

Send in the Clones PC #1



Tammy-Y-BWR-2

Female CPU Team Leader

Service firm: FoodForms CPU
Service firm type: Form Facilitators
Security clearance: YELLOW
Credits: 220
Tics: Makes up cuss words.

[Tic 2:] _____

Example of tic in use

Tammy-Y: Hey, snozz-for-brains! Where's that form I told you to fill out?

Elmer-R: Uh, what?

Tammy-Y: Don't frob around with me, you little snotmonkey! Get me that manga-frangin' form right now, or there's gonna be a whippin'!

ACTION SKILLS & SPECIALTIES

Management 08

Bootlicking 01
Intimidation 12
Moxie 01
Oratory 12

Stealth 04

Filch Office Supplies 10
High Alert 01
Security Systems 08

Violence 07

Energy Weapons 11
Pummel Lower-Clearance Citizens
With Neurowhip 13

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 07

Bot Ops and Maintenance 11
Chemical Engineering 01
Repair Apartment Scrubot13

Software 05

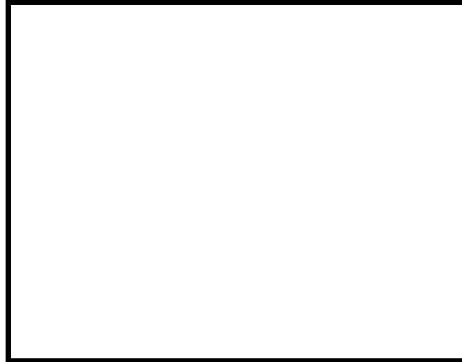
Financial Systems 13
Scrubot Programming 11
Vehicle Programming 01

Wetware 05

Psychotherapy 09
Suggestion 01

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

Send in the Clones PC #2



Walt-Y-QGI-2

Male Power Services Loyalty Officer

Service firm: Flux Fortifiers
Service firm type: Power Oscillation Professionals
Security clearance: YELLOW
Credits: 200
Tics: Relentlessly cheerful and optimistic.

[Tic 2:] _____

Example of tic in use

Walt-Y: Ooh, wow, are those Vulture Warriors aiming at us?

Eve-R: Looks like it, sir! Umm, should we—?

Walt-Y: And they even have plasma generators! I've always wanted to see one in action!

Eve-R: I'm sure that's true, sir. Is it time to—?

Walt-Y: This will be such a learning experience!

ACTION SKILLS & SPECIALTIES

Management 07

Cheer Up Depressed Citizens 13
Chutzpah 11
Con Games 11
Interrogation 01
Intimidation 01

Stealth 08

Hit Button On Control Panel Without Anyone
Noticing 14

Violence 05

Agility 01
Energy Weapons 09
Field Weapons 09

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 08

Mechanical Engineering 08
Nuclear Engineering 08
Orbital Nuclear Space Platforms 16
Weapon and Armor Maintenance 01

Software 06

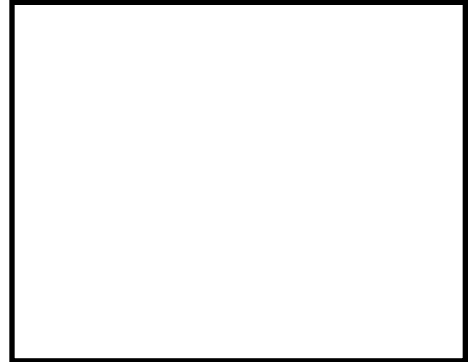
Bot Programming 13
C-Bay 01
Data Search 01
Operating Systems 13

Wetware 07

Recognize Symptoms of Radiation Poisoning 13

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

Send in the Clones PC #3



Chuck-O-VKJ-1

Male Armed Forces Recording Officer

Armed Forces unit: Vulture Squadron Echo 6
(disbanded)
Armed Forces unit type: Vulture Squadron
Commandoes
Security clearance: ORANGE
Credits: 300
Tics: Estimates values of objects aloud.

