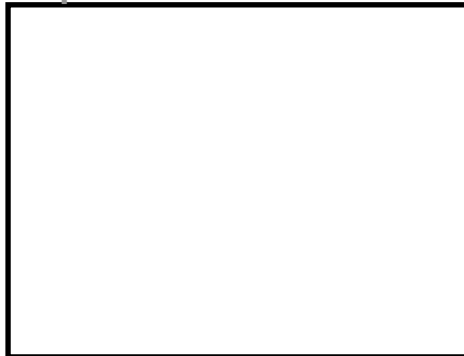


'Vapors Don't Shoot' PC #1



Roger-O-CWE-2

Male Tech Svcs Recording Officer

Service firm: 1-800-PDCHELP
Service firm type: Tech Support
Security clearance: ORANGE
Credits: 120
Tics: Sighs a lot.

[Tic 2:] _____

Example of tic in use

Bobby-O: We did it, we won! Those Romantics traitors are dead meat!

Roger-O: *[sighs]* Yeah, we really did it.

The Computer: Good work, Troubleshooters! Each of you gets a 200-credit bonus.

Roger-O: *[sighs]* Thank you, Friend Computer.

ACTION SKILLS & SPECIALTIES

Management 07

Befuddle Others With Technobabble 13
Con Games 11
Intimidation 01

Stealth 09

Disguise 01
Notice Unusual Discolorations 15
Surveillance 13

Violence 07

Agility 11
Energy Weapons 11
Unarmed Combat 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 06

Chemical Engineering 10
Electronic Engineering 10
Com Unit Ops and Maintenance 12

Software 07

C-Bay 01
Data Search 11

Wetware 05

Cloning 01
Make Cold Fun Into Emergency Adhesive 11

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

'Vapors Don't Shoot' PC #2



Amos-O-BYA-4

Male Tech Svcs Happiness Officer

Service firm: ComfyCouch
Service firm type: Bedding Inspectors
Security clearance: ORANGE
Credits: 120
Tics: Blandly agreeable.

[Tic 2:] _____

Example of tic in use

Mortimer-O: *[hiding from laser fire]* Amos-O!

We're pinned down by PURGERS! Can you flank them?

Amos-O: *[likewise hiding]* Just give me a moment, and I'll be glad to give it a try.

Mortimer-O: What, there's a problem?

Amos-O: Oh, my leg's been shot off, but it's nothing to worry about. I'm sure it'll work out just fine.

ACTION SKILLS & SPECIALTIES

Management 06

Bootlicking 10
Chutzpah 01
Hygiene 10
Interrogation 01

Stealth 06

Concealment 10
High Alert 01
Conceal and/or Recognize Bribery Attempts 12

Violence 08

Duck Behind Furniture 14
Energy Weapons 12

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 08

Habitat Engineering 12
Nuclear Engineering 01

Software 09

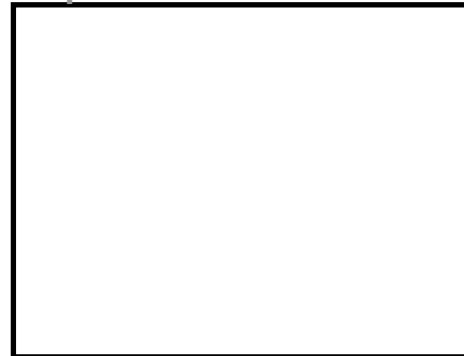
Bot Programming 13
Financial Systems 01
Initiate Remote Shutdown of Pyrus-Class Warbots 15
Operating Systems 13

Wetware 05

Diagnose Sleep Disorders 11
Pharmatherapy 01
Suggestion 09

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

'Vapors Don't Shoot' PC #3



Cain-O-ATW-2

Male Tech Services Equipment Guy

Service firm: YourMove
Service firm type: Consolidated Motorized Transport
Security clearance: ORANGE
Credits: 120
Tics: Constantly playing with PDC.

[Tic 2:] _____

Example of tic in use

[Cain-O is shutting down a reactor with one hand and playing a PDC game with the other]

Bobby-O: Uh, could you focus a little? The reactor's about to blow!

Cain-O: Calm down, okay? I'm totally focused. Everything's fine— Ooh, double word score!

