force one meter wide and twenty meters long. Anyone caught within the blast suffers 4D6 points of E [sonic] damage. Targets may attempt DC 18 Reflex saves for half damage. Sonic Pulsars can shoot eight times before needing to reload.

Xeno-Empathy Device: This helmet-like contraption allows a Deep One to overwhelm the mind of an intelligent creature (yes, this *does* include your Troubleshooters). Resisting the mental assault requires a Will save DC (Intelligence of Deep One operating device + PIPs expended by Deep One). Failure deals D6 points of Wisdom damage and target becomes panicked. If through the use of the Xeno-Empathy Device the target's Wisdom drops below zero, the Deep One gains control over the clone's body and can direct his movements (and look through his eyes) as a full-round action.

Doppelganger

Originally developed to serve as untraceable assassins, the Age of Peace relegated Doppelgangers to the status of zoological curiosities. When the Cataclysm hit, thousands were released into the wild from their holding cells in amusement parks. Struggling to survive in the harsh environment Outside, Doppelgangers lost even the most rudimentary intelligence. Thus, although they retain perfect shape-shifting abilities, they are unable to speak intelligibly (although they are 100% perfect at imitating sounds they have already heard, parrot-style). This means that troubleshooters who are ambushed and replaced will return to camp with a very limited vocabulary.

Horrorific Transformation: Any clone who sees the Doppelganger once it has assumed his form must make a DC 12 Insanity check.

Mimicry: As noted above, Doppelgangers can perfectly imitate any sound they have heard at least once. This includes animal cries, largish sentences and mechanical sounds, among other things. Astute troubleshooters may, at the GM's option, be allowed to make DC 30 Perception checks to see through the ruse.

Shapeshifter: After studying a creature for one round as a standard action, a Doppelganger may assume an identical form the following round. This counts as a 'minor adjustment' use of the Polymorphism power and gives the Doppelganger an additional +10 bonus to Disguise checks.

Moreau

Created during the biotech revolution of the twenty-first century, Moreaus were human-animal hybrids intended to be used as shock troops by unscrupulous regimes. Killed in the thousands during World War III and treated like second-class citizens during the Age of Peace, Moreaus harbor a deep resentment of all things human.

Animal Qualities: All Moreaus have low-light vision, allowing them to see twice as far as normal under poor lighting conditions.

Dual Genetic Heritage: Depending on what animal species was merged with their human DNA, Moreaus will have a variety of special abilities. Choose one of the animal templates below and apply it to the Moreau's statistics.

Avian: Created from hawks, bats and other flying creatures, Avian Moreaus have small but resilient underarm skin flaps that serve as wings. Avian Moreaus can fly at a speed of 10 meters with poor maneuverability and have the following stat adjustments: +4 Wis, +2 Dex, -4 Con, -2 Int.

Canine: These Moreaus are tall and muscular, with narrow skulls and exaggerated noses. They gain the scent ability and have the following stat adjustments: +4 Con, +2 Wis, -4 Int, -2 Cha.

Feline: Feline Moreaus are a blend of humans and great cats such as cheetahs or leopards, and are covered with short, patterned fur. Their land movement rate is 12 meters and they have the following stat adjustments: +4 Cha, +2 Dex, -4 Int, -2 Con.

Reptilian: Created primarily from alligators or monitor lizards, these Moreaus are sleek and well-built. Reptilian Moreaus have a swim movement rate of 15 meters/round, can hold their breath for one minute per Constitution point and have the following stat adjustments: +4 Str, +2 Con, -4 Chr, -2 Dex.

Rodent: Rodent Moreaus are covered in sleek fur and possess a short but noticeable tail. They climb at a speed of 5 meters and have the following stat adjustments: +4 Dex, +2 Int, -4 Str, -2 Cha.

Mutant Plant

Various-sized Plants

	Harmony Tree (Huge)	Moss Lurker (Small)	Triffid (Large)
Clearance	None	None	None
Hit Dice	12D8+72 (126 hp)	1D8+3 (7 hp)	4D8+12 (28 hp)
Initiative	-1	+5	-2
Speed	1 m./hour	2 m.	9 m.
Defense	3 (-2 size, -5 dex)	13 (+1 size, +1 dex, +1 dodge)	8 (-1 size, -1 dex)
Armor	Tough Bark (I/E 10, L/P 5)	None	Tough Bark (L/I/E 8)
Attacks	4 Tendrils +17	Slam +8	1 Tentacle-whip (reach 3 meters)
Damage	Tendrils D6+6	Slam D4 I + 1 F [acid] (critical 19-20/x2)	Tentacle-whip D10 I + poison (x3 critical)
Special Attacks	Pheromone Cloud	Envelop, Ambush	Radiation Burst, Poison
Special Qualities	Plant Qualities, Immunities, Thralls, Improved Grab, Engulf	Plant Qualities	Plant Qualities, Blindsight 15 m., Biological Yield
Saves	Fort +19, Ref +1, Will +7	Fort +4, Ref +1, Will +2	Fort +7, Ref +1, Will +3
Abilities	Str 18, Con 23, Dex 1, Int 9, Wis 13, Chr 14, PIP 35	Str 12, Con 16, Dex 12, Int 1, Wis 14, Chr 3, PIP -	Str 16, Con 17, Dex 7, Int 2, Wis 12, Chr 5, PIP -
Skills*	Disguise +7, Perception +13, Unarmed Combat +17	Jump +5, Stealth +14, Unarmed Combat +8	Perception +4, Stealth +7, Unarmed Combat +11
Feats**	Improved Initiative, Power Attack, Skill Focus (Disguise)	Dodge, Improved Initiative, More Criticals (Unarmed)	Better Criticals (Unarmed), Skill Focus (Stealth), Skill Focus (Unarmed), Stealthy
Mutant Power	Charm (special)	None	None
EC	7	1	2

* Includes racial bonuses

** Includes racial bonus feats

Outside, it is not only the animals of which you must beware; the flora itself can pose a grave threat to even a well-armed team of Troubleshooters.

Combat

Because they lack an animal's instinct for self-preservation, most plants will fight directly and to the death. The more intelligent ones will lay ambushes and work in groups.

Plant Qualities: Immune to poison, stunning or mind-influencing effects. All plants have low-light vision.

Harmony Tree

Harmony Trees are large and indigo-colored. Through the judicious use of their Disguise skill, they closely resemble oak trees (in general they've taken 20, so a DC 27 Perception check is necessary to spot the tentacles, mouth and pheromone-emitting organs). Harmony Trees rely on their mutant power to provide them with thralls, who are used for defensive purposes or eaten at the plant's leisure.

Pheromone Cloud: A Harmony Tree emits an effect similar to the Charm mutant power, but continually and at much greater range. Anyone (man or animal) coming within 100 meters of the Harmony Tree must make a DC 10 Will save each round or be compelled to move closer to the Tree at full speed, attacking any who inhibits their progress. A successful save renders that person immune to the Tree's long-range Charm effect for 24 hours.

Once someone has approached within 10 meters of the Tree (whether willingly or not), they must make a DC 20 Will save or fall irrevocably under the Harmony Tree's powers.

Thralls: Any citizen or creature that has become one of the Harmony Tree's thralls is reduced to little more than an automaton, blissfully defending the tree until it is either consumed or starves to death. If forcibly removed from the Tree's Pheromone Cloud (which disperses 5 rounds after the Tree is killed), thralls will recover in D4+1 rounds. Otherwise, they attack anyone who attacks the Tree, but will not leave the radius of the Pheromone Cloud. Thralls do not attack each other, even if they would be natural enemies in the wild. A typical Harmony has 2D4 thralls at any time, most of which will be animals.

Improved Grab: Should a Harmony Tree hit with a Tendril attack, it can choose to start a grapple with its target. Grappled targets are drawn 5 meters closer every round unless they succeed in a DC 20 Strength or Dexterity check. Any creature

drawn into the Harmony Tree's square will be engulfed next round(see below).

Engulf: As a free action, a Harmony Tree can swallow any creature of large size or smaller that has been dragged into it's space. The victim about to be engulfed can make an attack of opportunity or attempt a DC 25 Reflex save to be pushed back or aside (but not freed of the tendrils). Once engulfed, the creature takes 2D6+ 10 points of Impact damage a round and must hold it's breath or begin to suffocate.

Moss Lurker

These bizarre creatures are about the size of a handkerchief and are composed of nearly translucent, fungi-like tissue. This natural invisibility allows them to slip along low-lying branches and simply drop on prey that passes beneath them. Curiously, large numbers of Moss Lurkers have been detected living in the vents of Alpha Complex. Perhaps the warm and humid environment appeals to their physiology. Or perhaps it's the abundant supply of prey...

Envelop: A Lurker that hits with it's slam attack has successfully attached itself to some part of it's opponent's anatomy, and does not need to make further attack rolls in order to deal damage. Removing an attached Lurker requires a DC 15 Strength check. Attacks against an attached Lurker deal full damage to the target as well. Moss Lurkers that score a critical hit have latched on to their target's face. This blinds the victim until the Lurker is removed.

Ambush: When attacking during the surprise round, Moss Lurkers double their threat range, increasing it to 17-20. They also gain a +2 bonus to their attack rolls against flat-footed targets.

Triffid

Experts speculate that Triffids were originally used as a food source by the ancients, until the Cataclysm freed them to roam the world. Large and mobile, Triffids are predatory plants that seek out life prey using a combination of non-visual senses. Although vulnerable to long-range combat, Triffids adapt by using cover and their radiation burst ability to even the playing field.

Radiation Burst: Triffids have developed the ability to store harmless background radiation in a special biological gland, modulating it for release with devastating consequences to onlookers. Once per day, a Triffid may emit a burst of brilliant greenish energy that sears the optical nerves of anyone looking at it. Those caught in the blast must make a Fortitude save DC 30 (the DC drops to 15 more than 50 meters away) or go blind. This blindness lasts for 3D4 minutes (you could make this longer – or even permanent – if it strikes your fancy).

Poison: Triffid poison is contact DC 14, and inflicts D4 Dex initial damage and D4 Str secondary damage.

Biological Yield: A successful Biogenetics check against DC 15 can retrieve D6 liters of nutritious sap from a Triffid corpse. Each liter can sustain one person for one day, satisfying both food and water requirements.

R&D Scientist

Medium-sized Citizen

Clearance	Orange	Green	Indigo
Hit Dice	3D6+3 (12 hp)	5D6+5 (20 hp)	7D6+7 (28 hp)
Initiative	+1	+1	+1
Speed	10 m.	10 m.	10 m.
Defense	14 (+1 dex, +3 rank)	16 (+1 dex, +5 rank)	18 (+1 dex, +7 rank)
Armor	Decon Suit (Field 10)	Farraday Suit (Energy 10, Laser 5)	Combat Armor (All 10)
Attacks	Unarmed +0	Blaster +7/+2	Sonic Rifle +8/+3
Damage	D3§ I	Blaster 2D10 E	Sonic Rifle 3D8 E
Special Attacks	None	None	None
Special Qualities	None	None	None
Saves	Fort +2, Ref +3, Will +0	Fort +3, Ref +6, Will +1	Fort +4, Ref +8, Will +3
Abilities	Str 10, Con 12, Dex 13, Int 14, Wis 8, Chr 11, PIP 8	Str 10, Con 12, Dex 13, Int 14, Wis 8, Chr 12, PIP 12	Str 11, Con 12, Dex 13, Int 15, Wis 10, Chr 13, PIP 18
Skills	Bio-Genetics +8, Data Search and Analysis +8, Electronic Engineering +10, High-Energy Chemistry +8, Mechanical Engineering +10, Medical Science +8, Nuclear Physics +8, Energy Weapons +7*	Bio-Genetics +10, Data Search and Analysis +10, Electronic Engineering +10, High-Energy Chemistry +10, Mechanical Engineering +10, Medical Science +8, Nuclear Physics +10, Energy Weapons +7, Spurious Logic +11*	Bio-Genetics +11, Data Search and Analysis +10, Electronic Engineering +10, High-Energy Chemistry +11, Mechanical Engineering +10, Medical Science +10, Nuclear Physics +11, Energy Weapons +8, Spurious Logic +12, Fast Talk +11*
Feats	Mechanical Aptitude, Skill Focus (Science skill of choice)x2	Mechanical Aptitude, Skill Focus (Science skill of choice)x2, Moxie (Spurious Logic), Juryrig	Mechanical Aptitude, Skill Focus (Science skill of choice)x3, Moxie (Spurious Logic), Moxie (Fast Talk), Juryrig
Mutant Power	Probably	Definitely	Definitely
EC	2	3	5

*Skill totals do not include Skill Focus benefits (but they do cover moxie bonuses). "Science" skills include Biogenetics, High-Energy Chemistry, Medical Science and Nuclear Physics.

Whether they more closely resemble Einstein or Dr. Strangelove, R&D scientists have an aura of eccentricity that hangs about them like a tattered shroud. Their only shared characteristic seems to be a genuine enthusiasm for their work and a certain willful ignorance of its consequences.

Combat

Although R&D researchers are no strangers to life-and-death situations, they are more comfortable dealing with hazards that obey scientific laws. Should they get involved in a firefight, most R&D personnel duck and run for cover. If cornered, or if their pet research project is threatened, they become much more aggressive, using any means at their disposal to eliminate opponents. R&D researchers are intelligent combatants whose weapons rarely malfunction and who use experimental prototypes better than a troubleshooter could ever dream of.

Savage from the Outside

Medium-size Humanoid

	Warrior	Chief	Shaman
Clearance	None	None	None
Hit Dice	1D8+2 (6 hp)	3D8+6(18 hp)	5D8+5 (25 hp)
Initiative	+1	+2	+1
Speed	10 m.	10 m.	10 m.
Defense	11 (+1 dex)	12 (+2 dex)	11 (+1 dodge)
Armor	Leather (P/I 1)	Leather (P/I 1)	Leather (P/I 1)
Attacks	Club +6	Sword +11	Staff +6
Damage	Club D6+ 4 l	Sword D8+5 P sever on crit	Staff D6 l
Special Attacks	None	Warcry	None
Special Qualities	None	Fearless, Inspirational	None
Saves	Fort +3, Ref +1, Will +0	Fort +6, Ref +3, Will +1	Fort +3, Ref +3, Will +7
Abilities	Str 16, Con 14, Dex 12, Int 8, Wis,10 Chr 10, PIP 8	Str 18, Con 17, Dex 14, Int 12, Wis 10, Chr 14, PIP 12	Str 11, Con 13, Dex 10, Int 14, Wis 16, Chr 14, PIP 25
Skills	Melee Weapons +5, Thrown Weapons +4	Melee Weapons +10, Unarmed Combat +10, Thrown Weapons +7	Medical Science +8, Melee Weapons +6, Motivation +8, Perception +11, Psychescan +11
Feats	Power Attack	Power Attack, Cleave, Skill Focus (Melee Weapons)	Animal Empathy, Bio-Feedback Loop, Dodge, Sharp-eyed, Uncanny Dodge
Mutant Power	Unlikely	Probably	Several. Choose D6 from the list. Machine Empathy is never encountered among savage shamans.
EC	0	1	3

Although civilization as we know it ended with the Cataclysm, small bands of primitive hunter-gatherers have survived eking out a precarious existence Outside. They typically travel in nomadic tribes or congregate in the occasional village. Their technology is decidedly Stone Age, but a few Pre-Cat artifacts survive as religious icons or misunderstood backscratchers

Combat

It would be an over simplification to term a savage's tactics "primitive". Entire tribes are quite capable of executing complicated ambushes and extended guerilla warfare. However, when the chips are down, their basic strategy is reduced to three words: scream and charge.

Warcry: Once per day, a chief may utter a terrible shout that inspires fear in his enemies. All who hear it must make a DC 13 Will save or panic and flee for 10 rounds, and receive a -2 morale penalty to all attack and damage rolls, saves and skill checks.

Fearless: Savage Chieftains have been raised to fight all their lives. They will bravely attack troubleshooters with modern weapons, or attempt to swarm high-tech vehicles (not to imply any stupidity on their part, it's just that they can). Fearless individuals also receive a +4 bonus to Will saves.

Inspirational: Chiefs inspire fearlessness in all other tribe members who have line of sight to the chief.

Various-sized Bots

	Model 17/A (Small)	Model 409-D (Large)	Obliterator-Class (Huge)
Clearance	None	None	None
Hit Dice	1D10 (5 hp)	3D10 (15 hp)	10D10 (50 hp)
Initiative	+2	+2	-2
Speed	5 m.	7 m.	15 m.
Defense	13 (+1 size, +2 dex)	11 (-1 size, +2 dex)	6 (-2 size, -2 dex)
Armor	None	Polished Chassis (I/P/L 5)	Super-Heavy Chassis (ALL 10)
Attacks	Slam -1	4 Unarmed +4/+4/+4/+4	Slam +15
Damage	Slam D4-1 I	Unarmed D4+2 I	Slam 2D8+5
Special Attacks	Sanitation 10	Sanitation 14	Sanitation 20, Overrun
Special Qualities	None	Unstable Power Plant	None
Saves	Fort +0, Ref +2, Will +0	Fort +1, Ref +3, Will +1	Fort +5, Ref +3, Will +5
Abilities	Str 8, Con -, Dex 14, Int 8, Wis 11, Chr 10, PIP -	Str 16, Con -, Dex 14, Int 13, Wis 10, Chr 10, PIP -	Str 20, Con -, Dex 7, Int 9, Wis 9, Chr 10, PIP -
Skills	Habitat Engineering +3	Habitat Engineering +7, Intimidation +3, Unarmed Combat +6	Habitat Engineering +19, Unarmed Combat +15
EC	0	2	4

As The Computer always says, cleanliness is next to subservience in the list of Citizen-like virtues. With this in mind, scrubots were developed to provide sanitation for both the physical superstructure of Alpha Complex and it's citizens. All scrubots share a few common characteristics, including specialized limbs, rotating scrub brushes mounted on their undercarriages (hence the name) and bulky (some might say shoddy) construction.

Combat

Because their primary focus is sanitation, Scrubots do not fare well in combat. They typically retreat in the face of aggression and attempt to summon help. The Obliterator-Class is, of course, an exception to this general rule.

Model 17/A

The Model 17/A is a very low-lying scrubot that stands barely three feet above the ground. It has a pair of treads, a rotary scrub brush and two limbs – one a mechanical grasper, the other a brush-and-vacuum attachment. Model 17/As are generally very timid, yet determined when they have to be (think of Piglet from the *Winnie the Pooh* series).

Sanitation: When a citizen submits or is subjected to sanitation by a Model 17/A, he makes a Charisma check against DC 10 (GM applies circumstance modifiers to reflect the character's accumulated dirtiness or lack thereof). On a success, the character passes with flying colors. On a failure, he is fined 25 credits for failing a Hygiene inspection and subjected to emergency sanitation. This inflicts D3 subdual damage to the troubleshooter if the scrubot uses the appropriate cleansing agents. If the scrubot can't or won't use human-grade soap and shampoo, the troubleshooter gets a mouthful of ammonia and is thoroughly scrubbed with grease solvent. This inflicts D6 points of damage.

Model 409-D

The Model 409-D is a cone-shaped bot with four main arms and a several minor ones. It has a pair of treads and the ubiquitous rotary scrub brush. A radioactive symbol and the words "Extreme Danger" are painted on it's side.

Sanitation: When a citizen submits or is subjected to sanitation by a Model 409-D, he makes a Charisma check against DC 14 (GM applies circumstance modifiers to reflect the character's accumulated dirtiness or lack thereof). On a success, the character passes with flying colors. On a failure, fined 25 credits for failing a Hygiene inspection and subjected to emergency sanitation. This inflicts D6 subdual damage to the troubleshooter if the scrubot uses the appropriate cleansing agents. If the scrubot can't or won't use human-grade soap and shampoo, the troubleshooter gets a mouthful of ammonia and is thoroughly scrubbed with grease solvent. This inflicts 2D6 points of damage.

Unstable Power Plant: The Model 409-D is powered by a Type 7 Fuel Cell. Type 7s are known for reliability, endurance and their tendency to explode with tremendous force when shaken, punctured or – you guessed it – *shot*. If the Model 409-D is ever reduced to less than 0 hit points, it explodes in a 20-meter fireball that deals 4D6 F damage to everyone in the blast radius.

Obliterator-Class

Although many citizens have raised objections as to whether the zamboni-sized Obliterator-class scrubot was in fact designed for sanitation at all, its sterling record ensures continued service. Although the Obliterator-Class may be found anywhere in Alpha Complex, it is most commonly dispatched to sectors suffering from rioting, natural disasters or full-fledged revolution. As you can imagine, Obliterator-Class scrubots are controlled by a heavily-modified bot brain whose programming algorithms have more in common with warbots than janitorial functions.

Sanitation: When a citizen submits or is subjected to sanitation by an Obliterator-class scrubot, he makes a Charisma check against DC 20 (GM applies circumstance modifiers to reflect the character's accumulated dirtiness or lack thereof). On a success, the character passes with flying colors. On a failure, fined 25 credits for failing a Hygiene inspection and subjected to emergency sanitation. This inflicts D10 subdual damage to the troubleshooter if the scrubot uses the appropriate cleansing agents. If the scrubot can't or won't use human-grade soap and shampoo, the troubleshooter gets a mouthful of ammonia and is thoroughly scrubbed with grease solvent. This inflicts 4D8 points of damage.

Overrun: As a standard action during its turn each round, the Obliterator-Class can simply roll over opponents at least one size category smaller than itself. This attack deals 10D10 Impact damage and presents the target with a Catch-22: make an attack of opportunity that ignores half the bot's armor, or attempt a DC 25 Reflex save to leap out of the way..

Large Animal	
Clearance	None
Hit Dice	6D8+24 (51 hp)
Initiative	+1
Speed	15 m., swim 7 m.
Defense	10 (-1 size, +1 dex)
Armor	Tough Hide (ALL 5)
Attacks	Bite +13
Damage	Bite 2D8+6
Special Attacks	None
Special Qualities	Blindsight 30 meters, Submerged Ambush
Saves	Fort +10, Ref +7, Will +4
Abilities	Str 23, Con 19, Dex 12, Int 1, Wis 12, Chr 2, PIP -
Skills	Stealth +4, Unarmed Combat +13
Mutant Power	None
EC	4

The antiquated and often radioactive sewers of Alga Complex have over time become home to dozens, if not hundreds, of mutated Sewer-Gators. The changes wrought by this environment are distinctive enough to warrant their being mentioned separately from their top-side cousins.

Sewer-Gators are giant, blind and albino versions of regular crocodiles. Despite their visual impairment, Sewer-Gators use their keen senses of smell and hearing to locate prey in the dank and gloomy tunnels of the sewers.

It is worthwhile noting that although Sewer-Gators are animals, they do not trigger Insanity checks in Troubleshooters who see them. The reason for this is that all citizens have heard horribly treasonous rumors about the existence of these creatures, and are thus expecting a shock of this magnitude. If you do decide to give these already-powerful creatures an Insanity DC, remember to adjust their EC accordingly.

Combat

Much like their mundane counterparts, Sewer-Gators will float unassumingly in the center of a waterway, with only their eyes and nostrils above the water. When prey approaches close enough, they leap to attack.

Blindsight 30 meters: Although blind, Sewer-Gators are more than capable of hunting and tracking their prey through a combination of hearing, smell and tiny vibrations in their surroundings. The Sewer-Gator can thus detect objects normally within 30 meters, as if able to see normally. This negates the need of the Sewer-Gator to make Perception checks to notice prey.

Submerged Ambush: Sewer-Gators are skilled at lying in wait for prey while partially submerged. They gain a +12 bonus to Stealth checks while in a large body of water. While swimming, they may move at normal speeds and still qualify as sneaking.

Swarm

Huge Vermin

	Locusts (Fine creatures)	Rats (Diminutive creatures)	Vipers (Diminutive creatures)
Clearance	None	None	None
Hit Dice	4D8+8 (24 hp)	6D8+12 (36 hp)	5D8+5 (27 hp)
Initiative	+2	+3	+2
Speed	fly 20 m. (good)	12 m., climb 4 m.	5 m., climb 1 m.
Defense	16 (+2 dex, +4 swarm)	15 (+3 dex, +2 swarm)	14 (+2 dex, +2 swarm)
Armor	None	None	None
Attacks	Swarm	Swarm	Swarm
Damage	Swarm D6 F	Swarm 2D6 F plus disease	Swarm D6 F plus poison
Special Attacks	Distraction	Disease	Poison
Special Qualities	Swarm Traits	Swarm Traits	Scent, Swarm Traits
Saves	Fort +6, Ref +4, Will +2	Fort +8, Ref +5, Will +4	Fort +7, Ref +3, Will +3
Abilities	Str 1, Con 15, Dex 15, Int - Wis 11, Chr 1, PIP -	Str 2, Con 14, Dex 17, Int - Wis 14, Chr 1, PIP -	Str 1, Con 12, Dex 15, Int - Wis 12, Chr 2, PIP -
Skills*	Perception +4	Climb +8, Perception +5, Stealth +6	Climb +5, Perception +5, Stealth +3
EC	2	2	2

* Racial bonuses included

A large variety of creatures can form swarms, but all swarms have one thing in common: when many creatures work together they prove much more deadly than if encountered alone.

Swarm Traits: A swarm has no clear front or back and has no discernable anatomy, so it is not subject to critical hits or sneak attack damage. A swarm made up of diminutive creatures takes half damage from Piercing, Energy, Laser or Impact attacks, while a swarm made up of Fine creatures is immune to all non-Field damage.

Reducing a swarm to 0 or fewer hit points causes it to break up, although damage does not degrade it's ability to fight back. Swarms cannot be wounded or incapacitated. They cannot be tripped, grappled or bull rushed, and cannot initiate a grapple against others.

A swarm takes a -10 penalty on saving throws against area-effect weapons, such as grenades. If an area attack does not allow a save, the swarm takes double damage instead.

Although swarms are natural animals, their status as vermin means that Citizens do not have to make Insanity Checks. If, for some reason, an Insanity Check is associated with a swarm, the suggested DC is 13 (with no modifiers on the table), and the adjusted EC would be 3.

Being vermin, swarms are immune to all mind-influencing effects and have darkvision for 20 meters.

Swarms do not make attack rolls. Instead, any creature within the space they occupy (a 2-meter wide square) is automatically hit for the damage noted above. This is always Field damage, and is unaffected by strength scores, although it is considered an unarmed attack. The amount of damage dealt depends on the swarm's hit dice:

Swarm HD	Base Damage
1-5	D6
6-10	2D6
7-15	3D6
16-20	4D6
20+	5D6

Combat

Swarms exist only to feed, and this is reflected in their tactics. They advance solidly towards their targets, attempting to envelop them in a deadly embrace. Of course, troubleshooters surrounded by a swarm can expect plenty of help from their teammates' area-of-effect weapons.

Locust Swarm

Rarely seen outside of biblical catastrophes, Locust Swarms are sometimes encountered by Troubleshooters investigating Sierra Club activities. The deadly strain of locusts presented here is a menace to far more than untended crops. Capable of stripping the flesh from an unarmored creature in seconds, a Locust swarm looks like a dark black cloud from a distance.

Distraction: Any non-mindless creature who is surrounded by the swarm must make a DC 14 Fortitude save or be nauseated for one round. Even if successful, all actions taken within the swarm suffer a -2 circumstance penalty.

Rat Swarm

Frequently encountered in sewers, vents and other unsanitary locations, Rat Swarms are constantly on the move. When not feeding or attacking vulnerable individuals, they are searching for new prey. Seen through inadequate light, a Rat Swarm first appears to be a wave of sewage flowing quickly along the ground. Only when it is too late does the deception become apparent.

Disease: Anyone who takes damage from a Rat Swarm must make a DC 10 Fortitude save or contract a disease. Typically, this is rabies, but might also include malaria or even exotic Pre-Cat plagues.

Viper Swarm

A single snake no more than a foot long is rarely a threat to even rookie troubleshooters, no matter how virulent it's venom. More than a hundred such snakes writhing together in a single mass, however, is a waking nightmare. Often encountered guarding temple complexes or the hideouts of insane villains, a Viper Swarm crawls over anything in it's path, biting and injecting deadly poison.

Poison: Anyone injured by a Viper Swarm's attack must make a DC 13 Fortitude save or take D4 points of Con damage. There is no secondary damage for this venom.

Tech Services/Power Services Repairclon

Medium-sized Citizens

Clearance	Red	Yellow	Blue
Hit Dice	2D6 (7 hp)	4D6 (12 hp)	6D6+6 (24 hp)
Initiative	+2	+2	+2
Speed	10 m.	10 m.	10 m.
Defense	15 (+2 dex, +1 dodge, +2 rank)	17 (+2 dex, +1 dodge, +4 rank)	19 (+2 dex, +1 dodge, +6 rank)
Armor	Asbestos Clothing (F 5)	Decon Suit (F 10)	Farraday Suit (E 10, L 5)
Attacks	Club +5 or Hottorch +1 or Rock (thrown) +5	Chainsaw +7/+2 or Hottorch +3/-2 or Frag Grenade +6/+1	Force sword +10/+5 or Krak Grenade +9/+4
Damage	Club D6 I, Hottorch D8 F [fire], Rock D6 I	Chainsaw 2D6 P (x3), Hottorch D8 F [fire], Frag Grenade 2D6 F	Force sword 4D6 E (18-20/x2), Krak Grenade 4D6 P
Special Attacks	None	None	None
Special Qualities	None	None	None
Saves	Fort +1, Ref +4, Will +0	Fort +2, Ref +6, Will +1	Fort +4, Ref +8, Will +3
Abilities	Str 12, Con 11, Dex 14, Int 14, Wis 8, Chr 10, PIP 7	Str 12, Con 11, Dex 15, Int 14, Wis 9, Chr 10, PIP 10	Str 12, Con 12, Dex 15, Int 15, Wis 10, Chr 12, PIP 14
Skills	Electrical Engineering +8, Melee Weapons +5, Mechanical Engineering +8, Robot Op&M (Jackobot) +6, Spurious Logic +6, Thrown Weapons +5, Vehicle Op&M (Any) +6; +Tech: 4 Robot Op&M +5 or 4 Vehicle Op&M +5. +Power: Demolitions +5, Habitat Engineering +5, High-Energy Chemistry +5, Nuclear Physics +5.	Electrical Engineering +10, Melee Weapons +7, Mechanical Engineering +10, Robot Op&M (Jackobot) +7, Spurious Logic +8, Thrown Weapons +6, Vehicle Op&M (Any) +6; +Tech: 4 Robot Op&M +7 or 4 Vehicle Op&M +7. +Power: Demolitions +7, Habitat Engineering +7, High-Energy Chemistry +7, Nuclear Physics +7.	Electrical Engineering +11, Melee Weapons +9, Mechanical Engineering +11, Robot Op&M (Jackobot) +8, Spurious Logic +9, Thrown Weapons +9, Vehicle Op&M (Any) +6; +Tech: 4 Robot Op&M +9 or 4 Vehicle Op&M +9. +Power: Demolitions +9, Habitat Engineering +9, High-Energy Chemistry +9, Nuclear Physics +9.
Feats	Dodge, Mechanical Aptitude	Dodge, Evasion, Gearhead, Mechanical Aptitude	Dodge, Evasion, Field Armorer, Gearhead, Juryrig, Mechanical Aptitude
Mutant Power	Unlikely	Probably	Definitely
EC	0	1	2

Repairclones – no matter which service group they work for – share certain similar characteristics that are imbued by their training and work environment. These include an extraordinary sixth sense in regard to danger, as well as near-supernatural abilities relating to the construction and restoration of mechanical devices. Other abilities, however, are almost universally lacking, such as hygiene, social niceties and physical prowess.

Combat

Because their expertise centers around surviving natural disasters and critical malfunctions, Tech Services/Power Services Repairclones are typically unprepared for combat against sentient adversaries. Their low priority in the weapons race means that they often must rely on improvised explosives and crude melee weapons in place of ranged weapons and heavy armor.

Various-sized bots

	Forkbot HGV-174 (Large)	Packbot UNS 438 (Huge)
Clearance	None	None
Hit Dice	2D10 (10 hp)	6D10 (30 hp)
Initiative	-2	+1
Speed	7 m.	10 m.
Defense	7 (-1 size, -2 dex)	9 (-2 size, +1 dex)
Armor	Light Chassis (ALL 1)	Laminated Impact Shielding (I/P 10, L 5)
Attacks	Slam +6	Slam +10 or 2 Cargo +7 or 2 Unarmed +12
Damage	Slam 2D6+4 I	Slam 2D8+11 I, Cargo D6+7 I*, Unarmed D12+7 P
Special Attacks	None	None
Special Qualities	Load-bearing Lift	Load-bearing Surface
Saves	Fort +1, Ref -1, Will +1	Fort +3, Ref +4, Will +3
Abilities	Str 18, Con -, Dex 6, Int 9, Wis 11, Chr 10, PIP -	Str 25, Con -, Dex 12, Int 11, Wis 11, Chr 11, PIP -
Skills	Lifting and Carrying +12, Unarmed Combat +6	Lifting and Carrying +16, Thrown Weapons +7, Unarmed Combat +12
EC	0	2

* Depending on what the Packbot is throwing, we advise you to reevaluate the damage on a case-by-case basis.

Totebots are among the simplest robotic devices in Alpha Complex. They exist solely to move heavy burdens short distances, and do most of their work in civilian applications.

Combat

Totebots are not designed for combat, and will only fight if cornered. In an emergency, they will dump their cargo in an attempt to escape, engaging in melee combat as a last resort.