[Tic 2:] _____

Example of tic in use

Walt-Y: Let's take out that guardbot now, people!

Chuck-O: Yes sir! [*takes aim*] Nice bot—probably worth about 9,000cr.

Eve-R: Aah! I'm hit!

Chuck-O: Ooh, *that's* gonna cost ya...

ACTION SKILLS & SPECIALTIES

Management 07

Con Games 11
Hygiene 01

Stealth 07

High Alert 11
Lurk In Ambush While Wearing Camouflage Paint
13
Shadowing 01

Violence 05

Energy Weapons 09
Fine Manipulation 01
Throw 50-Pound Rock 14
Thrown Weapons 09
Vehicular Combat 09

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 09

Vehicle Ops and Maintenance 10
Weapon and Armor Maintenance 10

Software 10

Assess Value of Warbot Mem Chips 11

Wetware 07

Bioweapons 09
Estimate Time Until Injured Citizen Dies 11
Psychotherapy 01

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

Chuck-O-VKJ-1

Male Armed Forces Recording Officer

Mutation: Precognition

Society: Free Enterprise (degree 3)

Secret Skills: Hagglng 12, Action Movies 12, Twitchtalk 08

Background: You heard the little voice saying, 'Don't eat at evening mess.' That was enough for you—you follow your supraconscious mind's directives as obediently as those of your Armed Forces superiors or The Computer. More so, even, since your supraconscious is right more often.

And so you didn't drink the MemWipe that turned the rest of your company into 150-pound infants. You breathed a relieved sigh—but about halfway through it you were hauled in by Internal Security. What provoked suspicion was not your narrow escape, but that you sold your meal to the clone next to you. But hey, you were just trying to make an honest credit!

You could have told IntSec your fellow Troublesooter, Walt-Y-QGI, was the real operator who put the brain-erase into the food, but then, they would have wanted to know your sources. Besides, before you turn Walt-Y in, you ought to see if he's willing to pay a fair price for a useful commodity—silence.

Now your little voice is giving you warning signs about those two inconspicuous REDs, Eve-R-SWB and Elmer-R-DYS; they'll be trouble. The air of IntSec reeks from their every pore.

SECRET SOCIETY INSTRUCTIONS

We've pulled some strings to get you on this mission into NBD Sector. Once you arrive, try to establish contact with Hal-Y-000 in HPD&MC. He's a prominent Free Enterpriser; do what he says, and aid him in any way you can. Your password is 'The show I like is *My Favorite Computer*.' He will respond with the countersign, 'Yes, that's one of our most popular shows.' Try to arrange a few transactions; if anything in NBD Sector looks commercial, bring back a sample.

PERSONAL EQUIPMENT:

- (1) gas mask
- (1) knife
- (1) flashlight
- (1) datapad and stylus
- (1) prefabricated official artificial rock (30kg)
- (2) orange laser barrels
- (1) blue laser barrel (BLUE)
- (1) jumpsuit
- (1) orange canvas backpack
- (1) utility belt

ASSIGNED EQUIPMENT:

- (1) laser pistol body (no barrel)
- (1) orange reflex armor
- (1) Series 1300 PDC
- (1) Com 2

Walt-Y-QGI-2

Male Power Services Loyalty Officer

Mutation: Mental Block

Society: Programs Group (degree 3)

Secret skills: Power Studies 05, Singing 12, Hacking 13

Background: Before your old Power Services buddy turned traitor and became an officially unofficial unperson, he taught you that dandy stunt of selective power shutdown that made your humdrum work so interesting. Switch off a couple of conveyor belts in PLC for a minute apiece, and suddenly—ooh you loved this!—20 Armed Forces squadrons end up with MemWipe in their evening cycle meals! Not everyone could have exploited the opportunity you got—but that's the kind of carefree, fun-loving guy you are.

