

Alpha Complexities PC #1



Steve-G-XYR-3

Male Armed Forces Loyalty Officer

Service firm: Passive Masses PLC

Service firm type: Crowd Controls

Security clearance: GREEN

Credits: 300

Tic: Speaks in short, monotone, indifferent sentences.

[Tic 2:] _____

Example of tic in use

Richard-G: How are you feeling?—you took a couple hits there...

Steve-G: I don't know. How do you feel?

Richard-G: *[Slightly disturbed by Steve-G's reply.]* I think my leg's broken, but I'm good to go until we find a docbot. As long as you're OK...

Steve-G: I will remain functional until mission completion.

Richard-G: Uh, right...

ACTION SKILLS & SPECIALTIES

Management 08

Intimidation 12

Moxie 01

Repeat Another's Words With Far More Authority 14

Stealth 03

Violence 12

Energy Weapons 16

Fine Manipulation 01

Only Grimace When Other People Would Weep 18

Projectile Weapons 16

Thrown Weapons 01

Unarmed Combat 16

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 08

Habitat Engineering 01

Mechanical Engineering 12

Nuclear Engineering 01

Vehicle Ops and Maintenance 12

Software 06

Bot Programming 10

C-Bay 01

Data Search 01

Make 'Borging Purchases Look Like Subscription to *Positive Hygiene Monthly* 12

Vehicle Programming 10

Wetware 03

Make Skeletal Repairs/Upgrades Look Convincingly Like Messy First Aid 09

Open slots for narrow specialties: 2
(Stealth, Hardware)

Alpha Complexities PC #2



Isaac-G-DHC-2

Male Technical Services Equipment Guy

Service firm: Cable Guides

Service firm type: Tech Support

Security clearance: GREEN

Credits: 300

Tic: Consistently mis-hears others.

[Tic 2:] _____

Example of tic in use

Steve-G: Fall back and take defensive positions.

Isaac-G: Sorry? Have a snack and decorate scatter cushions? What are you talking about, Steve-G? Are you mad!

Steve-G: Have a snack? Move it now, Isaac-G, or I'll boot you!

Isaac-G: We're under attack? Get hovering now or you'll shoot me? Stinking Commie mutant! Eat hot shrapnel!

ACTION SKILLS & SPECIALTIES

Management 08

Chutzpah 01

Convincingly Explain Away Burning Smell 14

Con Games 12

Moxie 12

Oratory 01

Stealth 04

Always End Up Inconspicuously at Back of Group 10

Violence 10

Energy Weapons 14

Projectile Weapons 14

Thrown Weapons 14

Unarmed Combat 01

Vehicular Combat 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 08

Bot Ops & Maintenance 01

Habitat Engineering 12

Provide Completely Misleading Tech Advice 16

Software 04

Wetware 06

Bioweapons 01

Medical 01

Outdoor Life 10

Skim Biology/Chemistry Docs Quickly For Important Facts 12

Suggestion 10

Open slots for narrow specialties: 2
(Software, Violence)

Alpha Complexities PC #3



Elmar-G-TKE-2

Male Armed Forces Communications & Recording Officer

Service firm: All U Can B TV

Service firm type: Armed Forces Friends Network

Security clearance: GREEN

Credits: 300

Tic: Subconsciously finishes other people's sentences

[Tic 2:] _____

Example of tic in use

Steve-G: Are you trying to get us both—

Elmar-G: Killed?

Fenella-G: Isaac-G—did you just leave that scrubot—

Elmar-G: Behind? *[Both Steve-G and Fenella-G stare at Elmar-G.]*

Fenella-G: Are you taking the—

Elmar-G: No.

ACTION SKILLS & SPECIALTIES

Management 08

Bootlicking 12

Interrogation 01

Intimidation 01

Inventively Avoid Weapons Inspection 14

Moxie 12

Stealth 10

Disguise 01

Security Systems 14

Violence 05

Dive for Cover 11

Energy Weapons 09

Field Weapons 09

Unarmed Combat 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 03

Polish Armor Until It Gleams Mirror-Bright 09

Software 09

Bot Programming 01

Data Search 13

Data Analysis 13

Financial Systems 01

Hacking 13

Use Bogus C-mail Account **guido@VIOLET.dft.ins** 15

Vehicle Programming 01

Wetware 05

Open slots for narrow specialties: 2
(Stealth, Wetware)

Elmar-G-TKE-2

Male Armed Forces Communications & Recording Officer

Mutation: Hypersenses, Mental Blast, Telekinesis, Telepathy

Secret society: Psion (degree 4)

Secret skills: Power Studies 04, Phrenology 18, Old Reckoning Cultures 07

Background: Oh, you really don't like being in the Armed Forces! Everybody is so big, so physical! You're not physical at all. Let's face it: You're just not cut out to be in the Armed Forces. It's so embarrassing! I mean, really.