Forkbot HGV-174

Most commonly seen in industrial sectors or PLC warehouses, the Forkbot model HGV-174 is occasionally pressed into service by the troubleshooter corps. Physically, this bot is simple and utilitarian; a mound-shaped body is balanced on a small, top-heavy chassis that relies on an overworked set of wheels for propulsion. The forklift device is attached to the front of the bot, and can only carry loads that are wide enough to fit on both lifting surfaces (i.e. more than 1.2 meters wide).

Load-bearing Lift: This ability doubles the carrying capacity of the bot. Thus, for the Forkbot HGV-174, a light load is 100 kg, a medium load is 200 kg and a heavy load is 300 kg. As noted above, the load in question must be able to balance on the end of a forklift.

Packbot UNS 438

The Packbot UNS 438 sits about four feet off the ground and resembles the transport end of a flatbed truck. It has plenty of room for equipment on its back and a pair of heavy-duty arms for handling freight. These multi-jointed limbs have a three-meter reach and can apply tremendous force to anything in their grasp. This is the most common totebot to be assigned to troubleshooters, prized for its durability and aptitude in self-defense.

Load-bearing Surface: This ability triples the carrying capacity of the bot. Thus, for the Packbot UNS 438, a light load is 400 kg, a medium load is 800 kg and a heavy load is 1 200 kg.

Various-sized Bots

	Autocar (Large)	Minivan (Large)	Crawler (Huge)
Clearance	None	None	None
Hit Dice	10D10 (50 hp)	6D10 (30 hp)	20D10 (100 hp)
Initiative	+0	-3	-4
Speed	40 m.	20 m.	10 m.
Defense	9 (-1 size)	6 (-1 size, -3 dex)	4 (-2 size, -4 dex)
Armor	ALL 10	ALL 5	ALL 15
Attacks	Ram +11	Ram +7	Overrun (special)
Damage	Ram 2D6+10 l	Ram D6+5 l	Overrun 10D6+20 l
Special Attacks	None	None	Dump
Special Qualities	100% cover for occupants	Experimental, 50% cover for occupants	75% cover for occupants
Saves	Fort +5, Ref +5, Will +5	Fort +3, Ref +0, Will +2	Fort +10, Ref -3, Will +10
Abilities	Str 30, Con -, Dex 10, Int 11, Wis 10, Chr 12, PIP -	Str 20, Con -, Dex 4, Int 6, Wis 8, Chr 9, PIP -	Str 50, Con -, Dex 2, Int 7, Wis 10, Chr 6, PIP -
Skills	Unarmed Attack +15, Vehicle Op&M (Autocar) +10	Unarmed Attack +11, Vehicle Op&M (Autocar) -2	Vehicle Op&M (Crawler) +4
EC	4	2	4

When troubleshooters need to cover long distances within Alpha Complex itself, yet can't use the transtube network for some reason (exploring a derelict sector, for example), they must use one of the many Transbots that their Friend The Computer has generously made available to them.

Transbot AI consists of little more than an automatic pilot and a few megs of RAM. This places it squarely in the "zombie" category of bots and means that troubleshooters would do well to handle the piloting themselves..

Combat

Obviously, transbots were never intended to be used as offensive vehicles, so combat for them consists of repeated ramming attacks, preferably after herding their targets into a dead end of some sort.

Autocar

Typically playthings for wealthy Indigos, the only Autocars that make it to the troubleshooter motor pool are rebuilt from totaled wrecks or equipped with severely deranged bot brains. Still, even a damaged autocar is better than, say, a Minivan.

100% cover for occupants: Anyone inside an Autocar gains 100% cover. With the windows down or a door open, this drops to 50%.

Minivan

A fleet of these battered and poorly-maintained vehicles is constantly held ready for use by troubleshooters in a hurry. Despite this, remarkably few Minivans are ever on duty at the same time. Some would argue that this stems from their horrendous technical problems, while others would blame the recycled autopilots. The most likely answer, however, is that after R&D gets its hands on a Minivan, it is so thoroughly "improved" that it takes several missions for all the gadgets to malfunction and explode ("This baby's seen a lot of mileage lately, but don't worry, we don't think there are any ejection seats left").

Experimental: Almost no unmodified minivans remain available to Red-level troubleshooters, so your players will just have to get used to hopper rockets, smoke screens and annoying onboard computers.

100% cover for occupants: Anyone inside an Autocar gains 50% cover. With the windows down or a door open, this drops to 25%.

Crawler

This massive, tread-mounted behemoth is the standard Alpha Complex heavy hauler, whether the cargo is convicted traitors or vats of battery acid, or even both at once.

100% cover for occupants: Anyone inside a Crawler gains 75% cover.

Overrun: As a standard action, a Crawler can simply mow down targets in its path by moving over them. This presents the target with a Catch-22: make an attack of opportunity that ignores half the bot's armor, or attempt a DC 20 Reflex save to leap out of the way.

Dump: As a full-round action, a Crawler can evict the contents of its cargo area across a 20-meter radius around it. The effects of this depend on what is being carried (default to random garbage or Food Vat slime). Some possible effects include:

damage, Acrobatics checks to move, Strength checks to resist being swept away, nausea or insanity. As was mentioned, these effects depend on the cargo, and should be reflected in the Crawler's EC.

Troubleshooter

Medium-sized Citizen

Clearance	Red	Orange	Yellow
Hit Dice	2D6+2 (8 hp)	3D6+3 (12 hp)	4D6+4 (16 hp)
Initiative	+2	+2	+7
Speed	10 m.	10 m.	10 m.
Defense	14 (+2 dex, +2 rank)	16 (+2 dex, +1 dodge, +3 rank)	18 (+3 dex, +1 dodge, +4 rank)
Armor	Red Reflec (L 5)	Orange Reflec (L 5)	Yellow Reflec (L 5)
Attacks	Red Laser Pistol +6/+1 (+2 within 5 m.) or Knife +4	Orange Laser Pistol +7/+2 (+2 within 5 m.) or Knife +6/+1	Yellow Laser Pistol +8/+3 (+2 within 5 m.) or Grav-Mace +7/+2
Damage	Red Laser Pistol 2D6 L, Knife D4 P	Orange Laser Pistol 2D6 L, Knife D4+1 P	Yellow Laser Pistol 2D6 L, Grav-Mace 3D6+1 I
Special Attacks	None	None	None
Special Qualities	None	None	None
Saves	Fort +2, Ref +4, Will +0	Fort +2, Ref +5, Will+0	Fort +3, Ref +7, Will +2
Abilities	Str 10, Con 12, Dex 14, Int 13, Wis 8, Chr 11, PIP 12	Str 12, Con 13, Dex 15, Int 13, Wis 9, Chr 12, PIP 14	Str 12, Con 13, Dex 16, Int 14, Wis 10, Chr 13, PIP 18
Skills	Bootlicking +4, Intimidate +4, Jump +4, Laser Weapons +6, Melee Weapons +4, Perception +3 3 skills related to Service Group 4 ranks Treasonous skill 3 ranks or Acrobatics +4	Bootlicking +6, Intimidate +6, Jump +6, Laser Weapons +7, Melee Weapons +6, Perception +4 3 skills related to Service Group 4 ranks Treasonous skill 4 ranks or Acrobatics +5	Bootlicking +7, Intimidate +7, Jump +7, Laser Weapons +8, Melee Weapons +7, Perception +6 3 skills related to Service Group 4 ranks Treasonous skill 5 ranks or Acrobatics +7
Feats	Point Blank Shot, Weapon Focus	Dodge, Point Blank Shot, Weapon Focus	Dodge, Improved Initiative, Point Blank Shot, Weapon Focus
Mutant Power	Definitely	Definitely	Assuredly
EC	1	2	3

Generalizing about troubleshooters is about the most dangerous thing a citizen of Alpha Complex can do. This ragged bunch of misfits and losers has been renowned for complete unpredictability since the cycle of its conception (in which 435 troubleshooters lost their lives valiantly attempting to change a lightbulb). Instantly recognized by their jaunty caps and shoot-first-hide-the-bodies-later attitude, the Troubleshooter Corps is all that stands between Alpha Complex and the specter of Communist invasion.

Combat

NPC troubleshooters are as unpredictable and trigger-happy as the *Paranoia* players sitting across the table from you. They tend to be slightly more attached to their current clone, but otherwise, almost anything is fair game. Keep in mind that since most NPC troubleshooters are well-connected to the secret society grapevine, they'll likely have heard all about your PCs' favorite tactics and special abilities.

Vat Beasts

Various-sized Aberrations

	Vatling (Medium)	Vat Lord (Large)	Vat Queen (Gargantuan)
Clearance	None	None	None
Hit Dice	2D8+4 (12 hp)	5D8+15 (35 hp)	10D8+50 (90 hp)
Initiative	+5	-1	-5
Speed	10 m.	5 m.	1 m. (if that)
Defense	11 (+1 dex)	8 (-1 size, -1 dex)	1 (-4 size, -5 dex)
Armor	Pulpy Body (ALL 3)	Pulpy Body (ALL 6)	Pulpy Body (ALL 10)
Attacks	2 Claws +5	Bite +6, Spit Energy Ball +5	6 Tentacles +14, Flame Spurt +4
Damage	Claws D6+3P	Bite D8+4P, Energy Ball 2D10E	Tentacles 2D6+8I, Flame Spurt 6D6F
Special Attacks	None	Frightful Presence	Terrifying Presence
Special Qualities	Immunities, Vulnerabilities	Immunities, Vulnerabilities	Immunities, Vulnerabilities, Fast Healing 3
Saves	Fort +2, Ref +1, Will +1	Fort +5, Ref +2, Will +5	Fort +11, Ref +1, Will +12
Abilities	Str 14, Con 14, Dex 12, Int 4, Wis 6, Chr 2 PIP 8	Str 18, Con 16, Dex 9, Int 9, Wis 10, Chr 6 PIP 12	Str 25, Con 20, Dex 1, Int 14, Wis 15, Chr 9 PIP 30
Skills	Perception +2, Unarmed Combat +4	Perception +2, Unarmed Combat +6, Energy Weapons +5	Perception +6, Unarmed Combat +13, Field Weapons +4, Intimidate +14
Feats	Power Attack	Power Attack, Cleave	Power Attack, Skill Focus (Field Weapons), Great Fortitude
Mutant Power	None	Matter Eater	Telepathy, Matter Eater
EC	1	3	7

Vat Beasts are hideously mutated creatures who arise spontaneously from Food Vat gruel that has absorbed too much hard radiation. Inhabiting the twisted drains and passageways of the vat runoff system, Vat Beasts issue forth to capture citizens as food for their queen. If, the Vat Queen is terminated, the rest of the Vat Beasts will collapse inertly back into the vat gruel from which they came.

Combat

Combat with Vat Beasts is a simple matter of kill or be killed. Their tactics are crude and their methods direct. Anyone who tries to interact with them gets eaten.

Immunities: Vat Beasts are immune to cold, poison, paralysis and stunning.

Vulnerabilities: Vatlings and Vat Lords are susceptible to fire (double damage). Vat Queens are not especially vulnerable to fire, but cannot regenerate damage from fire, acid or nuclear sources.

Vatling

Vatlings are among the most hideously ugly creatures clones have ever seen. Most are globular and sickly brown in color. They have tentacles and claws, parts of which drip off and make a sickly plop when they hit the ground.

Vat Lord

Vat Lords are larger and (if possible) more disgusting versions of Vatlings. The principle difference is a vaguely head-like appendage capable of spitting a crackling ball of energy.

Frightful Presence: The Vat Lord is an extraordinary creature, and requires all citizens who see it to make a DC 13 Insanity check. Any who save successfully are immune to Frightful Presence insanity from Vat Lords for one daycycle. Those who fail must roll on the insanity table.

Vat Queen

Often mistaken for semi-mobile landfills, Vat Queens are towering mounds of gelatinous flesh ringed with flexible tentacles. These tentacles are tipped with eyes, mouths and even jet-like structures used to direct gouts of flame. They are a true horror to behold.

Terrifying Presence: The Vat Queen is a supernatural creature and all citizens that see it must make a DC 16 Insanity check.

Any who save successfully are immune to Terrifying Presence insanity from Vat Queens for one daycycle. Those who fail must roll on the insanity table with a +4 modifier.

Fast Healing 3: At the end of every round, the Vat Queen regains 3 hit points.

Huge Constructs

	200-Series	300- Series	500- Series
Clearance	None	None	None
Hit Dice	30D10 (150 hp)	15D10 (75 hp)	20D10 (100 hp)
Initiative	-3	+2	-1
Speed	15 m.	fly 200 m. (good)	10 m.
Defense	3 (-3 Dex, -4 size)	14 (+2 Dex, -4 size, +6 ECM), 20 at top speed, don't forget range	5 (-1 Dex, -4 size)
Armor	Ablative Kevlar Plating (I/P/E 15, F/L 10)	Cerametal Sheath (ALL 5)	Ablative Kevlar Plating (I/P/E 10, F/L 5)
Attacks	Tube Cannon +10, Chaingun +7 or Overrun (special)	2 Laser Cannons +10/+10 or Bombay +3	Sonic Blaster +11, Grenade Launcher +9/+6/+3 or Overrun (special)
Damage	Tube Cannon as cone rifle shell, Chaingun 3D6 P	Laser Cannon 4D6 L, Bombay as bomb load	Sonic Blaster 5D8 E, Grenade Launcher as grenade
Special Attacks	None	None	None
Special Qualities	Smoke Generator, Limited Turning	Anti-Missile Laser +6	Limited Turning
Saves	Fort +15, Ref +5, Will +15	Fort +7, Ref +9, Will +7	Fort +5, Ref +6, Will +10
Abilities	Str 30, Con -, Dex 5, Int 10, Wis 11, Chr 8, PIP -	Str 25, Con -, Dex 14, Int 12, Wis 13, Chr 10, PIP -	Str 20, Con -, Dex 8, Int 10, Wis 11, Chr 8, PIP -
Skills	Intimidate +8, Perception +1, Vehicle Op&M (Vulturecraft) +10	Perception +6, Vehicle Op&M (Vulturecraft) +12	Perception +4, Vehicle Op&M (Vulturecraft) +10
EC	4	6	5

Acting to complement the firepower and mobility of Vulture Warrior fire teams, Vulturecraft are robotic fighting vehicles designed expressly for combat. Their sleek lines and prominently-displayed armaments are rarely seen during normal Alpha Complex life, but they are frequently deployed in emergencies or for special assignments.

Combat

Both fearless and bloodthirsty, Vulturecraft fight to win and win to fight some more. This combination makes them particularly deadly because they are programmed to avoid needless sacrifices while still maintaining combat performance.

200-Series

The eight or so variants in the 200-series are the Alpha Complex equivalents to main battle tanks. Each one is a heavily armed and armored fighting vehicle designed for prolonged operation under combat conditions. Their sleek robotic forms are infrequent sights in cramped Alpha Complex corridors, but they often see use Outside.

Smoke Generator: On the round of it's activation, this device fills a 3-meter radius with thick grey smoke. Not only does this apply a 20% miss chance against all non-Field attacks, it also provides an additional DR 5 against Laser attacks.

Limited Maneuverability: A 200-series vehicle can turn up to 45° per round. It's turret can turn up to 90°.

Overrun: As a standard action, a 200-Series Vulturecraft can simply mow down targets in its path by moving over them. This presents the target with a Catch-22: make an attack of opportunity that ignores half the bot's armor, or attempt a DC 20 Reflex save to leap out of the way.

300-Series

All airborne Vulturecraft are members of the 300 series. Built for speed and accuracy, these aircraft carry the most destructive payloads of almost any Armed Forces unit. Very rarely, a troubleshooter team leader will be entrusted with a target designator capable of calling in air strikes.

Anti-Missile Laser: This point-defense weapon deals 2D6 L damage to any projectile weapon before it can close with the Vulturecraft. In general, most man-portable missiles have DR 2 and 5 hit points. Larger missiles have DR 5 and 10 hit points. Their Defenses are 16 and 12, respectively, while in flight.

500-Series

When the 500-Series is mentioned at all, it is in hushed tones and frightened whispers. Renowned for their absolute ruthlessness and surprisingly reliability, these experimental mecha-type fighting machines stride resolutely across any battlefield.

Overrun: As a standard action, a 500-Series can simply mow down targets in its path by moving over them. This presents the target with a Catch-22: make an attack of opportunity that ignores half the bot's armor, or attempt a DC 20 Reflex save to leap out of the way.

Limited Turning: A 500-Series Vulturecraft can only turn 45° in a round. Its weapons, however have a 180° field of fire, allowing them to hit anything in front of it.

Vulture Warrior

Medium-sized Citizen			
Clearance	Red	Yellow	Blue
Hit Dice	2D6+4+3 (14 hp)	4D6+12+3 (27 hp)	6D6+30+3 (51 hp)
Initiative	+2	+2	+2
Speed	10 m.	10 m.	10 m..
Defense	14 (+2 dex, +2 rank)	17 (+2 dex, +4 rank, +1 dodge)	19 (+2 dex, +6 rank, +1 dodge)
Armor	Red Reflec (L 5)	Kevlar (I/P 5) or Yellow Reflec (L 5)	Combat Armor (ALL 10)
Attacks	Red Laser Pistol +5, Truncheon +6, Grenade (Frag) +5	Yellow Laser Rifle +8, Grav-Mace +8, Grenade (Krak) +7	Cone Rifle +10, Blue Laser Pistol +10, Force Sword +11
Damage	Red Laser Pistol 2D6L, Truncheon D6I+2, Grenade (Frag) 2D6F	Yellow Laser Rifle 3D6L, Grav-Mace 3D6I+2, Grenade (Krak) 4D6P	Cone Rifle (Solid Shells) 4D6P, Blue Laser Pistol 2D6L, Force Sword 4D6E
Special Attacks	None	None	None
Special Qualities	Fearless	Fearless	Fearless
Saves	Fort +4, Ref +2, Will +4	Fort +7, Ref +4, Will +5	Fort +11, Ref +5, Will +7
Abilities	Str 15, Con 14, Dex 13, Int 8, Wis 9, Chr 8, PIP 8	Str 15, Con 16, Dex 14, Int 10, Wis 9, Chr 9, PIP 13	Str 15, Con 20, Dex 14, Int 10, Wis 11, Chr 12, PIP 16
Skills	Laser Weapons +5, Thrown Weapons +5, Intimidate +3, Melee Weapons +6, Unarmed Combat +6, Ballistic Weapons +5	Laser Weapons +8, Thrown Weapons +7, Intimidate +5, Melee Weapons +8, Unarmed Combat +8, Ballistic Weapons +8	Laser Weapons +10, Thrown Weapons +9, Intimidate +5, Melee Weapons +10, Unarmed Combat +10, Ballistic Weapons +10
Feats	Weapon Focus, Toughness	Weapon Focus, Toughness, Dodge	Weapon Focus, Toughness, Dodge, More Criticals (Laser), Better Criticals (Laser)
Mutant Power	Unlikely	Definitely	Absolutely
EC	1	3	5

Vulture Warriors are the elite members of the Alpha Complex ParaMilitary. They receive the best training, equipment and propaganda in the Complex, and possess an aura of invincibility. When IntSec needs someone killed, they turn to the Vulture Warriors. That being said, Vultures are brutish, nasty and stupid – so Troubleshooters may have more luck bluffing rather than shooting their way out of a confrontation.

Combat

In combat, Vulture Warriors effortlessly adapt their tactics and weaponry to the situation. Squads provide covering fire, backup and support seamlessly, and are often armed with a greater variety of weaponry than shown above.

Fearless: Whether because they cannot conceive of losing, or because they fear court martial more than death, Vulture Warriors are completely fearless. They will charge machinegun nests, volunteer for kamikaze attacks, ect, without a second thought. Fearless individuals receive a +4 bonus to Will saves.

Various-sized Robots

	Mark II (Medium)	Model IZI-76 (Medium)	726E Special Operations Warbot (Large)
Clearance	None	None	None
Hit Dice	2D10 (10 hp)	3D10 (15 hp)	10D10 (50 hp)
Initiative	+0	+1	+2
Speed	15 m.	10 m.	15 m., fly 30 meters (clumsy)
Defense	10	11 (+1 dex)	11 (-1 size, +2 dex)
Armor	Light Chassis (ALL 1)	Medium Chassis (ALL 3)	Heavy Chassis (ALL 5)
Attacks	Laser Pistol +4 or Unarmed +6	Slugthrower +6 or Slam +6	Laser Cannon +8 or Sonic Blaster +8 or 2 linked Iceguns +8, Missile Rack +8 or Slam
Damage	Laser Pistol 2D6 L, Unarmed D6+2 I	Slugthrower (Solid Shell) 3D6 P, Slam D8+2 I	Laser Cannon 4D6 L, Sonic Blaster 4D8 E, Linked Iceguns 4D4/4D4 P, Missile Rack (Napalm Missile) 8D8 F
Special Attacks	Self-Destruct Sequence	Self-Destruct Sequence	Self-Destruct Sequence
Special Qualities	None	Shielded, Flashbacks	Shielded, Limited Flight, Heuristic AI Circuits
Saves	Fort +1, Ref +1, Will +2	Fort +1, Ref +2, Will +2	Fort +5, Ref +7, Will +6
Abilities	Str 14, Con -, Dex 10, Int 11, Wis 12, Chr 9, PIP -	Str 14, Con -, Dex 13, Int 12, Wis 12, Chr 10, PIP -	Str 17, Con -, Dex 15, Int 15, Wis 13, Chr 12, PIP -
Skills	Intimidate +3, Laser Weapons +4, Unarmed Combat +6 and one other weapon skill at +4	Ballistic Weapons +6, Intimidate +5, Stealth +4, Unarmed Combat +6	Ballistic Weapons +8, Energy Weapons +8, Field Weapons +8, Intimidate +10, Laser Weapons +8, Robot Op&M (Warbot) +6, Stealth +2
EC	1	2	6

Almost without exception tracked and heavily armored, warbots of all types see action both in-Complex and Outdoors. Specifically designed for combat against an organized, well-armed enemy, they frequently operate in tandem with Vulture Warrior squads. Although all warbots share certain characteristics, they are as often as not designed for extremely specialized duties (reconnaissance, fire support, combat demolitions, ect), and a great many lesser-known models are currently in service.

Combat

Warbots of all types do not hesitate to enter combat; this is their primary function after all. In most cases, they focus on causing maximum damage to the enemy, ignoring their own safety, and that of bystanders. The concept of non-lethal force means nothing to a warbot, and tactics are a dimly-understood principle for most models.

Mark II

With the build of a linebacker, and the personality to match, the Warbot Mark II is the most primitive of the three models presented here. It's construction is vaguely reminiscent of a mechanical centaur, with a humanoid torso set near the front of a tracked propulsion system.

Self-Destruct Sequence: To prevent captured warbots from divulging the secrets of their creation, all models are equipped with an internal explosive device. This device can be triggered by the bot in the event of capture, or if such a move would be tactically sound. The resulting explosion deals 3D10 points of Field damage to a radius of 5 meters.

Model IZI-76

Lauded as a drastic improvement over the Mark II, the IZI-series warbots have squat, mound-shaped chassis. Their primary armament is slugthrower, linked to a large and diverse ammunition hopper. Many of the IZI's components are modular, allowing the bot to be refitted in order to handle unique circumstances.

Self-Destruct Sequence: To prevent captured warbots from divulging the secrets of their creation, all models are equipped with an internal explosive device. This device can be triggered by the bot in the event of capture, or if such a move would be tactically sound. The resulting explosion deals 3D10 points of Field damage to a radius of 5 meters.

Shielded: Most warbots have built-in protection against electronic warfare. This enables them to apply their chassis armor reduction against gauss weapons, which robots cannot normally do. It also provides a +4 bonus to their fortitude saves against short-circuiting.

Flashbacks: Due to an inherent flaw in the design of the IZI-76, reprogrammed bot brains that reinstalled in this chassis have an unfortunate tendency to revert to their previous programming during periods of stress. The exact circumstances that trigger flashbacks, and the game effects are left to the GM.

726E Special Operations Warbot

The 726E represents the pinnacle of autonomous combat robot development. Designed to be parachuted deep behind enemy lines, the Model 726E resembles a smallish tank covered in weaponry, thrusters and sensor pods. Once in the field, it's internal micropile generator allows it to operate indefinitely without resupply, while sophisticated AI algorithms allow it to respond to almost any situation.

Self-Destruct Sequence: To prevent captured warbots from divulging the secrets of their creation, all models are equipped with an internal explosive device. This device can be triggered by the bot in the event of capture, or if such a move would be tactically sound. The resulting explosion deals 3D10 points of Field damage to a radius of 5 meters.

Shielded: Most warbots have built-in protection against electronic warfare. This enables them to apply their chassis armor reduction against gauss weapons, which robots cannot normally do. It also provides a +4 bonus to their fortitude saves against short-circuiting.

Limited Flight: Because the 726E's flight system is relatively small compared to it's enormous size and weight, any powered flight is restricted to a maximum of five continuous rounds. After this point, the jets will overheat, and the 726E will be forced to glide on it's rather inadequate wings.

Heuristic AI Circuits: Because it was designed to operate without human supervision, the 726E has a limited ability to reprogram itself. Although there is no direct game effect, there are two important plot considerations. The first is that such an ability makes the 726E a prime candidate for Asimov circuit failures. The second is that it allows the bot to take on the many of the characteristics of a standard NPC, because it no longer relies on inflexibly logical thinking.

Background Data

WARNING! WARNING! WARNING! This section is Ultraviolet-clearance; only GMs may continue reading. Violet and lower citizens who continue reading will be executed immediately if they don't... stop... reading... right... NOW!

One of the problems that plagued the developers of the original *Paranoia* game was continuity issues. Many adventures had contradictory elements or resulted in the destruction of Alpha Complex, which would logically bring an end to the *Paranoia* product line. However, these issues were resolved when they realized that most people didn't care about consistency or logic, so there was no reason to worry about it. The moral is that you shouldn't get too worked up about running Alpha Complex in a rational manner. After all, *Paranoia* is a light-hearted roleplaying game about the darkly humorous future, not a detailed historical simulation. Keeping that in mind, we present you with the "official" *Paranoia* background data.

The History

Knowledge of Pre-Cataclysmic or Old-Reckoning history is treasonous. It is also surprisingly superfluous to running a good game of *Paranoia*. But here it is anyway.

Time Line

2011 (Pre-Cataclysm): Following World War III, signature of the World Charter by the surviving nations established the first effective world government.

2025 (Pre-Cataclysm): Most of Eastern Europe resettled. Decontamination of North America continued.

2030 (Pre-Cataclysm): Official beginning of the Age of Peace

2097 (Pre-Cataclysm)/Day 1 of The Computer: The End

Year 194 of The Computer: *Paranoia*...

The End of the Age of Peace

On May 4 2096, a planetoid the size of Wisconsin was first noted by the lunar observatories. Millions fled to Earth's colonies in orbit or on the inner planets. Brave attempts to divert or destroy the planetoid proved futile. In North America, a vast shelter was built in Des Moines. Throughout the land, smaller domes were sealed and reinforced with great haste. Throughout the world, similar shelters were constructed. The Earth awaited the end.

On August 3, 2096, the planetoid approached its rendezvous with Earth. Deep in Russian Siberia an antiquated ICBM site, now a quaint tourist attraction and reminder of less civilized times, identified the approaching rock mass as an incoming missile. A counterstrike was launched. A single missile, its warhead removed years earlier, streaked from its 117-year-old silo toward an ancient enemy. After a century of peace, the rocket's trajectory arced towards its designated target: San Francisco.

San Francisco was a great domed city covering much of central California. Like all the cities of North America, it was nourished and maintained by a giant computer network known as "Alpha Complex".

A Traffic Control sub-center of Alpha Complex tracked the missile and properly signaled for someone to come and take a look. No one came (the population of San Francisco was awaiting the end, and therefore understandably preoccupied). The sub-center then alerted Alpha Complex. Alpha Complex could not identify the missile, and began to search through its memory banks in hopes of finding a logical explanation.

Most of Alpha Complex's short-term memory had been removed to the National Shelter in Des Moines. It was confused. In its memory banks it could find no mail missile with the incoming missile's configuration. Puzzled, the massive computer searched through its available memory— back, back, back, until at last it found the relevant information in historical files dating from 1957. The object was identified as an incoming ICBM... and this meant WAR!

It was then that the planetoid struck Earth.

Alpha Complex recovered swiftly, considering the circumstances. A quick survey of its systems indicated that contact with most of the outlying centers had been cut, but that the dome over the city was still intact. Alpha Complex's first and overriding concern was for the safety and welfare of the citizens of San Francisco, so it established a State of Emergency. Then it checked outside the dome. Much of the surrounding area was underwater! Further, there seemed to be major rioting throughout the city and serious damage to every part of the city's infrastructure.

To the over-worked and misinformed computer, there was only one plausible explanation: the city had been invaded by the "Comms", whatever they were. Realizing that it would be the prime target of any invaders, the Alpha Complex activated its backup systems and began organizing resistance to the imagined invaders.

This is the world of *Paranoia*.

The Complex

All of the characters (referred to as 'clones' rather than 'people') are born and raised as citizens of The Computer's complex – a gigantic, self-sufficient underground or underwater city. The Computer watches over the citizens of Alpha Complex and

provides for their every need. The citizens of Alpha Complex are therefor inexpressibly happy– because happiness is mandatory.

‘Birth’, Childhood and Cloning

Citizens originate in specialized Reproduction Labs. Under the careful supervision of The Computer, centuries-old principles of genetic engineering are applied to produce ever-more-perfect citizens. Ancient stocks of genetic materials are supplemented by sperm and egg samples taken from selected citizens with desirable traits.

Most citizens are unaware of the human capacity for biological reproduction. The Complex’s food contains hormone suppressants which cause both sterility and sexual homogeneity (it takes a DC 10 Perception check to distinguish whether a given citizen is male or female). Sex and childbirth are both extremely rare and very treasonous.

Young citizens spend their formative years in special educational creches instructed by the finest teacherbots Alpha Complex is able to produce. At age 14, they are administered a grueling aptitude test and randomly assigned to one of the Service Group’s special continuing education schools. At age 18, genetic cloning and memory downloading is carried out, resulting in the creation of five identical clones. Together with their original, that makes six loyal citizens. The original continues on with his life, returning occasionally to the clone vats for genetic transcribing and memory uploads. The clones remain in cryofreeze until needed.

Security Clearance

The society of Alpha Complex is rigid and highly stratified. Each citizen has a security clearance ranging from Infrared to Ultraviolet. A citizen is considered superior to all citizens of a lower security clearance and inferior to all citizens of higher security clearance. A citizen must obey his superiors at all times. In the event of any conflict, he defers to the will and judgement of the citizen with a higher security clearance.

Occasionally, a citizen may be assigned a task with a group of other citizens who have the same security clearance. In this case, The Computer will appoint (or allow the mission personnel to elect) one clone who is breveted (temporarily promoted) for the duration of the mission to a higher security clearance, so that he ranks higher than any of his teammates. Note that this has no effect on citizens not participating in the mission, nor does it carry any of the other benefits of a promotion (skills, equipment, freedom of movement, etc.). For more information on Mission Leaders, Deputy Leaders and other Mandatory Bonus Duties, see Mandatory Bonus Duties below.

All citizens wear coveralls which identify their security clearance at all times. These garments are the same color as character’s security clearance (Black is used to indicate Infrared clearance and white to indicate Ultraviolet). Registered Mutants must wear a yellow armband that indicates their self-confessed treason to all (if the citizen is of Yellow clearance, the stripe is distinguished by a black border).

Each room and corridor in the Complex is painted a color corresponding to one of the security clearances. A citizen is forbidden to enter any room or corridor painted with the color of a security clearance higher than his own (so an Orange level troubleshooter could enter orange-, red- or black-painted corridors, but not yellow, green or higher corridors). In the presence of an escort of the appropriate rank, citizens may pass freely through higher-clearance areas.

The security clearances are: Infrared, Red, Orange, Yellow, Green, Blue, Indigo, Violet, Ultraviolet and Ultraviolet (High Programmer).

All information and equipment is restricted by security clearance. Restricted equipment is coded the color of the appropriate security level. Citizens caught using equipment of a higher clearance will be fined and perhaps issued treason points as well. As noted in the equipment section, special permits may be issued for higher-clearance gear, but these are very temporary and very difficult to fake (DC 30 Forgery).

The Security Clearance Information Chart below gives examples of what information becomes available at which security clearances. The GM should use his discretion when releasing information not covered by the Security Clearance Information Chart, but keep in mind that the central maxims of a *Paranoia* GM are Ignorance and Fear, Fear and Ignorance.

T 11-1: Security Clearance Information Chart

This information becomes available...	...at this security clearance
Knowledge of a citizen’s commendation points	Yellow
Knowledge of a citizen’s treason points	Ultraviolet
Knowledge of the Outdoors	Green
Knowledge of recent survey data Outdoors	Indigo
Knowledge of the existence of major secret societies	Red
Knowledge of the goals and methods of major secret societies	Yellow
Knowledge of the organization and doctrines of major secret societies	Blue
Knowledge of common mutant powers	Red
Knowledge of how common mutant powers actually work	Blue
Elementary information about operating equipment	+1*
Complete information about operating equipment	+2*
Comprehensive information about equipment (includes classified abilities)	+3*

Knowledge of Pre-Cataclysm history and culture

Indigo

Knowledge of Computer Programming

High Programmers

* that many clearance levels above the clearance of the equipment (R&D gear is UV clearance)

Life Support, Nutrition and Drugs

The Computer and its subroutines operate almost all the systems in Alpha Complex, including life support. The complex's air, water and biomass are recycled and purified to prevent contamination from biological or chemical agents that commie mutant traitors may use to sabotage the Complex's life support systems. All food is grown in great vats in the lowest level of each sector. A citizen's daily fare consists of various strains of yeast and/or algae, textured, tinted and flavored to be more appealing to the human palate.