ACTION SKILLS & SPECIALTIES

Management 06

Bootlicking 01
Chutzpah 10
Shrug Ambiguously 12

Stealth 05

Security Systems 09
Sneaking 01

Violence 10

Energy Weapons 10
Projectile Weapons 01
Thrown Weapons 01
Unarmed Combat 10

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 11

Build Abstract Sculpture From Spare Parts 17
Nuclear Engineering 15

Software 09

Bot Programming 13
Leave Untraceable Calling Card When Hacking 15
Operating Systems 13
Vehicle Programming 01

Wetware 04

Cloning 08
Identify Artificial Flavoring Agents 10
Outdoor Life 01

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

Cain-O-ATW-2

Male Tech Services Equipment Guy

Mutation: Mechanical Intuition

Society: Computer Phreaks (degree 2)

Secret Skills: Experimental Equipment

Maintenance / Repair 13, Jargon 07, Hacking 13

Background: You were a long time discovering your mutant ability. An inclination toward ripping apart complex machinery and putting it together again seemed normal to you. Not until you joined the Computer Phreaks did you learn the true nature of your skill.

Once in the Computer Phreaks you quickly made a name for yourself: 'Data-Chef'. After some concentrated work, you broke into the recipe storage bank of the food-prep subsystem. For a solid week thereafter the INFRAREDs were subjected to food with taste and consistency. The experience was almost more than they could handle. When The Computer discovered the treasonous breach and replaced the original programming, it took every Internal Security agent in RSB Sector to quell the riots. Tech Services is still making repairs.

The Phreaks admired you for this inspired act, and your mentor, CPU/CP-ME, taught you the basics of computer hacking, a treasonous skill. You look forward to testing your new ability.

SECRET SOCIETY INSTRUCTIONS

The Phreaks suspect a High Programmer is behind your current mission, not The Computer. CPU/CP-ME sent you a message: 'learn when/how/why hp exerts control / steal/duplicate all programs/techniques/ equipment that look cool / roger-o-cwe-2 has comm gadget / somehow bypasses computer's monitors / we MUST have it /endmsg'

You received a second message just before reporting for your Troubleshooter mission briefing. 'be advised high programmer has spy in yr group / encryption on msg tough / spy's home sector contains letter y / good luck /endmsg.' That would be either Amos-O-BYA or Bobby-O-SYE....

PERSONAL EQUIPMENT

- (1) knife
- (1) datapad and stylus
- (1) flashlight
- (1) illuminating hand-lens
- (1) tool kit (the tool box is legal, but most of the tools aren't)
- (2) orange laser barrels
- (1) jumpsuit
- (1) orange canvas backpack
- (1) utility belt & pouches

ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (1) suit orange reflex armor
- (1) Series 1300 PDC
- (1) Com 2
- (1) Robot Investigation Device (RID)
(see GM for details)

Amos-O-BYA-4

Male Tech Svcs Happiness Officer

Mutations: Machine Empathy, Telekinesis

Society: Psion (degree 2)

Secret Skills: Drug Procurement 09, Whistling 16, Bribery 14

Background: You've always had good rapport with The Computer; other people have been vaporized for *hinting* at questions you asked outright. You learned the true nature of your Machine Empathy mutant power when the Psion secret society recruited you. You use that ability whenever you can to stay in The Computer's good graces and to extract favors and information for yourself and the Psions.

Your promising career in Technical Services hit a snag recently, and quite unexpectedly, when The Computer transferred you to the Troubleshooters. This is important because you are on your fourth clone and rapidly approaching extinction. Everyone else on the team is only on their second clone.

Your last two clones expired blissfully, in rapid succession, only a short time ago. They fell victim to the latest rage among Mystics, the new brain exploder drug. Armed with some of those same pills, you've been seeking Mystics for revenge ever since.

SECRET SOCIETY INSTRUCTIONS

Soon after your transfer to the Troubleshooters, several Psions were revealed and dragged away by a swarm of Internal Security agents. Arrests and executions continue, causing great alarm in Psion. Several members have even turned themselves in, registering their mutant powers. They have not been seen again.

Your Psion Control told you of a Psion informant in your Troubleshooter team. As soon as the informant uses a mutant power, you must nail him as a traitorous mutant. The suspect is either Cain-O-ATW-2 or Terry-O-EUZ-2. You are anxious to carry out this mission because you know that if an informant were traced to this group, you must be under suspicion too.

PERSONAL EQUIPMENT

- (1) knife
- (1) datapad and stylus
- (1) flashlight
- (1) portable steam iron (keeps you lookin' good)
- (1) yellow laser barrel painted orange (ILLEGAL)
- (2) orange laser barrels
- (1) jumpsuit
- (1) orange canvas backpack
- (1) utility belt & pouches

ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (1) suit orange reflex armor
- (1) Series 1300 PDC
- (1) Com 2
- (20) Gelgernine / Inner Happiness tablets
- (1) miniature audiovisual recorder to document equipment damage

Roger-O-CWE-2

Male Tech Services R&D Recording Officer

Actual service group: R&D (spying on Technical Services)

Mutation: Chameleon

Society: Pro Tech (degree 3)

Secret Skills: Logic Puzzles 06, Botspotting 11, Hacking 11

Background: You are a worried clone. You've been in the front lines of battle for resources between Technical Services and R&D for some time. You actually know little about R&D; to be a good spy, you submerged yourself within Tech. Unfortunately, this very dedication has caused problems. Your loyalty has been questioned on several occasions, and only some skillful fast-talking has saved you from premature clone activation.