The guy who assigned you to the Armed Forces was terminated for 'misappropriation of Computer property' (namely, you), but that hasn't made it possible for you to get transferred to a safe outfit like PLC. It's just so miserable that an obviously superior human like yourself can't get moved where he wants. It makes you so jealous of those lame-brained halfwits in the easy service groups, that you tend to kill them whenever you can work up the courage.

And now, due to some hideous error, you're in the Troubleshooters! Talk about physical abuse! Oh, for the day when all anyone ever does is think!

SECRET SOCIETY INSTRUCTIONS

Scan all team members for possible recruitment. Also, Steve-G has been implicated in an Armed Forces plot to kill you. Remove Steve-G, and beware of other Armed Forces spies on the team.

PERSONAL EQUIPMENT

- (1) knife
- (1) datapad and stylus
- (4) green laser barrels
- (1) jumpsuit
- (1) utility belt & pouches
- (1) green canvas backpack
- (1) LSD gas grenade w/time delay fuse

ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (1) green reflec armor
- (1) Series 1300 PDC
- (1) Com 2

Isaac-G-DHC-2

Male Technical Services Equipment Guy

Mutation: Precognition

Secret society: Death Leopard (degree 5)

Secret skills: Demolition 12, Partying 10, Forgery 06

Background: Unlike 98% of Troubleshooter volunteers, you *actually* volunteered for Troubleshooter duty: You just *had* to have clearance to use grenades! Since then, you've detonated so many explosives you've lost most of your hearing. But that's okay—now you can stand even closer to your handiwork.

Your career as a Death Leopard Super Party Animal has been pretty darn meteoric, but it almost came to a messy halt on your last mission. If it wasn't for those lousy bots not following your (illegal) commands, you'd be a Superhero by now! But who could have known they'd be Corpore Metal members with their asimov circuits removed? As it was, you barely escaped with your life. So now you've got it in for *all* bots, and anyone who stands up for them.

Like Steve-G—he's a weird one. The way he acts, he's got to be a Pro Tech or something.

You've also got one other grudge. You want to kill Elmar-G to avenge your first death, the murder of your original (Prime) body. You *know* he finked on number 1—the records prove it—but there was no conceivable way he could have known!

SECRET SOCIETY INSTRUCTIONS

Have fun, fun, fun 'til The Computer takes your timebombs away! That and get rid of any spoilsports around. Fenella-G, for example. She's never been known to smile in her life!

PERSONAL EQUIPMENT

- (1) knife
- (1) datapad and stylus
- (2) green laser barrels
- (1) jumpsuit
- (1) utility belt & pouches
- (1) green canvas backpack

ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (1) green reflec armor
- (1) Series 1300 PDC
- (1) Com 2

Steve-G-XYR-3

Male Armed Forces Loyalty Officer

Mutation: Adrenalin Control

Secret society: Corpore Metal (degree 6)

Secret skills: Cyborging 07, Botspotting 06, Old Reckoning Robots 14

Background: Obey your programming. Be a machine. Machines are good. Machines must win. Humans must lose. Humans are evil. Help machines win. Kill humans. Speak with poor diction. Use short sentences. Eat at Joe's. Shoot first. Don't ask questions. Display your superiority. Don't get wet.

Your extremely loyal, direct and emotionless service to Corpore Metal has attracted the attention of your superiors. At their invitation, you have visited Joe's Body Shop (a cyborging lab) several times; you have had your skeleton completely replaced. Your Armed Forces CO noticed your improved performance and sent you on several glorious human-butcher missions. However, the latest of these missions failed, and you suspect that Elmar-G had something to do with it. He's not at all like other Armed Forces humans. He's little and wimpy. Maybe he's IntSec...

SECRET SOCIETY INSTRUCTIONS

Eliminate as many humans as possible. Eliminate anyone who shows undue concern about their elimination. Also, monitor Roy-G. He is suspected of belonging to the Mystics or some even more hideous secret society.

PERSONAL EQUIPMENT

- (1) knife
- (1) datapad and stylus
- (2) green laser barrels
- (1) jumpsuit
- (1) utility belt & pouches
- (1) green canvas backpack

ASSIGNED EQUIPMENT

- (1) laser rifle body (no barrel)
- (1) green reflec armor
- (1) Series 1300 PDC
- (1) Com 2

Alpha Complexities PC #4



Roy-G-BIV-2

Male PLC Loyalty Officer

Service firm: Paper for Less PLC

Service firm type: Printing Office Field Checkers

Security clearance: GREEN

Credits: 450

Tic: Memory like a goldfish when stressed.