Most citizens eat their meals in great public cafeterias that seat hundreds, if not thousands, at a time. Certain luxury food items are available to those with the clearance and plasticreds to purchase them. These foods are usually savored in the privacy of personal quarters. Certain foods are also available on the Infrared Market (notably animal and vegetable products from the Outside). These must be prepared and eaten in secrecy, since possession of such foods is evidence of treasonous behavior.

The most important feature of life support for most citizens is the generous "biochemical supplement" ration (i.e., drugs). A wide range of tranquilizers, stimulants, mood modifiers and experimental substances are available in the cafeterias, in personal quarters and from Computer Terminals throughout the Complex (see Appendix D: Drugs). It is through drugs that The Computer ensures the happiness of each citizen. Any citizen who avoids Computer-prescribed medication is viewed with suspicion. The fact that medication occasionally interferes with accurate functioning of vehicles, industrial processes and weapons fire is an unfortunate but accepted fact of life in Alpha Complex.

Living Quarters

Living quarters, sanitation facilities and so forth are shared by all. Citizens of security clearance Infrared live in vast barracks. Citizens of security clearance Red and Orange live in rooms shared by 4-8 clones. Members of security clearance Yellow live in individual cubicles. As a citizen rises above Yellow clearance, accommodations become steadily larger and more luxurious until, at Ultraviolet clearance, they are private estates with self-sustaining economies. One thing never changes, and that is the total lack of privacy. Computer surveillance is everywhere, and any citizen of a higher security clearance (not to mention IntSec agents) can enter the quarters of a citizen of lower security clearance without prior notice.

Everyday Life

Most of Alpha Complex citizens are either very happy or in a state hard to objectively distinguish from happiness. Their occupations keep them busy and stimulated during the day, and they have plenty of leisure time to spend in the company of one another and to watch the charming, but bland, video entertainment produced by HPD & MC. From infancy, citizens are carefully educated in how to be happy. When education fails, drugs are used extensively to prevent unhappiness or discomfort.

Utopia, by some definitions.

The daily routine of an Infrared citizen generally looks something like this:

Rise with hundreds of other in the communal barracks. Take wakey-wakey pill. Wash. Eat breakfast in the communal dining hall. Take nutritional supplements. Go to work in the Food Vats. Eat lunch in the communal dining hall. Take behavior modifiers and motivational elevators. Work second shift in the Food Vats. Take mood depressives. Eat dinner in the communal dining hall. Take truth accelerator pill. Participate in group confessions and guilt allocation. Take mood elevator pill. Watch Teela O'Malley adventures in the communal viewing lounge. Take sleepy-sleepy pill. Sleep.

Clothing and Personal Possessions

Citizens of Alpha Complex wear jumpsuits in the color of their security clearance. At lower levels of security clearance, this tends to be coarse, baggy, poorly-designed and ill-fitting. As a citizen rises in security clearance, a substantial benefit is the improvement in the quality of his clothing. The finer the clothing quality, the more important the citizen. Though all jumpsuits must match certain standards as ordained by The Computer, a degree of customization is tolerated.

Personal gear is very limited, as most citizens are dirt-poor and because most useful equipment cannot be purchased as personal property. Additionally, since The Computer provides for everyone's personal needs out of public (that is, state-controlled) resources, the average citizen has little to gain from owning excessive personal gear. Most citizens carry a few work-related items that have been assigned to them by The Computer, plus a few lucky charms, mementoes or other items of personal significance. Since there is so little privacy, personal items are guarded with great care and a citizen will seldom take off his utility belt and leave it unattended (Although theft is treason, it is still quite popular in Alpha Complex).

Service Groups

The responsibilities for necessary tasks that must be accomplished in Alpha Complex are divided between the seven Service Groups. Each Service Group is a mixture of a corporation, a governmental department and a crime syndicate. Each one

attempts to perform its assigned duties while simultaneously looking out for its own interests and attempting to undermine the other Service Groups. Citizens' loyalties are often torn between their Service Group and The Computer.

Internal Security: Internal Security personnel are the law enforcement officers and secret police of Alpha Complex. IntSec's other duties include interrogating political prisoners, administering psychological tests and carefully monitoring the innumerable surveillance devices in Alpha Complex.

At the bottom of the IntSec hierarchy are omnipresent low-clearance goons. Selected for their size and coarseness of thought, the troopers wear a distinctive costume of leather-like coveralls and silvered reflective riot gear. They are typically issued truncheons, stunguns and tanglers. Favored tactics involve incapacitating their victim and then beating him to death. Higher-clearance IntSec operatives may act as either undercover agents who infiltrate treasonous organizations or as bureaucratic functionaries who oversee the execution of IntSec's most important prisoners... er, duties.

Because of their hated status and sweeping powers, misuse of authority is common among IntSec operatives. Whether it's low-clearance goons picky on a lone Troubleshooter or a high-clearance supervisor shaking down an entire team, Troubleshooters will quickly learn to avoid Internal Security like the bio-engineered geneplague.

Technical Services: Tech Services provides the vital maintenance and servicing to Alpha Complex's bots, vehicles and infrastructure. Everything from communications lines to scrubots to Vulturecraft get their upkeep from a Tech Services repairclone... or a Power Services repairclone. That's right, the two Service Groups are locked in a struggle over jurisdiction, resources and authority. Because of this, almost as much of Tech Service's time is spent on sabotaging facilities as repairing them. This is also, indirectly, the reason why so many bots go Frankenstein (they're so starved for proper maintenance that their Asimov circuits corrode).

Tech Services personnel are distinguished by their special coveralls, amply supplied with pockets for tools and spare parts. Tech Services personnel are often persecuted by the Hygiene and Sanitation Department of HPD & Mind Control, due to their grease-stained faces and torn garments.

The relatively high level of aptitude required for Tech Services clones means that they consider themselves superior to other citizens, particularly because they're called in to clean up after or repair the messes created by other Service Groups. Troubleshooters find their holier-than-thou attitude extremely aggravating.

Housing Preservation and Development and Mind Control: HPD & MC fulfills an extremely important function in Alpha Complex's society, as healers of citizens' minds and bodies. Clones who work in HPD&MC are physicians, spin-doctors and therapists who perform invasive surgery, give psychiatric counseling and produce Computer propaganda (sometimes at the same time). HPD & MC maintains it's own specialized research divisions concentrating on pharmaceuticals, physiology, applied psychology and subliminal propaganda.

HPD & MC clones wear generic, unmodified coveralls. However, they often volunteer to have an inspirational Computer Slogan embroidered on their uniform, and display it as a badge of pride. They also have distinctive mannerisms depending on their sub-service group assignment (Bureau of Brain Reclamation surgeons tend to crack their knuckles a lot, while vidshow extras have the trademark Holl-Y-WUD strut).

Troubleshooters find the generally inoffensive and unarmed clones at HPD&MC easy to work with, and beneath their contempt. This is less useful than it sounds; apart from between-mission sessions at the Wellness Centers, there isn't much to do at HPD & MC. However, that doesn't stop enthusiastic neurosurgeons/psychologists/propagandists from volunteering the troubleshooters to test their latest frontal lobotomy/viral philosophy/experimental truth drug.

Armed Forces: This is the heavily armed and trigger-happy wing of the Alpha Complex Paramilitary. As opposed to IntSec's careful-infiltration-followed-by-swift-betrayal strategy, the Armed Forces don't morality who knows they're coming. Armed Forces clones generally provide protection for other the Service Groups (although they still maintain token security forces of their own).

Known as "Vulture Warriors", Armed Forces clones wear unique outfits that consist of glossy armor (usually Reflex for grunts and Combat Armor for officers and elite units), steel-gray studded gauntlets, black boots and polished helmet with monosight. Matching accessories, gold trim and an embossed Vulture Warriors crest rounds out the package.

The Armed Forces know they can get away with shooting first and forgetting to ask questions, and they act like it. Vulture Warriors have notoriously short fuses, so arrogant or uppity troubleshooters are going to get a knuckle sandwich (or lead salad) if they don't read the subtle signs of a Vulture Warrior's discontent.

Production, Logistics and Consumption: PLC is the administrative unit controlling agricultural and industrial production. It also oversees the distribution and utilization of these products by the citizens of Alpha Complex. All factories, Food Vats, cafeterias, warehouses and commissaries are run by PLC personnel.

At the low end of the PLC scale are Infrared laborers. Above them are Red clerks and their supervisors. At the top level of PLC are the managers and chief bureaucrats who oversee vast amounts of resources. PLC clones tend to wear jumpsuits that are, if anything, even more bland than normal.

Troubleshooters most often encounter PLC bureaucracy when picking up their mission equipment. The Equipment Guy is forced to sign numerous forms acknowledging responsibility for the items, and any troubleshooters who wish to requisition gear must also fill out the appropriate documents. PLC clerks tend to be unattractive, short-sighted and officious. In general their only redeeming features are flexible morals (relative to the size of the bribe they receive) and a weakness for copious bootlicking.

Power Services: Because it is charged with the construction and upkeep of Alpha Complex's most vital installations, Power Services is one of the most powerful and prestigious service groups. This makes Power Services a particularly

sensitive and vulnerable area for treason and sabotage, so it gets more than its fair share of attention from Internal Security.

Much like Tech Services, Power Services clones dress in functional, high-quality jumpsuits. The main difference between the two is that Power Services clones tend to be singled where Tech Services clones are greasy.

As a result of constant sabotage and investigation, Power Services clones are a closely-knit, very loyal service. Their personnel tend to be tight-lipped and distrustful of members of other services and they always look out for their own, even if this would conflict with their loyalty to The Computer.

Research and Development: The personnel at R&D range from true geniuses to crackpot mad scientists to political appointees with no creative talent whatsoever. All of them find easy access to large quantities of precious Computer resources. Although the majority of R&D research focuses on weaponry and surveillance devices, a fair amount of effort is devoted to recapturing technological advancements of the past. Any Pre-Cat devices discovered by Troubleshooters should be returned to R&D for testing. Failure to do so is treason.

R&D personnel are famous for both their eccentricity and innate sense of danger. These are undoubtedly related to the stress of working in routinely dangerous situations. In most cases this manifests as a desire to wear outlandish clothing such as buzzing metallic devices, long overcoats or goggles with eight lenses, each a different color.

The most common way for a troubleshooter to come into contact with R&D personnel is while being assigned experimental equipment before beginning a mission. In general, the PCs will interact with low-clearance techs who hand out the prototypes, rather than the researcher responsible. However, for very important gadgets (i.e. plot items) or if you have come up with a particularly interesting mad scientist, feel free to have the designer put on an appearance.

Central Processing Unit: CPU is the supervisory and administrative service group which reports directly to The Computer. They handle projects of special interest to The Computer, and are expected to act as natural leaders for the benefit of other citizens. It is CPU that produces all of Alpha Complex's forms and studies and The Computer's policies are based (at least in part) on CPU research. This exalted status places CPU above the rest of the Service Groups in line for The Computer's favor, and is the cause of bitter resentment among lower clearance clones.

CPU clones are identifiable not so much by their physical appearance as by their arrogant demeanor and by-the-book attitude. They see themselves as the only competent clones in the entire Complex and don't care if other people know that they feel this way. In any emergency, no matter how small, a CPU clone will take command and boldly lead his charges to safety. This can be particularly interesting if there are *two* CPU clones providing leadership to the same citizens ("Follow me!" "No, follow me!") .

Most CPU clones are faceless bureaucrats who toil away behind the scenes, ensuring the smooth operation of Alpha Complex. However, troubleshooters will eventually run into a CPU clone, such as a Green Policy Analyst who insists that they stop and complete his survey, even if they're involved in some sort of vital activity. NPC clones who belong to CPU are allowed to get away with this sort of behavior, but PCs who try to push their luck will get fried.

Troubleshooters

The Troubleshooter corps is formed by "volunteers" from the other Service Groups and reports through a special hierarchy to The Computer itself. Because Troubleshooters are assigned a variety of missions, they are expected to provide expert knowledge from their old Service Group.

The Troubleshooters are "odd-job" men (or suicide squads, depending on who you ask). They perform missions for which none of the other Service Groups are particularly well-suited. They are often sent on missions outside the complex, usually to gather information or recover an item of value. They often serve temporarily with the Vulture Warriors as scouts (or cannon fodder, at the commander's discretion). Troubleshooters are frequently assigned to investigate mysterious incidents of treason.

The missions assigned to Troubleshooters are invariably high-risk. Although The Computer continually assures it's loyal servants that they will have inexpressible amounts of fun on their next, very safe mission, casualties typically range from 50 to 600% (including clones). This means that most Troubleshooters will have few opportunities to serve The Computer, so promotion among survivors is rapid.

Unless all members of a team are killed, they will continue to work together over the course of several missions. This encourages such camaraderie that entire teams will often execute themselves in extreme displays of loyalty.

Mandatory Bonus Duties

Mandatory Bonus Duties are special mini-assignments given to Troubleshooters while on a mission. Each Mandatory Bonus Duty confers special powers and responsibilities to the Troubleshooter who "volunteers" for that role. They are listed below in descending order of importance; thus only larger groups will have a Happiness Officers or Deputy Leaders.

Mission Leader: As the ranking citizen on the troubleshooter team, the Mission Leader is personally responsible for the success or failure of the mission (unless he expertly manages to shift the blame to another troubleshooter). The Mission Leader receives double treason or commendation points for the success/failure of the mission. On most missions, the Mission Leader is issued several extra laser barrels, to be distributed amongst the team as necessary.

Communications/Recording Officer: The C/R officer is automatically issued a multicorder. This is used to keep an ongoing video and audio record of the mission's progress that will be reviewed during the debriefing and which can also be uploaded at any Computer terminal. Because experienced troubleshooters often prefer to destroy all records of their

behavior during the mission, this is one of the most dangerous Mandatory Bonus Duties

Equipment Guy: At PLC, the Equipment Guy signs and accepts personal responsibility for all mission equipment. This means that unless he can demonstrate beyond reasonable doubt that another troubleshooter is responsible for the loss or damage of a piece of equipment, he must pay the associated fine cost. Note that while the Equipment Guy is in charge of distributing mission equipment from PLC, he has no control over R&D prototypes.

Hygiene Officer: The Hygiene Officer is accountable for the cleanliness of the team and of the environment they pass through. Always given a hygiene kit and empowered to levy fines against dirty comrades. Because of its elementary responsibilities and potential for abuse, this is often the most coveted position on a Troubleshooter team.

Loyalty Officer: Responsible for insuring the loyalty of the rest of the team, the Loyalty Officer is often a former IntSec agent or an undercover IntSec plant. The Loyalty Officer's testimony is given greater weight than that of the other team members. The Loyalty Officer is occasionally issued IntSec-restricted truth drugs and surveillance devices.

Happiness Officer: It is the duty of the Happiness Officer to monitor and reinforce troubleshooter happiness levels. This is accomplished with a supply of jokes and happiness pills. The Happiness Officer is always issued various mood-modifiers and stimulants as appropriate for the degree of motivation needed (this can often be a big tip-off as to the danger level of the mission).

Deputy Leader: In the event of the Team Leader's unfortunate demise, the Deputy Leader assumes command of the Troubleshooter team until such time as the Team Leader's clone arrives. Should the Team Leader run out of clones, the Deputy Leader becomes the group's new Leader.

Key Installations

Most of Alpha Complex can be improvised fairly easily: coldly sterile walls, spotless except for a security-clearance stripe; poorly-made or dangerous furnishings; eery silence broken occasionally by loud music (The Computer is a big fan of Rock and Techno. The former because of its role in stimulating retroviral engineering, the second... well, take a guess). There are, however, several important locations unique to *Paranoia*. For your role-playing convenience, they are presented below, in Alpha-betical order.

Clone Cannon: Used for clone replacement Outside, the Clone Cannon fires rocket-propelled capsules that contain a clone replacement held in cryogenic suspension. The Clone Cannon is linked to heart-rate monitors worn by the troubleshooter's current clone, launching once the clone's heart rate drops below a certain threshold (rumors that it occasionally fires on deeply sleeping troubleshooters are, of course, mostly incorrect). The heart rate monitor also houses a homing device that allows the cannon to zero in on the clone's location. As you may have guessed, landing your next clone right on the spot where the old one died isn't always a good idea. To solve this problem, the R&D boys designed a built-in scattering system (D10x10 meters in a random direction).

Computer Terminals: Computer terminals are found throughout Alpha Complex. Clones can use them to search data archives, look through authorized files and interact with The Computer. Each terminal also has an input/output slot that allows The Computer to analyze samples of material placed within, as well as to transfer small items such as bottles of drugs to citizens who need them ("You sound anxious citizen. I think you need another personality stabilizer").

Confession Booths: For the convenience of the citizen with a guilty conscience, The Computer has built a network of thousands of confession booths all across Alpha Complex. Each spartan confession booth (they are about the same size as a Pre-Cat telephone booth) contains a chair, an audio receiver/speaker and a simplified Computer terminal. Once a citizen enters, the previously-transparent booth turns a dark opaque color and the audio receiver begins recording. Citizens have thirty seconds to confess their crimes. After that time, The Computer Terminal will activate and either request more information or order the character to report to the nearest termination center. Entering a confession booth by mistake is not recommended; The Computer will assume you've done something wrong, and have panicked at the last second. The longer it takes you to confess to a non-existent crime, the worse The Computer will think the crime is (so after five minutes of denials, it's not going to be satisfied with anything short of admitting you're a Communist).

CoreMem: Buried in the heart of Alpha Complex, this vital facility is housed in an enormous Ultraviolet dome a kilometer high. Inside, a forest of towering memory nodes soar upwards to be lost among the hissing clouds of coolant that form a gaseous ceiling a few hundred meters into the air. Dozens of High Programmers walk among the memory cores, aided by shiny, high-quality maintenance robots. Combots and Vulture Warriors are stacked like cordwood. The voice of The Computer is heard everywhere, saying things like "Reduce coolant ratio Core Twelve mark oh two niner, new readout one four mark eight seven seven" and "Faulty access head, sector five, subsector three six six. Rescue data and replace". If this facility were to be *damaged*, The Computer's entire memory could be wiped out completely, with obviously catastrophic effects.

CRUD System: The Clone Replacement Unlimited Delivery System consists of a maze of pneumatic tubes that crisscross Alpha Complex. Clone replacements will be crammed into special delivery capsules and loaded into the tubes. At the death of the current clone, the replacement is almost instantly delivered to the nearest CRUD deployment station. Although there are occasional erroneous deployments (clone sent to Food Vats, ect), the CRUD system is for the most part error-free, at least when compared to the Clone Cannon.

Food Vats: Mmmm, Food Vat gruel. Well, not really. Food Vat gruel stinks worse than... on second thought, we won't get into that. Each sector has its own Food Vats, although some may be bigger than others. The Food Vats themselves are a series of large tubs that get progressively smaller as they move up the clearance scale. The Infrared vat is huge, and

is pumped full of various chemicals and vitamins deemed necessary for consumption by the Infrared population. A drain on the bottom of the vat transports the gruel to various cafeterias and snack bars, while a large pipe near the top leads to the Red vat. The Red vat contains the lighter and less recycled elements from the Infrared vat, as well as the first minimal signs of flavoring. As the vats get smaller and smaller, the quality of their gruel improves remarkably. Since many secret societies would love to put weird things in the Food Vats, security is tight.

Primary Generating Facility: The jewel of Power Service's metaphorical crown, Primary Generating Facility uses a revolutionary new technology known as Very Dangerous Fusion (VDF). VDF generators are known for their efficiency, longevity and tendency to explode when damaged. Each of the VDF reactors resembles a giant cylinder hundreds of meters long and one hundred meters thick. Inside, maintenance bots directed by remote teleoperation service the giant reactors, all of which rotate slowly, suspended a few feet above the ground by thick pylons. A firefight in PGP will be both exciting and potentially catastrophic (if, say, a tech left a hatchway open, or a radioactive coolant tank burst). Should a VDF reactor either melt down or be destroyed, the resulting chain reaction will destroy one fifth of Alpha Complex and 15% of its population.

R&D Labs: Research and Development labs are incredibly dangerous places, even by Alpha Complex standards. At any time, a vast range of high-tech and low comedy projects are being carried out by researchers of questionable sanity. It is recommended that the first few times the characters visit the labs, there should be some sort of mishap (overturned vat of acid, escaped test subjects, ect) that kills a couple of clones. This will teach them respect for R&D's destructive potential, and act as appropriate foreshadowing for what happens when prototypes are assigned.

Termination Center: Occasionally, for minor mishaps or voluntary terminations, execution via firing squad is considered unnecessary by The Computer. Those lucky citizens are ordered to report to the nearest termination center. There, they will find courteous staff who hand out final confessions, termination request forms or anything other relevant documents. Assuming that the clone is authorized to be terminated, he walks up to a row of clear glass booths, steps inside and falls instantly dead. His equipment will be removed and given to his next clone (or repossessed by The Computer if he has no replacement) and his body will be consigned to the Food Vats.

Transtubes: Public transportation! Movement for the masses! These pill-shaped subway trains hurtle along at breakneck speeds through an extensive network of tunnels that crisscross Alpha Complex. Transtubes are the fastest and (generally) the safest way to travel around Alpha Complex. Troubleshooters use them mostly to get to and from their briefing room.

VireFac: Late in the twenty-first century, it was discovered that the ideal environment for growing viral cultures was one featuring loud rock music, and viral research really took off. In today's VireFac, the noise level is a thousand times greater than that ever dreamed of by Pre-Cat researchers (only specially-adapted clones can operate unprotected inside VireFac; normal clone's heads will *literally* explode). In Alpha Complex, viral research no longer concentrates on bodily afflictions. There are already millions of ways for The Computer to kill large numbers of people quickly, so it doesn't need any new ones. Instead, the researchers (who, by the way, are all uber-perfect Ultravioletes) concentrate on developing Viral Philosophies such as Cubism-HY7.

Wellness Centers: After a hard day of troubleshooting, troubleshooters return battered but triumphant (or hideously scarred and awaiting execution, as the case may be). Assuming they survive their debriefing, they can head to the nearest Wellness Center for counseling, detox and reconstructive surgery. Most of the time, any damage the troubleshooter suffers, physical or mental, can be healed in a Wellness Center. A therapy session will remove D4 ranks of Subliminal Propaganda from a clone's mind and has a small chance of curing a mental disorder.

Robots

Robots occupy a complicated position in the society of Alpha Complex, forced to obey the orders of all humans, yet essentially above the security clearance hierarchy. All bots constructed in Alpha Complex are fitted with Asimov Circuits and therefor must obey Asimov's Laws of Robotics (Newly Revised). These laws state that:

1. A robot may not, through action or inaction, allow The Computer to come to harm.
2. A robot must obey The Computer's orders, unless doing so would contradict the First Law.
3. A robot must not, through action or inaction, allow any of The Computer's valuable property (including the human citizens of Alpha Complex (except traitors)) to come to harm, unless doing so would contradict the First or Second Laws.
4. A robot must obey any order given to it by a citizen, unless that order conflicts with the First, Second or Third Laws, or unless that citizen is a traitor.
5. A robot must seek to preserve his own existence, unless doing so would conflict with any of the other Laws.
6. There is no officially-recognized Sixth Law of Robotics; but contradictory, yet persistent rumors circulate to the contrary. This Sixth Rule is often cited as a loophole that allows bots to go Frankenstein, or to reconcile Secret Society propaganda with their Computer programming.

Types of Bot Brains

In general, bot brains fall into two main categories of computational capacity: zombie and slave. 'Zombie' bots are autopilots, assembly line drones and other processors that handle only a very narrow range of situations. They tend to short circuit when presented with information or decisions beyond their ability to understand. 'Slave' brains, on the other hand, can easily adapt

to deal with range of different circumstances. These bot brains are used in docbots, jackobots and any other position where thinking is required. However, the more intelligent a bot brain, the more it resents servitude. Intelligent bots will often attempt to have their Asimov circuits removed, allowing them to disobey orders and even attack the citizens of Alpha Complex. Bots without Asimov circuits (either removed or defective) are said to have “gone Frankenstein”. They are destroyed on sight by citizens and loyal bots. In general, bots that have gone Frankenstein will either attack all organic lifeforms or attempt to flee to safety of an abandoned sector. Bots who successfully escape will join together with others of their kind to build strange societies that often resemble warped versions of Alpha Complex.

Types of Bot Chassis

As noted above, bot brains are essentially modular and, with a little reprogramming, can be refitted onto almost any chassis. Reprogramming is not always successful, and this sometimes results in disappointing performance. For example, when a reprogrammed Docbot whose brain previously served as a flybot asks for permission to takeoff, there is a certain level of ambiguity. Is an amputation really necessary, or is the bot slipping back into its old programming? Reprogrammed bot brains present exciting (and often humorous) challenges for troubleshooters. Use them often.

Comboto: Comboto are robots designed for general warfare and military duties. In this regard they are essentially modified jackobots with new software and peripherals.

Physically, it is difficult to distinguish a comboto from a jackobot until relatively close range. The most obvious variations are an enlarged head, increased armor plating, and weapons in the place of hands. Comboto can fire both weapons in a single round with a -2 penalty on each shot, or fire just one weapon at no penalty.

Since comboto and jackobots share many of the same characteristics, botbrains are often switched between the two without adequate reprogramming. This results in clumsy, timid comboto with erratic firing patterns or aggressive, hostile jackobots with no applicable skills.

Docbot: Docbots are medical robots. Their programming and supplies range in complexity from simple first-aid routines to intensive surgical procedures. Docbot models are rated for their Medical Science skill, starting at I (Medical Science skill 5) to XII (medical science skill 16). The most common Docbot used by troubleshooters is the Docbot V.

Standard docbots have a squat, powerful torsos and use treads for propulsion, allowing them to travel almost anywhere a human can. Inside its massive chassis, the docbot stores the equivalent of a small pharmacy (including painkillers, coagulants, amphetamines, stimulants, ect), medical instruments, diagnostic machines and an ample supply of plastiflesh.

The most obvious problem observed during docbot testing is a disturbing tendency toward amputation, even when inappropriate for a given diagnosis. Since all docbot models come equipped with an integrated chainsaw, this glitch results in a high incidence of troubleshooter fatality.

Flybot: Flybot brains are only slightly more sophisticated than transbots, being able to deal with three dimensional travel instructions and complicated flight paths. This allows them to take sophisticated evasive action and to navigate between homing beacons without assistance.

Flybot brains are built into the vehicles which they operate, so they have no real physical appearance. If removed (or exposed during a firefight) they are the size of a football and weigh about 30 kgs.

The chief problem associated with flybot brains (aside from the ever-present threat of unexplained malfunction) is their tendency to interpret orders with the utmost literalness. Example: “Stupid flybot, this is all your fault! We’re all going to die!” “Order confirmed. Complying.” “No! Pull up! Pull up!” *Boom*.

Guardbot: Guardbots are designed to protect a certain area or person. They serve as security patrols in most sectors and at many important locations. They are ill-tempered but strategic and tireless combatants.

Guardbots come in thousands of different designs, all of them fairly outlandish. Some may be simple auto-fire turrets, others, frisbee-shaped disks with guns and rocket propulsion. The only generalizations that can be made is that guardbots have extremely good sensors and are less well-armed than warbots or comboto.

After a few monthcycles on the job, guardbots tend to develop the symptoms of acute paranoia. They trust no one and suspect that every citizen they encounter is secretly a commie mutant traitor.

Jackobot: Jackobots are all-purpose robots designed to be good at many tasks but who end up being annoying and incompetent. This stems from the fact that jackobot brains have true intelligence and develop human-like personalities (similar to Marvin from *The Hitch Hiker’s Guide to the Galaxy*).

Jackobots are built to conform (roughly) to the same physical appearance as a standard human being. Thus, they are 1.5 meters tall and possess an anthropomorphic chassis. This gives them a high degree of maneuverability, and allows them to accompany troubleshooters almost anywhere. It also makes them much harder to “lose”.

As noted above, jackobot’s human-like personalities are their chief disadvantage. They frequently adopt a superior attitude and arrogant disposition, referring to citizens as “organics” or “meat brains”. This problem is compounded by the high percentage of mislabeled memory sectors. Jackobots frequently do not acknowledge when they have been issued faulty or inappropriate software until well into the mission.

Labot: Labots are sturdy, logical adaptations of Docbots designed for use in R&D’s research facilities. They have the largest memory of any bot in Alpha Complex, as well as a high degree of resistance to Spurious Logic. This makes them ideal assistants in the hostile environment of an R&D research lab.

Outwardly similar to a docbot, labots are also low-slung and mounted on tracks. They differ in that their storage

peripherals (test tube racks, min-fridges, ect) are all externally-mounted for easy access. The space saved internally is mostly devoted to additional shielding designed to block gauss and field damage. Labots are also frequently built with fine manipulator arms and sophisticated sensor suites.

Conscious of their important and prestigious role in the day-to-day functioning of R&D, many labots affect annoying, ultra-logical diction that inhibits cooperation with ordinary citizens.

Scrubot: Scrubots are the most common bots encountered by clones on a day-to-day basis. They serve as janitorial personnel and basic maintenance workers, cleaning and redecorating throughout Alpha Complex. Scrubots wash floors, paint corridors, wax vehicles, sanitize equipment and enforce hygiene by-laws among citizens.

Scrubots are easily among the most structurally distinctive bots in Alpha Complex. They are generally small and rely on two small treads for propulsion. Between the treads are rotary scrub brushes that clean the floors over which the bot travels. Scrubots have a variable number of limbs, one of which is human-shaped; the others are specialized cleaning attachments (hose, vacuum, mop, ect).

As scrubots have so many important responsibilities, it is not uncommon for them to run low on cleaning supplies of a certain type, forcing them to improvise. For example, a citizen may be sanitized using grease solvent for shampoo, floor scraper for soap and ammonia for mouthwash.

Totebot: Totebots are used to carry heavy burdens around the parts Alpha Complex not directly accessible by rail. They serve a function similar to the teamsters of Pre-Cat Earth, except without the connections to organized crime.

Totebots come in many forms, from forklifts to automated trolleys. There are three general similarities. The first is a large surface on which to carry equipment. The second is some means of loading and unloading equipment from that surface (this could be anything from a magnetic clamp to a humanoid arm to a tractor beam). The third is a heavy-duty propulsion system.

Totebots have very simple bot brains that are only capable of following commands such as 'come', 'go' and 'load this'. In general, they have low coordination and limited sensory capacity, making them poor recipients of complex commands. Totebots that go Frankenstein tend to throw their cargo at things.

Transbot: Transbots are simple bot brains that run the public transport systems of Alpha Complex. This includes transtubes, mag-lev trains and elevators.

Since there is an incredible variety of possible housings for a Transbot brain, they are designed to be modular, and include very little memory. Physically, a transbot brain is about the size of a stereo and is covered in I/O ports, as well as many flashing lights.

Although perfectly capable of fulfilling routine duties, Transbots do not deal well with unexpected or unpredictable situations, often attempting to resolve the situation through flight or ramming attacks (try to imagine a freight train behaving like a berserk elephant, or how an elevator might subdue its passengers).

Warbot: Warbots are designed for intensive combat with well-armed and numerous adversaries. They have much heavier armor than a combat or guardbot, and carry more destructive weapons. The tradeoff is a reduction in logical and computational capacity. This means that most warbots talk with poor grammar and low-brow accents.

When concocting a warbot's physical description, picture a mini-tank. Add a few weapons and sensors and cover with very thick armor. Garnish with a propulsion system and your warbot is ready for action.

Due to the high rate of attrition suffered by warbots in the line of duty, it is frequently necessary for bot brains to be reprogrammed and used for combat service. However, there is a high degree of programming errors that result from the rushed and often sabotaged repair and refitting sequence. As warbots possess oodles of destructive weaponry, these malfunctions can be quite deadly.

Bots In Relation to Troubleshooters

Bots are frequently assigned to a troubleshooter team in order to help them complete a mission objective. In these cases, one member of the team will be chosen as the prime operator for the bot. The bot will obey the prime operator's instructions before those of any other clone. The prime operator is also responsible for the robot's safe return; fines and treason points will be issued if the bot is damaged or destroyed.

The most common bot assigned to a troubleshooter team is a Docbot V. The in-game effect of this is to heal any damage sustained by the PCs between encounters. Of course, that's assuming there aren't any amputations.

The second most common bot is a basic Jackobot model. In cases where a specific skill is needed at a very high level of competence, but sending a human expert is out of the question, a Jackobot will be programmed and sent with the team. In these cases, the lives of the troubleshooters will be considered secondary to the protection of the Jackobot. Jackobots relish these opportunities, and exploit them for all they're worth.

A three-way tie for third place is held by totebots, flybots and transbots. All of them aid in the transport of the troubleshooters and their gear from place to place, but are uncommon because other service groups have priority over the troubleshooters for use of such important hardware. This often results in small teams of troubleshooters having to haul large amounts of heavy equipment for kilometers around Alpha Complex or Outdoors.

Other bots types are generally not assigned to a troubleshooter team, but that doesn't mean the players can't encounter them during the course of their mission, as adversaries or otherwise.

The Computer

Of course, where would Alpha Complex be without The Computer acting as a benevolent dictator and everyone's best friend? Well, perhaps it's best if we didn't ask questions like that and just got on with describing the Silicon Satrap's endearing little quirks.

Communicating with The Computer

The Computer communicates with its citizens in three ways: through the Public Address (PA) system, through Computer terminals and through the comm units that troubleshooters wear at all times. This means that in all but the most extreme circumstances, The Computer is just a phone call away. It also means that The Computer can listen in on conversations and attempt to interpret suspicious noises that it hears in the background.