Recently, your long-overdue promotion to third-rank spy came through. You carefully selected and trained a subordinate to also penetrate Technical Services. Much to your chagrin, he was delivered to R&D headquarters in a small box labeled 'Defective Observation Equipment.'

Your unimaginative superiors hold you responsible for the embarrassing incident and your loyalty is more suspect than ever.

SECRET SOCIETY INSTRUCTIONS

At R&D headquarters, your superior made it clear that to redeem yourself you must make a similar delivery to Tech HQ. He said, 'We've gotten you assigned to a special Troubleshooter team that's crawling with Techs. Shipping one of 'em back to Tech HQ shouldn't be too difficult. Just don't get caught.'

On your way out, he slapped a communication device into your hand. 'This is a little gadget I just finished that you can use to keep us posted. I don't think The Computer can pick up its signal.' Then he added, 'This is your absolute last chance, Roger-O. If you don't clean up this mess, you'll finish your days as a volunteer in the nerve pain test lab.'

Properly chastized, you joined the Troubleshooter mission team as communications & recording officer, good cover for your special device. By sheer chance, you've discovered that one of two techs on the team, either Terry-O-EUZ-2 or Bobby-O-SYE-2, is probably your protege's killer. Now all you need is a box.

PERSONAL EQUIPMENT

- (1) knife
- (1) datapad and stylus
- (1) flashlight
- (1) pair binoculars
- (1) miniature camera & telephoto lens (ILLEGAL)
- (1) miniature 'bug' & recorder, 100m range (ILLEGAL)
- (1) mini Com 1 on 'secure' RED frequency (ILLEGAL)
- (2) orange laser barrels
- (1) jumpsuit
- (1) orange canvas backpack
- (1) utility belt & pouches

ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (1) suit orange reflex armor
- (1) Series 1300 PDC
- (1) Com 2
- (1) printout of transfer orders (see GM for details)

'Vapors Don't Shoot' PC #4



Mortimer-O-TBI-2

Male Tech Services Loyalty Officer

Service firm: Ooze Advisors

Service firm type: Slime Identification

Security clearance: ORANGE

Credits: 120

Tics: Speaks in violent terms.

[Tic 2:] _____

Example of tic in use

Terry-O: Hurry up, Mortimer-O! We have to go talk to these bots right now.

Mortimer-O: Leave me out of it. I'm no good with talking; I'd just kill the negotiations.

Terry-O: Okay, you can guard the rear then.

Mortimer-O: Great! You go on and break a leg. Knock 'em dead!

ACTION SKILLS & SPECIALTIES

Management 07

Con Games 01

Get All Buddy-Buddy With Local GREEN Goons 13

Interrogation 11

Intimidation 11

Oratory 01

Stealth 07

Sleight of Hand 11

Surveillance 01

Violence 09

Agility 13

Energy Weapons 13

Hand Weapons 13

Throw 'Rita', Your Lucky Personal Knife 15

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 07

Habitat Engineering 01

Repair Force Sword 13

Weapon and Armor Maintenance 11

Software 04

Hack Laser Pistol Data Recorders 10

Wetware 05

Medical 01

Bioweapons 10

Open slots for narrow specialties: 2

(Stealth, Wetware)

'Vapors Don't Shoot' PC #5



Terry-O-EUZ-2

Male Tech Services Hygiene Officer

Service firm: Medical Overall System Support (MOSS)

Service firm type: Medical Services

Security clearance: ORANGE

Credits: 120

Tics: Drifts into people's personal space.

[Tic 2:] _____

Example of tic in use

Terry-O: [*Leans over Cain-O's shoulder.*] So, whatcha working on?

Cain-O: [*Poking at his PDC.*] Just checking the subsector map.

Terry-O: Neat.

Cain-O: You know, I can't concentrate when you're leaning over me like that.

Terry-O: Oh! Sorry.

Cain-O: ...No, I mean it. Please move.