True, your enthusiasm is a little dampened here among other Troubleshooters. You've already felt little tingles at the edge of your consciousness—as if someone was trying to rifle your brain like a filing cabinet. But you clamped down, threw out the psychic intruder, and now you're nearly sure the intruder was a filthy mutant telepath. That Sam-R-JBS looks like the culprit, or the ORANGE with the greedy look, Chuck-O-VKJ.

Well, so someone finds your little role in rendering eighteen hundred soldiers like unto freshly decanted babes: You've got a fall guy set up already. Some of your secret society buddies found out it was fellow Troublesooter Elmer-R-DYS who mistakenly put the MemWipe drug on the conveyor belt to begin with. Maybe you could have fun toying with his mind.

SECRET SOCIETY INSTRUCTIONS

This whole mission looks like a covert action by Cleto-B-QRK, a prominent BLUE in a rival Programs Group. It's probably impolitic to off Cleto-B himself (though initiative is always admired)—but make sure the mission backfires in his face. Do whatever is necessary to confuse, obstruct and otherwise discombobulate your fellow Troubleshooters. That other YELLOW, Tammy-Y-BWR, is in Cleto-B's Programs Group; be a good scout and vaporize her at your convenience.

PERSONAL EQUIPMENT

- (1) gas mask
- (1) flashlight
- (1) pair infrared goggles
- (1) datapad and stylus
- (1) tangle (GREEN)
- (2) yellow laser barrels
- (1) jumpsuit
- (1) yellow canvas backpack
- (1) utility belt

ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (1) suit yellow reflex armor
- (1) Series 1300 PDC
- (1) Com 2

Tammy-Y-BWR-2

Female CPU Team Leader

Mutation: Telepathy

Society: Programs Group (degree 1)

Secret skills: Cash Hacking 08, Gloating 12, Filesharing 08

Background: What's this vatslime about Central Processing taking heat for putting MemWipe in the Armed Forces foodpaks? You've dealt with enough nosewipes, chipbrains and drelbs in CPU to learn errors like that are expectable, even standard. Why is everyone so flustered? So a few battalions of Vulture Squadron Commandoes are busy stacking blocks in The Computer's kiddie-creches: Big Effervescing Deal!

And this bunch of Troubleshooters is no better than the nimrods in your own service group. If your High Programmer (serve and protect!) would only deign to notice your efforts for her Programs Group, she'd transfer you out of this pseudochick outfit. These high-strung deviants have some of the weirdest mentalities you've ever psyched—like that Eve-R-SWB, all she ever thinks about is fire—or Chuck-O-VKJ, who knows much more than he lets on about the memory-wipe scandal. Maybe you should try a little blackmail involving his oh-so-unfortunate absence from the mess hall when all that chemical amnesia was ingested.

The spooky folks in this group are your fellow YELLOW, Walt-Y-QGI, and that hunched-over little feeb Sam-R-JBS—you can't read them at all. You're worried one or both might find out *you* accidentally authorized the mistaken MemWipe drug distribution. Time to show those clones who's in charge.

SECRET SOCIETY INSTRUCTIONS

A high official in your Programs Group, Cleto-B-QRK, has been acting strangely. Your High Programmer (defend and obey!) requests you to secure details of a rumored secret project Cleto-B may be working on in NBD Sector. Don't interfere with it, and don't let others interfere—yet.

Fellow Troublesooter Walt-Y-QGI has been found to belong to a rival Programs Group; be a loyal servant and terminate him if you have a chance, okay?