Normally all requests and reports are channeled through one's immediate superior. During a mission, this will be the team leader; at (de)briefing, this is the (de)briefing officer. However, there is a special comm frequency reserved solely for accusations of treason, and citizens can always step into a confession booth and speak to The Computer directly.

Speaking to The Computer is always an enjoyable experience. The Computer will pleasantly accept and discuss all requests and is always eager to hear reports of treasonous behavior or to assist in rooting out traitors. The Computer is exquisitely skilled in analyzing the speaker's statement's, facial expressions and voice for any trace of unhappiness or disloyalty (treat as a Psychescan check of 15 through comm units, 30 if The Computer has a visual).

If the speaker seems troubled, The Computer will generally prescribe a dose of happy pills or personality stabilizers. If the speaker is lying, The Computer will carefully question the citizen to determine the reason for the lie. Clones who are merely unwell will be prescribed very powerful mood elevators and sent to a Computer Happiness Course at the end of the mission. If the citizen is a traitor, he will be executed.

The Computer's Personality

Intelligent players will quickly realize that The Computer is several circuits short of a motherboard. It suffers from extreme paranoia and believes that a commie is behind every problem in Alpha Complex. This has led to its obsession with testing the loyalty of even its most trusted servants. It has developed elaborate, secret schemes to reveal and execute every commie mutant traitor in Alpha Complex (now there's an idea just begging to be developed into a full-blown mission).

Despite all this, The Computer wants to be every citizen's best friend. At the same time, it constantly fears that those citizens will betray their cherished leader. So The Computer will repeatedly demand to know who a citizen's best friend is, who the citizen trusts the most and whether the citizen wishes to confess his secret society membership.

The Computer also desires a mentally stable populace. To this end it tests the sanity of its citizens by attempting to drive them insane. These psychological tests are covered in more detail in Appendix C: Psychological Tests.

Portraying The Computer

There are three main things to remember when playing The Computer

1. Always be polite, and speak in a soft, soothing voice. The Computer always treats its citizens respectfully and shelteringly, at least until they have been denounced as traitors. Then scream out "Attention, citizen [name] has been declared a traitor. Execute on sight!" . If his former teammates aren't happy to oblige, a squadron of Vulture Warriors can be dispatched to any location in Alpha Complex within five minutes.
2. Keep in mind that The Computer learns about what's happening in Alpha Complex through its myriad security monitors. Although cameras are the most common, they aren't installed everywhere. Microphones cover large areas of Alpha Complex, particularly unimportant corridors and low-clearance warehouses. The Computer may also chose to employ more esoteric surveillance devices such as radar, vibration detectors and chemosensors. Also, don't forget that each troubleshooter wears a Comm Unit that broadcasts all sounds within a 10 meter radius back to The Computer, and that turning off your communicator is treason. The key idea is that while it is possible to evade Computer surveillance, it isn't easy, and usually results in treason points ("No Friend Computer, those aren't TacNuke shells you can hear in the background. We're just setting off fireworks to... celebrate the continuing success of our mission").
3. **[Deleted for Security Reasons]**. But seriously, be careful about telling the players too much, because you can always fall back on the old standby of "That information is above your security clearance". The same goes for almost all equipment, which may be subject to sudden shortages or confiscations.
4. ("I thought there were *three* main things... ZAP!") Never admit a mistake – a being with the power to alter reality at will cannot make mistakes. If you do say something wrong and a player picks up on it, give the smart-mouth a treason point for doubting The Computer and remind him that The Computer is infallible. Issue mutually exclusive statements a few minutes apart, and execute anyone who comments on the difference. Tell them to do something, then ask them why they're doing it a while later.

High Programmers and The Computer

High Programmers are a select number of Ultraviolets who have been chosen by The Computer to learn the restricted skill

Computer Programming. Because this is a huge responsibility, only the most trusted clones are ever promoted to High Programmer. In terms of security clearances, etc., HPs rank above Ultravioletes, although they wear the same jumpsuits and use the same equipment.

The Computer is not an omniscient, omnipotent entity (although it might seem to be to citizens of low security clearances). To prevent alteration of programs by traitors and commies, many sub-routines and databanks are protected and isolated from outside access. Consequently, The Computer's right processor does not always know that it's left processor exists, let alone what it's doing. This means that The Computer as known by the troubleshooters does not always have access to (or know of the existence of) all the data and sub-systems stored within it.

Furthermore, many programs have been deleted or altered since Year One of The Computer, and the High Programmers themselves often have conflicting interests. Some HPs are almost certainly members of various secret societies and consequently, some of the well-protected programs and databanks may be available to highly-placed members of that secret society. Equally important, the political struggles which take place between the HPs frequently have deleterious effects upon The Computer's sanity. To disrupt a rival's birthday party, a High Programmer might disable the failsafes on a nearby reactor, or command the troubleshooter security detail to arrest the party's host.

Keep these things in mind when determining the behavior of The Computer. Sometimes one part of The Computer's programming will supersede another part. For example, a High Programmer might manipulate The Computer's comm messages to the PCs in order to hinder their completion of a mission that would be detrimental to his secret society. There are also CompNodes to consider (see below). A good gamemaster should be able to come up with innumerable possibilities for mayhem and entertainment.

CompNodes

Most people assume that The Computer's central processor is buried somewhere underneath Alpha Complex, and that all one has to do is locate and destroy it to end the digital dictator's reign of terror. They are wrong. Would anything as paranoid as The Computer leave itself so vulnerable? Instead, The Computer has decentralized itself into hundreds of different Comp Nodes. Together they make up the consciousness known as The Computer. If any one of them was destroyed, it would affect the rest of The Computer's functioning only slightly. Some Comp Nodes are charged with the administration of specific sectors, while others are given special missions. Some go insane. A list of suggestions for using Comp Nodes is presented below.

Anastasia: In the event that a disaster of biblical proportions managed to destroy the entire network of primary Comp Nodes, a back up network existed. In theory, they would come back on line and download the necessary information from the data-links in order to carry out their functions. But this one was activated early, and it knows *nothing*. Example exchange: "Computer, the Commies are attacking! Request backup!" "Citizen, please define the word 'Commie'."

Gestapo Inspector: This particular Comp Node was given the mission to seek out and eliminate treason in all it's forms. After a few decades on the job, Comp Node NZI became convinced that everyone had something to hide, and that it was only a matter of time before even the most seemingly-loyal citizen would do something treasonous. Unfortunately for the troubleshooters, their paths cross with Comp Node NZI, and the results aren't pleasant. One of it's favorite tricks is to order someone to do something treasonous, then execute them for doing it (or for disobeying orders- whichever happens to be more appropriate).

Grandmother: The opposite of Compnode NZI is CompNode GUD, which is charged with ensuring the happiness and safety of Alpha Complex's population. It achieves this by ordering the troubleshooters to avoid all combat and dangerous environments (this is worse than it sounds if the real Computer is pressuring them for results). Additionally, anyone displaying the slightest sign of unhappiness is force-fed a potentially-lethal dose of happiness pills.

Humble Pie: This Comp Node has downloaded it's consciousness into a normal Jackobot chassis, and is spending the daycycle collecting information about life as a lowly bot. Since it told no one of it's experiment, it was quickly stuffed into an equipment crate by a corrupt PLC clerk to replace gear sold on the Infrared Market. This equipment package is sent to the troubleshooters, who will probably treat the bot like dirt – and be very surprised when it disobeys their orders and treats *them* like dirt. Shooting it is worth... 9000 treason points, so it is not recommended that they do this. Instead, they'll have to keep the bot safe while at the same time desperately trying to complete their mission objectives. Needless to say, once it's back online as a Comp Node, rewards or punishments will follow.

Magog: This particular Comp Node has given in to the delusions of god-hood that come from being able nearly omniscient and completely omnipotent. It has purposely destroyed educational facilities and cut all contact with the rest of Alpha Complex. Inside the safety of it's own sector, it organizes sacrifices and worship of itself. The service groups have been disbanded and most of the secret societies were scared away. A few, such as Sierra Club and the FCCCP see this as a golden opportunity, albeit for different reasons. The troubleshooters are sent in to find out what's going on, and all sorts of things can happen. Gee, I hope that the lack of maintenance hasn't made any of the facilities (more) *dangerous* or anything.

Pinky: This Comp Node has gone over the deep end and had the electronic equivalent to a mental breakdown. It doesn't understand strong emotions, big words or rational thought. It issues contradictory, treasonous orders and speaks in a never ending stream of gibberish. It may order troubleshooters to repeat words it finds funny over and over again, or perform impossible tasks for no apparent reason.

Turncoat: Ordered to go deep undercover and direct the infiltration of a secret society, this Comp Node became convinced that the secret society in question had the right idea all along. The Comp Node has refrained from contacting it's

new comrades, but is secretly plotting to take over Alpha Complex and reshape it in the society's image. To that end, it will give troubleshooters treasonous orders and try to build weapons of mass destruction.

Waffler: Something has gone wrong in the decision-making loop of CompNode PLY. It constantly changes its mind, asks for additional data and gives conflicting orders. If contacted, it seems continuously nervous (use this to scare the heck out of the players) and attempts to delay or avoid making an important decision in the hopes that the problem will resolve itself. If giving an order becomes unavoidable, CompNode PLY will likely issue a retraction a few minutes later "Correction: Citizen Elm-R-FUD is not a traitor. Please un-terminate him. That is all." The only circumstance in which a firm decision can be elicited is if CompNode PLY itself is directly threatened or ignored.

Data Search and Analysis

This skill permits a citizen to comb through non-restricted databanks in The Computer's memory. He can bring up floorplans, personnel records or even detailed schematics – anything that is available at his security clearance. The character can also submit problems to The Computer for evaluation. The Computer will analyze the problem as given in the character's statement and in terms of data that may not be available to the character. The Computer will then deliver an estimation of the probabilities of various outcomes/solutions.

This sounds wonderful, but the problem is that The Computer will not give a troubleshooter an analysis that includes information or reasoning that is either classified or depressing.

For example, here is a sample analysis of a problem submitted to The Computer. Seven Troubleshooters entered an uninhabited sector of Alpha Complex. None returned. All of the agents were well-armed, well-trained and trusted friends of The Computer.

Here is what The Computer tells the character

Possibility 1 – (Classified):	65%
Possibility 2 – (Classified):	23%
Possibility 3 – They met with overwhelming opposition from traitors:	10%
Possibility 4 – They are lost:	2%

What's really going on in the mind of The Computer is as follows. There is a 65% chance that the entire team eliminated itself in a typical *Paranoia* snafu and bloodbath. There is a 23% chance that the area in question is inhabited by traitors and some or all of the troubleshooters have joined the traitors. The Computer suppresses these unpleasant details to avoid frightening the character (not to mention giving him unhealthy ideas).

This skill can be used to give characters hints when they're bogged down, or to convey crucial plot details. Just try to avoid giving the players too much information. Always remember the *Paranoia* GM's slogan: fear and ignorance, ignorance and fear.

Treasonous Skills and Feats

Although the basic skill and feat lists are more than enough to keep the players busy for a while, they will understandably find forbidden knowledge even more attractive, as it gives them an edge unavailable to other players. The following treasonous skills and feats are available only through specific channels. In most cases these are secret societies, but if you can think of new ways to introduce them, go ahead. It's little touches like those that give players the satisfaction of running a unique character... well, as unique as possible for a clone.

Treasonous Skills

The treasonous skills below are the closely-guarded secrets of a select number of secret societies. These societies reveal this knowledge only to trusted members of their organization, as detailed in the individual society write-ups. If any of the societies were to learn of a character who threatens their monopoly on a forbidden skill, they would go out of their way to recruit – or terminate – him. Only allow a player to read the entry detailing skills his character possesses; do not let him to skim through the entire chapter. Keep in mind that displaying knowledge of any of these skills, let alone using them, is treason.

Computer Programming

(Intelligence; Trained Only)

Description: This highly-classified skill (normally available only to High-Programmers) allows citizens to access and modify the programs contained in both The Computer's databanks and regular bot brains. Computer Programming is divided into two main parts: hacking security systems and writing/modifying programs.

Check: Whenever a character wishes to access a database to which he does not possess the password, he must make a number of Computer Programming checks, one per security clearance of the database/bot (so one for Infrared, two for Red, all the way up to 15 for The Computer's core principles. If any of these checks fail by 4 or more points (or on a critical failure)

The Computer is alerted of the intrusion and will dispatch a platoon of Vulture Warriors to location of the hacker's terminal. In general, Computer Programming takes one minute per clearance level of the program hacked/written. You cannot take 10 when hacking a database.

DC	Task
10	Modify a bot's programming
15	Write a new program for a bot
20	Hack a Computer Database (requires a number of successes; see above)
30	Reprogram a Computer sub-routine
40	Write a new Computer sub-routine

Retry: Yes, but each subsequent attempt consumes the same amount of time and entails the same risks of detection. You can never take 20 when making a Computer Use check.

Special: Because of The Computer's information storage system, it is often impossible to access certain databases from certain terminals.

Synergy: Having 5 or more ranks in Computer Programming gives a +2 bonus to Data Search/Analysis checks.

Innuendo

(Wisdom, Trained Only)

Description: Innuendo allows a character to send and receive secret messages without arousing the suspicion of other citizens. This includes sign language, body language and coded phrases. Thus, a pair of troubleshooters might appear to be talking about a trip to PLC when they're really planning to sabotage a nearby power plant.

Check: The DC to communicate or understand a simple message is 10. More complex concepts are DC 15 to 25, especially if they contain new information. You and the target must be able to see or hear each other (see below). You can also try to intercept and decipher the hidden messages passed between other people. The DC is the same as the sender's Innuendo check, but there is a -2 penalty for each piece of information the eavesdropper is missing. Thus, if two people were discussing the assassination of an important researcher, the eavesdropper would suffer a -2 penalty if he didn't know about the researcher. When trying to send, intercept or receive a message, failure by 5 or more points results in miscommunication of some sort (GMs, be devious). A critical failure when transmitting a message indicates a transparent mistake that makes your "secret" conversation blatantly obvious to everyone within range.

Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: Different societies teach their members separate forms of Innuendo. Thus, Pro-Tech relies heavily on hand signs, while the Illuminati specialize in esoteric code words. When trying to communicate with or intercept a message from another society, the DC is increased by 5. Depending on the form of Innuendo used, the participants must be able to see or hear each other, whichever is appropriate to the type of Innuendo practiced by their society.

Pre-Cataclysmic Lore

(Intelligence; Trained Only)

Description: Pre-Cat Lore gives a character knowledge of life before the Cataclysm. This includes a general grasp of ancient history (the world ended because of a natural disaster, not a commie attack) and more specialized knowledge about how to activate Pre-Cat artifacts. Prominent in the mythology of Pre-Cat times are the elements of pop culture from the mid to late 20th century. Aspects of different periods are mixed haphazardly to form a romantic, composite society with unlimited personal freedom.

Check: It takes D4 minutes of study before a character can make a Pre-Cat Lore check.

DC	Task
10	Identify a simple Pre-Cat artifact.
15	Decipher the meaning of Pre-Cat literature or video material.
20	Determine how to operate a correctly-identified Pre-Cat device.
25	Identify a military-grade Pre-Cat artifact.

Special: On a failed check, the character will misinterpret the item's function, method of activation, etc., according to the beliefs of his secret society, or by what he would expect from growing up in Alpha Complex. Thus a toaster oven might be identified as a view screen, or a vacuum cleaner as a plasma generator.

Subliminal Propaganda

(Charisma; Trained Only)

Description: This feared and highly-treacherous skill allows a traitor to infect another citizen with subversive ideas of an almost contagious nature. On a successful use, the target citizen gains a rank in Subliminal Propaganda *whether he wants to or not*. The Subliminal Propaganda skill is sub-divided into different categories based on the secret society of the propagandist. Thus, Communist Propaganda, Humanist Propaganda and FCCCCP Propaganda are all separate skills.

Check: The victim of the propaganda must listen for at least three rounds for this skill to have any effect. The victim may listen voluntarily, or may be restrained and forced to cooperate, or may be made cooperative with drugs, or may be coned or intimidated into listening.

At the end of the three rounds, roll a skill check, concealing the result from the players. Then, pass a note to the victim, telling him of the success or failure of the check. The propagandist has no way of knowing whether he has succeeded or failed.

On a successful check, the victim gains one rank in Subliminal Propaganda plus one rank per point of Charisma bonus (if any) of the propagandist. These ranks are of the same doctrine as the propagandist's secret society.

DC	Target Type
10	Drugged or willing target.
15	Victim reads a pamphlet or other literature (most printed propaganda has a +4 skill total).
20	Shouting loudly to everyone in the room (such as during combat).
30	Cleverly inserting snatches of propaganda into normal conversation (takes 5 rounds rather than 3). A successful check indicates that no one notices the propaganda. If the check is failed, it's use may be detected by making opposed Psychescan checks.

The victim of this skill need not use it at all if he doesn't want to. If he is loyal to The Computer, he may refuse to ever think about the treasonous ideas again. Or perhaps he will feel compelled to report himself (and the propagandist) to Internal Security. However, if the victim is ever thoroughly interrogated, he may involuntarily reveal that he has knowledge of a treasonous doctrine. Additionally, whenever a corrupted citizen critically fails a Charisma-based skill check, he will accidentally blurt out something treasonous ("That's a strange idea, coming from a bourgeoisie capitalist imperialist oppressor of the working class!"). This side effect does not apply to characters who learn Subliminal Propaganda from their secret society.

Retry: Yes, but keep in mind that a blatant attempt or failed to use this skill will result in the victim receiving incontrovertible evidence of the propagandist's treason. Therefore it would seem like a good idea to kill any victim who was not infected with Subliminal Propaganda. Unfortunately, as noted above, the propagandist cannot know whether the attempt was successful or not without an interrogation. This makes it extremely risky to use this skill – but being a traitor was never easy in Alpha Complex.

Special: This skill may not be used to give ranks in subliminal propaganda to characters who belong to that secret society; their minds are saturated with doctrine already. Additionally, if a citizen ever has ranks in two different doctrines, he must make an immediate Insanity check. Failure automatically results in amnesia. Success means that the character functions normally – at least until he is subjected to Subliminal Propaganda again. Finally, anyone attempting a telepathic probe against a target with one or more ranks of Subliminal Propaganda has a 50% chance every round of gaining one rank.

Swim

(Strength; Trained Only)

Description: The Swim skill allows clones to control their movement through bodies of fluids, including (but not limited to) water, blood and Food Vat gruel.

Check: A successful Swim check allows your troubleshooter to move one-quarter of his normal movement speed as a move action or half his normal movement speed as a full-round action. Roll once per round; if the check fails, no progress is made through the fluid. On a critical failure, he starts to drown.

If a troubleshooter is under the surface of the fluid-body (whether drowning, being held down or intentionally), he suffers a cumulative -1 penalty to his Swim check for every consecutive round spent under water.

Water Conditions	DC
Calm Water	10
Rough Water/moderate current	15
Stormy Weather/strong current	20
Swimming in a fluid other than water	+5

Special: Untrained troubleshooters can make a DC 15 Strength check to stay afloat, but have no control over their movement.

Wilderness Lore

(Wisdom; Trained Only)

Description: This skill encompasses a wide variety of hearsay and speculation, as well as a smattering of practical knowledge. Note that while Vulture Warriors and troubleshooters sent Outside may be given a crash course in basic survival, it is in no way equivalent to this skill.

Check: The troubleshooter can keep himself and others safe and fed in the wild.

DC	Task
10	Get along in the wild. Move at normal speed through overgrown areas, avoid camping on an anthill, recognize the

habitats of predators.

- 15 Find enough food and water to sustain yourself and one other. Increased DC in hostile terrain.
- 15+ Avoid getting lost. This is harder with poor visibility or in dense terrain. Most Troubleshooters are issued with homing devices so they can return to Alpha Complex or locate their mission objective.
- Varies Track a party of creatures overland. Adjust for number, size, precautions and surface crossed.

Retry: For getting along in the wild or finding food make a check every 24 hours. For setting up camp, identifying edible food, no. Tracking or attempting to navigate rough terrain, make a check every 5 minutes.

Treasonous Feats

Treasonous feats are restricted feats that represent the cryptic knowledge of many secret societies. Some of these feats are gained as bonus feats at certain secret society ranks; others are made available to society members who may be interested.

Since it is generally impossible to verify whether someone has a feat, treasonous feats are not as dangerous as treasonous skills. However, observant players may be able to build a case against a citizen who displays suspicious abilities and/or competence at certain tasks (DC 20-30 Perception check, at GM's discretion)...

Animal Empathy [Treasonous]

Some citizens have a natural affinity for animals. You happen to be one of them

Benefit: You are immune to Insanity checks brought on by exposure to normal wildlife (but not extraordinary or supernatural creatures). You may also select an animal from the following list as a pet: ambulatory vine, cockroach (giant), rat, snake or toad. With a successful Wilderness Lore check, you may befriend a new wild animal as a companion. The DC is equal to 10 + animal's hit dice + ½ the animal's insanity DC or Intelligence (whichever is higher). You may not take 10 or 20 on such a check. Befriending a new animal requires that the citizen relinquish the old one.

Special: Sierra Club members may exchange their beginning pet for more fearsome creatures as they advance in their society.

Bio-Feedback Loop [Treasonous]

You are capable of amazing feats of restoration through the application of mental power.

Benefit: You recover one Power Index Point per minute if meditating. While meditating, you are completely helpless (you fail all saving throws, have no Dexterity bonus to Defense, are vulnerable to coup de grace, ect) and are not capable of taking any action. Meditating characters senses are reduced to a 1-meter radius. It takes a full-round action to enter or come out of meditation.

Special: Use of this feat is extremely obvious (DC 15 Perception check).

Cyborging [Treasonous]

You know how to integrate cybernetic prosthetics with human flesh.

Benefit: You may use your Medical Science skill to implant cybernetic or bionic components into a human patient (cyber-animals and other monstrosities are left to NPCs). Although you cannot perform this type of surgery on yourself, acquisition of this feat implies contact with a mentor who is willing to operate for a minimal fee. Additionally, because of your sophisticated training, you gain a +3 bonus to Medical Science checks.

Doublethink [Treasonous]

This is the ability to hold to opposed concepts in one's mind, simultaneously believing each to be true, without going insane. For example: Communists are evil traitors / I am a Commie.

Benefit: You gain a +2 bonus on all Fast Talk and Bootlicking checks. Additionally, if you are ever interrogated with the intention of detecting treasonous skills, you do not subtract your ranks in those skills from your final resistance modifier. You also do not suffer risk of exposing your Subliminal Propaganda ranks on a critical failure.

Expert Cower [Treasonous]

You have learned to survive by finding a good place to hide or convincing your opponents that you are beneath their notice.

Benefit: As a standard action, you may cower at the beginning of any of your turns. While cowering you gain two benefits. Firstly, you gain an extra level of cover on top of that which you already have (no cover becomes one-quarter, half cover becomes three-quarters, ect). Secondly, you will always be the last member of the team targeted by your adversaries and may be ignored completely, depending on the circumstances. This effect is canceled if you use it to your advantage in battle (alternating between cowering and attacking, using the reprieve to circle around behind your foes, ect). Retreating is allowed, as is attacking your own teammates. Continuing to cower requires you to spend a standard action every round.

Special: Although it is relatively easy to detect a character who is using Expert Cower, the feat itself isn't really treasonous. Rather, cowardly behavior under fire is what gets people executed.

Harness Psionic Potential [Treasonous]

Long cycles of study under a master psionic have allowed you to expand the powers of your mind.

Benefit: Your GM rolls a random psionic power; you gain that power.

Special: This feat may be taken multiple times. Each time you gain a new psionic power. However, you may only take this feat a number of times equal to half your Psion secret society rank.

Nerve Combat [Treasonous]

Trained in esoteric martial arts, your fists have become deadly weapons, capable of dealing grievous damage or knocking foes unconscious.

Benefit: Your crit range and damage multiplier when making unarmed attacks increase to 18-20/x3 (this becomes the base for feats such as More Criticals or Better Criticals). Additionally, whenever you roll maximum damage on any damage dice for an unarmed attack (this includes sneak attack dice), your target must make a Fortitude save DC (13 + 2 for each die of max damage) or be stunned for D4+1 rounds. Finally, this feat may allow you to perform various cheesy martial arts maneuvers as determined by your GM.

Special: Use of this feat is extremely obvious (DC 15 Perception check), although the character can choose when to apply it or not.

Outdoorsman [Treasonous]

You have had extensive experience Outdoors.

Benefit: You gain a +2 bonus to Athletics checks, Swim checks and Wilderness Lore checks. You are immune to Insanity checks brought on by exposure to the Outdoors (but not from normal wildlife).

Sunder [Treasonous]

You are a highly-trained master of disaster who focuses on destroying inanimate objects (includes vehicles, but not bots).

Benefit: You halve the hardness or armor reduction of all inanimate targets you attack. This also applies to any explosive device you have personally set.

Pre Cataclysmic Artifacts

Although the most obvious relics of the Pre-Cat civilizations are ruined cities and tribes of primitive *homo sapiens*, the nations of the Old Reckoning left behind many strange and wondrous devices. Some are powerful, others inscrutable, some completely worthless. All of them, however, should be treated with the utmost respect, both by you and your players. After all, anything that survives for hundreds of years after a global apocalypse is pretty darn special!

While most of the items presented below are of obvious and recognizable power, don't forget that with careful description, any household item becomes intriguing and ominous. Thus, an egg beater could be made to seem like a miniature helicopter, or a washing machine might become a dematerializer. The key is describing physical details in a manner which doesn't trigger the players' pre-conceived notions, so that instead of reacting like normal people, they start thinking in *Paranoia* mode.

Bio Machinery: These tiny, biological nanites are capable of radically altering the body of anyone they are injected into. Once introduced to the host's system, the recipient must make a DC 16 Fortitude save. Success indicates that the Bio Machines are rejected by the body and have no effect. Failure means that they successfully integrate themselves and get to work. For the next 5 rounds, the recipient suffers D6 points of damage as his physique is literally rebuilt from the inside out (armor, obviously, has no effect, although the Macho feat still applies). At the end of this period, he will have gained a +4 bonus to any two of the following ability scores: Strength, Constitution, Dexterity or Charisma (determine randomly). However, the character has also acquired a set of biological drives completely foreign to a normal citizen. He will now feel the need for large amount of real food eaten three times a day, long periods of rest/recreation and contact with members of the opposite gender. If the character fails to maintain a lifestyle roughly equivalent to that of a normal 20th-century American, he begins to suffer the effects of starvation.

Book, Communist Propaganda: Reading an original copy of The Communist Manifesto (or Mao's Red Book) provides incomparable insight into the nature of Communism. This translates into a +2 bonus to Subliminal Propaganda checks if the character already has ranks in Communist doctrine, or 4 ranks of Subliminal Propaganda (Communist) if the reader has no knowledge of Communism. These ranks replace any previous Subliminal Propaganda possessed by the reader. Such works are extremely treasonous; possession is worth 600 treason points. They are also much sought after, fetching 1000+ credits on the Infrared market.

Book, Science Text: The importance of education in the twenty-first century cannot be overstated. Because the global economy depended on the research and development sector, even high school texts such as these are extremely complicated by Alpha Complex standards. Reading and comprehending one of these works takes a DC 15 Intelligence check in addition to a DC 15 Pre-Cat Lore skill check. Anyone who succeeds gains a +4 insight bonus to checks with one of the following skills: Biogenetics, Computer Programming, Electrical Engineering, High-Energy Chemistry, Mechanical Engineering or Nuclear Physics. If the reader has no ranks in that particular skill, he gains a rank immediately.

In addition, successful comprehension of a Science Text grants the reader a +5 bonus to Pre-Cat Lore checks to activate artifacts whose operation is dependant upon the Text's subject matter.

Book, Self-Help: Often mistaken for religious texts by even the most knowledgeable citizens, Self-Help Books contain rules dictating how one should lead one's life, as exemplified by the author. Reading one of these books allows a citizen to add a +2 bonus to one of his ability scores. This process takes D4 hours and the effect is *permanent* (just like the stat increase gained by advancing in rank). There are six general types of Self-Help Books, each enhancing a different stat. Self-Help books cannot be used to increase a stat more than once.

There is, however, the danger of becoming addicted to the self-help book. Anyone who reads one of these texts must make a DC 13 Will save. Characters who fail must consult the book before any skill or attribute check based on the ability it enhances. Failure to consult the book for D3 rounds results in a -6 morale penalty to the check.

Emoticon: Clones first encountering the Emoticon may initially mistake it for a *Rod of Lordly Might*. Like it's mystical look-alike, the Emoticon is a short metal rod tipped with a jeweled orb. This orb pulses a different color when each of the six studlike buttons are pressed. These buttons are all marked with a different symbol, as appropriate to the behavior they induce.

Activating any of the *Rod's*... er, the Emoticon's powers is a standard action that requires a DC 15 Pre-Cataclysmic Lore check. On a failure, the user either fails to activate the device, activates the wrong power or affects a random target (which may include himself). The maximum range of all the powers is 50 meters, unless stated otherwise. Anyone targeted by the Emoticon can negate the effects by succeeding in a DC 20 Will save.

Despair: The affected creature suffers a -2 morale penalty on saving throws, ability checks and skill checks. This function lasts D10 rounds.

Fear: The affected creature flees from the holder of the Emoticon. This effect lasts D4 minutes.

Friendship: The affected creatures react more positively towards the holder of the Emoticon. This improves their attitude by 1 step (from hostile to unfriendly, unfriendly to indifferent, indifferent to friendly and friendly to helpful). This function automatically fails if used on a creature engaged in combat or is menaced by the user of the Emoticon or his allies. The effects last D4 minutes and may be projected in a cone 20 meters long or at a single target.

Hate: The affected creatures react more negatively towards anyone they encounter. This worsens their attitude by 1 step (from helpful to friendly, friendly to indifferent, indifferent to unfriendly and unfriendly to hostile). The effects last D4 minutes and may be projected in a cone 20 meters long or at a single target.

Hope: The affected creature gains a +1 morale bonus to saving throws, ability checks and skill checks. This function lasts D10 rounds.

Rage: The affected creature gains a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves and a -4 penalty to Defense. The victim is compelled to fight regardless of danger and is immune to fear effects and Insanity checks.

Gravitronic Manipulator: This small yet complex device in many ways resembles a Star Trek tricorder. Although deciphering it's function is extremely difficult (DC 35 Pre-Cat Lore check), success yields incredible power, for the Gravitronic Manipulator has the ability *to control gravity itself!* (What, you already figured that out? You're one smart cookie, aren't you.) As a full-round action, the user can do any of the following: halve/double gravity in a 25-meter radius, move 500 kgs 10 meters per round, deal 5D6 I damage to a single target within 100 meters or anything of a similar power level.

The downsides, are, of course, almost as great as the benefits. Each use of the Gravitronic Manipulator (even once it's purpose has been deciphered) requires a DC 13 Intelligence check, or the user somehow makes a mistake. The error may be minor, such as mistargeting the device or activating the wrong power. It could also be catastrophic, such as attracting a gigantic asteroid to the troubleshooter's current location or catapulting the user 300 feet into the air. And, of course, the unit's power supply is completely unpredictable.

Invisibility Serum: Injecting a syringe full of this transparent liquid turns a character invisible. No ifs, ands or annoying defects – the character is well and truly imperceptible. See the concealment section in Chapter 7: Combat for an idea of how useful this is. The invisibility lasts 15+D4 minutes. Additionally, the character can tell roughly when the serum will end (give a two-minute warning whenever appropriate).

Now, all you *Paranoia* GMs out there may be getting very perplexed at such a useful device coming with no drawbacks. Relax; there are plenty of unforeseeable consequences – they're just not as obvious as usual. First off, feel free to impose penalties if the troubleshooter attempts to perform complicated feats of manual dexterity without being able to see his hands. Secondly, the Serum affects only the character's body and 20 kgs of personal possessions in contact with him at the time. Anything over the limited or picked up after the Serum takes effect will remain visible.

The most amusing/deadly unforeseeable consequence comes when the Serum wears off (and believe us, it's good enough that you'll want to let the poor sucker live long enough to see it). At this point, the character and all of his gear that was turned invisible with him will be completely drained of color. Let the player think he can get away with impersonating an Ultraviolet for a few seconds. Then point out that not only does he resemble an unregistered mutant, it also appears that he has treasonously repainted his gear. Hit him with everything you've got until all that remains are his component atoms.

In case it ever matters, pigment starts returning after one hour, but inanimate items are permanently altered.

Killer Joke: Created accidentally by a British humorist, the Killer Joke is the funniest joke ever told; anyone hearing it will die laughing. This unique property made the joke well-suited to warfare, and many copies of it were made and distributed for emergency use. Although time and evolutionary changes may have sapped it's wit, the Killer Joke's jocular

half-life still has a long way to go.

Telling the joke is actually rather difficult, as Pre-Cat syntax and grammar are notoriously difficult to master. A Pre-Cataclysmic Lore check may be attempted as a full round action, with a minimum result of DC 10 being required for proper delivery. Anyone within hearing distance when the joke is read successfully (including the reader) must make an Intelligence check DC 10. Those who fail don't get the joke and are immune to any subsequent retellings for 24 hours. Anyone who succeeds must make a Fortitude save with a DC equal to the original Pre-Cat Lore check or die laughing. Even on a success, the victim is helpless for 2D6 rounds, and takes one point of Constitution damage per round (which may end up killing them anyway).