ACTION SKILLS & SPECIALTIES

Management 06

Moxie 01

Oratory 10

Scare Wild Animals Away 14

Stealth 06

Poker Face 12

Violence 07

Energy Weapons 11

Scramble Up Pipes 13

Thrown Weapons 11

Vehicular Combat 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 07

Mechanical Engineering 11

Vehicle Ops and Maintenance 01

Software 05

C-Bay 09

Data Analysis 01

Wetware 05

Medical 12

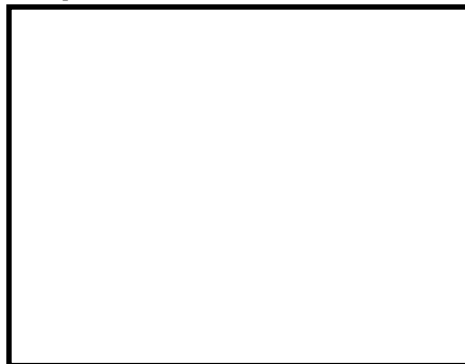
Pharmatherapy 12

Recognize Mutagens 14

Open slots for narrow specialties: 2

(Hardware, Software)

'Vapors Don't Shoot' PC #6



Bobby-O-SYE-2

Male Power Svcs Loyalty Officer

Service firm: Power Tours

Service firm type: Executive Power Chauffeurs

Security clearance: ORANGE

Credits: 120

Tics: Always exercising.

[Tic 2:] _____

Example of tic in use

[*Bobby-O is doing push-ups.*]

Roger-O: Bobby-O, can you take the jetpack and scout up ahead?

Bobby-O: 98... 99... 100! [*stands up*] I'm sorry, what was that?

Roger-O: [*sighs*] Go scout, okay?

Bobby-O: Sure thing! Hup! Hup! [*jogs away*]

Roger-O: And he forgets the jetpack. Again. [*sighs*]

ACTION SKILLS & SPECIALTIES

Management 07

Chutzpah 11

Hygiene 01

Stealth 05

Bend Metal Quietly 11

Violence 08

Energy Weapons 12

Fine Manipulation 01

Lift Heavy Things 18

Unarmed Combat 16

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 07

Mechanical Engineering 11

Polish Surface to Gleaming Mirrorlike Sheen 13

Vehicle Ops and Maintenance 11

Weapon and Armor Maintenance 01

Software 06

Hacking 01

Rewire Confession Booth In Your Residence Hall 12

Vehicle Programming 10

Wetware 05

Biosciences 09

Psychotherapy 01

Open slots for narrow specialties: 2

(Management, Wetware)

Bobby-O-SYE-2

Male Power Svcs Loyalty Officer

Mutation: Adrenalin Control

Secret society: PURGE (degree 2)

Secret skills: Cash Hacking 08, Gloating 12, Mechanical Sabotage 14

Background: You spent many years as a member of the tightly-knit Power service group, driving Power execs around RSB Sector in autocars or, occasionally, crawlers. After The Computer made your unusual 'temporary' transfer to this Troubleshooter team, one of your execs informed you *every* other member is from Technical Services! 'So watch your back,' he said, 'the Techs have always had it in for us, and they're going to outnumber you.'

Through careful planning and labor, you're starting to earn quite a reputation among PURGERS as the 'Spinebender' for your sabotage of the autocar guidance tracks known as 'spines'. Your latest job on a four-lane spine was so flamboyant and inspiring that it earned the praise of several prominent PURGERS, including the infamous Vatman, scourge of the RSB Sector food prep areas. Your cover seems secure so far. Internal Security doesn't usually suspect drivers of destroying the roads beneath them.

SECRET SOCIETY INSTRUCTIONS

You recently received a tip from another PURGER. Before you ate it, the scrap of grimy paper read, 'A real enemy, a citizen who sucks up to The Computer, frequently gaining undeserved praise and favors, is on your team. He may even be an experienced, high-rank special agent to The Computer. It's either Amos-O-BYA-4 or Cain-O-ATW-2.'

Although the message didn't say so, you can read between the lines: PURGE wants this traitor to humanity's ultimate supremacy taken out. Not so tough, there should be plenty of chances.