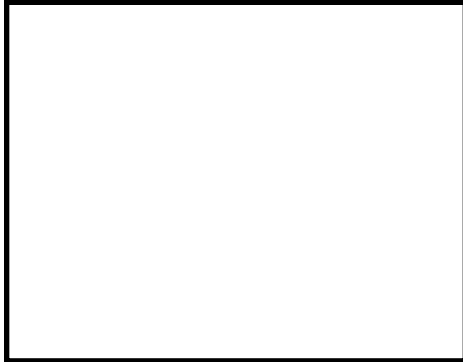
PERSONAL EQUIPMENT

- (1) gas mask
- (1) first aid kit
- (1) knife
- (1) datapad and stylus
- (1) neurowhip (GREEN)
- (1) multipurpose robot repair tool
- (2) yellow laser barrels (YELLOW)
- (1) jumpsuit
- (1) yellow canvas backpack
- (1) utility belt

ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (1) suit yellow reflex armor
- (1) Series 1300 PDC
- (1) Com 2

Send in the Clones PC #4



Sam-R-JBS-1

Male Tech Services Happiness Officer

Service firm: OmniPipeTechServ
Service firm type: Conduit Cleaners
Security clearance: RED
Credits: 100
Tics: Always talks about vidshows.

[Tic 2:] _____

Example of tic in use

Sam-R: Ma'am! He's got some crazy plasma weapon, like they used last week on *Bake That Traitor!*

Tammy-Y: I know! Shut the frazz up and go shoot the snozz out of him.

Sam-R: Okay, ma'am. Should we flank him like in the third scene of *Teela Strikes Back*, or—

Tammy-Y: Shut up! Just shut up!

ACTION SKILLS & SPECIALTIES

Management 06

Infect Others With Enthusiasm 12

Stealth 04

Get Someone's Attention 10
High Alert 08
Surveillance 01

Violence 09

Energy Weapons 13
Successfully Perform Crazy Acrobatic Stunt and Only Break One Limb 15

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 09

Bot Ops and Maintenance 13
Electrical Engineering 13
Reroute Effluent Conduit 15
Vehicle Ops and Maintenance 01

Software 06

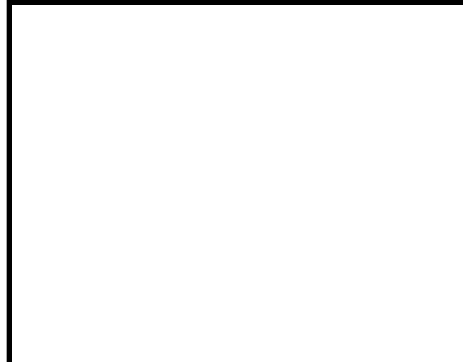
Bot Programming 10
Data Analysis 01

Wetware 06

Bioweapons 01
Cloning 10
Medical 10
Outdoor Life 01

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

Send in the Clones PC #5



Eve-R-SWB-1

Female PLC Hygiene Officer

Service firm: WeHaul PLC
Service firm type: Freight Conveyance Engineers
Security clearance: RED
Credits: 110
Tics: Always cleaning things.

[Tic 2:] _____

Example of tic in use

Chuck-O: That Commie was carrying this weird widget. Looks pricey, like at least 10K.

Eve-R: That *is* interesting! *[Grabs widget and starts polishing.]*

Chuck-O: Hey, stop! There could be, like, evidence on that or something!

Eve-R: But it's got blood on it! You wouldn't want me to neglect my Computer-assigned duties as hygiene officer, would you?

ACTION SKILLS & SPECIALTIES

Management 06

Bootlicking 10
Chutzpah 01
Hygiene 10
Oratory 01
Smile Innocently 12

Stealth 07

Concealment 01
Surveillance 11

Violence 08

Crawl Onward Despite Life-Threatening Injuries 14
Energy Weapons 12
Hand Weapons 12

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 07

Weapon and Armor Maintenance 11
Nuclear Engineering 01

Software 08

Access Local PLC Warehousing Database 11
Data Analysis 09
Operating Systems 01

Wetware 06

Cloning 01
Put Just Enough Drug Into Bouncy Bubble Beverage That You Can't Taste The Difference 13
Suggestion 11

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

Send in the Clones PC #6



Elmer-R-DYS-1

Male PLC Equipment Guy

Service firm: WeHaul PLC
Service firm type: Freight Conveyance Engineers
Security clearance: RED
Credits: 90

Tics: Extra finicky about food and drink.