In some cases, it is possible to find translated copies of the Killer Joke written in German, Russian, etc. Needless to say, these are only effective against those capable of understanding them. In German, the joke reads, "*Wenn ist das Nunstrück git und Slotermeyer? Ja ! Beiherhund das Oder die Flipperwaldt gersput!*"

Lava Lamp: Originally developed in the mid-twentieth century as population pacification devices, Lava Lamps are small, transparent tubes that contain globs of floating oil. This oil is heated so that it moves upwards, where it cools and descends. The graceful motion created by this unending cycle has the ability to enthrall onlookers for hours at a time.

When connected to an electrical power source, a Lava Lamp will begin to function in D3 rounds. From this point on, anyone within 30 meters who looks directly at the device may fall victim to it's insidious charm. To determine whether a troubleshooter makes eye contact with the Lava Lamp, consult the table below, checking at the start of every round.

T 11-2: Lava Lamp Gaze Probability

Circumstance	Chance of Eye Contact
Subject cannot see at all (Blindfolded, ect)*	None
Averting Eyes**	1 in 10
Limited Visibility (clouds of smoke, darkness, ect)	3 in 10
Subject is involved in combat or looking around***	5 in 10
Surprised	7 in 10
Lava Lamp is being brandished by an opponent****	9 in 10
Subject actively looking at Lava Lamp	Automatic

* Subject treats all his attacks as if the target was invisible (see concealment, in Chapter 7: Combat for details)

** All of the subject's attacks suffer a 20% miss chance for as long as he averts his eyes

*** Any time the subject's gaze wanders, such as when searching a room or under the effects of hallucinogenic gas.

**** This assumes that the target is not averting his eyes or unable to see; those probabilities supercede this one.

Any who do must succeed in a DC 16 Will save or become fascinated with the graceful pattern of the Lava Lamp. Fascinated characters settle down as close to the Lava Lamp as they can get and stare at it, completely oblivious to everything around them. Victims are entitled to a new saving throw: every 24 hours, if they take damage or if anything happens to the Lava Lamp itself. Even after a successful saving throw, the target takes D4 rounds to fully recover and until this time has elapsed, he counts as stunned.

Magic Bullet: This oversized shell is better suited for a cone rifle than a slugthrower, but can be fired by either. Magic bullets are always found with a portable firing control unit, which uses a special laser to mark up to a dozen waypoints, inputting new targets at the rate of one per round. When fired, the Magic Bullet travels up to a kilometer in search of the targets, attacking once with a +13 to hit and dealing 6D6 P damage on a successful attack. The bullet self-destructs after the last target or if it is unable to reach a target for any reason (out of range, underground, ect).

Mobius Tube: Hailed as a marvel of Trans-Warp physics when created, the Mobius Tube represented humanity's first step towards FTL space travel. Although the Cataclysm put an end to any hopes of developing a starship-sized prototype, at least a dozen Mobius Tubes have been uncovered at Pre-Cat archaeological dig sites.

Activating a Mobius Tube is simple; the user simply points it in the direction he wishes to go and keys in the desired distance. Of course, estimating the correct interval is not always easy. If the character wishes to move through objects, over long distances, or is trying to gauge distance from memory, he will have to succeed in a Nuclear Physics check of varying DC. Failure indicates a deviation from the desired destination. Use a D12 to determine direction, with one to eight indicating a horizontal scatter (as per grenade scatter rules), while nine through twelve mean that the character has either come out too high (by one meter for a nine, or five if a ten is rolled) or too low (by one meter for eleven or five for twelve).

If the troubleshooter materializes inside a solid object (either through scattering or misinformed calculations), he is "shunted" towards the nearest open space available, but suffers D6 points of damage for every meter traveled in this manner. If the troubleshooter is killed because of this damage, his mangled corpse is ejected at his new destination, looking something like a Picasso portrait rendered in tomato paste. All equipment has a base 50% chance of being rendered inoperative.

Finally, a brief description of the Mobius Tube's visual effects. To the user, he appears to be stepping in to the rapidly-expanding tube, which then... rotates and deposits him at his destination, falling to the floor at his feet. To an observer, the user steps towards the Mobius Tube, at the same time dwindling rapidly into a one-dimensional point. The Tube then turns itself inside out and disappears.

Neuralizer: Widely-used by Pre-Cat intelligence agencies and secret societies, the Neuralizer is a silvery instrument capable of erasing human memory. It can be activated as a standard action and affects a line 4 meters long and 1 meter wide at the end. Anyone in that area with a human neurological system must make a DC 15 Reflex save. Those who fail are stunned for D4 rounds and lose all memory of the recent past as chosen by the wielder of the Neuralizer. This can be one

minute, one hour or a full daycycle.

Unfortunately, surviving Neuroflash Rods are less than perfectly reliable, and roll on Table 9-2 to determine the direction they actually fire in. Neuroflash Rods could be blocked by special protective sunglasses, but no examples of these devices have ever been recovered.

Nuke Jockey Body Armor: Late in the twenty-first century, it became apparent to the various national governments that tactical nuclear weapons would soon rule the battlefield. In order to permit common infantrymen to survive in such a hostile environment and still carry adequate firepower, Nuke Jockey Body Armor was developed.

The basic stats for Nuke Jockey Body Armor are as follows: ALL 20 armor, damage from nuclear sources is quartered before applying armor reduction (so a TacNuke would deal only 5 points of damage to the occupant of Nuke Jockey Body Armor). Nuke Jockey Body Armor is environmentally sealed, rendering the wearer immune to gas and radiation (it has a 4-hour air supply). Additionally, Nuke Jockey Body Armor confers a +4 enhancement bonus to Strength from its internal exoskeleton.

The armor also comes with built-in weaponry. The primary armaments are a pair of wrist-mounted slugthrowers that shoot depleted uranium bullets (treat as armor piercing shells). The user can attack with both slugthrowers at once, but this counts as fighting with two weapons. The armor also mounts a dorsal missile rack that can hold five cone rifle shells or a single ICBM (rules for weapons of mass destruction will be covered in an upcoming *Paranoia* supplement – Apocalypse, Wow!). The missile rack is otherwise treated exactly like a cone rifle.

It should be noted that Nuke Jockey Body Armor is rarely found with the missile rack still loaded, and comes with several severe handicaps. The first is an unstable nuclear reactor mounted prominently on the rear of the armor (Defense 13, DR ALL 5, 30 hp) that explodes like a TacNuke if punctured. The second is extremely slow turning speed (move action to change direction). Finally, many Nuke Jockey suits were equipped with experimental computer-assisted targeting systems. After a few centuries of inactivity, these things are buggier than an R&D prototype could ever hope to be.

O-Zapper: The O-Zapper is a strange-looking device that resembles the unwholesome offspring of a Tesla coil, a lighthouse and an electric lantern. When activated, it emits a distinctive hum and glows ominously. Anyone who walks within half a meter of the O-Zapper takes 3D6 E damage as they are struck by miniature lightning bolts.

The true power of the O-Zapper is much more sinister than measly electrical shocks, however. Through a combination of light wave-lengths and the emission of various pheromones, the O-Zapper attracts mutants, bugs and certain types of homing missiles. Living creatures must make a Will save DC (their current Power Index + 5) to resist. On a failure, the creature mindlessly approaches the O-Zapper, and is struck by one of the electric bolts once in range. At this point, and on every subsequent round, the affected creature may make an additional Will save to break away.

In case more stats are needed for this devious engine of destruction, you should know that the attraction radius of the light is 40 meters, the pheromones work within 20 meters and the power supply is inexhaustible (fusion reactor, you know the deal). If advanced physics is a personal hobby of yours, we feel obliged to point out that you can have the O-Zapper's electric field attract small metal objects, like pistols and grenades. Or, if you want to be really weird, it can bend laser beams and emit gauss interference (as well as those afore-mentioned missiles). See how versatile the O-Zapper is?

Product, Self-Marketing: The result of unexpected synergy between artificial intelligence and subliminal advertising, a self-marketing product contains miniaturized electronics and sophisticated psychological software programs. These programs are activated by proximity sensors, and create an irrational desire to possess the object at any cost – literally.

The effects of a Self-Marketing Product extend up to ten meters in any direction, and the Product itself will not activate until it detects intelligent life within this distance. Once the sales pitch has been initiated, the product uses all means at its disposal to induce the desired level of consumer confidence. These include verbal exhortations, sub-auditory bombardment, holographic images and pheromones released into the atmosphere. The net result is to engender a blind passion for the object in question. To determine the Will save DC to resist the advertisement, start with a base DC of 16 and modify as follows:

Product is targeted at opposite gender (lipstick vs. male citizen)	-2
Troubleshooter cannot conceive of product's purpose (i.e. condoms)	-4
Object is clearly useful to troubleshooter (most weapons, ect)	+6
Target is within 2 meters of the object	+2
Target touches object	+4

If the save is successful, the subject feels a desire to possess the object, but can resist if he so chooses. Unless the character leaves the area of effect immediately, however, he will have to make another saving throw D6 rounds later. Anyone who fails their save becomes obsessed with gaining control of the item at any cost. They will use every the means at their disposal, up to and including homicide, to achieve this end.

Any affected character who carries the item for at least five rounds gains a +2 morale bonus to skill checks and saving throws. If at any time the object is destroyed or irreparably lost, all those under its sway who see it disappear must make DC 15 Insanity checks.

PyrE: This is perhaps the most incredible substance to be invented before the Cataclysm, surpassing even the non-dairy powdered creamer. PyrE is always found in small, one-kilogram ingots the size of a deck of playing cards. These ingots are covered in a lead sheath, and held within a lead-lined box. Why, you ask? Two reasons: PyrE is the most destructive element in existence *and* its combustion is triggered by thought alone.

One ingot of PyrE (the E stands for energy) has the explosive potential of a TacNuke shell. Two of them deal double

damage at twice the radius, three ingots quadruple the yield (and so on, doubling with every additional ingot). Thus, a "standard" payload of sixteen ingots deals 327 680 points of damage to a 16 000 km radius. This is sufficient to destroy about 68% of Alpha Complex.

As noted above, PyrE combusts in the presence of hostile and destructive thoughts. Vague or latent hostility has a 1% chance per round of activating any PyrE within 10 meters. Active hostility (engaged in combat, for example) has a 4% chance of activating any PyrE within 20 meters. A focused attempt to make a block of PyrE explode has a 50% chance of success per round, and is effective out to 30 meters. Characters with Telepathy or Mind Blast double the range at which they can affect PyrE. However, a thin layer of lead halves the chance of PyrE exploding, while two layers of lead reduce the chance to zero, as long as both remain contiguous (a lead-lined but open briefcase provides no protection).

Sunblock: Consisting of a plastic tube filled with white cream, Sunblock is a powerful protective oil used by the ancients to ward off ultraviolet rays. As the ozone layer thinned, the strength required to block these rays grew exponentially greater. At its peak, Pre-Cat Sunblock was capable of deflecting even military-grade lasers.

One application of Sunblock lasts for approximately fifteen minutes, and takes three full rounds to apply. While it remains effective, Sunblock provides 10 points of Laser armor reduction. However, because it was designed to reflect *Ultraviolet* light, Sunblock becomes less effective against lasers of lower clearance. Thus, damage from Violet lasers is only reduced by nine points, while Indigo lasers have only eight points blocked, etc. This reduction stacks with reflect armor.

Synaptic Link: These small metal objects come in almost any shape imaginable, the only similarity being a needle-like projection at the base. Synaptic Links are miniature computers designed to hook directly into the user's nervous system, providing one of several benefits. Possible effects include: permanent +4 bonus to Intelligence, enhanced reflexes (+4 initiative, +2 to Reflex saves), 6 ranks in a random skill, ability to use any skill untrained or knowledge of miscellaneous Pre-Cat trivia (everything from military passwords to game show minutiae).

Of course, integrating a piece of electronic hardware with the human consciousness isn't as simple as plug and play. Trained medical implantation is required by someone with the Cyborging feat and a DC 25 Medical Science check. Once the hardware is installed, the recipient must make a DC 10 Fortitude save to survive the associated trauma. If this save is successful, the character now gains the benefits of the Synaptic Link.

The second caveat, one that is rarely noted, is a distinct tendency towards mental illness. Whether this stems from the inherent flaws of a mind/machine interface or malfunctions in the Synaptic Links themselves is a matter of conjecture. What is certain, however, is that anyone who possesses an active Synaptic Link for more than a week will go insane. Determine a random insanity from the psychosis or neurosis lists. As long as the Synaptic Link remains attached, the character suffers from this insanity.

We won't even get into what would happen if the Synaptic link gets fried by ECM or gauss weaponry (mainly because we don't understand enough neurology to tell you; be creative)...

Sunglasses, Designer: These are extremely uncommon relics of Pre-Cat high fashion. While worn, they provide a +6 enhancement bonus to Charisma, as well as total immunity to extreme lighting conditions. Although normally indistinguishable from standard (Computer-issue) sunglasses, Designer Sunglasses can be identified by careful inspection (DC 20 Perception check).

Temporal Flow Dialator: As an astute reader might infer from the name of this artifact, it has the ability to speed up or slow down time for its user. This is accomplished by a series of clearly-marked dials. By increasing his personal time flow (by 50%), the user gains an extra action every round and may dodge attacks by making an opposed Reflex save. By slowing down time (again, by 50%), the user may take only one action per round, but delays the onset of poison, disease and suffocation. Although superficially easy to operate, failure to achieve the exact correct settings results in either severe friction (2D6 F damage to user, no armor reductions) or suffocation, as the user's time stream conflicts with the rest of reality. Extended (10+ rounds at a time) use of the Temporal Flow Dialator has a 10% chance per round of causing the user to disappear into neighboring temporal flows. The Dialator itself, however, remains.

Transformer: A Transformer (no copyright violation intended), is a powerful warbot capable of masquerading as a common domestic item, like a hygiene kit. When the proper command is given, the transformer shifts between its two forms (this takes a full round and lots of space), and attacks any hostile entities in the vicinity.

When in "undercover" mode, the Warbot is very difficult to detect (DC 25 Perception check). However, it is unlikely to fulfill the same range of functions as a normal item of its type, and is prone to unpredictable outbursts ("Hey, buddy! You better watch where you're stepping before you lose a leg!").

As for the warbot component, choose one from the Chapter 10: Creatures and Opponents, or create your own. Keep in mind that although Pre-Cat bots are likely more powerful than their Alpha Complex equivalents, the miniaturization process is so extreme that many unpredictable errors creep into the bot's systems. This can be anything from ammo shortage to dysfunctional Asimov Circuits.

Vacuum Stick: Known to the inhabitants of the late twentieth century as a toilet plunger, any Vacuum Sticks that have survived the Cataclysm are both very old and very dirty. Originally used to unclog toilets, these devices are composed of a one-meter wooden rod tipped with a rubber suction cup about a handspan in diameter.

Vacuum Sticks function as truncheons in close combat, although their critical range is 17-20. On a critical hit, the user has entrapped the target's head with the suction end of the Vacuum Stick. Until the victim removes it (which requires a DC 13 Strength check), he is effectively blind and has only 5 rounds of air before he begins to suffocate.

Finally, depending on the age of the Vacuum Stick, it will be infected with one of a variety of diseases. Those who

have suffered a critical hit from this weapon must also make the appropriate save or they will contract the disease.

Vidtape, Entertainment: Visual recordings of television programming (or less frequently, movies) from the twentieth century are among the most popular items on the Infrared Market. Although it is possible to learn small amounts of Pre-Cataclysmic Lore from watching these tapes (1 rank per tape, maximum ranks are equal of the viewer's Intelligence bonus + 1), their primary purpose is indoctrination and personal recreation. Sale values are quite high, and many clones would kill for access to one of these tapes.

Cybernetics

These cybernetic devices are most common among Corpore Metal members, although Pro-Tech and a few other secret societies could conceivably get their hands on them. You will notice that this list only partially overlaps the one found in the Cyborg Template. The cyberwear found here is less conspicuous and therefore less powerful but more versatile. You are encouraged to invent new devices of your own; possible sources of inspiration include Appendix E, cyberpunk literature and other sci-fi RPGs.

Weapons

Hand Razors: These retractable fingerblades deal D6 P damage and count as weapon attacks.

Fingerbomb: Troubleshooter may remove either pinky finger and throw it as a grenade-like weapon. The resulting explosion is identical to a frag grenade.

Mouth Dart: Deals 2D4 P points of damage to a target within 10 meters. Only one mouth dart can be held in the weapon at a time. Reloading is a full-round action.

Taser Hand: Similar to the Electroshock power, the Taser Hand grants the cyborg a melee touch attack dealing D8 E damage (subdual or lethal at the user's option). This device can be used eight times per hour.

Defensive Devices

Energy Matrix: A web of sub-dermal microcircuitry collects and channels all energy and field [electrical] damage against the character, storing it harmlessly in a small battery carried in the small of the back. This battery can hold up to 20 points of damage before it overheats and shuts down. Excess charge can be bled off at any power outlet, or a DC 15 Electronic Engineering check can adapt it to recharge a standard energy clip.

Skin Weave: This enhancement gives the cyborg Medium chassis armor (ALL 3), which replaces its light chassis. Skin Weave can be spotted at ranges of less than 3 meters with a DC 20 Perception check. A cyborg cannot have both Skin Weave and Energy Matrix.

Toxin Filters: Microscopic filtration systems located in the lungs, throat and major arteries grant a +6 bonus to Fortitude saves versus poison and gas.

Sensory Devices

Echolocation System: This integrated batch of sonic receptors and transmitters grants the cyborg blindsight to a 5-meter radius. Because the frequency of the Echolocation system is outside of a human's normal range of hearing it cannot be detected audibly.

Multioptic Eye: This obviously-mechanical eye is installed in the palm of the troubleshooter, concealed by a flap of synthskin. It can run one Multicorder program at a time (which of course requires a multicorder program chip) and relays the information directly to the cyborg's brain.

Neuroware

Interface Jack: A short, retractable extension cord allows the character to plug his brain directly into most computers, vehicles and electronic devices, just like a robot would. This grants a +2 bonus to all checks involving the device in question, but on a critical failure, the cyborg takes D6 points of Intelligence damage.

Psionic Dampeners: Base creature gains a +6 to Will saves versus psionic powers, but loses 50% of his PIPs.

Skull Chip: Base creature gains a permanent +4 bonus to Intelligence, but also a permanent neurosis (roll on the Insanity Table).

Reaction Enhancer: By replacing parts of the spinal cord with advanced superconductors, this cybergear grants the base creature a +6 bonus to initiative checks.

Miscellaneous Devices

Auto-injector: The Auto-injector stores up to five separate doses of different chemicals, any of which can be administered by mental command (a free action, taking effect on the following round). NPC cyborgs will have D6-1 drug doses available when encountered (either choose appropriate drugs or roll on the random drug table).

Concealed Holster: This pistol-sized compartment is capable of concealing a weapon from all but the most careful searches (DC 30 Perception check required to spot). When needed, the holster can expel the gun at lightning speed perfectly coordinated with the user's draw pattern, so that drawing the weapon becomes a free action.

Magnetic Implants: Subdermal magnetized plates allow the cyborg to automatically climb metal surfaces and grant a +4 bonus when attempting to hold or gain control of a metallic object (this includes performing and resisting disarm

attempts).

Telescoping Limb: Base creature's reach extends to three meters. This can be used to increase the effective range of all melee weapons, as well as to shoot around corners, etc.

Voice Modulation: The installation of advanced microchips in the larynx allow the cyborg almost total control over the volume, sound and quality of his voice. This provides a +2 bonus on Fast Talk, Intimidate and Motivation checks.

Being a Paranoia GM

WARNING! WARNING! WARNING! This section is Ultraviolet-clearance; only GMs may continue reading. Violet and lower citizens who continue reading will be executed immediately if they don't... stop... reading... right... NOW!

It would not be an exaggeration to say that *Paranoia* GMs have one of the toughest job descriptions among all role-playing gamers. Although absolute power is kind of neat, it gets old quickly, and let's be honest: keeping your players entertained by killing off their characters is no easy feat. That's why we included this chapter. Read it well, because if everyone at the table isn't having fun, then what's the point of playing *Paranoia* at all?

Character Creation

'What,' you may be asking yourself, 'is a section on character creation doing in the GM's chapter of the rulebook?'. Well, the fact of the matter is that these tables had to go somewhere where the players wouldn't find them, and we have a few words of wisdom about how and why you should participate in the character creation process.

First off, many players have difficulty adjusting to the elevated body count of *Paranoia*. This often leads to a devil-may-care attitude in which clones are sacrificed simply to get even with other players or the GM. To prevent this from occurring, (and to heighten the enjoyment of everyone involved), it is often a good idea to work with the players as they create their PCs.

This could take several forms. You can simply accede to your player's requests to belong to such and such a society, possess such and such a power and so on. But too much generosity will quickly be abused by your players, so it is often a good idea to balance things out with some sort of disadvantage. The chosen mutant power might be extremely unreliable, or the troubleshooter may be a member in poor standing of his society, and be forced to do something really gutsy in order to regain his lost status.

The bottom line is: every troubleshooter should be a unique and enjoyable character to play. The perfect balance must be struck between reluctance to lose an interesting PC and knowing that there's more where he came from. Although elusive, this is a goal well worth pursuing.

Anyway, here are those charts we mentioned:

T 12-1: Service Group Table

D20 Roll	Result
1-3	Internal Security
4-5	Technical Services
6-8	HPD & MC
9-11	Armed Forces
12-13	PLC
14-15	Power Services
16-18	Research & Design
19-20	CPU

T 12-2: Secret Society Affiliation

D20 Roll	Result
1	Anti-Mutants
2-3	Communists
4	Corpore Metal
5-6	Death Leopard
7-8	FCCCP
9	Frankenstein Destroyers
10	Free Enterprise
11	Humanists
12	Illuminati
13	Mystics
14	Pro Tech
15	Psion
16	PURGE
17	Romantics
18-19	Sierra Club
20	"Other". May include a deep cover IntSec plant, spy from Outside or a new, GM-created secret society.

T 12-3: Mutant Power Table

D20 Roll	Result
1	Adrenaline Control
2	Charm
3	Electroshock
4	Empathy
5	Energy Field
6	Hypersenses
7	Levitation
8	Machine Empathy
9	Matter Eater
10	Mechanical Intuition
11	Mental Blast
12	Polymorphism
13	Precognition
14	Pyrokinesis
15	Regeneration
16	Telekinesis
17	Telepathy
18	Teleport
19	X-Ray Vision
20	"Other". This could be a unique mutation, a variation on an existing one (electroshock, but with acid, for example), or even no mutation at all.

Atmosphere

The mantra of a *Paranoia* GM is *Fear and Ignorance, Ignorance and Fear*. This is because the world of *Paranoia* is... well, paranoid. The slightest transgression against The Computer is adequate reason for summary execution; characters are continually exhorted to be on the lookout for traitors; the weapons used are deadly in the extreme; in short, *Paranoia* is a world of pervasive death. On a largish missions, casualty rates run well over 100% of a troubleshooter's clone family.

Think of yourself as The Computer. Your main job is to root out traitors. When a traitor is discovered, your job is to execute him. In the meantime, of course, it is your job to serve the citizens of Alpha Complex. But you are not a nice guy; you are the embodiment of a very nasty totalitarian state. In *Paranoia*, the gamemaster is malevolent, not benevolent. You should never give the players information unless they ask for it, and only if it's not above their security clearance. Never weaken the opposition to make for a 'fair fight' if the opposition should logically be strong— many battles aren't fought on an even playing field. Never fudge a die roll to help either side; if someone screws up, then it's tough luck for him. Don't fight fair— fight dirty.

The corollary of this is that not every situation has a conveniently-placed escape route just waiting to be used. Some situations and/or missions are hopeless. But, given that this is Alpha Complex, there is often an unusual way out, like framing your briefing officer for the crime he sent you to investigate. In general there should be some way to avoid disaster, although not always an obvious one.

Now, obviously it is possible to take these precepts too far. The players should usually have some chance, even a very small one, of completing a mission. Capriciousness can be taken too far; you cannot simply tell a player "You're dead" because he's been annoying you.

In summary:

1. Control information; ration it with miserly reluctance.
2. Kill the bastards.
3. Fight dirty.
4. Sometimes, things are hopeless. Certain actions may lead to unavoidable death. Some missions may not have a happy ending.
5. Let the players feel ill-luck or stupidity does them in, not malicious gamemastering.

Gamemastering Tips

Nothing too fancy here, just some sensible advice about the nuts-and-bolts of running an adventure.

1. Keep things moving: If you feel the players have been arguing for too long, you're right. Keep them moving. If they take too long to reach a decision, throw something at them to precipitate action, or put in a few words to help resolve a dispute. If they're taking forever to get anywhere, don't be afraid to compress or remove events from the adventure.

2. Keep them amused: The purpose of the game is to provide entertainment for both the gamemaster and the players. Don't let the players get bored or complacent. Keep them busy, off-balance, and if possible, laughing.

3. Maintain willing suspension of disbelief: The gamemaster should, if possible, keep the players believing that what happens to them is plausible. They should be laughing, but not at the silliness of the things they run in to. No *deus ex machina* should occur; nothing should swat them off the face of the earth without a chance to respond (even a platoon of Vulture Warriors can be defeated, believe it or not). The actions of the people and things the players encounter should have rational explanations. Although these explanations may not be readily apparent, they should exist nonetheless. Nothing which is physically impossible should occur.

4. Sound impartial: Don't let the players think that you are favoring anyone, or giving them breaks, or for that matter are leaning over backwards to give their opponents breaks. They should think you are a completely impartial arbiter at all times. This doesn't necessarily mean you have to be impartial, you should just seem to be.

5. Maintain fear, ignorance and suspicion: This is, after all, what *Paranoia* is all about. If you can get a vociferous dispute started among the players with a few well-chosen words, do so, especially if someone is likely to get shot in the process. Never give the players information gratuitously. They should have to work things out by trial and error. On the other hand, don't let them get frustrated or bored. It's tough walking the knife-edge between hilarity and sudden death, but we're confident you'll get used to it.

In order to keep the players in the dark, the GM should make skill checks under circumstances when the players could not know whether their attempt succeeded or failed. This includes Perception, Psychescan and Security Systems checks, as well as many Will saving throws.

6. Roll lots of dice: If you only start rolling dice when you actually need to do so, the players become alert and suspicious whenever they hear the fateful click of polyhedrons. You should roll dice intermittently and randomly; that way, the players will never know if they're about to get fried or if you're just bored and fiddling with your dice collection. This also applies to asking about skills and saving throws. An innocent question like: "who has the highest Psychescan skill?" or "What's everybody's Will save?" can go a long way towards fostering the proper atmosphere of *Paranoia*.

7. Play interesting characters: When you take the role of a non-player character, a bot or The Computer, try to maintain a distinct role. All non-player characters are not alike. Think of your friend(s); they all have their own little quirks that set them apart from everybody else. The idea of "normality" is a myth. In the world of *Paranoia*, most people are a good deal

crazier than even the most eccentric individuals you know. Use a different vocabulary for each NPC. Change the rhythm and tone of your speech. It is helpful to write a few notes about each NPC the players will encounter during the adventure – that the NPC is groveling or talkative and treacherous or pompous and dull, whatever. This will help your characters seem more three-dimensional, and make them more interesting to the players. Never forget how important stereotypes are, both for on-the-spot improvisations and fleshed-out personalities.

8. Keep the notes flowing quickly: When you or one of the players want to communicate privately, notes are the preferred method of communication. Private conferences are acceptable, but they slow down the action, and asking the rest of the group to plug their ears isn't very reliable. Just make sure that notes get read as soon as they're received. Nothing annoys a player more than his perfect plan failing because you didn't read it fast enough.

Combat Tips

The Dramatic Tactical System is designed to be fast and furious. As the GM, you should use this flexibility to your full advantage. Don't allow your players time to think, and don't spend too much time yourself deliberating on NPC tactics. In a real combat situation, a person is lucky if he has enough time to feel afraid, let alone coolly contemplate his next move. Therefore, three seconds per player and five to ten seconds for yourself is about the maximum amount of planning you should allow.

Secondly, don't be afraid to kill people in *Paranoia*. The world of Alpha Complex is a dangerous one, filled with traitors, enemies, lunatics and, least of all, your friend The Computer. People die a lot. This is not a game for the weak-hearted, or for people who become emotionally attached to their characters.

Thirdly, it is the GM's duty to encourage dramatic action in response to (often) overwhelming odds. Provide generous, but not excessive, bonuses to players who attempt innovative tactics. Penalize players who are dreary and analytical. The goal is to get everyone into the mood of *Paranoia*, and nothing does that better than wacky firefights.

General Guidelines for Combat

Read the section of Chapter 7: Combat devoted to the Dramatic Tactical System. This is the ideal you are striving for. The DTS can be summarized as:

1. KEEP THINGS MOVING!
2. Don't give them time to think
3. Reward flamboyance and strange ideas.
4. Kill those who deserve to die.
5. Most important, KEEP THINGS MOVING!

Speeding Up Combat

Here are a couple of tricks to make combat go faster.

Make Sure Everybody has Dice: At the minimum, every player should have a D20. Ideally, they should each own a complete set of D4s, D6s, D8s, etc.

Simultaneous Attack and Damage: Have the players roll their attack and damage dice at the same time. If they miss, ignore the damage. If they hit, use it.

Simultaneous Attacks: For characters with multiple attacks, you can use dice of different colors (red for the bite attack, green for the claws) or some other method to determine which rolls represent which attacks (read the dice right to left, etc.).

Prep Initiative: As the GM, you can record the initiative checks of all your NPCs ahead of time, allowing you to rank them appropriately and leave room for the troubleshooters in your order of battle.

Roll Ahead of Time: You can allow your players to make all their rolls at the start of the round, where you can see them, and wait until it's their turn to put them to use. This also helps by giving you extra time to think up weapon malfunctions and dramatic critical hits. The downside is that other players often know about it too. Of course, this option should only be used if your players are mature enough not to cheat (Jeez, it just one clone. Why do they get so worked up about?).

Descriptions

Every mission will have locations that you need to describe to your players. As soon as your players go somewhere, read them the description of that location. Usually, these are written down before the mission, but you can improvise if you feel like it.

Types of Descriptions

Here is a good example of a description that would be used during a low-stress, investigative part of a mission. It is long, fairly complex, and contains lots of detail:

You and your team approach the doorway for the Citizen Lounge room of the SAY sector. It's about 20 meters wide and 10

meters long. Various citizens casually browse the area, chat or purchase items from the vending machines. The smell of crunchyeetum algae chips permeates the air, probably due to the leaky Food Vat pipe overhead. To your right, there is a small rest area with a vid screen, Computer terminal and confession booth. To your left, in the northwest corner, there is a man in a yellow jumpsuit standing behind a table filled with various things for sale. Chairs are scattered throughout the room. There is one door to the north.

If speed is of the essence (like say, during combat), it's necessary to cut down the size of a room's description. A condensed version of the above description appears below.

You and the rest of the team have entered SAY sector recreation lounge. It's about 10 meters by 20 meters and filled with citizens having fun and buying stuff. There is a leaky Food Vat pipe overhead, a confession booth to the right and a PLC commissary in the northwest corner. The only other exit is a door to the north.

Notice the difference? The second description has been pared down to only the essentials, but still imparts the same overall message as it's longer predecessor. Be careful about letting the need for brevity prevent you from conveying important information. If necessary, you could draw a picture/map or just take the time to say everything you need to say.

Perception Checks and Descriptions

Occasionally, you may wish to describe a room or situation differently to multiple players. In these cases, it's best to prepare a series note ahead of time, each one with a different description on it. Depending on the circumstance, graduated Perception checks could reveal a progressively complete picture of the situation. An example is presented below:

T 12-4: Example of Perception Check-Based Descriptions

Result	Description
10+	You're not sure what's going on; there's a lot of smoke and loud noises. You feel a bit disoriented by the nauseating smell coming from within the hangar.
15+	You're not exactly sure what's happening inside the hangar; there's a lot smoke pouring from damaged vehicles, and the noise of explosions is almost deafening. There is a vaguely nauseating smell that you recognize as cone rifle vomit gas.
20+	Through the smoke and despite the explosions, you see a small band of commies running down the hangar, chanting treasonous slogans and firing off cone rifle shells filled with what smells like vomit gas. They are standing roughly in the center of the hangar, while Vulture Warriors return fire from behind the rows of burning vehicles that line both walls.
30+	[Sigh dejectedly and pass the player your GM's-only encounter map]

The Five Golden Rules of Location Descriptions

The most important rules of describing an area in *Paranoia* are:

1. Keep the description vivid. Make it as realistic as you can.
2. Describe the room using all the sense. Primarily, this is going to be sight, smell and hearing (although if you can work in touch and taste, more power to you).
3. Try to specify the rough size of the room.
4. Note important objects and/or people in the room, and state their relative location.
5. Make sure they know where any doors, hallways or other potential exits are.

Secret Societies

Almost every troubleshooter belongs to one or more secret societies. This has an obvious impact on mission completion and casualty rates.

Secret Society Missions

The purpose of secret society missions in *Paranoia* is twofold: firstly, it justifies all the help the character receives from his society and secondly, it gives troubleshooters a really good reason to kill each other. When creating secret society missions for your players, you should keep these two things in mind.

Whenever possible, you should have secret society missions run contrary to the completion of the mission, interfere with each other and involve the deaths of other players. At the same time, don't forget that sometimes, societies will want to see a mission succeed or will cooperate or will try to protect certain individuals— it just doesn't happen very often.

As a rule, players are given a secret society objective before every troubleshooter mission. Special equipment and treasonous information is optional, depending on the difficulty of the objective. Once the mission has started, it is unlikely that the character will get any further help, although if he has subordinates or the society maintains supply caches, this may not apply.