PERSONAL EQUIPMENT

- (1) knife
- (1) datapad and stylus
- (1) flashlight
- (1) green laser barrel painted red (ILLEGAL)
- (1) set of wrist and ankle weights (help keep you fit and improves unarmed attacks; see GM for details)
- (2) orange laser barrels
- (1) jumpsuit
- (1) orange canvas backpack
- (1) utility belt & pouches

ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (1) suit orange reflec armor
- (1) Series 1300 PDC
- (1) Com 2
- (1) miniature audiovisual recorder to document treason and damage to Computer property
- (1) Personal Air Bag (PAB) (see GM for details)

Terry-O-EUZ-2

Male Tech Services Hygiene Officer

Mutations: Telekinesis, Teleportation

Society: Psion (degree 2)

Secret Skills: Power Studies 10, Macrame 15, Twitchtalk 07

Background: When your secret society, Psion, discovered you have the rare power to teleport, you quickly advanced to second degree. After demonstrating your trustworthiness by passing several Deep Probe investigations, your superiors taught you a second psionic power, telekinesis. This power lets you move objects with your mind, though it's easiest with objects no heavier than, say, a grenade (heh, heh). Obviously, you are eager to explore this exciting ability. (Without, of course, revealing your undeclared mutant power.)

You were made team hygiene officer, no doubt, so you could put your special services training to good use. In your last mission, you patched up several of The Computer's valuable agents, who had just discovered the truth about rumors of packs of wild dogs marauding in the food vat areas. Blood everywhere; most unhygienic.

SECRET SOCIETY INSTRUCTIONS

Recently, Internal Security has zealously increased its efforts to uncover and execute members of the Psion secret society. Of course everyone expects some harassment from Internal Security, but the present vendetta has gone too far. Your Control has ordered you to eliminate known Internal Security agents as part of a wider effort to make Internal Security back off. You strongly suspect Mortimer-O-TBI-2 and Roger-O-CWE-2 to be Internal Security agents; one of them is posing as a Mystic.

Control's last telepathic message said another Psion who might help you is in this Troubleshooter team. He is either Bobby-O-SYA-2, Amos-O-BYA-4 or, strangely enough, Mortimer-O-TBI-2.

PERSONAL EQUIPMENT

- (1) knife
- (1) datapad and stylus
- (1) flashlight
- (1) first aid kit
- (4) smoke grenades (they help cover your disappearing act; BLUE)
- (2) orange laser barrels
- (1) jumpsuit
- (1) orange canvas backpack
- (1) utility belt & pouches

ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (1) suit orange reflec armor
- (1) Series 1300 PDC
- (1) Com 2
- (4) StimuGo injections (see GM for details)

Mortimer-O-TBI-2

Male Technical Services IntSec Technical Services Loyalty Officer

Actual service group: Technical Services (spying on Internal Security (spying on Technical Services))

Mutation: Empathy

Society: Illuminati (degree 2), infiltrating Mystics (degree 2)

Secret Skills: Drug Procurement 02, Gloating 11, WMD 15

Background: Your credo is 'Survival Through Superior Firepower'. Lasers and other weapons feel very comfortable in your hands. You obtained a force sword some time ago, even though it's a BLUE-Clearance weapon. Though learning how to use it did you in, you learned from your mistakes and wielded the thing fairly well in your new incarnation. Unfortunately, you had to ditch the sword just weeks ago during an unexpected residence inspection.

Your skill with weapons makes an Internal Security cover natural for you. You purposely chose a Mystic second cover, figuring correctly that you'd make a lousy Mystic. Anyone looking carefully will see right through your Mystic identity to your Internal Security cover and stop there, satisfied or unwilling to dig further.

Recently, though, some doubt was cast on your cover. While you were shooting at the laser target range, The Computer politely asked you for a conference (never a pleasant event). After a tense little chat about a recently terminated friend's interest in Internal Security, and an exhortation to root out evil traitors, The Computer signed off. Recalling your friend had a similar chat just before his demise, you realize you desperately need to do something to vindicate yourself—like expose someone, anyone. That will get The Computer off your back and also strengthen your cover as an Internal Security agent.

After you were assigned to the team as loyalty officer you heard a rumor that a teammate, Bobby-O-SYE-2, is connected with the Death Leopards. He just needs to perform one treasonous act and you'll be able to serve The Computer.

SECRET SOCIETY INSTRUCTIONS

Your Illuminati superior gives you solid information that Roger-O-CWE-2 is a spy for R&D. The coded message reads, 'Use this information to establish control over Roger-O-CWE-2 by means of blackmail or similar coercion. Do not kill him nor allow him to be killed. Further instructions will follow.'

PERSONAL EQUIPMENT

- (1) lucky personal throwing knife ('Rita') (ILLEGAL)
- (1) ordinary non-throwable knife
- (1) datapad and stylus
- (1) flashlight
- (4) orange laser barrels
- (1) jumpsuit
- (1) orange canvas backpack
- (1) utility belt & pouches

ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (1) suit orange reflec armor
- (1) Series 1300 PDC
- (1) Com 2
- (1) barrel blade (fits on end of laser barrel, functions as sword)
- (1) Giant Metal Plate (worn over or under reflec)