[Tic 2:] _____

Example of tic in use

Walt-Y: Gosh, we got a whole extra box of CruncheeTym algae chips with our rations. Who wants some?

Elmer-R: What flavor?

Walt-Y: Looks like Original, Extra Original, Beverly and HotBot.

Elmer-R: No thanks. If there's no Capiscum Crunch, I don't want any.

ACTION SKILLS & SPECIALTIES

Management 07

Bond With Crazy R&D Scientists 13

Stealth 06

Disguise 10
Sneaking 01

Violence 08

Agility 12
Energy Weapons 12
Hand Weapons 12
Thrown Weapons 01
Vehicle Weapons 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 08

Habitat Engineering 12
Weapon and Armor Maintenance 12
Recognize Illegal Weapon Modifications 14

Software 07

Data Search 11
Financial Systems 01
Identify Contents of Food Crates by Bar Code 13

Wetware 05

Identify Contents of Food Crates by Smell 11

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

Elmer-R-DYS-1

Male PLC Equipment Guy

Mutation: Empathy

Society: Pro Tech (degree 1)

Secret Skills: Experimental Equipment Repair / Maintenance 02, Botspotting 11, WMD 14

Background: Put boxes on conveyor belts. Take them off conveyor belts. Wait for conveyor belts to be repaired. Not the most rewarding occupation for an exponent of the future glory of technology. In PLC you were wasted—no wonder you happened to make a small mistake, when your mind was occupied by higher matters. Anyone could have done it—those boxes of memory-wipe drug look awfully similar to the boxes of Bouncy Bubble Beverage those Armed Forces morons usually get. You put a few wrong boxes on the wrong conveyor belt, and now five thousand soldiers have regressed to staring at their fingernails and putting their toes in their mouths. It's no big deal from your angle (you'd never drink Bouncy Bubble Beverage anyway)—but it's a lucky break you got transferred to the Troubleshooters before anyone fingered you.

Anyway, you're in the clear if someone accuses you—just shift attention over to your 'fellow PLCer' Eve-R-SWB. Not only is she transparently an IntSec agent, but you know she caught the MemWipe/beverage mix-up and didn't say anything.

SECRET SOCIETY INSTRUCTIONS

Greater humanity through greater machinery! Greetings, Pro Techer. An unknown faction of purblind machine-mashers has diverted a valuable shipment of cloning equipment from the higher destiny to which we had previously diverted it. It's believed your fellow Troubleshooter Tammy-Y-BWR works for this anti-future faction, aided by Walt-Y-QGI. Interrogate Tammy-Y and Walt-Y with this marvelous new HypnoCard we secured; one look at it and they'll be forced to tell you everything. Oh, and don't forget to terminate them after questioning.

PERSONAL EQUIPMENT

- (1) knife
- (1) datapad and stylus
- (1) HypnoDisk (BLUE)
- (1) yellow laser barrel (YELLOW)
- (2) red laser barrels
- (1) jumpsuit
- (1) red canvas backpack
- (1) utility belt

ASSIGNED EQUIPMENT

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

Eve-R-SWB-1

Female PLC IntSec Hygiene Officer

Actual Service Group: Internal Security (spying on PLC)

Mutation: Pyrokinesis

Society: Sierra Club (degree 1)

Secret Skills: Demolition 12, Gloating 03, Bioweapons 11

Background: It wasn't your fault. You were conducting your undercover Internal Security investigation of PLC, doing PLC-ish things like shifting boxes from one conveyor belt to another. Sure, you noticed how those containers of Bouncy Bubble Beverage had already been filled with memory-wipe drug—but you didn't dare report it. That would show distrust of the wisdom of your superiors—and (shudder) The Computer. So just because 70 platoons of Armed Forces troops have been reduced to the education level of a broken scrubot—that's not your fault. Your superiors would certainly agree—but no sense bothering them with trivia.