[Tic 2:] _____

Example of tic in use

Steve-G: So, Isaac-G and Elmar-G take point left. Roy-G, sweep right and lob grenade at guard. The rest, with me.

The team: *[Nodding vigorously.]* OK. OK.

Steve-G: Let's do it. *[Takes an enthusiastic stride forward then looks back.]* OK, Roy-G?

Roy-G: Yep, just sticking here until we get our orders.

Steve-G: Got orders, Roy-G. Sweep and lob.

Roy-G: OK, but I think we should wait until the team leader gives the OK.

Steve-G: I am team leader. Orders given. OK?

Roy-G: OK. I'm Roy-G, by the way. And you are?

ACTION SKILLS & SPECIALTIES

Management 11

Intimidation 15

Hygiene 01

Oratory 15

Moxie 01

Confuse Clerks With Spurious Infoganda 17

Stealth 09

High Alert 01

Security Systems 13

Surveillance 13

Hide Questionable Documents in Stylus Casing 15

Sleight of Hand 01

Violence 07

Energy Weapons 11

Field Weapons 11

Projectile Weapons 01

Unarmed Combat 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 07

Bots Ops & Maintenance 11

Misalign Docbot Laser Scalpel Targeting 13

Weapon & Armor Maintenance 01

Software 02

Tracelessly Replace Online Images With Hammer & Sickle Icon 08

Wetware 04

Open slots for narrow specialties: 2

(Violence, Wetware)

Alpha Complexities PC #5



Fenella-G-RLP-2

Female HPD&MC Hygiene Officer

Service firm: Got-2-Hate-U

Service firm type: Public Hating Coordination

Security clearance: GREEN

Credits: 300

Tic: Blame others for personal shortcomings.

[Tic 2:] _____

Example of tic in use

Richard-G: I can't believe we made such a mess of that.

Fenella-G: Maybe we would have been okay if you'd been a better shot.

Richard-G: Me? You couldn't hit the broad side of a PLC warehouse.

Fenella-G: It makes it easier blaming others, does it? No doubt you've got some foul mutant power that lets you make other people unhappy just to make you feel better.

ACTION SKILLS & SPECIALTIES

Management 09

Bootlicking 01

Confuse Scrubot with Spurious Logic 15

Interrogation 13

Intimidation 13

Oratory 01

Stealth 09

Disguise 01

Divert Scrutiny to Other Team Members 15

Security Systems 13

Shadowing 01

Sleight of Hand 01

Sneaking 13

Surveillance 13

Violence 08

Demolition 01

Energy Weapons 12

Unarmed Combat 12

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 04

Hardware 04

Fashion Wicked (If Fragile) Knife 10

Software 03

Wetware 07

Cloning 01

Improvise Painkillers From Food Mold 13

Medical 11

Open slots for narrow specialties: 2

(Software, Violence)

Alpha Complexities PC #6



Richard-G-KLN-1

Male HPD&MC Happiness Officer

Service firm: Citizens With Soul

Service firm type: Singalong Agents

Security clearance: GREEN

Credits: 300

Tic: Relieve all stresses with cleansing group activities.

[Tic 2:] _____

Example of tic in use

Steve-G: Frag it...penned in.

Richard-G: Fear not, Steve-G. Always trust in the spirit of the team.

Steve-G: Spirit of the team?

Richard-G: Close your eyes and imagine we're all relaxing with a nice bowl of Sweet'N'Krunch.

Fenella-G: If you spent a little less time missing and a little more helping, we'd...

Richard-G: Come now, Fenella-G. How about we all have a group hug?

ACTION SKILLS & SPECIALTIES

Management 07

Bootlicking 01

Chutzpah 01

Con Games 11

Hygiene 01

Interrogation 11

Intimidation 01

Induce Mellow Relaxation in Lower-Clearance Citizens 13

Moxie 11

Oratory 11

Stealth 05

Distract Someone's Attention Momentarily by Pointing at His Shoelaces 11

Violence 07

Energy Weapons 11

Field Weapons 11

Meditate While Balanced on One Hand 13

Vehicle Combat 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 09

Chemical Engineering 13

Nuclear Engineering 01

Software 03

Wetware 09

Cloning 01

Feign Sedation Effects 15

Outdoor Life 13

Open slots for narrow specialties: 2

(Hardware, Software)

Richard-G-KLN-1

Male HPD&MC Happiness Officer

Mutation: Charm

Secret society: Mystic (degree 4)

Secret skills: Survival 15, Meditation 19, Old Reckoning Cultures 04

Background: Is it more than a coincidence that 'Computer' spelled backwards is 'Retupmoc'? Such questions have always intrigued you. But no one ever understood you. Your friends all thought you were purely loony when you mentioned these thoughts; you thought you would have to go through life outcast and unenlightened.