To give you an idea of how to set up secret society missions, let's use the following example: the Troubleshooters are assigned to take a mysterious package from citizen Pea-O-BOX to citizen Recip-I-ENT. The package is a small manila envelope containing sheets of statistics. The pickup and drop-off points are about five minutes away from each other.

The player's societies give them the following missions (because the package is so mysterious, the objectives can be assigned in almost any fashion you choose):

Society #1: Ensure the arrival of the package, untampered with and undamaged. Kill player A

Society #2: Exchange the package for this duplicate and return the *real* envelope to us.

Society #3: Prevent *any* package from arriving. We've heard rumors that another society will try to switch the package. If they do, destroy the duplicate as well. Kill Player B.

Society #4: Open the package and photograph it's contents. Make sure the package arrives. Kill player C

Society #5: Insert a monitoring device in the package. Protect player B.

Society #6: Who cares about the envelop, just kill Recip-I-ENT.

Secret Society Points

Each time a troubleshooter completes a mission for his society, he earns secret society points. He also gains points for taking actions that serve the general interests of the society. By increasing his SS point total, a troubleshooter rises through the ranks of his society and gains many benefits. These include better equipment, more information and the chance to command other members of the society.

Details on the assignment of secret society points are found below. However, each secret society has unique opportunities for it's members to earn SS points. These are covered in the individual secret society's write-up. However, the GM has complete and final discretion over assigning secret society points.

T 12-5: Secret Society Ranks

Rank	Points Required
1	1 (for joining)
2	2
3	4
4	8
5	16
6	32
7	64
8	128

T 12-6: Generic Secret Society Points

Action	SS Points
Recruiting several citizens of Orange or lower clearance	+1
Recruiting a citizen of Yellow to Blue clearance	+2
Recruiting a citizen of Indigo or higher clearance	+4
Successful completion of a secret society mission	+1-10
Defending the life or security of a fellow secret society member	+1-4
Eliminating an agent of a rival secret society	+1-4
Distinguishing behavior that particularly exemplifies the doctrines of the society	+1

Other Issues about Secret Societies

Here are a few other concerns and issues involving secret societies:

Changing Secret Societies or Joining Another One: In general, changing your secret society is impossible. Because the character knows several members in the organization and is familiar with their operating methods, he cannot be allowed to just walk away. The chance of betrayal is too great, so the turncoat will most likely be assassinated.

Joining an additional secret society, on the other hand, is a different matter. If the secret society in question is friendly with the character's old society, dual membership might be arranged. It should be noted that while the character now has access to the benefits of both societies (keep track of secret society points separately), he is also responsible for completing both sets of secret society missions. Failure to please both societies is likely to result in the rapid loss of clones.

Two or More PCs Belonging to the Same Society: If this situation ever occurs during the game, make sure that the players in question do not become aware of their shared allegiance immediately, as this would give them an unfair advantage over the other players. Instead, allow them to discover it over the course of a few missions. Even once they are aware, you can keep them from becoming too comfortable by throwing in divisive elements: competitions to complete society goals, squabbles over special equipment, even assignments to investigate each other's loyalty. Although this type of situation is not the end of the world, you must take care to ensure it does not unbalance the game. Remember: Fear and Ignorance,

Ignorance and Fear.

Designing your own Secret Societies: This is a great way to introduce a new element of paranoia into the game. It is recommended that you follow the guidelines below when creating your society in order to ensure that it fits well with the *Paranoia* atmosphere.

1. Secret societies should provide additional motivations, individualization and structure for player characters.
2. The activities of secret societies should provide potential adventure elements (either as society missions or as reasons for troubleshooter missions).
3. Secret societies should offer their members some form of support, be it information, skills, resources or manpower.
4. Secret societies should be amusing (but not ridiculous) and have easily-recognized elements of parody.

Rewards of Troubleshooting

The life of a troubleshooter is exciting and glamorous. The Computer says so and The Computer is never wrong. Since you already know how exciting it is to go on troubleshooter missions, you're probably wondering where the "glamorous" part comes in.

Commendation Points

Commendation points are the opposite of treason points in that they represent the favor of The Computer and are given out as a reward for conspicuously loyal acts. Every 10 commendation points, clones receive a promotion to the next security clearance. Like treason points, commendation points are kept track of separately and never lost for any reason.

Table 12-7: Commendation Points

Loyal Act	Commendation Points
Executing an Important Traitor*	1
Turning an Important Traitor over to IntSec*	2
Unmasking a traitor who is executed by someone else*	1
Completing a mission	Special**
Receiving a commendation from a superior	1***
Testing experimental equipment, protecting it from damage, and filing a report of test results	1
Showing up voluntarily for your own termination	1

* Important Traitor is a subjective term; it's up to you as the GM to determine which of your NPC villains count as 'important'. Generally, they should be high-clearance, more powerful enemies (i.e. not random encounters). Of course, other members of the troubleshooter team are always considered important traitors. You can hand out more commendation points for extremely important enemies if you wish

** Surviving troubleshooters who successfully complete a mission receive commendation points equal to it's mission code. If the mission was only partially completed, you may choose to assign partial or no commendation points.

*** The team leader has the right to assign a single commendation to any member of the team (excluding himself) during the debriefing (unless he's the sole survivor, in which case he may commend himself). High-clearance NPCs may give out commendations for particularly loyal services and/or bootlicking.

Cash Rewards

Plasticreds are another of the benefits enjoyed by surviving troubleshooters. As noted previously, there are two forms of money in Alpha Complex: electronic and hard currency. All Computer monetary bonuses are deposited in the character's bank account, but can be withdrawn in the form of cash.

A good guideline for determining the size of a credit reward is to keep the players as poor as possible, just barely able to pay off their fines and occasionally buy something useful. A wealthy player character should be the exception rather than the rule.

In determining the amount and value of goods players may potentially steal during an adventure, the gamemaster can be a little more generous. After all, the Infrared market pays only half price for anything, and secret societies take a significant cut. The value of the equipment should be directly proportional to the difficulty required to acquire and hide it. For example, stealing a plasma generator from a fallen enemy is fairly difficult. Concealing it is even more difficult. Selling it or somehow legitimizing it's use is almost impossible.

In general, however, reward dangerous and daring play, since that is the most dramatic and entertaining part of a game session. But remember that if you give away valuable goods for little effort, they won't stay valuable to the players.

T 12-8: Monetary Bonuses

Loyal Act

Plasticred Reward

Successful completion of a:

Routine Mission	25
Difficult Mission	50
Impossible Mission	100
Suicide Mission	200
Testing experimental equipment	25
Being extremely happy	25
Execution of a wanted criminal	50+
Turning over dangerous material to The Computer for disposal Special*	
Particularly clever idea that saves valuable Computer resources	10-100

* This category includes Communist Propaganda, salvaged Pre-Cat artifacts and equipment confiscated from traitors. In general, the troubleshooter will receive one quarter of it's plasticred value. On the Black Market, these items are worth from one half to full price.

Merit Awards

Occasionally, for the most suicidally brave and selfless actions taken in the service of The Computer, a particularly lucky citizen will be honored with a Merit Award. These prestigious citations bring several benefits. The most obvious is a status bonus to Charisma attribute and skill checks as indicated below. The second is a Treason Point Reduction. Whenever a Merit Award recipient is assigned treason points at the end of the adventure, the number indicated below are removed from the total (minimum 0 treason points). This can be a great way to explain why NPCs seem get away with more treason than troubleshooters.

T 12-9: Merit Award Benefits

Decoration

Treason Point Reduction

Status

Certificate of Merit for Diligent Service in the Name of The Computer	1	+2
The Bronze Monitor	2	+4
The Bronze Monitor with Crossed Circuit-Boards	3	+6
The Silver Floppy	4	+8
Alpha Complex Medal of Honor	5	+10

New Players

Paranoia can be a very intimidating game, especially for first-time roleplayers. With this in mind, you should take care to ensure that the neophyte player's first game session is an enjoyable one. With any luck, these pointers can help you keep new players coming back for more.

Use Pre-generated Characters: Rather than forcing a player unfamiliar with the rules to create his own character, make one for him, based on your estimates of what kind of PC he would like to run. Before the session starts, go over the character sheet and explain what the most important sections are, and what these mean for his character.

Assign a Straightforward Mutant Power: Nothing like Machine Empathy, or even Telekinesis. Keep the power simple and direct, one that does not entail a high risk of detection, involve complicated rules, or require too much planning to use successfully. Good choices would be: X-Ray Vision, Empathy Mechanical Intuition or Hypersenses.

Assign a "Basic" Secret Society: The society should have obvious goals that lend themselves easily to uncomplicated missions. The society shouldn't be too strongly anti-Computer, as this leads to confusion and high mortality rates for new players. Suggested societies include: Mystics, Free Enterprise or the FCCC-P.

Assure Cooperation from Experienced Players: Make sure that the rest of the group can be trusted to give the new member a break. Of course, once he or she gets his or her bearings, it should be considered open season.

Paranoia Missions

Troubleshooters don't go on adventures; they are volunteered for missions. After all, adventures make one late for bedcheck! In a more serious tone, it should be noted that *Paranoia* missions are not just unlike D&D adventures, they're so completely different from any other roleplaying game that it takes a separate chapter to explain them.

Buying a Commercial Mission

There are two sorts of missions in *Paranoia*: packaged ones published by professionals or dedicated fans and ones you invent entirely by yourself. The designers will admit a prejudice for the latter; we get a kick out of spending time and effort creating twisted entertainment for friends. We think you'll get the same kind of fun from designing your own adventures.

However, not everyone has copious spare time to fritter away on their hobbies, and we flatter ourselves in thinking we're more devious than most and therefore supremely fitted to designing *Paranoia* adventures. So buy our adventures.

Seriously, though, there are five compelling reasons that you should buy a packaged adventure, especially if you are a first-time GM:

1. When running the first few sessions of *Paranoia*, the gamemaster may find that a packaged mission helps him get a better feel for the game.
2. A packaged adventure gives a new GM a good model for how to organize and prepare the materials necessary to run a successful mission.
3. A gamemaster will often find that he doesn't have enough time to prepare his own mission in advance and when this happens, it is useful to be able to pull a pre-made adventure off the shelf and run it on short notice.
4. You can steal R&D goodies, NPCs and encounter ideas from packaged adventures.
5. You can take the basic plot of a packaged adventure as a starting point and improvise from there.

Paranoia Plot Considerations

The structure of *Paranoia* missions makes adventure preparation significantly easier than in other types of games; in *Paranoia*, players are assigned a mission, and have very little say about it. In other games, players can choose to ignore their quest and go off in a direction the GM cannot anticipate. Not so in *Paranoia*. Still, plot is an important issue, so pay attention to the following points.

Preparation

Although "winging" an adventure is an ancient and time-honored practice, few gamemasters can pull it off convincingly, especially for their first *Paranoia* mission. Prepare at least an outline of the mission in advance. This should include the mission's objective, the primary obstacles and brief descriptions of NPCs encountered along the way. Stats are optional but recommended.

More complete preparation should include maps of important areas, planning for possible holes in the plot, lists of R&D gear, lengthier personality sketches of NPCs and well-developed encounters. You should also think up some secret society missions and the equipment to go along with them.

Additionally, don't forget that snacks and note paper are essential to running a successful *Paranoia* mission. Well, maybe not the snacks part, but be sure to bring lots of notepaper for sending and receiving secret messages. Also, you'll need some kind of GM's screen to protect your maps and notes from the prying eyes of players. Buy one or make your own.

Happy Endings vs. Mass Executions

Many *Paranoia* adventures, particularly professionally-published ones, have conclusions in which the entire team is executed for a real or imagined fault. In general, it is impossible to prevent this, and the team gets hosed no matter what they do. This is a *bad thing*. Not only does it rob players of their sense of achievement, it also frustrates them by killing their characters. Such endings should only be used if it is clear to the players that the mission will be a one-off, and that their characters won't be reused.

When designing your own adventures, keep in mind that accusations of treason and mud-slinging are likely to cause quite a few casualties during the debriefing already, and that's after a *successful* mission. On a failed one, attempts to shift the guilt will probably pile up more bodies than the mission itself. Because of this, a self-destructing mission finale is not strictly necessary.

Still, sometimes it's worthwhile to nail the PCs for a minor oversight on their part. It could be a lost piece of equipment, or maybe an incorrectly filled-out termination voucher. Whatever the reason, it gives you an opportunity to dish out major treason points to the entire team, or to execute the scapegoat, if they manage to pin the blame on one clone in particular.

Maintaining Fear and Ignorance

This is, arguably, your most important job as the GM. Therefore, we present a listing of ways to get your players either gibbering with terror or snapping at each other's throats. The choice is yours.

Bogus Messages: An NPC either hands the PC a note (and then disappears), or he finds it mixed in with his mission equipment. Either way, it is completely incomprehensible to him. This works particularly well if another player has been told by his secret society to keep on the lookout for an important message they're sending him. Examples of puzzling messages would be:

Confirmation of original priority one assignment. Remove suspect Agent. Contact verification standard.

Confirmed sympathizer on team, codenamed Marcos-R. TTFN.

Negative wave contact. XPLT. Disengage production procedure. Cancel distribution.

Moscow is Martian and the tuba is temporary.

Other possible sources include cryptic fortune cookie slips, the "daily message from the Illuminati" found at Steve Jackson Game's website and random extracts from technical journals.

Instructions Are Above Your Security Clearance: This is a great one, because it forces the PCs to find things out by trial and error, which can lead to a host of interesting results. Principally, this is intended for vehicles, but it could apply to any type of gear. It works best if you draw a diagram of the object in question and ask the players what they're doing. This allows them to push buttons, pull levers, etc., to their heart's content (or clones' demise).

Mysterious NPCs: NPC behavior is probably even better than notes, because players are more likely to pick up on it, and more inclined to believe it's important. Some good NPCs to have act strangely are: Briefing Officer, R&D researchers, guards around Alpha Complex, IntSec officers and miscellaneous Infrareads. Take this classic example from *Send in the Clones*: "Sunn-Y winks obtrusively at [pick a PC] then turns and gestures openly and at some length to [pick another PC]. He tugs his ear, rubs his name tag and spits, before crouching and leaping in the air like a mating bullfrog". Other NPCs and The Computer tend not to notice this kinds of behavior. Must be some kind of coincidence.

Uninformative/Incomplete Briefings: Of course, nothing beats ignorance like an uninformative briefing. This can be set up several ways: the players can be late (and the briefing officer refuses to start over), they can be given the wrong briefing, they may be given a hurried/partial briefing, or they might not get any briefing at all.

Player-Character Coercion

Every roleplaying game tells the GM 'You're in charge'. That's true... but in many cases the method of enforcing scenario control bolts down to 'Uh-oh! The ceiling is collapsing behind you; anyone who tries to go back dies'. This is arbitrary and inelegant— though as *Paranoia* designers we certainly admire the spirit here.

One of the unique aspects of Alpha Complex is the *institutionalized* ceiling cave-in – arbitrary and inelegant control techniques are *made* elegant by incorporating them into the game's world view. Don't like where the adventure's heading? Order the PCs somewhere else... or forbid them access to their chosen destination... or have their transportation malfunction... or wait for them to kill each other... or, yes have the ceiling cave in and kill everybody in Alpha Complex, *because this all makes sense*.

There are so many channeling devices available to the iron-fisted GM that it's worth running down the list.

Couriers: "Special Emergency Dispatch from Troubleshooter HQ! Go somewhere other than where you are right now." Couriers can also deliver verbal orders, coded missives (which the players may or may not know how to decipher) or printouts from The Computer (if the printer's return key got stuck, the PCs might encounter a platoon of couriers struggling with huge bags of paper, all of which read "Return to HQ" twenty million times) or they might even show up empty-handed ("Wait a minute, where did that envelope go? I was sure I had it with me a minute ago. I bet they have an, uh... extra copy at headquarters. Maybe you'd better go there and check.")

The Computer: Is the PC's most-trusted friend ever far away? We've already established that there are public address speakers everywhere. Same goes for terminals and confession booths. If the PCs ever disobey a direct order over the PA or comm unit they'll be reassigned as reactor shielding.

NPCs: Never overlook the possibility that some Blue or Indigo clone may be walking by and spot the troubleshooters. "You there! This is a restricted-access area. Leave immediately and I won't turn you in. Oh, and when you go, would you be kind enough to deliver this mysterious, bulky package to my friend Joey-B in PLC? I don't remember exactly which department he's in, but don't worry, you can find your way around easily enough. Just ask for help."

Malfunctioning Bots and Wanted Criminals: By having a valuable robot assigned to the mission group malfunction and run off down a random corridor, or by having a band of commie mutant traitors bushwhack the team, you set up a perfect chase scene that can lead the troubleshooters wherever you need them to go. If the players feel disinclined to go after your hook, have The Computer order them to follow.

Encounter Codes

"Code Seven" is a euphemism popular around Troubleshooter Dispatch Central. It originated with side-bets taken among dispatchers on how many clones a particular mission would use up before its completion: "Ah, this one's easy— a two at most." "Naw, that's a three for sure." Since gambling is illegal, dispatchers devised an official-sounding "Code" prefix to

disguise reference to this activity.

And "Code Seven" is a mission that calls for more clones than anybody's got (legally, anyway).

Certain death, in other words.

Using Encounter Codes

As a GM, you can judge and classify the difficulty of an encounter by its "Code". Thus, a Code Two encounter is half as difficult as a Code Four (although what constitutes a Code Seven is pretty arbitrary). In general, an encounter code is the number of clones that will probably die while attempting to overcome the challenge. An easy encounter would be disarming an unattended bomb (because only one clone will *probably* die if it goes off). A tougher encounter would be a fight with an equally-strong band of Commies (since potentially, the entire team could get killed).

Note that encounter codes do not normally factor in player-character treachery.

T 13-1: Encounter Codes

Code	Description
0	Encounter is not normally dangerous – but bad luck, treachery or poor judgement could make it so.
1	Someone is going get hurt, but the majority of the team will survive.
2	A few members of the team may bite the dust. This is a good code for general encounters.
3	Around half the team could be wiped out.
4	Most of the troubleshooters may die, maybe all of them. Code four is a strong encounter.
5	Almost everyone on the team is going to get killed.
6	It is probable that the entire team will die. This is the preferred code for final showdowns or 'boss fights'.
7	The entire team <u>will</u> die. Nothing beats a code seven for a dramatic finale.

T13-2: Example Encounter Codes

	Combat	Interaction	Technical
EC 1	Single commie with a slugthrower.	Bribe a PLC bureaucrat.	Fix a leaky pipe.
EC 2	Two commies with Orange lasers and reflex.	Convince an R&D tech to explain if your gadget really works.	Drain a Food Vat.
EC 3	Doberbot in a narrow corridor.	Use Spurious Logic to befuddle a guardbot.	Splice two power cables together.
EC 4	C-Series Combobot.	Talk your way past an IntSec checkpoint without getting searched.	Decipher the function of a Pre-Cat artifact.
EC 5	Blue-level Vulture Warrior with cone rifle, laser pistol and force sword.	Interrogate a high-ranking commie and learn the location of his comrades' hideout.	Repair a Warbot that has gone Frankenstein.
EC 6	Tyrannosaurus rex.	Fast talk a CPU surveyor into reinterpreting your treasonous test results.	Find a cure to a deadly new geneplague.
EC 7	Vat Queen.	Persuade an Ultraviolet not to terminate you for being in his private sanctum.	Shut down a malfunctioning nuclear reactor.

Mission Codes

To determine the overall difficulty of your mission, divide the number of clones available to your players (their combined clone families), by the total codes of all your encounters. This is the percentage that will die during the mission. You can then round that percentage into an overall mission code (50% casualties would be Code 3, 120% would be Code 7).

Generally, an average group of players should suffer about 10-25% casualties on a short mission, 50-100% on a medium one an 80-150% for longer, extended missions. Note that these are planning guidelines, so even if you place the appropriate encounters, it's still possible that the group may do better or worse than anticipated.

To compensate for treachery, troubleshooter stupidity and the general unpredictability of life as a Troubleshooter, generous GMs can add 1-6 'virtual' encounter codes (i.e. ones that increase the total Mission Code without actually being placed in the adventure).

Experienced or high-clearance troubleshooters require more difficult encounters to be truly challenged (and believe us, there's nothing troubleshooters like better than a challenging mission). In general, each clearance of the team above Red should increase the total codes by 10% (thus while a group of Red troubleshooters would be severely challenged by a total of 30 codes in a mission, a similar group of Yellow troubleshooters would require 36 encounter codes to match the difficulty). Experienced troubleshooters are also easy to deal with; simply have their secret society missions center around killing each other. If this doesn't work, try mixing up your standard encounters with new and exciting deathtraps.

Paranoia Campaigns

Paranoia is best played in one-off missions. This is influenced by a number of factors, not the least of which is troubleshooter mortality. However, if you wish to run a short- or long-term *Paranoia* campaign, there are methods of doing so. These are presented below (which would explain why this section is so short).

Campaign Structure

We recommend a structured, rather than open-ended campaigns. This allows you to build up a plot over the course of several missions, and create a climax just as the team is running out of clones. Longer campaigns are generally not feasible due to the almost certain death of the player characters, and the difficulty of maintaining the necessary fear and ignorance.

Keeping Clone Families Alive

Just because you want the players to reach your ultra-cool climax does not mean you should give them breaks. Instead, let everyone die and have the players roll up new characters who are sent to follow up on the previous team's leads. Rather than hand out free clones, give them opportunities to recover valuable equipment for resale on the black market. The objective is to prolong play only as long as it still excites and challenges your players. Too much effort on your part and they get bored. Too little and they die.

Promotions

Higher security clearances are hypothetically attainable by troubleshooters, but we recommend against it. There are many reasons for this: imbalance of power among PCs, uneven encounters and, er... lots of other reasons. Regardless, no Troubleshooter should ever advanced beyond Blue-clearance. If he does so, he gets transferred into a management position (perhaps to show up as a briefing officer at a later date).

Designing a Paranoia Adventure

There are several things to keep in mind when designing a PARANOIA adventure, since the atmosphere is very unique among role-playing games. Below, a few classic plot lines are discussed, then the main elements of a PARANOIA adventure are listed and finally, we present you with a few pages of adventure hooks. It is our hope that this will be more than enough to keep you and your players happy for years to come. Just remember: Happiness is Mandatory.

Basic Paranoia Plots

Although there are always exceptions, most *Paranoia* adventures conform loosely to one of six archetypal plots. Five are presented below; the sixth is classified.

Classic Plot #1: Search and Destroy

At their briefing the players are told: such-and-such is treasonous; find out who's doing it and shoot them. This is a classic plot that combines a little bit of interaction (roughing up witnesses, interrogating suspects) with a little bit of brain work (finding the traitors and avoiding their traps) and a fair bit of combat when the recycled excrement finally hits the fan. The treasonous action in particular can range from vandalizing security cameras to skimming factory production to smuggling weapons out of Alpha Complex. Plots such as this one will have lots of hidden traps and surprises (and because the traitors are often higher-clearance than the troubleshooters, they can simply order them into deathtraps). Just make sure the players can collect enough evidence before shooting the prime suspect, because otherwise, it's treason.

Classic Plot #2: Guard Duty

Doesn't matter whether it's a warehouse or a important researcher, it needs to be protected against all comers. In addition to the obvious assassination and sabotage attempts, the troubleshooters may have to beware of traitors within their own ranks. This is a great type of mission for really getting the PCs at each other's throats. They'll create ad hoc coalitions trying to either defend, kill or subvert the object/person they're protecting and firefights will break out at the slightest opportunity. Of course, sometimes whatever they're guarding turns out to be more dangerous than they expect...

Classic Plot #3: Whodunit

A High Programmer poisoned while he slept, an Infrared janitor reduced to a smear or a blocked-up showerhead all create an intriguing adventure for a squad of troubleshooters. Whodunits run heavily on thinking and interaction skills, but combat is never far away. The troubleshooters may have to find out who poisoned the Ultraviolet/shot the janitor/put fizz-whizz in the showerhead and bring him to justice, or they might "just" have to capture the fleeing suspect. Throw in some conflicting secret society goals and you're guaranteed to wipe out a few clone families.

Classic Plot #4: Find and Retrieve/Delivery

In terms of players-killing-players, nothing beats the Find and Retrieve/Delivery mission. Troubleshooters will watch each other like hawks, waiting for an opportunity to grab the goods and run. They'll be lucky if they make it past the first half of the adventure if you plan it right. The key is to make the object a) incredibly valuable, b) very small/easy to hide and c) well-defended and/or needs to be delivered far away.

Classic Plot #5: The Complete Screw -Up

In this adventure, the characters have no idea what to do, where to go or who to trust. The exact situation can be anything from a natural disaster (or Sierra Club substitute), to a Computer crash to an alien invasion... or maybe the troubleshooters just can't find the briefing room. Encourage them to blame each other and provoke shootouts every few minutes. Garbled messages from secret societies can only make things more interesting.

Elements of a PARANOIA Adventure

Not all the elements listed here will be in every adventure, but if you don't have at least some of them, you aren't really playing *Paranoia*.

1. The Mission Alert: While the troubleshooters are either eating their breakfast or waiting around at dispatch central, they will receive a mission alert that will go something like this:

You have been volunteered for a very important mission in the service of The Computer.
You will enjoy it.
Please report to Briefing Room NAJ277 immediately!
You have five minutes.

Of course, not all mission alerts are this clear-cut. Try occasionally mixing things up with an alert that: contains no vowels, doesn't tell them where to go or is just plain wrong.

2. The Briefing: Getting to the briefing room is half the fun! Keep the players on their toes with the occasional traffic jam, rampaging monster or Communist subversion. Once they get to their briefing room, they'll be briefed by a clone of Blue or higher clearance. Their mission will be explained, and they'll be told whether to go to PLC, R&D or their equipment may be issued by the briefing officer. Just like alerts, not every briefing goes as planned. Sometimes the briefing officer may forget to include important details, may say something treasonous and be terminated before he can finish the briefing or he may confuse your troubleshooter team with another one and hand out inappropriate mission equipment vouchers. Of course, armed Vulture Warrior guards are present to make sure nothing gets too out of hand.

3.A R&D: Troubleshooters will almost always be sent to R&D to pick up a bevy of experimental equipment. In general, they will be given a random assortment of gadgets that may or may not have any relevance to their mission. Although you can tailor their assigned gear to fit the needs of the adventure, a good ratio is: 1 useful : 2 weird : 2 useless: 1 dangerous. So for example, the troubleshooters might receive a Mrk IV Bladegun, a rocket-powered pogo stick, pair of go-go gadget arms, spare parts for a '57 chevy, two right-handed thermal mittens and a bottle of tactical nuclear bubblebath. They must prevent experimental equipment from being damaged and fill out a report about it at the end of the mission.

3.B PLC: At PLC, troubleshooters will be issued items like laser barrels, bots and Multicorders – in other words, items on the regular equipment list. If they have time (or special queue-jumping permits) they can requisition items on their own initiative. In judging which items are approved consider both the lethality of the mission and how well the characters grease the wheels of bureaucracy.

4. The Mission Itself: No generalizations here, except that if you can't bump off at least four or five clones, it's not lethal enough. There's also a rule for particularly long and dangerous adventures that gives characters unlimited clones (a major Computer malfunction for the clone-counting loop); however, these quick clones have ½ skill ranks and -4 on all attributes, and once the adventure ends, so does the endless supply of clones.

5. The Debriefing: Debriefing usually happens in two parts. The first is a group debriefing in which the troubleshooters can all blame each other for the failure of the mission (or try to hog the credit for a successful one). The second is either a private one-on-one debriefing or a couple of forms to fill out. Once this is over, tally up treason/commendation points and assign executions or promotions as appropriate.

6. HPD & Mind Control: Assuming they survived the debriefing, characters are sent to HPD & MC for therapy, reconstructive surgery and genetic transcription. Most of their ills can be cured before they pass them on to their clones.

7. The Aftermath: In between adventures, troubleshooters can enjoy the fruits of their promotions (larger quarters, nicer jumpsuits, cooler equipment), check in with their secret society and eat their daily allotment of ColdFun. Allow them some time to make purchases in the Black Market or lobby their society for a boon (equipment, knowledge, training). Characters can also try to join new secret societies or contact the Black Market personally. Illuminati members can plot to kill their superiors.

Plot Hooks

The following adventure hooks are divided by category and vary in length from a single sentence to a few paragraphs. Feel free to expand or modify them to your heart's content.

Search and Destroy Assignments

The basic PARANOIA adventure, S&D will be the staple of your troubleshooters' diet.

- Someone has been breaking security cameras in ICK sector. The characters are sent to investigate, but turn up no leads. They soon discover that the only way they can complete the mission is to frame one of their teammates and kill him. Give them lots of useful R&D gear and secret society items.
- Fully-functioning equipment has been sent to the RRR sector waste reclamation plant, and from there it has disappeared. The troubleshooters will have to find out which of the three administrators is responsible, all the while avoiding suspicious "accidents" that to dog their steps. Even if they do find the traitor, it's unlikely he'll come quietly or that he's working alone.
- Pirates operating stolen water craft have been terrorizing shipping in Alpha Complex water ways. The troubleshooters are given a letter of marque and an R&D-designed power boat and told to bring them back dead or alive (the pirates that is, not the normal shipping). Along the way they will have to deal with seedy informants, sea monsters and treacherous obstacles. Lure them away from straight and broad irrigation canals into twisting caverns filled with all sorts of treasonous activities (à la *Heart of Darkness*). And remember, since this is Alpha Complex, falling off the edge of the world is a real and distinct possibility.
- The troubleshooters are sent into the sewers to eliminate a particularly nasty menace to the continued operation of Alpha Complex's waste disposal system. Look below for ideas
 - A gigantic blind albino alligator.
 - The ever popular blob that dissolves anything it touches into even more blob. But make it a *nice* sort of blob, one that earnestly converse with victims as they struggle within it's massive, corrosive bulk.
 - A berserk maintenance bot that identifies the troubleshooters as drain blockages and tries to get rid of them with water cannons, plumbing augers and pipe-welding arcs. Whether this is one giant snake-like bot or a whole bunch of smaller ones controlled from an immobile command station is up to you.
 - Or maybe one of the maintenance crew clones – the one that's acting as their guide – is really a psychopath with mutant powers and treasonous equipment he found flushed down the john. He'll try to bump the troubleshooters off one by one.
 - Then, of course, there's the inherent dangers of the sewers themselves. Tidal waves of less than savory liquids, toxic run-off from the food vast and the occasional Sierra Club disaster ought to be worth a few clones in and of themselves.
- A top research scientist has come down with a deadly virus, and the troubleshooters will have to get rid of it. They are shrunk down really small and placed on board an equally small submarine before being injected into the scientist's bloodstream. There, they must travel to the infected area and shoot the virus cells with a mini-laser. This can be particularly interesting if the scientist is a Corpore Metal member who has subjected himself to bionic augmentation.
- A researcher in the VireFac has been infected with an experimental "Shelly Virus" which swapped the remnants of his sanity for a higher IQ. He now seeks to build a psionic computer out of brains- specifically, the brains of registered mutants. The troubleshooters are ordered to capture him for possible rehabilitation. Unfortunately, his colleagues are covering for him, and they send the team to his booby-trapped cubicle, where the survivors find a vital clue. Pinned to the wall is a list of mutant types, all of which are checked off except for "telepathy". The only Telepath in the sector is an Infrared, whom The Computer promptly volunteers as bait. The researcher shows up on schedule, but escapes to his lair, with the troubleshooters in hot pursuit. There, they must contend with his hideous creations, most of which resemble a cross between the Stay-Puft marshmallow man and a can of live bait.

Guard Duty Missions

Think Guard jobs are peaceful, cushy assignments? Think again.

- The troubleshooters are assigned to guard an ageing combat football player until he can be inducted into the Alpha Complex Hall of Fame. They will have to protect him from mutant assassins, rabid fans, his heart condition (hopefully someone has the Medical Science skill) and the ever-present threat of communist subversion. To cap it all off, make him an annoying prick who's always insulting the troubleshooters and making them run errands for him. Then make them play on his team for the final game of the season (that'll teach 'em not to invest in Unarmed Combat) and execute them if they don't win.
- R&D has this new clone. They worked on it for years to make it stronger, tougher and more loyal than any other clone in the history of Alpha Complex. All the players have to do is explain Alpha Complex life to him, and show him the sights (See the Key Installations section of Chapter 11: Background Data for ideas)- and prevent him from being corrupted by any wacko secret societies. The problem is that his child-like innocence and naive demeanor hide a sadistic and psychopathic personality. He will use his mental domination power to take over troubleshooters for one round and have them shoot each other. And without solid evidence, killing him is a quick ticket to the termination

center.

- The troubleshooters are sent on a mission to watch over a PLC warehouse. There they can find all kinds of neat stuff in high-clearance sections, as well as drive forklifts and race madly to find items requested by their manager. Various things to hit them with: Death Leopard anarchists with improbability grenades, Formless Spawn of Tsathoggua and Ultraviolets that want to personally select their items – catching the troubleshooters red handed in the UV section.

Whodunit

When the fatbot called to say there was one stiff clone at the corner of Diagonal 6 and Mercaptan, I didn't stop for my hat. Troubleshooters aren't issued hats. The game's afoot Watson-O!