That cold-blooded twerp Elmer-R-DYS from PLC saw you carrying those containers—he should be apprised of the need to avoid cluttering your superiors' outlook with little details. Maybe you should steer him onto Sam-R-JBS, the tech who filled the wrong containers in the first place. Or maybe you could frame Walt-Y-QGI, who's supposed to be so deep into Free Enterprise the credits are bulging out his ears.

All this maneuvering wears you down. You'd like to go outside, to that happy world of astroturf and animal droppings you've always heard about. There are small furry things there, and tall brown and green poles, and things growing on every exposed surface. You'd like to head into the world of nature—and set everything on fire. And watch it *burn*.

SECRET SOCIETY INSTRUCTIONS

IntSec has identified NBD Sector as the nexus of considerable black market activity. Your mission: identify traitorous black-market operators and mark them for interrogation by spraying them with this harmless spray that we have disguised as deodorant. The spray is invisible to the naked eye, but will register on our IntSec scanners. The spray is included in your Emergency Hygiene Kit. Good luck, and good hunting.

PERSONAL EQUIPMENT

- (1) Emergency Hygiene Kit
- (1) scent-marking spray (TREASONOUS)
- (1) knife
- (1) datapad and stylus
- (1) hand lens
- (1) yellow laser barrel (YELLOW)
- (2) red laser barrels
- (1) jumpsuit
- (1) red canvas backpack
- (1) utility belt

ASSIGNED EQUIPMENT

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

Sam-R-JBS-1

Male Tech Services Happiness Officer

Mutation: Mental Block

Society: Anti-Mutant (degree 1)

Secret Skills: Power Studies 09, Vidshow Trivia 15, Filesharing 10

Background: This is neat! You're a real Troubleshooter, like the heroes on the vidshows. And you didn't even have to spend a lot of boring time in Tech Services to get the glamour job, which is just as well since you kind of made a mess of things your first day in The Computer's service. It must have been the thrill of being in among all those food-distribution pipes; you turned the wrong spigot, and the entire Armed Forces allotment of Bouncy Bubble Beverage was replaced with memory-wipe drug before it went out to PLC. Now, entire regiments of Alpha Complex soldiers are relearning how to put on their underwear. Well, it wasn't really your fault anyway. Technically (haha), your CPU supervisor and fellow Troubleshooter, Tammy-Y-BWR, approved the spigot turn that put the Armed Forces C-in-C into diapers.

You know the Troubleshooters are great, but those nasty, scummy mutants infiltrate everywhere. Already you've felt delicate probings into your mind—*mutants!* Telepathic brain-eaters! Good thing you brought up all the barriers before the slimy felon found anything—and you're sure the soon-to-be-dead mutie is either Elmer-R-DYS or Chuck-O-VKJ. Maybe you'll have to off both of them to be sure of combating the subhuman threat—but that's the way the bubble beverage bounces. Pretty neat stuff, huh?

SECRET SOCIETY INSTRUCTIONS

Kill the mutants! You had to ask? There's an unconfirmed report that Tammy-Y is a mutant—the best guess is that she has Advanced Hearing. Confirm this (*roleplaying hint: whisper a lot*) and, if true, terminate her. By the way, there's an IntSec plant in your group—we think it's one of the REDs. Happy hunting.

PERSONAL EQUIPMENT

- (1) personal hygiene kit
- (1) knife
- (1) datapad and stylus
- (1) tacnuke grenade (VIOLET)
- (2) red laser barrels
- (1) jumpsuit
- (1) red canvas backpack
- (1) utility belt

ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (1) suit red reflec armor
- (1) Series 1300 PDC
- (1) Com 2
- (1) vial of 100 personality stabilizer tablets