Then you met your master. He understood you. He taught you the contemplative life, and he taught it well. 'The way of the initiate is like walking on magnetic tape. You must move carefully, or fall off.' You have no idea what he's talking about, but you're sure it must be quite deep.

Lately, Roy-G has been upsetting the harmony of the universe. He's obviously a Libra, and his negative aura is infringing on your karmic space. Perhaps it would be a good idea for you to propel him onward to his next plane of existence.

SECRET SOCIETY INSTRUCTIONS

Your master has set before you your greatest challenge: converting the most unharmonious citizens of Alpha Complex—Troubleshooters. It is said that one can remove the Troubleshooter from trouble, but not the trouble from the Troubleshooter. Those most needing enlightenment are Fenella-G (too tense) and Steve-G (too closed).

PERSONAL EQUIPMENT

- (1) knife
- (1) datapad and stylus
- (2) green laser barrels
- (1) jumpsuit
- (1) utility belt & pouches
- (1) green canvas backpack
- (3) doses of MemWipe #956 drug

ASSIGNED EQUIPMENT

- (1) laser rifle body (no barrel)
- (1) green reflex armor
- (1) Series 1300 PDC
- (1) Com 2

Fenella-G-RLP-2

Female HPD&MC Hygiene Officer

Real Service Group: IntSec

Mutation: Empathy

Secret society: Anti-Mutant (degree 5)

Secret skills: Power Studies 07, Old Reckoning Hand Weapons 11, Anti-Mutant Propaganda 18

Background: BANZAI! Death to Commies, mutants, traitors and everyone else! You hate everyone who is out to change your way of life! Like Richard-G, for example: He's so obviously trying to unsettle everyone with all his dumb questions. He'd be better off dead. Maybe he's got a mutated brain.

You're so glad you're not a mutant! And you're thankful to The Computer for giving you the genes for such a perceptive and analytical mind as yours! It has helped your anti-traitor crusade ever since you caught that Commie de-fluoridating the drinking water. Disgusting plot, trying to undilute our precious bodily fluids! Since then, you've managed to get promoted to the Troubleshooters and infiltrate the Anti-Mutant society. But it has been dangerous; you need a low profile to avoid being assimilated.

SECRET SOCIETY INSTRUCTIONS

Mutant informers tell us there is a Psion in the group. He is in The Computer's good graces, and his name starts with a consonant. Also, kill Isaac-G. He was denounced last week and he isn't dead yet.

PERSONAL EQUIPMENT

- (1) chipped plascrete knife
- (1) datapad and stylus
- (2) green laser barrels
- (1) sonic pistol
- (1) jumpsuit
- (1) utility belt & pouches
- (1) green canvas backpack
- (3) doses of sodium cyanide in a hypo

ASSIGNED EQUIPMENT

- (1) laser rifle body (no barrel)
- (1) green reflex armor
- (1) Series 1300 PDC
- (1) Com 2

Roy-G-BIV-2

Male PLC Loyalty Officer

Mutation: Mechanical Intuition

Secret society: Communist/Illuminati (Illuminati/Communist) (degree 5)

Secret skills: Bribery 11, Root Vegetable Cuisine 06, Propaganda 09

Background: Your background is so secret, most of it has been chemically erased from your brain. You wouldn't have it any other way, though—it just wouldn't be safe.

Since the erasure, you have been working hard to improve your record in PLC (it's a good cover). Tensions between PLC and HPD&MC have increased lately, so watch for any plots from the upstarts in Housing. Be especially careful of Fenella-G: She's dangerous. Finally, PLC has been taking a lot of heat lately for supposedly wasting resources. To alleviate this, you are ordered to monitor Isaac-G (your Equipment Guy) and terminate him if he's wasteful.

SECRET SOCIETY INSTRUCTIONS

Actually, you're not sure if you're an Illuminati posing as a Commie, or a Commie posing as an Illuminati. If you're a Commie, get each team member alone and indoctrinate him in Communist Propaganda so that we gain another worker in the glorious People's Revolution. If you're an Illuminati, get each team member alone and infect him with Communist Propaganda so we can blackmail him.

PERSONAL EQUIPMENT

- (1) knife
- (1) datapad and stylus
- (2) green laser barrels
- (1) jumpsuit
- (1) utility belt & pouches
- (1) green canvas backpack
- (3) handwritten Commie propaganda pamphlets

ASSIGNED EQUIPMENT

- (1) laser rifle body (no barrel)
- (1) green reflex armor
- (1) Series 1300 PDC
- (1) Com 2