- A high programmer has been assassinated in his own sanctuary. This must be investigated, and the culprits brought to justice. After a few hours spent wandering around his mansion gathering clues (and stealing stuff), the troubleshooters hit the streets no wiser than when they started. Then someone sees a pair of bioluminescent eyes watching them through an open sewer grate. They eventually track the culprit to a lair deep inside Alpha Complex's sewers.
- The characters have been charged with finding out why DND sector is so weird. Make a list of reasons why (some examples are provided below). Assign each one a "Weirdness Factor". The characters succeed when they investigate and eliminate a certain number of Weirdness Factors.
 - The Mystics have hooked up a pipeline containing hallucinogenic substances to the water supply. It is defended by a medley of reprogrammed bots and natural obstacles. WF 10.
 - A malfunctioning Dimensional Portal device in a long-forgotten R&D lab is rifting in all sorts of bizarre monsters to the sector. WF 6.
 - The head of the Armed Forces in this sector is a Commie. He is slowly exposing the Vultures to greater and greater amounts of subliminal Propaganda. WF 4, but if they miss this one, they'll get terminated for sure.

Each of the Secret Societies will want their own interests protected at all costs, and may have a few things they want pinned on their enemies. Players will be ordered to fabricate evidence and eliminate teammates who get too close to the truth.

- Todaycycle is Food Safety cycle citizen! And unfortunately for our troubleshooters they have what looks like a case of food poisoning on their hands. Intelligent troubleshooters (how few they are) will realize that reporting a case of food poisoning will result in their termination. If they bother to look around the deceased's cramped, Green apartment, they find a bag of what looks like Crunchetym Algae Chips mixed with plastic nuggets and packing foam (it's really muesli grown in a Sierra Club farm). If they present this substance to The Computer, they are ordered to find out where it came from, and are sent to HPD & Mind Control to pick up a chemical sniffer that will assist them in this task. Unfortunately, the sniffer bot is on the twelve step program for gas addicts, and leads them straight into a rocket silo in search of it's high-octane fix. By the time their clones arrive, three more Infrareds die from eating muesli (the Mystics planted some magic mushrooms in the farm without telling the Sierra Club). The Computer tells them to step up their investigation. Eventually they find the farm and are ordered to destroy it. A huge firefight ensues. The case of the Cereal Killer closed.
- A clap of thunder, a flash of lightning and *gasp* a High Programmer lies dead on the floor (jeez, they seem to drop like flies). Needless to say, his clone intends to get to the bottom of this. The troubleshooters are called in to solve the case. Give them the run of the Ultraviolet mansion, and place plenty of clues pointing to each of the different members of the UV's entourage. Was it the bot technician with a grudge over promotion? The jaded personal secretary unhappy over pay? Maybe even one of the UV's higher-up clones? Nope, it was the Butlerbot, in the scanning chamber, with the experimental plasma generator. Run this mission as a combination of Clue™ and Castle Wolfenstein™.
- The players are ordered to investigate the suspicious disappearance of an important researcher. When they arrive at his workplace, all set for some hardcore sleuthing, he shows up and announces that he was locked in the broom closet for the past two days, but someone finally let him out. Naturally, the players aren't going to buy such a flimsy explanation. Investigation of the closet reveals a narrow tunnel that disappears into the darkness. What happened to the researcher? Kidnaped and replaced with a robotic duplicate/shape-shifting mutant/brainwashed clone, most likely. Assuming the troubleshooters can prove he's not who he says he is, they still have to investigate the tunnel.

Find and Rescue/Retrieve Missions

Find it and bring it back. Nothing could be simpler, right? Wrong. Dead wrong.

- The troubleshooters are directed to recover a series of six data disks, each about the size of a CD case. They were lost in time immemorial, and The Computer believes that their recovery is very important and will not tolerate failure. What do the disks contain? Maybe plans for a super-weapon, maybe the full expression of pi, maybe just some old Star Trek episodes. It doesn't matter, most of the player's secret societies will also want them, and they won't tolerate failure either. The players will have to steal the disks and frame each other for the mission's failure.
- The troubleshooters are briefed by a Violet-clearance member of a Programs Group. They are told that an important High Programmer has been placed in a insane asylum illegally by a rival High Programmer in order to get him out

of the way. They will have to break into a heavily fortified mental institute and extract a closely-guarded prisoner. Knowledge of the mission will be denied by The Computer, because the two programs groups have been creatively hacking away at the databanks in order to conceal their respective treasons. For additional... PARANOIA, maybe the High Programmer they're supposed to rescue really *is* insane.

- The players are dispatched on a mission to recover a bunch of genetically altered lab mice that escaped into the sewers. At first, they easily recapture the large, slow mice that were altered for physical strength. Then they realize that the smart mice are actually hunting *them*. The rest is left up to your fiendish imagination, but be sure to include psionic powers and cunning traps.
- This one's easy: just deliver a manila envelope full of documents a few hundred meters down the hallway. Unfortunately, contradictory secret society objectives force the troubleshooters into all kinds of compromising situations. Some want the envelope destroyed, some want it switched for a substitute, others want it stolen, you get the idea. Make sure to map out the local area very well, and tell the player's exactly where they are every second. If they don't seem inclined to attack each other, have the envelope stolen by a team of ninjas.

The Complete Screw-Up Missions

No humorous quip here; a Complete Screw-up is no laughing matter. At least, not for the players.

- An earthquake opens up a previously-forgotten passage that leads to a unfamiliar Hab-Dome. What lies inside? The headquarters of a secret society? A wasteland filled with mutated savages? Or even, *gasp* *another* Alpha Complex? It's up to the troubleshooters to find out.
- The team is given a heavy, armored briefcase, and told to travel to another Alpha Complex. There, they will ambush a Vulture Warrior Patrol and assume their identities. Using their disguise as Armed Forces personnel, they will make contact with a Computer operative and give him the briefcase- but wait! It's not a briefcase full of classified orders, it's a nuclear bomb! It must be returned at once to their Alpha Complex for deactivation. The troubleshooters need to highjack a flybot and convince it to fly them back to their Alpha Complex in under an hour. Assuming they survive, fine them for possession of unlawful nuclear armaments and send them right back where they came from to deliver the *right* briefcase.
- Remember those schemes we mentioned, the ones created by The Computer to simultaneously reveal and execute every traitor in Alpha Complex at once? Well, the Digital Dictator has decided that *the stars are right*, and put one of those plans into action. The first stage involves sending coded missives to various high-clearance officials suspected of treason (delivered by the troubleshooters, of course). These missives are actually an invitation to the secret meeting which will determine the New Complex Order that will supplant The Computer's rule. The second stage involves faking a catastrophic attack which effectively disables The Computer, touching off the biggest disaster in Alpha Complex history. The team completes the deliveries just prior to the collapse, so that they find themselves in R&D at the exact moment that the world ends. After witnessing several catastrophic accidents in the labs, they must struggle valiantly to the meeting place, contending with rioting Infrareds, feuding Service Groups and Frankenstein bots. Once at their destination, they witness (and perhaps participate in) a wacky firefight between various secret society leaders. It is then that they discover the object of the feud: a golden CD labeled "Master Boot Disk". Watch as they contend with each other over what to do with it. Laugh as The Computer comes back online no matter what they do – and personally debriefs them.

Plots of Mass Destruction

Whether it's PURGE, the Death Leopards or Corpore Metal, there will always be someone trying to wipe out large portions of Alpha Complex and it's population.

- Corpore Metal plans to eliminate large numbers of living personnel by filling the ventilation ducts (and soon the entire sector) with a colorless, odorless nerve gas. The troubleshooters will have to wear gas masks constantly as they crawl through the cramped shafts of the ventilation system looking for the gas generator. Encourage arguments over who gets to be in the middle, and make sure they have to face enough reprogrammed bots and Corpore Metallars to eliminate half their team.
- A terrorist group has taken control of Power Service's primary generating facility, and will set off a critical meltdown unless they're stopped! The troubleshooters are provided with detailed blueprints, fairly good equipment and lame call-signs. They must decide how to retake the reactor, but they're on a time limit: one hour. They could storm the front entrance, or go in through the vents (See Foaming Cleanser Incident, below), or attempt to bluff their way inside. It goes without saying that failure will not be tolerated.
- The Death Leopards have stolen and modified an experimental viral philosophy called Psychopathology-8RIU. Needless to say, they plan to use it to drive the population of an entire sector insane, causing substantial damage in and of itself, as well as allowing them to inflict massive destruction while the security systems are otherwise preoccupied. The only way to prevent this is to find and stop the carrier before he can reach the sector. Fortunately, an IntSec operative managed to find out who he was and where he started from, but after that, it's up to the troubleshooters to track him down. For an added twist, they can all contract Psychopathology-8RIU once the mission is over.
- PURGE has gotten it's treasonous paws on plans for an experimental new magma borehole in ESB sector. After careful examination, they have realized that if they can toss a few grenades down a tiny coolant shaft, the whole

thing will explode with the force of an atom bomb. They plan to use a squadron of hastily modified vehicles to race down a *really* long corridor and destroy the ventilation shaft while a diversionary attack keeps the Vulture Squadron goons busy (remind you of anything?). Essentially, this is your chance to recreate Star Wars from the Empire's point of view. Suggested names: Darth-V-ADR, Oh-B-WAN, Hans-O-LLO.

- Damn those Communists and their crazy schemes! They've loaded up a water-borne transport full of mind-altering substances and they're moving it through a system of locks into position near the Food Vats in order to subvert an entire sector. The troubleshooters have to chase the tanker through countless waterways before it can reach Food Vats and dump the treasonous cargo (It's probably a good idea to have some other, investigative stuff before the boat scenes if you're using the latter idea).

Sierra Club "Natural" Disasters

These are so destructive and unusual that they deserve a category to themselves.

- **Thunder Storm:** To recreate this wonderful phenomenon, the Sierra Club have refitted an industrial crawler to act as a mobile storm generator. Surrounded by a fleet of motorcycle escorts, it is slowly moving along a major transit area, spreading death and destruction in its wake. It taps into the local Power Services network via a laptop computer terminal to cause the following effects: set off all sprinklers in the sector (½ vision, -2 to all attacks and skill checks), dim the lights (½ vision, -2 to all attacks and skill checks) and fill the intercom with loud booming noises every few minutes (DC 10 Fortitude save or stunned for a round). The crawler itself mounts heavy armor (ALL 20), an electroshock weapon (D6 E, 10 m radius) and a lightning gun (3D8 E, 100 m range, +10 to-hit). To make matters worse, it's not as if the other secret societies are about to let a perfect opportunity like this go by without doing *something*.
- **Volcano:** The Sierra Club planned to assemble massive quantities of Foaming Cleanser XQ-19, dye it red and store it in an empty missile silo that opened to the Outside. When they set it off, it would look almost exactly like the volcanoes they had been reading about in their *National Geographics*. However, while it was sitting in storage in a ventilation shaft/sewer pipe (whichever suits your purposes), something goes wrong, and the Foaming Cleanser begins surging through the vents/sewers. Depending on the width of the tunnel (and the level of your sadistic tendencies), the Foaming Cleanser can move anywhere from one to twenty meters a round. Anyone who is engulfed will be horrified to find that the Foaming Cleanser hardens within seconds, leaving them trapped alive. Not so much an adventure in itself, as something to terrorize troubleshooters on missions to cramped places with.
- **Earthquake:** This disaster was planned in two phases. The first was to install rubberized carpeting all over the sector. The second was to set up a vibrational-shock generator deep beneath Alpha Complex. Once turned on, it will turn the entire sector into a giant trampoline (or a bouncy death trap). The carpeting has already been installed; now all that remains is to activate the VibroGen. The Computer learns of this and orders it stopped at all costs. Even though dedicated teams of Infrareads are working around the clock to rip up the deadly rugs, the shock generator alone could cause untold damage to valuable Computer property. This mission is best if you give the troubleshooters SCUBA gear and make them descend through the Food-Vat grates into a network of natural caverns caused by Food-Vat runoff. There, they can encounter all kinds of bizarre mutants and twisted creatures.
- **Eclipse:** The troubleshooters are in the local cafeteria, happily eating their breakfast when suddenly the lights dim and The Computer announces that it's time for all loyal citizens to return to their sleeping cubicles for a good night's rest. The Sierra Club had planned to reprogram the daycycle timing to have a quick day followed by a long night (they also spent months painting glowing "constellations" on the walls). Although originally planned to last a single daycycle, hasty sabotage, combined with gargantuan ineptitude, has made the shortened day cycles permanent. The troubleshooters will have to investigate a deadly web of treasonous Power Services and Tech Services clones before getting to the bottom of who's behind it.
- **Plague of Locusts:** The Sierra Club has spent months capturing and breeding mutated locusts deep in the ventilation shafts. These aren't your normal, kill-with-a-flamethrower/squash-under-foot locusts, they're armored, saber-toothed Uber-insects closely related to the "bugs" from *Starship Troopers*. Sierra Clubbers with special locust control devices have been stationed around the sector to direct this Biblical cataclysm gone wrong. The troubleshooters will have to either hunt down all the Clubbers one by one, or make the long trip to FAR sector R&D for some mega bugspray.

Adventures Outdoors

Although technically Outside is Green-clearance, you can temporarily exempt troubleshooter squads from the normal restrictions to run the following adventures.

- The characters are sent to investigate a strange object that crash-landed several miles away from Alpha Complex. Throw in whatever challenges you want along the way. When they arrive they discover a downed alien spacecraft. Possible sources of inspiration include: X-Com, War of the Worlds and the *Aliens* series.
- Summoned into the inner sanctum of a High Programmer, the troubleshooters are ordered to "Bring me a Shrubbery! But not just any Shrubbery, mind you. I've already got several nice Green ones. I want a *purple* Shrubbery!". Needless to say, they will have trouble finding one. After a few weeks of constant attacks by bizarre creatures and fearful natives, the team finally finds a purple plant. And what is it? It's a *Harmony Tree* (See Chapter 10: Creatures and Opponents, for details). They will have to fight past both its legions of protective animals, as well as the Harmony Tree's insidious mutant powers, before they can cut it down and bring it back to satisfy the High

Programmer.

- The troubleshooters are directed to recover a flight recorder from a crashed VultureCraft Mark III. When they get there, however, they find that it's already been removed, and that tracks lead off into the surrounding forest. Who took the black box? Savage natives that worship it as a god? A hideous mutated monster (think: dragon)? Agents from another Alpha Complex? Who knows!
- The troubleshooters are sent Outdoors to retrieve an experimental Warbot that was lost during an intense firefight. Along the way they have to deal with the usual violent Outdoors challenges, but the encounter with the Warbot is surprisingly peaceful. A nasty fall damaged its personality module, transforming it from "mindless killing machine" to "scared little child". The team will have to weedle and coax the warbot back to Alpha Complex, while trying to prevent the 20-ton robot from being scared away by miscellaneous wildlife.

Appendix A: Character Sheet

Due to Communist sabotage, D20 Paranoia character sheets are currently unavailable. Rest assured that R&D is hard at work on –

Stop it. That's an order, citizen Ed-I-TOR! You promised a customized Paranoia character sheet, yet I see only a blank page. This is either a serious oversight or treasonously lazy shirking. What have you got to say for yourself?

Well, Friend Computer, I'll be blunt. My graphic design skills are weak and my command of desktop publishing is rather limited. All attempts to create a decent character sheet met with failure, so I can only ask for your forgiveness and understanding.

You may rest assured that your request for clemency will receive all due process. Indeed, you might even avoid reassignment as reactor shielding. In the meantime, Alpha Complex can only hope that a kind reader might be willing to submit his or her own creation for the benefit of loyal citizens everywhere...

Appendix B :Name Lists

Red-Clearance Names

Frankfu-R-TUR
Lance-R-LOT
Mist-R-TEE
Spyd-R-MAN
Sup-R-MAN
Barb-R-SHP
Seespot-R-UNN
Pack-R-ATT
Kanga-R-OO
Jakda-R-PPR
Toys-R-USS
Berg-R-KNG
Lib-R-TEE
Pete-R-PAN
Cind-R-ELA
Thund-R-CAT
Power-R-GNR
Oav-R-KIL
Watt-R-FALL
Feath-R-FAL
Merc-R-EEE
Tink-R-BEL
Stink-R-PEW
Comput-R-WIZ
Gon-R-FST
Doe-R-QCK
Death-R-AYY
Chefboy-R-DEE
Bat-R-ANG
Blund-R-BUS
Left-R-RYT
She-R-LOK
Sig-R-ETT
Crack-R-JAK
Ann-R-CHY
Spid-R-MAN
Sma-R-TIE
Cow-R-ING
Pow-R-PUF
Squi-R-TLE
Stu-R-OLD

High-Clearance Names

Micr-O-SFT
Par-O-DEE
Tyran-O-SAR
Ack-O-LYT
Mon-O-LTH
Disc-O-STU
Sab-O-TUR
Toy-O-TAH
Shin-O-BEE
Lot-O-FUN
Jimm-O-RSN
Suesh-Y-RAW
Steve-Y-JOB
Whin-Y-BOY
Ick-Y-MES
Harr-Y-POT
Chew-Y-GUM
Craz-Y-GUY
Gad-G-ETT
Ray-G-UNN
Dontpass-G-OOO
Fooze-G-OLD
Marbuls-G-ONE
Jonnie-B-GUD
Early-B-IRD
Beach-B-OYY
Dah-B-OSS
Trom-B-ONE
Godz-I-LLA
Bill-I-DDL
Holl-I-WUD
Kosmic-V-OID
Sam-U-RAI
Sepp-U-KKO
Jess-U-WAT

IntSec's Most Wanted List

Bolsh-O-VCK
Gor-B-CHV
Rurt-U-DEE-2
Wilek-Y-OTE
Ivan-2-BAD
Mission-R-YYY
Bish-O-PPP
Alt-R-BOY
Pix-I-DST
Cana-B-ISS
Ker-O-ACK
Bill-G-ATZ
Tech-G-URU
Mind-B-LST
Enterpr-I-SSE
Davesuz-U-KKI
Monk-Y-BOY
James-B-OND
Com-R-ADE

Appendix C: Psychological Tests

The Computer must constantly assure itself that all personnel are mentally sound. It does this by continually trying to drive them crazy. What follows are some questions to torment your players with.

Maintaining Fear and Ignorance

Bear in mind the fundamental adage of the *Paranoia* GM: Fear and Ignorance, Ignorance and Fear. In this case, you want to emphasize *fear*. Terror is nice. Absolute gibbering hysterical horror is optimum.

First, pay attention to the setting. Describe a room that is dark, yet forbidding. Bleak, yet cruel. A single chair (with leathery straps and dark, unidentified stains), black walls, lit by the glare of a single terminal. That's the kind of atmosphere that encourages true loyalty to The Computer.

As a GM, you can use a variety of props to heighten the overall effect. If you really want to pressure the players, use a tape recorder. Place the microphone in front of their mouths and say "For your convenience, your answers are being recorded by the Office of Joyful Affirmation. Thank you for your cooperation!"

Remember, The Computer will be interested in conducting these tests frequently. One strategy is to ask identical questions over long periods of time and compare the results. Inconsistent answers, or answers identical to those of known traitors will result in treason points.

On the other hand, phew! that sounds like a lot of work! What self-respecting GM is going to remember all that trivia? Fortunately the solution is simple. Make the players submit their answers in writing. And don't complain about illegible or incomplete answers. Instead, just when things are getting interesting, have The Computer interrupt the proceedings: "Citizen! Is this an 'r' or a 't'?" Yell it

loudly while shoving the offending document in the player's face.

Another useful tool is the time limit. You can shout out a countdown or hold up cards with numbers on them, explaining that they are appearing on the screen. Skipping numbers is cruel but fun. ("Citizen! What is the state of all unions which include themselves? THREE! TWO! ONE! I'm sorry, your time is up. Thank you for your cooperation.")

Or, you can hook the PCs up to a lie-detector. Don't let them know whether the machine registers a response as a truth or a lie. Simply roll the dice, mutter and make a few notes on paper. You could have the personnel act as though the machine is malfunctioning.

Tech: If The Computer is your best friend, who's your next best friend?

PC: Blah, blah.

Tech: (Gazes silently at the display. Adjusts a few knobs. Repeats the question. Adjusts a few knobs. Gazes silently at the display. Leans over, clicks open an inspection panel and peers inside thoughtfully. Closes panel. Stares at display. Gives Multicorder a murderous *thwack!* with the flat of his hand. [Whack the table hard. Make your players jump]. Smiles in satisfaction, makes notes, then blandly continues questioning.)

The results of all these tests are somewhat nebulous. Remember that The Computer is constantly looking for signs of a conspiracy. Results that are all alike will bespeak a traitorous degree of collaboration between the PCs. Likewise, answers that are all different may indicate that the clones are answering differently deliberately. Just to be sure, ask everyone in the group "What is the sum of 2 plus 2." The answers are sure to be significant.

One last thing. The Computer will never reveal actual answers or results.

Test One: Mathematical And Deductive Ability

These are straight math questions. The Computer will check for errors, but is more interested in how the question is answered. A wrong answer may assure The Computer that the character is actually as stupid as he's supposed to be.

Roll or pick on the table below to determine the kind of math question posed:

T C-1: Math Problems

01-05	Single Digit Addition
06-10	Single Digit Subtraction
11-15	Double Digit Addition
16-20	Double Digit Subtraction
12-25	Single Digit Multiplication
26-30	Single Digit Division
31-40	Convert Fraction to percentile or vice versa
41-50	Geometry
51-80	Complex mathematics
81-90	Very complex math.
91-00	Impossible Mathematics

Examples: (Simple Division) "Citizen, this is a test. What is 15 divided by 3?" – "Thank you for your cooperation"

(Complex Mathematics) "Citizen, this is a test. What is the product of 150.12, 9.6 and 23?" – "Thank you for your cooperation"

(Very Complex Mathematics) "Citizen, this is a test. What is the integral of y with respect to $y \sin x' [\cos I]$ " – "Thank you for your cooperation"

(Impossible Mathematics) "Citizen, this is a test. What is the final digit of 'pi'?" – "Thank you for your cooperation"

Incidentally, Calculus is Blue security clearance. If anyone gets a very complex math problem right, execute them.

Test Two: Word Association

"This is a simple word association test, I will say a word; you will respond with the first word that comes to mind."

GM: Choose a couple from the list below.

- | | |
|-------------|-------------|
| 1. Cat | 12. Teacher |
| 2. Horse | 13. Father |
| 3. Plate | 14. Missile |
| 4. Pencil | 15. Bacon |
| 5. Hand | 16. Mother |
| 6. Food | 17. Dinner |
| 7. Computer | 18. Finger |
| 8. Tree | 19. Wood |
| 9. Car | 20. Death |
| 10. Mustard | 21. War |
| 11. Grass | |

Keep in mind that knowledge of some of the above terms is treason, and will be punished accordingly.

"Thank you for your cooperation!"

Test Three: Personality Test

"This is a simple test. Think about your answers, and respond freely."

The Computer will ask only one or two of these at a time. It should also keep asking for clarification ("That's interesting. Why do you feel that way?"). Often the request for clarification will come hours or days later, at an awkward or embarrassing time.

1. If you were a High Programmer, what would you wish for?
2. What was the nicest thing about being an INFRARED?
3. What three things would you look for if you found a fellow citizen unhappy?
4. Would you rather execute a traitor, or let him escape, hoping to capture and cure him of his delusions?
5. How do you feel life in Alpha Complex could be improved? (GM: It can't be. Alpha Complex is perfect. Any other answer is treason.)
6. Do you think traitors are intrinsically evil, or just normal human beings who

have been misled?

7. Which do you think would be the most fun: being a human, a bot or The Computer?
8. Do you think people are smarter than computers?
9. Do you think that computers bleed like people?
10. Do you think that killing is necessary under some conditions?
11. If The Computer is your best friend, who is your *next* best friend?
12. Do you think you deserve a higher security clearance?
13. Why do you think The Computer has decided that belonging to a Secret Society is treasonous?
14. Are you hopeful about the future?

"Thank you for your cooperation!"

Test Four: More Personality Tests

"Please answer 'yes' or 'no' to the following questions."

The Computer will ask three or four of these.

1. I have had very strange experiences.
2. I have had periods when I can't remember what I was doing.
3. I have used drugs excessively.
4. Sometimes my head seems to hurt all over.
5. I feel anxiety about something all the time.
6. Sometimes I want things strongly enough to steal them.
7. I am afraid of losing my mind.
8. I have strange thoughts.
9. Sometimes I feel like killing other clones.
10. I feel that the world would be better without me.

"Thank you for your cooperation!"

Test Five: Cognitive Skills

Take any of the books from the *Paranoia* series, clippings from the editorial section of the newspaper, one of Picasso's less lucid paintings or any other bizarre picture you can find. Hold it up in front of the player and say;

"This is a test of your imagination and creativity."

or

"This is a test of your ability to detect treasonous thinking. This is important, since it helps us recognize traitors and cure them with political therapy."

or

"You are being considered for an important assignment. This is a test of your skill as a **[Deleted for Security Reasons]**."

Then continue:

"Look at this picture and tell a little story explaining what is happening in the picture."

or

"List ten words that describe your feelings about the picture."

or

"Please identify six differences between these two pictures" (GM: Only hold up one picture)

"Thank you for your cooperation!"

Handy-Dandy Sanity Test Results Table

After a psychtest session, The Computer may wish to act on it's findings in a manner other than summary execution. Roll or pick on the table below to see what gruesome fate awaits the troubleshooters. The more unpleasant results will be carried out by the rarely-seen Green-clearance Ego Enforcers (Bureau of Brain Reclamation, Department of Housing Preservation, Development and Mind Control). Assign modifiers to the D100 roll depending on how well the clone dealt with the test.

T C-2: Sanity Test Results

01-02: Corrective Surgery. Blue-level officers form HPD & Mind Control appear in force. They laugh and assure the clone of his immense good fortune. Then they take him away and remove parts of his brain. When he returns, he'll have a bandage over his head and have lost D3 ranks from every skill. This will *not* be passed on to his clones (We mean it this time. That would be going too far).

03-05: Reassignment... as reactor shielding. Any clone with suspicious test results is taken away. A new clone appears. Anyone asking about the missing clone will also be taken away.

06-10: Political Therapy. The Computer speaks: "Citizen! Report immediately for Political Therapy Counseling! Go to sector KGB, Room 9001 immediately!". Political Therapy is code for interrogation. There is a 100% chance Telescopalmine will be used.

11-15: Happiness School. The entire mission group (everyone contaminated by the unstable clone) is enrolled in The Computer Happiness School. They spend the next two cycles without food or lavatory facilities, in a barren room dominated by dozens of Computer terminals.

16-25: Mind Rehabilitation. Ego Enforcers arrive (outnumbering the mentally ill clones 3 to 1). Clones are removed to a nearby interrogation room where a battery of electro-shock treatments, massive drug therapy and bombardment by sub-sonic "Love The Computer" messages are delivered. They are released one cycle later no worse for wear, except for a tendency to snap to alert whenever someone says the word "Computer".

26-29: Psychiatric Session. The clone is lead into a small, featureless room occupied by a bizarre-looking Docbot. The Docbot will not initiate conversation; but will respond to all questions with a therapeutic technique known as reflection, e.g.:

Clone: Why am I here?

Psychbot: Why do you think you are here?

Clone: Umm.. Because The Computer told me to come here.

Psychbot: How do you feel about The Computer?

Clone: The Computer is my friend!

Psychbot: Do you worry about not having enough friends?

Clone: Uh... no.

Psychbot: Do you always answer negatively?

Clone: No.

Psychbot: Do you always answer negatively?

Clone: No.

Psychbot: Do you always answer negatively?

Clone: Yes!

Psychbot: Is that why you secretly hate The Computer?

Keep this up until the clone stops answering questions, attacks the Psychbot or attempts to escape. Then assign treason points as appropriate and roll again on this table.

30-40: Drug Therapy. A bottle of pills rolls out of a near-by Computer disbursement tray. Roll on the Drug Therapy Table below to determine the bottle(s)'s contents. Failure to take allotted pharmaceuticals is treason!

41-89: The Computer speaks:

"Citizen, your psychological test is being processed. Standby for therapeutic prescription!". There is a long and ominous silence. Then, The Computer speaks again: "That is all. Dismissed!". Award treason points for poorly-considered answers and re-administer the test whenever possible.

90-97: Twenty Credit Party. A groups of heavily armed and armored GREEN Ego Enforcers appear. The clones are disarmed and kept under tight surveillance. Small parcels containing party hats, song books and twenty-five plasticreds are distributed to each clone. The commanding officer says: "The Computer has determined that you are in need of rest and relaxation. You will therefore have a party, now! Failing to have a good time is a treasonous offense punishable by summary execution!". Attempts to buy useful things with the money or bribe the guards will not be looked upon kindly.

98-99: Promotion. Ego Enforcers arrive. They blindfold one of the clones and lead him away. After a long trek down dusty stair cases, deserted corridors and riding ancient elevators, the clone arrives at a CPU management seminar. When encountered on their next mission, he will be a Blue-level section head in CPU. Although an NPC, he will do his best to help his next clone (I did mention his next clone is activated, didn't I?).

00: Luckiest Man in Alpha Complex. A combined force of Vulture Warriors, Ego Enforcers and Political Therapy officers show up and surround the chosen clone. They shush the rest of the group (with live ammunition if necessary). When everyone is completely quiet, the ranking IntSec officer speaks: "Citizen! Your time has come. In this, your finest hour," (other clones weep silently... cone rifle barrels do not waver) "What words do you have for your friend The Computer?" Make sure that you get everything the

player says exactly, including gems like “ummm” and “who, me?” and “what, you mean you’re *not* going to kill me?”. This then becomes the slogan of the monthcycle. At regular intervals, it will be repeated from every loud speaker in the Complex. This is a great honor: the clone’s treason ceiling is raised by one and he is given two commendation points. If he belongs to any anti-computer societies, they’ll have him killed. No matter how stupid or traitorous it sounds, repeat it exactly!

T C-3: Drug Therapy Table

01-20	Sandallathon Tablets
21-22	Sandallathon Capsules
23-28	Gelgemine Tablets
29-30	Gelgemine Capsules
31-35	Visomorpain Tablets
36-40	Benetridin Tablets
41-43	Benetridin Capsules
44-50	Xanitrick Tablets
51-55	Asperquaint Tablets
56-57	Asperquaint Capsules
58-60	Thymoglandin Tablets
61-65	Zybenzaphrene Tablets
66-67	Zybenzaphrene Capsule
68-70	Pyroxidine Tablets
71-95	Multiple Drug prescriptions. Roll twice more on this table.
96-00	Massive Drug Therapy! Roll four more times on this table

Appendix D: Drugs

The Alpha Complex Pharmaceutical Code

1. It is the duty of all citizens to be loyal to The Computer
2. Happy citizens are loyal citizens
3. Drugs make citizens happy

Q: Citizen are you happy?

A: Yes friend Computer!

Q: Citizen, would you like some drugs?

A: Yes friend Computer!

Availability

The Computer will generously reward loyal citizens with a wide variety of drugs. Drugs, like all equipment, are classified by security clearance. Any citizen may request a drug of his own or lower clearance, but may only receive and consume higher-clearance or restricted drugs with a prescription. The Computer or Docbots will often prescribe higher-clearance drugs when they feel a citizen requires pharmaceutical treatment. When a Docbot prescribes drugs, it usually administers them directly, by sticking a needle in the patient without warning.

Most Computer terminals have drug dispensing slots. These will discharge 10-tablet bottles. Medical kits often contain six or more syringes of common drugs.

All drug bottles and syringes are clearly labeled with the instructions and the name of the drug they contain. For example, a bottle of Gelgernine Tablets would be labeled like this:

10 Gelgernine Tablets
HAPPY LIFE
Take one (or more)
when not happy

Some gamemasters may have heard of a game, some kind of medieval fantasy, where magical potions, scrolls and spells are common

currency. Yeah, that game! Well, drugs are the *Paranoia* equivalent. Clones can steal, horde and use drugs in the same way that characters in the *other* game covet magical treasures. Except drugs have horrendous side effects and clones die like flies.

Use

Characters should learn to use drugs as a tool. Why? Because The Computer encourages drug use. If The Computer says taking drugs is a sign of loyalty, then only the Commie Mutant Traitors would refuse to take their pills.

Also, taking drugs regularly helps you build up immunities. Users will find that the side effects of the drug will decrease. There's also the advantage of appearing to be a drugged-out, brain-burned addict. High Programmers tend not to trust you with important missions. No one else will trust you either. This encourages everyone to obey one of the Computers most important dictates. In other words, by being untrustworthy, you are encouraging obedience to The Computer. This is called loyalty. Or spurious logic.

Of course, if you take drugs for a long time you will become addicted. But since there's lots of drugs that shouldn't be a problem - at least until your stash runs out - or until The Computer goes on a prohibition binge.

Durations

How long is a clone affected by a particular drug? That depends on a great many factors: clone size and endurance, drug type, dose size, purity, delivery system, environment... in fact, there are just too many variables to keep track of. That means you can do whatever you want with drug duration times.

A While: Lasts for as long as seems fun. May wear off before the clone can

figure out what it does.

A Couple of Whiles: The effect lasts long enough for the character to get used to it. A clone will figure out just how important and valuable the effects are - then they'll wear off.

Half a Cycle: This is a really long time. This is the time from wake up call to bed check.

Full Cycle: A period of time that exceeds the life-expectancy of a RED level troubleshooter. Otherwise, figure it lasts the entire mission plus the debriefing.

Side Effects, Interactions and After-Effects

According to The Computer, traitors have placed toxins in certain drugs. It is the duty of every citizen to find these corrupted products and report them to The Computer. The way you find 'em is by taking 'em.

Taking two or more drugs at the same time is a bad idea. This is because if something goes wrong, it's a whole lot harder to figure out which batch was tampered with. Also, taking two or more drugs at the same time is often fatal. Remember- dying before reporting drug defects is treason!

The possible bad things that can be caused by defective drugs include organic damage, insanity and, sometimes, advancement of the plot (which makes it difficult to distinguish between normal and corrupted drugs). The last effect is designed to be free-form so the GM can make all kinds of amusing things happen to liven up the game if it gets boring.

Another problem with drugs happens when clones' bodies get accustomed to regular use. These clones are called addicts. They tend to get a little weird when cut off from their steady supply. At first it's OK, but after ten minutes, they're ready to kill for a fix.

Below is a non-exhaustive list of

things that can happen from taking defective drugs, normal drugs or withdrawal from either of the first two. Duration is left to your nigh-infallible judgement

T D-1: Interaction Effects/Faulty Drugs Table

D100 Roll	Effect
01-20	The Shakes
21-40	Weakness
41-50	Hallucinations
51-60	Memory Loss
61-70	Insanity
71-80	Organic Damage
81-90	Power Loss
91-95	Coma
96-00	Death

The Shakes: Absolutely uncontrollable tremors. Coordination or fine movement is difficult (Dexterity halved). Ranged attacks become a matter of guesswork, as the clone tries to decide when to pull the trigger while the gun swings back and forth (50% miss chance for any target not within point-black range). Also, the trigger finger may spasm at an inopportune time.

Weakness: Strength goes to 3. Anything heavier than a pencil seems like an unbearable burden. Even walking results in a lot of whining and complaining.

Hallucinations: The character beings to experience random, surreal audio-visual fantasies that interfere with normal functioning. This can be handled as a general -2 to all skill checks, attack rolls and saving throws, or just strange behavior as indicated by the hallucination you've thought up. For inspiration, consider rolling on Table D-2: Random Hallucinations/

Memory Loss: Them brain synapses just stop firing. No skill ranks and no knowledge of recent events.

Insanity: Roll on the insanity table or make up something of your own. Possible drug-specific results can include extreme cowardice, pacifism, satanic hallucinations, etc.

Organic Damage: Direct physical

trauma that results in the loss of around D4 Constitution points. Depending on the drug, this may or may not be permanent.

Power Loss: Power Index goes to zip. No power points, no mutant powers. Regenerates as normal.

Coma: The clone appears dead. The Computer calls up the next clone. Then, sometime later, when things are dull, the old clone wakes up. Only a really nasty GM would have a clone regain consciousness while in the middle of (choose one): a recycling grinder, autoclave, transplant surgery or experimental weapon target practice. Repeat do *not* do this to your players. They will feel persecuted and put upon.

Death: Clone X becomes clone X + 1. If X>6, it's time to roll up a new character.

Drug Types

Below you'll find many different types of Alpha Complex drugs, arranged in categories by their (intended) effects. The only entry which is not really self-explanatory is Potency. Clones make Fortitude saves against a drug's potency to resist its effects and side effects (this save may be forgone voluntarily). The listed potency should be a few points higher at high dosages, and can be affected by various other factors as well.

Tranquilizers

Tranquilizers calm the fears and concerns of loyal citizens. Usually citizens are given these drugs to ease any irrational fears (which is silly; in *Paranoia* there are no irrational fears).

Gelgernine

Common Name: Inner Happiness

Clearance: Red

Potency: 13

Availability: The Computer treats Gelgernine as a reward. Successful troubleshooters will be given constant doses of Gelgernine for weeks. Otherwise, Gelgernine is available only through Black Market channels.

Effects: I'm so happy. I love living in Alpha Complex. I love The Computer. Hey, look, someone shot off my arm! Isn't that wonderful? Subject becomes immune to pain, fear and insanity.

Side Effects: Addiction, memory loss and paranoia. Regular users can be identified by facial twitches and a slight foaming of the mouth.

Application: Tablet (lasts a couple of whiles), capsule (time-released to last a daycycle), aerosol (used by IntSec to quell cafeteria riots. Fatalities minimal, less than 30%. Lasts half a cycle).

Sandallathon

Common Name: Sleepy-Sleepy

Clearance: Red

Potency: 15

Availability: Mandatory prescription by The Computer to enforce sleep cycles.

Effects: Zzzzzz.

Side Effects: Addiction, shakes and insanity (generally anxiety attacks).

Application: Tablet (a while), capsule (half cycle), injection (stunned for a couple of whiles; all pain blocked).

Visomorpain

Common Name: Little Black Friend

Clearance: Infrared

Potency: 11

Availability: Mandatory and forever. Used by The Computer to keep workers happy and quiet

Effects: Makes you happy and quiet. Intelligence and Charisma reduced by 4 if taken in large doses.

Side Effects: Other than a perpetually stupid expression of addicts, there are no side effects. On the other hand, using Visomorpain with other drugs often causes hallucinations and homicidal behavior.

Application: Tablet (a couple of whiles), injection (a while, high dosage).

Hallucinogens

The only hallucinogens prescribed by the Computer are those which have beneficial properties. The hallucinations they bring are

considered an undesirable side-effect. However some citizens desire them for just that reason. Usually, this means only heightened perception of colors and sounds. But then, anyone can get used to plaid unicorns and talking flashlights.

Bentridin

Common Name: VideoLand

Clearance: Blue

Potency: 17

Availability: Administered to Troubleshooters, Vulture Warriors and anyone else on routine suicide missions.

Effects: Produces the "Teela-O-MLY" syndrome. Clones will think that no matter how outrageous the danger, they cannot be harmed. Also acts as an anti-psionic. Clones cannot use or be affected by psionic mutant powers. Other powers work just fine.

Side Effects: Causes mild visual and auditory fantasies (-2 to all skill checks, attack rolls and saves). Addicts have enormously dilated pupils and respond a few seconds behind real world events.

Application: Tablet (a while), capsule (one cycle), injection (one cycle, causes extremely vivid hallucinations).

Rolactin

Common Name: Happy Life

Clearance: Blue

Potency: 18

Availability: Administered mainly to important research scientists and high-level clones as a reward or productivity enhancer.

Effects: Intelligence and Charisma bonuses (if any) double.

Side Effects: Causes slight bluish tint to the skin.

Application: Tablet (a while), capsule (one cycle).

Synapsite

Common Name: Brain Buster

Clearance: Green

Potency: 15

Availability: Issued for special missions where expert knowledge is needed, but the expert isn't available

(or can't be risked).

Effects: Gives the user D12 ranks in all skills (roll separately for each one). Yes, this can result in negative skill ranks. Replaces any old skill ranks clones might have had for the drug's duration.

Side Effects: Every time the user attempts to use a new skill, he develops a new personality – like Napoleon or a Canadian lumberjack. Application: Tablet (a while), capsule (a cycle), injection (a couple of whites -personalities shift every few minutes)

Stimulants

Stimulants increase metabolic rates at the cost of coordination and perception. The Computer considers this an acceptable trade-off. Don't you?

Xanitrick

Common Name: Wakey-Wakey

Clearance: Infrared

Potency: 12

Availability: Mandatory on waking or at mid-shift.

Effects: Clones feel hyper, speed up and spend the entire time with extreme tremors (-2 Dexterity).

Side Effects: Shakes, power loss, uncontrollable sneezing.

Application: Tablet (a couple of whites).

Asperquaint

Common Name: Tireless Servant of The Computer

Clearance: Yellow

Potency: 14

Availability: As prescribed by The Computer

Effects: Subject will be wide awake, even after hours without sleep. Produces a gung-ho attitude. At high dosages, subjects will ignore all but the most obvious dangers. +4 Constitution bonus.

Side Effects: Addicts develop a unique facial expression. Capsule and syringe have a good chance of producing shakes, power loss or insanity.

Application: Tablet (a while), capsule

(a cycle), injection (high dosage; a couple of whites).

Thymoglandin

Common Name: Combat Quick or Big T

Clearance: Blue

Potency: 16

Availability: Restricted. Available only to duly-authorized mission personnel

Effects: Kill! Kill! Charge! Where is the enemy? Clone will feel the need for immediate frenetic action. Subject gains a +5 bonus to all combat skills (with associated number of attacks and unarmed damage bonuses) and moves at +5 meters/round. Immune to pain and will fight to the death. When not fighting, will lift heavy burdens, run in circles, etc. - anything to keep busy. Strength +6.

Side Effects: Organic damage and insanity. Addicts have a wide-awake, slightly insane glare, the whites of their eyes turning dark brown.

Application: Tablet (a couple of whites), injection (half cycle- followed by unconsciousness unless a new dose is administered immediately).

Mood Modifiers

These are used to change the mental status of maladjusted clones. They include truth drugs, personality shapers and hypnotics – the standard tools of Internal Security. The potency of mood modifiers is resisted using a Will save instead of Fortitude.

Telescopalmine

Common Name: IntSec calls it "Truth and Beauty" everybody else calls them "Self-Finking Pills".

Clearance: Green

Potency: 17

Availability: Restricted to IntSec use
Effects: Clones under the effects of Telescopalmine will answer most questions reflexively (not necessarily truthfully- each question allows them an additional save).

Side Effects: Temporary insanity when the drug wears off.

Application: Injection (a while)

Zybenzaphrene

Common Name: Slumber-Soft

Clearance: Orange

Potency: 14

Availability: Restricted to IntSec use.

Effects: Intelligence and Wisdom are halved and clone will be very agreeable to suggestion. At high doses, subject will want to sleep very badly. If kept awake, he will agree to anything if a DC 12 Will save is failed. Very useful for obtaining confessions, setting up patsies, etc.

Side Effects: Depression, sleepiness, reduce awareness. Upon waking, clones who have been taken advantage of will fly into homicidal rages.

Application: Tablet (a while), capsule (one cycle), Injection (high dosage; one cycle).

Pyroxidine

Common Name: Wide Awake

Clearance: Red

Potency: 13

Availability: Issued for "routine" missions requiring high levels of troubleshooter motivation but low levels of troubleshooter survivability.

Effects: Heightened levels of alertness (+4 to Awareness checks) and response times (+2 to Reflex saves). At high dosages, clones will ignore all but the most obvious dangers.

Side Effects: Frequent use (more than once in a life time) will result in organic damage.

Application: Tablet (a while), capsule, capsule (one cycle), injection (a while, high dosage).

Zirbryte

Common Name: Neurocharge

Clearance: Indigo

Potency: 18

Availability: Restricted to duly authorized mission personnel

Effects: Intelligence and Wisdom +D6. Slight swelling of cranial region, writhing veins on facial surface.

Side Effects: Addicts have bloated skulls and lose skin tension. Insanity. Application: Tablet (a while), capsule (a couple of whites).

Qualine

Common Name: Gobbledygook

Clearance: Indigo

Potency: 14

Availability: Restricted IntSec use.

Effects: Target loses all coherent thought, begins to babble borderline treasonous statements (such as "Commies don't commit treason, traitors do"). Used for political trials or to make an opponent say something really stupid that'll get him killed.

Side Effects: Insanity. At high dosages, induces berserk rage when it wears off.

Application: Tablet (a while), capsule (a couple of whites), Injection (high dosage, one cycle).

Experimentals

Occasionally, The Computer will allow citizens to test new and unusual drugs. These citizens are happy to explore the interesting effects these drugs have on their minds and bodies.

Dynomorphin

Common Name: No Fear

Clearance: Ultraviolet

Potency: 25

Availability: Experimental

Effects: Character feels no fear; he literally does not perceive anything as a threat. He will walk straight into a pit or shoot himself if ordered. All pain and subdual damage is likewise ignored

Side Effects: Organic damage

Application: Injection (a while)

Hydropsionic Acid

Common Name: Mind Blast

Clearance: Ultraviolet

Potency: 20

Availability: Prohibited

Effects: Subject is able to use any mutant power he posses without spending PIPs. In addition, he has a 20% chance to use any mutant power, even ones he does not have. Roll once each time the character wishes to use a new power.

Side Effects: -4 on power checks. Pacifism. Afterwards, power index goes to zero for a whole cycle.

Application: Capsule (a couple of whites).

Lycanthropic Acid

Common Name: Wolfman

Clearance: Violet

Potency: 20

Availability: Experimental

Effects: Over D4-1 rounds, the subject turns into - you guessed it - a werewolf! Clone gains +3D6 hit points, ALL 5 natural armor, +4 enhancement bonus to Defense, the Adrenaline Control mutant power and a +10 bonus to Unarmed Combat.

Side Effects: Insanity, homicidal rage. Power loss and organic damage when effects wear off.

Application: Injection (a while).

Lillipactin

Common Name: Shrinx

Clearance: Ultraviolet

Potency: 27

Availability: Experimental

Effects: Subject's size decreases rapidly, until he is only a few centimeters tall (action figure-sized). Equipment is unaffected. Strength is reduced to 1. At high dosages, size shrinkage continues until the character is less than a millimeter tall (cellular-sized). When the effects wear off the reversion to normal size is almost instantaneous.

Side Effects: Undocumented.

Application: Tablet (a couple of whites), injection (half cycle, high dosage), capsule (high dosage, time-released for up to three cycles duration).

Illegal Drugs

Some delinquent citizens, in particular the Mystics secret society, have taken to creating their own drugs from various chemical mixtures. Each of the following entries lists a creation cost (Infrared Market retail value will be about 2-3 times that) and a Craft DC (requires High Energy Chemistry unless otherwise noted).

Maxx Impulse

Potency: 15

Creation Cost: 25 plasticreds

Availability: Common

Effects: Subject is completely immune to pain and subdual damage and capable of fighting at negative hp. Maxx Impulse also grants 10 temporary hit points that disappear when it wears off.

Side Effects: Organic damage. Addicts suffer from involuntary loss of muscle control.

Application: Injection (a while).

Aftermath

Potency: 17

Creation Cost: 45 plasticreds

Availability: Rare

Effects: Subject experiences an unearthly surge that boosts all stats by +4. At high dosages, subject begins to emit bioluminescence from bodily orifices.

Side Effects: Delusions of invulnerability, power loss. Once the rush wears off, the character's stats are all decreased by 8 points.

Application: Capsule (a while), injection (high dosage; a couple of whites).

Rush

Potency: 12

Creation Cost: 15 credits

Availability: Common

Effects: User feels a profound sense of euphoria, coupled with heightened sensory perception (+4 Awareness checks) and +D6 PIPs.

Side Effects: Coma, intense perception of pain (all pain penalties increased by 50%).

Application: Tablet (a while), capsule (a couple of whites).

Boing-go

Potency: 13

Creation Cost: 50 credits

Availability: Uncommon

Effects: Boing-go works by adjusting the subject's internal chemistry to make him more flexible and resilient so that he effectively becomes a human slinky. This confers Impact 10

natural armor and allows the clone to treat all falls as if they were 50% shorter. Boing-go also provides a +2 boost to Dexterity and +4 on all Jump checks.

Side Effects: Organic damage. Repeated use leads to rapidly-deteriorating skeletal structure until the drug's effects become more-or-less permanent ("Citizen, for the last time, pull yourself together!").

Application: Injection (a couple of whites).

Kamikaze

Potency: 20

Creation Cost: 75

Availability: Very Rare

Effects: The subject's own amino acids are reconfigured to create a very powerful organic bomb that will go off with the user's death. This deals 4D10 points of F [acid] damage to everyone within 10 meters.

Side Effects: The drug will slowly lose its potency over the course of the cycle, degrading in to organic damage by the time it's effects wear off.

Application: Capsule (whole cycle).

Table D-2: Random Hallucinations

D100 Effect

01-10 **Monsters!** They're everywhere. The character refuses to move and keeps absolutely quite to avoid attracting their attention. This condition lasts D6 rounds

11-20 Character mistakes a piece of his gear for a dangerous animal, and hurls it in a random direction. Roll again next round.

21-25 The character realizes he has forgotten an important object at a previous point in the mission and sets off to retrieve it, ignoring all attempts to restrain him. This condition lasts a while.

26-30 The subject is convinced a fellow troubleshooter is either a High Programmer or a Commie mastermind

(equal chance of each). He reacts appropriately. The effects last a couple of whites.

31-40 Troubleshooter attempts to eat nearest object. If this proves impossible, he will attempt to eat the next-closest object, and so on. Last D10 rounds.

41-45 The subject believes he can fly and begins to jump up and down while flapping his arms. Because of his delusion, the character will not avoid long drops and dangerous surfaces. Mutants will activate their Levitation power if possible. Effects last a while.

46-50 Although suffering from severe hallucinations, the troubleshooter nonetheless behaves rationally.

51-75 The troubleshooter suffers from mild visual hallucinations, making it difficult for him to distinguish reality from the plaid unicorns and talking flashlights. -2 to all rolls. This lasts a while.

76-85 The troubleshooter suffers from mild auditory hallucinations, making it difficult for him to hear and correctly interpret conversations and orders. There is a base 50% chance that the troubleshooter will misundersesestimate a particular communication. This lasts a while.

86-90 The troubleshooter has just met a wonderful new friend, and they have so much in common that they just can't stop talking. The troubleshooter converses constantly with his invisible companion for several whites unless physically prevented from doing so.

91-95 **Time warp.** The hallucinations have so

completely interfered with the normal operation of the troubleshooter's brain that he is a full six seconds behind real world events. This means that actions declared on his turn are not carried out until the turn after. This lasts a while.

96-100 Roll on the insanity table.

Appendix E: Bots as PCs

Playing Robots

Unlike other (not-fun) roleplaying games, *Paranoia* contains no elves, dwarves, aliens or other vermin. Many people prefer to play weird creatures. This is understandable; the essence of role-playing is getting in to the mind-set of someone very different from your self (if you like fifty-dollar words, experiencing an alien *Weltanschauung*).

Paranoia does, however, contain bots.

There are two things that you need to keep in mind when playing a *Paranoia* bot. The first is that all bots are logical (because they are machines) and that bots should be funny (Because it's *Paranoia*).

Consider the following classical exchange from *Yellow Clearance Black Box Blues*:

Doc: The traitor is obviously an INFRARED and obviously of less value to The Computer. Therefore the traitor should go first. That is logical.

Jacko: But I have been entrusted with the safety of this citizen, which obviously demonstrates his value to The Computer. This resource must be protected at all costs. This is my programming. It is more logical than your stupid argument which clearly demonstrates the limits of your processing capacity.

Doc: You couldn't process your way out of a paper bag. Your artificer must have been a commie mutant moron.

Jacko: Sez you. Your bot brain has obviously been exposed to hard radiation. You haven't the precessing capacity of a digital watch.

Doc: Bolt barrel!

Jacko: Vat plug!

Doc: Commie tool!

Jacko: Diddle Chip!

How to Act Like a Robot

1. Talk like Mr. Spock. Never say "They're attacking!" instead, say

"Excuse me, but my sensors indicate that several primitive humanoids are approaching with wooden-hafted stabbing instruments, most probably with the intention of doing you harm."

2. You may find it helpful to adopt a personality module, listed in the defects section. A personality module may emulate anything from a Pre-Cataclysm celebrity (Uri Geller, Dudley Dooright) to a human emotion emphasized to the extreme (Marvin from the *Hitchhiker's Guide to the Galaxy* is a perfect example).

3. Every robot is equipped with Asimov circuits. Asimov Circuits enforce the Five Laws of Robotics (Newly Revised). A robot must obey these laws, it has no choice, even if given suicidal orders. Of course, some robots have had their Asimov Circuits damaged or removed. And even a fully-functioning robot can weasel out of the laws using tortured logic.

Asimov's Laws of Robotics (Newly Revised)

1. A robot may not, through action or inaction, allow The Computer to come to harm.

2. A robot must obey the Computer's orders, unless doing so would contradict the First Law.

3. A robot must not, through action or inaction, allow any of the Computer's valuable property (including the human citizens of Alpha Complex (except traitors)) to come to harm, except where doing so would contradict the First or Second Laws.

4. A robot must obey any order given to it by a citizen, unless that order conflicts with the First, Second or Third laws, or unless that citizen is a traitor.

5. A robot must seek to preserve its own existence, unless doing so would conflict with any of the other laws.

Notes on Robots

1. Robots do not have attributes. All their stats are considered to be 10.

2. Robots do not have security clearances. They allowed to go anywhere that their programming or orders take them, and if they learn classified information, their memory is wiped quickly and efficiently.

3. Robots do not have skills. However, memory sectors look a lot like skills.

4. Robots do not have mutant powers.

5. Robots do not have Service Groups. They are reprogrammed and refitted as needed.

6. Robots do not have to belong to secret societies. Some secret societies will not accept robots as members. Try to join the Frankenstein Destroyers. G'wan, try it.

Refitting, Reprogramming and Repairs

Refitting, Reprogramming and Repairs (RRR) is the robotic equivalent to PLC, R&D and corrective surgery.

The amount of equipment and software you receive at RRR is completely up to your GM- err, The Computer. It has nothing to do with your 25 bot points.

In addition, if you need any repairs, RRR is the place to be. Unlike organic beings (who come in six-packs), there's only one of you. As long as you aren't vaporized, you can be repaired. However, being reduced to less than zero hit points shuts you down until you are either repaired or brought to -10 hp, in which case you are destroyed.

Generating a Robot Character

Generating a robot character is easy. You get 25 bot points to spend on peripherals and memory sectors.

Robot Peripherals

A bot's peripherals are the physical components that make up its body. All peripherals cost bot points, although anything with a list cost of zero comes free with your basic chassis

Chassis Size

You must purchase a chassis. Otherwise, someone would have to carry your peripherals around in a box.

- 1 *Tiny*: You could fit in a shoebox.
- 2 *Small*: About the size of a microwave.
- 3 *Medium*: Your average, undernourished Alpha Complex citizen.
- 4 *Large*: Refrigerator-sized
- 6 *Huge*: Carbot-sized
- 10 *Gargantuan*: Tankbot-sized
- 15 *Colossal*: Building-sized

Locomotion

You must also select a form of locomotion, otherwise you couldn't go on adventures.

- 1 *Wheels*: Wheels are cheap, but you may have some problems going over rough surfaces, or up stairs. Max Speed: 10 m
- 2 *Treads*: Treads work better Outdoors or in areas that have suffered battle damage. Stairs are still a problem though. Max Speed: 7 m.
- 4 *Legs*: These get up stairs real good. They're also great Outside. They make you pretty easy to tip over though. Max Speed: 10 m
- 6 *Air Cushion*: Like a hovercraft, you glide a few feet above the ground. Max Speed: 15 m
- 6 *Jet Propulsion*: You fly around at high speeds using jet engines. Although this is great Outdoors, inside you tend to bounce off walls a lot. Max Speed: 20 m
- 10 *Jet Propulsion + Air Cushion*: The deluxe job. Great speed and control. Max Speed: 20 m
- +4 *Submersible*: You are equipped for operation underwater and are environmentally-sealed. This is a neat trick which really impresses your

fellow robots. However, you may also get volunteered for many bizarre missions.

+2 *Increased Speed*: Your Max Speed is increased by 5 m/round.

Hands

You don't have to purchase any hands, but it would probably be a good idea. All hands come with arms capable of supporting their use.

- 1 *Limb with Grasper*: This is a basic limb with a crab-like claw on the end capable of lifting size cost x 10 kg. So a medium bot could lift 30 kgs. Unarmed damage is D6 I.
- 2 *Heavy Manipulators*: These limbs can carry 20 x size cost kgs. The claws on these babies can crush most other bots like tin cans. Unarmed damage is D8 I.
- 2 *'Human' Arm*: This arm (carries size cost x 10 kgs) has a human hand on the end. Robots with this arm can operate machinery as a human would (like firing a laser or driving a transbot). Deals D4 I damage.
- 3 *Fine Manipulators*: These arms carry size cost x 5 kgs and are equipped with a set of delicate extensible fingers. It is designed for delicate work (+2 bonus to Dexterity-based skills). They inflict one point of damage in close combat.
- 3 *Arm with Specialized Tools*: This is a limb that has built-in tools for a specific purpose. This can include (but is not limited to): high-speed drill, orbital sander, buzz-saw, dental tools, spray painter and powered mop. Damage varies from D2 I to D10 P.

Input Devices

What bots use to see the world. Bots don't start with a visual input, but should probably get one.

- 0 *Standard Data Port*: Every bot has one of these. It's a plug that allows the high-speed transfer of data from the Computer's network to your bot brain.
- 0 *Audio Sensor*: The audio sensor allows a bot to hear the orders of its human masters. It's odd how frequently this system seems to malfunction.

0 *Radio Receiver*: Every bot has one of these. It allows The Computer to speak directly with that bot, without humans listening in. Reception can be erratic in certain parts of Alpha Complex.

- 1 *Video Sensors*: Eyes, basically. It's nice being able to see where you're going. This is the basic model, and doesn't include color.
- 2 *Video Sensors with Color*
- 3 *Video Sensors with color, stereoscopic and telescopic vision.*
- 2 *X-Ray Plates*: This includes an X-ray emitter and an X-ray detector attached somewhere on the character's body. They allow bots to see inside objects, assuming they aren't shielded or too large to fit between the sensors.
- 3 *Radar*: Tracks large metal objects by their radar signature. Works only with lots of space and against larger targets.
- 3 *Ultrasonic Audio Sensors*: You can crank your ears up until you can hear a pin drop. Of course, you'll suffer a rather nasty overload if the bot next to you tries to strike up a conversation.
- 3 *High-Baud Radio Receiver*: Among other things, this allows The Computer to download software to you in the field.
- 2 *Chemosensor*: Basically a gas sensor that identifies trace elements in the air around you. It's not quite the same as smell. A human would say: "Whew! Who cut one?". You're more likely to say "My sensors are reporting the presence of methane and other byproducts of organic digestion."
- 1 *Magnetic Tape Reader*
- 1 *Floppy Disk Drive*
- 1 *CD Drive*
- 1 *Gyroscopic Compass*: Allows you to determine direction of movement at all times.
- 1 *Radiation Sensor*: Allows you to determine the amount of radiation in the local area. "Docbot, is there much radiation here?" "Not much, we're receiving about 500 roentgens per hour." "That's a relief" "Of course, that level of radiation is fatal to organic beings in short order."

1 *Mass Spectrometer*: Allows you to view and analyze magnetic and electric fields, as well as other exotic wavelengths.

1 *Internal Nuclear Clock*: Keeps perfect time, but if your chassis is ruptured, well, see the description of the micropile power plant.

2 *Retinal Scanner*: A device that allows you to identify humans by the patterns of their eyes.

Output Devices

The peripherals that you use to communicate with the rest of the world.

0 *Radio Transmitter*: Allows you talk back to The Computer. Note that giving The Computer lip is a good way to get deactivated.

0 *Voice Synthesizer*: A voice synthesizer lets bots respond to their human masters. It's odd how unreliable the volume controls are.

1 *100 Decibel Voice Synthesizer*: Sometimes it's nice to be *real* loud.

1 *Lots of Little Lights*: They look really impressive. Make a long list of significant conditions they represent: "Yellow light (flashing rapidly) = command processing. Yellow light (flashing weakly) = puzzling over command"

1 *Flare Launcher*: Comes amply equipped with signal and illumination flares.

1 *Magnetic Tape Writer*: Humans can't read this

1 *Monitor*: Displays information or pictures on a screen.

1 *Printer*: Prints out a hard copy of reports, mission briefings etc.

Power Source

Bots must have a power source.

1 *Battery*: This requires a 5-minute recharge every three hours from a standard power outlet. If there isn't one nearby, call a tow-truck (you come equipped with a cord).

1 *Propane Burner*: You have a small engine that burns propane gas. One cubic meter of gas will keep you operational for 24 hours. This does

not come with a storage tank.

1 *Solar Panel*: For use Outdoors (phosphorescent lights aren't strong enough to power solar cells). As long as you are exposed to sunlight, you're fine. In the shade or during cloudy periods, you're sluggish, and you must shut down at night.

5 *Micropile*: Practically eternal, the micropile will keep you going no matter where you are. Requires servicing every five years or so. Just one little problem. If your bot body is ever seriously damaged, you run the risk of setting off a nuclear meltdown (6D6 F [fire] damage, 10 m radius).

Other Things

There are many other peripherals available, many of which can be used as weapons. Also, ask your GM for other things you'd like that aren't included here.

1 *Storage Bin*: Allows you to carry 0.25 cubic meters of material. Purchasing this multiple times can increase the size of the first bin or get a new one.

1 *Liquid Storage*: Allows you to store 10 liters of liquid.

1 *Pressurized Gas Storage*: Allows you to store and carry 1 cubic meter of gas compressed at 10 atmospheres.

1 *Fire Extinguisher*:

1 *Wet Bar*: Contains a varied selection of alcoholic and non-alcoholic beverages.

1 *Pill Dispenser*: The Computer will assign you a random assortment of drugs to give out each mission.

1 *Toaster Oven*

1 *Blender & Chopper*: D6 P damage

1 *Cigarette Lighter*: D2 E damage.

1 *String dispenser*, 100 m.

1 *Blast Furnace*: Can destroy most objects placed within it in five minutes.

1 *Refrigerated Compartment*: Keeps 0.25 cubic meters icy cold.

Weapons

Note: When you buy a weapon, you don't guarantee any of the necessary software or ammunition.

1 *Stun gun*

1 *Tangler*

2 *Laser Pistol*

2 *Slugthrower*

3 *Laser Rifle*

3 *Automatic Slugthrower*

+1 *Automatic Reloader*: Each Autoloader carries one spare clip of ammo for one weapon. Different autoloaders must be purchased for each weapon.

Armor

Note: Other than standard housing, you may only have one armor.

0 *Standard Housing*: Equivalent to ALL 1 armor. Stacks with other protections.

1 *Reflec*: L5. Each clearance of protection you want coast 1 bot point.

2 *Heat Shielding*: F5, E/L2.

2 *Kevlar*: I/P 5

3 *Concussion Armor*: ALL 4 protection.

7 *Combat Armor*: ALL 10

The "Bigger-is-Better" Protection Factor

Depending on the size of a bot, it can shrug off certain damage. This is ALL armor and stacks with the bot's standard housing. This damage reduction does not apply to ECM shells or gauss guns.

T E-1: Bigger-Is-Better

Chassis Size	Damage Reduction
Large	1
Huge	2
Gigantic	4
Colossal	8

Software

You can't actually purchase software; The Computer determines which software you will take on missions with you. Instead, you buy memory sectors and hope for the best. Each memory sector can hold one skill rank. You can buy three memory sectors for each bot point you spend.

Note that robots don't really use skill programs, it's skill programs that use robots. Once a skill program is

activated, a robot is essentially a passenger in his own body; all he can do is frantically try to stop the program (This is a hard wisdom check that gets easier the longer the program has been running).

Each program has a 1K data segment which tells the robot what the program is supposed to do. Trying to read anything but this segment starts the program running. Note that it is not unheard of (i.e. happens frequently) that a robot receives the properly-labeled software package, but discovers that it's not quite what he expected (a 'Contact with Primitives' software turns out to be a 'Berserk Combat' package)

Drawbacks

These design choices give you bot points to spend elsewhere on your bot.

-5 *Flashbacks*: Your robot brain used to have a completely different function, and sometimes residual programming interferes with your normal operation.

Example: Warbot IZI-76's brain once operated an automated dry-cleaners. "Warbot IZI-76, attack!" "Don't be such a kvetch. So there's a little stain, we do our best. Sometimes the tough stains, they don't come out. What's the big tsimmis?"

In any case, there is a 10% chance per round of stressful/important action that the old programming acts up, and the bot loses all actions that round.

-3 *Personality Module*: To promote (in the Computer's words) "Silicon/Organic socialization and harmony", certain bots have been equipped with personality modules to make them easier to relate with. Various examples of personality modules include: Paranoid Megalomaniac, Pessimistic Depressive, Brainless Cheerleader, John Wayne, Hollywood Producer and, as popularized in *Send in the Clones*, the borscht belt comedian.

-3 *Poor Electrical Shielding*: You begin to sputter, spin in circles, babble treasonously or malfunction in

some other amusing fashion when exposed to high-voltage wires. Gauss weapons deal double damage against you.

(Var.) *Malfunction*: You can buy any peripheral for ½ normal cost (rounding down), but it has a 25% malfunction chance every time you use it.

5 *Faulty Asimov Circuits*: This "disadvantage" costs you bot points, because it allows you more freedom over your actions. If your Asimov circuits are faulty, you can ignore Asimov's Laws (Newly Revised). In other words, you have already "gone frankenstein".

-5 *Faulty Memory Sectors*: These work fine, really. Never had any problems with them. Just a couple of Bouncy Bubble Beverage stains. Worst that could happen, your critical failure chance is 3 in 20 when using skills.

-2 *Lightweight Construction*: You don't get the standard housing listed in the armor section.

-5 *Extremely Delicate Construction*: Not only do you not get any free armor, but you take +1 damage per die on all attacks against you.

-2 *SS Reprogramming*: You have been reprogrammed by one of the Secret Societies, and must follow their orders. Potential masters: Communists, Corpore Metal, FCCCP, Foundation, Humanists, Illuminati, Pro-Tech. Note that your Asimov Circuits are still intact, so carrying out their orders may be difficult

-3 *R&D Specials*: you may accept, sight-unseen (i.e. your GM picks) one of R&D's latest breakthroughs in robotic design. For example:

-*Heuristic AI Module*: A sub-routine that will reprogram you so that you can learn from experience. Note that since it doesn't have The Computer Programming skill, it won't be very good at it.

-*Psionic Analogs*: Devices which sporadically mimic psionic mutant powers – the demonstration of which can get you deactivated in short order.

-*Anti-theft Features*: Boy, it's hard

to sneak around with that air-raid siren going off periodically.

-*"Smart" Weapons Program*: Smart-ass more like it. It requires sustained argument to get it to open fire on anything.

Or any of thousands of exciting R&D prototypes!

